The 8th iFlight Drone Racing Competition 2026 Competition Rules

I.Competition Date and Venue

Time: December 16-20, 2026 (5 days)

Competition Venue: iFlight Astro Park, Huizhou, Guangdong Province

II.Competition Events

The iFlight Drone Racing Competition will feature two main events: Multi-rotor Drone Racing (F9U) and Multi-rotor Drone Soccer (F9A).

The Multi-rotor Drone Racing (F9U) event will include the following races:

Individual Race, 3-inch Spec Race and Team Race.

The Multi-rotor Drone Soccer (F9A) event will include the following race:

Multi-rotor Drone Soccer (F9A-B).

Participants may register for only one of the following three races: Individual Race, Team Race, or Multi-rotor Drone Soccer. Participants entering the 3-inch Spec Race must register for either the Individual Race or Team Race first.

1. Multi-rotor Drone Racing (F9U) - Individual Race

The Individual Race includes the following classes:

Open Class: Participants born on or before December 16, 2008.

Junior Class: Participants born after December 16, 2008. Participants may choose to

register for the Open Class, Junior Class, or Women's Class based on their circumstances.

Women's Class: Participants aged 18 or above may register for either the Open Class or Women's Class. Participants under 18 may choose to register for the Open Class, Junior Class, or Women's Class based on their circumstances.

Notes:

If fewer than three participants register for a class, they will be merged into the Open Class or Junior Class, as applicable.

Each participant may register for only one class in the Individual Race and may not enter multiple classes.

2. Multi-rotor Drone Racing (F9U) – 3-inch Spec Race

This race has no separate classes and is limited to 64 participants. Only iFlight 3-inch FPV drones are eligible for this race.

3. Multi-rotor Drone Racing (F9U) - Team Race

This race has no separate classes. Participants must register under a club name. Individual participant may not form teams independently to compete in the Team Race.

4. Multi-rotor Drone Soccer (F9A-B)

This race has no separate classes. Participants must register as a club name. Individual participant may not form teams independently to compete in the Team Race.

III. Competition Rules

1. F9U Multi-Rotor UAV Racing - Individual Race

1.1 Participants control multi-rotor drones from a first-person view (FPV) using FPV goggles or a monitor and a radio remote controller. They must navigate the designated

course, pass through obstacles in sequence, and complete the specified number of laps within the allotted time.

1.2 The Individual Race comprises three Classes: Open, Junior, and Women's. Each participant may register for one class only and is not permitted to enter multiple classes.

1.3 The Individual Race consists of three stages: Qualifying (N to 32), Double--Elimination (Top 32), and Finals. Upon completion of the Individual Race, awards will be established and presented separately for each class based on the final overall rankings.

1.4 Qualifying (N to 32)：

The qualifying rounds will consist of three rounds, with each round covering three laps. Pilots will be grouped based on their video transmission system: HDZero or Analog. Each heat will include 6 pilots for HDZero and 4 pilots for Analog. After all three qualifying rounds, each pilot's best single-round result will be used for ranking. The top 32 pilots will advance to the next stage, a 32-pilot double-elimination tournament .

1.5 Double-Elimination Tournament (Top 32):

1.5.1 The 32 participants advancing to the Double-Elimination (Top 32) tournament will be ranked according to their best results in the Qualifying stage and divided into eight groups. The grouping will follow a predetermined pattern, as shown in the table below. The order in which the eight groups compete will be determined by a draw.

Group	**Qualification Ranking**			
Group 1	1	9	17	25
Group 2	2	10	18	26

Group 3	3	11	19	27
Group 4	4	12	20	28
Group 5	5	13	21	29
Group 6	6	14	22	30
Group 7	7	15	23	31
Group 8	8	16	24	32

1.5.2 Participants will be grouped according to the advancement list and the established grouping rules, with four participants in each group. After each group match, the first- and second-place finishers will advance to the Winners Groups, while the third- and fourth-place finishers will enter the Losers Group. In subsequent rounds, the third- and fourth-place finishers in the Winners Group will be relegated to the Losers Group, while the third- and fourth-place finishers in the Losers Group will be eliminated. Through successive rounds of elimination, four participants will ultimately advance to the Final.

1.5.3 The Final will consist of a single round. Timing begins when the start signal or command is given. Participants must complete three consecutive laps along the designated route, and their total flight time will be recorded. Rankings will be determined by the total time taken to complete all three laps, with the shortest time ranking first. Participants without a valid recorded time will be ranked last. The champion, runner-up, and third-place finisher will be determined based on the final results.

1.5.4 After the conclusion of the competition, the final rankings of the 32 competitors in the double-elimination tournament are determined as follows:

Ranking	Final Ranking in the 32-Player Double-Elimination Tournament
1	First place in the Final
2	Second place in the Final
3	Third place in the Final
4	Fourth place in the Final
5	Third place in Match 29
6	Fourth place in Match 29
7	Third place in Match 28
8	Fourth place in Match 28
9-12	Third and fourth place finishers in Matches 25–26, ranked based on Qualification Round results
13-16	Third and fourth place finishers in Matches 23–24, ranked based on Elimination Round results
17-24	Third and fourth place finishers in Matches 17–20, ranked based on Elimination Round results
25-32	Third and fourth place finishers in Matches 13–16, ranked based on Elimination Round results

Notes:

①In case of special or unexpected on-site circumstances, if the panel of referees unanimously determines that an additional match is required, a single-round tie-breaker race will be conducted.

②Timing begins when the start signal or command is issued, Competitors must complete three consecutive laps along the designated route, and their total flight time will be recorded.If a competitor flies more than three laps, the result for that round will be considered invalid. Rankings are determined by the total time to complete all three laps, with shorter times ranked higher. Competitors who do not complete three laps will be ranked according to the actual number of laps completed: Competitors completing 3 laps rank ahead of those completing 2 laps, those completing 2 laps rank ahead of those completing 1 lap, competitors with no valid recorded time are ranked last. Except for the Final, if competitors have the same number of completed laps and the same recorded time, their Qualification Round ranking will be used to determine their final position. In the Final, if competitors crash (“DNF due to crash”) while on the same lap, rankings are determined by the last obstacle gate passed along the race route, with the competitor having passed the gate with the higher number ranked ahead.

2. **Multi-rotor Drone Racing (F9U) - 3-inch Spec Race**

2.1 Participants control multi-rotor drones from a first-person view (FPV) using FPV goggles or a monitor and a radio remote controller. They must navigate the designated

course, pass through obstacles in sequence, and complete the specified number of laps within the allotted time.

2.2 Only 3-inch FPV drones manufactured by iFlight are eligible for the competition. iFlight will provide 3-inch FPV drones with Analog and WTFPV (PNP) versions. The WTFPV (PNP) version does not include a video transmitter, camera, or receiver. Personal modifications to the complete drone are permitted, provided they do not compromise competition fairness or safety. Permitted modifications: Antennas, screws, nuts, 3D-printed parts, LED lights, and other similar accessories. Prohibited modifications: Core components, including motors, ESCs, flight controllers, frames, and battery specifications. The Race Committee reserves the right to determine whether any modification affects competition fairness or safety. Please note that ompetition batteries will be officially designated and provided by the organizer. All pilots must use the specified batteries as required. Failure to comply will result in disqualification from the competition.

2.3 The 3-inch Spec Race is limited to 64 participants and consists of five stages: Top 64 to Top 32, Top 32 to Top 16, Top 16 to Top 8, Top 8 to Top 4 (Semi-Finals), and the Top 4 Final. The 32 participants advancing to the Top 32 stage will be ranked according to their best results in the Top 64 stage and divided into eight groups according to the predetermined pattern shown in the table below.

Group	**Qualification Ranking** **（TOP 64 to TOP 32）**			
Group 1	1	9	17	25
Group 2	2	10	18	26
Group 3	3	11	19	27
Group 4	4	12	20	28

Group 5	5	13	21	29
Group 6	6	14	22	30
Group 7	7	15	23	31
Group 8	8	16	24	32

2.4 Top 64 to Top 32:

Top 64 to Top 32 consists of two rounds, with each round covering three laps and four participants competing in each group. After both rounds, each participant's best single-round time will be used for ranking. The top 32 participants will advance to the next stage.

2.5 Top 32 to Top 16:

Top 32 to Top 16 consists of two rounds, with each round covering three laps and four participants competing in each group. After both rounds, each participant's best single-round time will be used for ranking. The top 16 participants will advance to the next stage.

2.6 Top 16 to Top 8:

Top 16 to Top 8 consists of two rounds, with each round covering three laps and four participants competing in each group. After both rounds, each participant's best single-round time will be used for ranking. The top 8 participants will advance to the Semi-Finals.

2.7 Top 8 to Top 4 Semi-Finals:

The Semi-Finals consist of two rounds, with each round covering three laps and four participants competing in each group. After both rounds, each participant's best single-round time will be used for ranking. The top 4 participants will advance to the Top 4 Final.

2.8 Top 4 Final:

The Top 4 Final consists of a single round of three laps, with all four participants competing in the same group. After the competition, each pilot's best result will be used for ranking, with the first-place, second-place and third-place winners awarded.

3. **Multi-rotor Drone Racing (F9U) - Team Race**

3.1 Participants control multi-rotor drones from a first-person view (FPV) using FPV goggles or a monitor and a radio remote controller. They must navigate the designated course, pass through obstacles in sequence, and complete the specified number of laps within the allotted time.

3.2 Teams must register and compete as a club. Individual participants may not form teams independently to compete in the Team Race.

3.3 Team Structure

3.3.1 Each club may enter up to three teams. All members of a team must belong to the same club. Teams may not include members from different clubs.

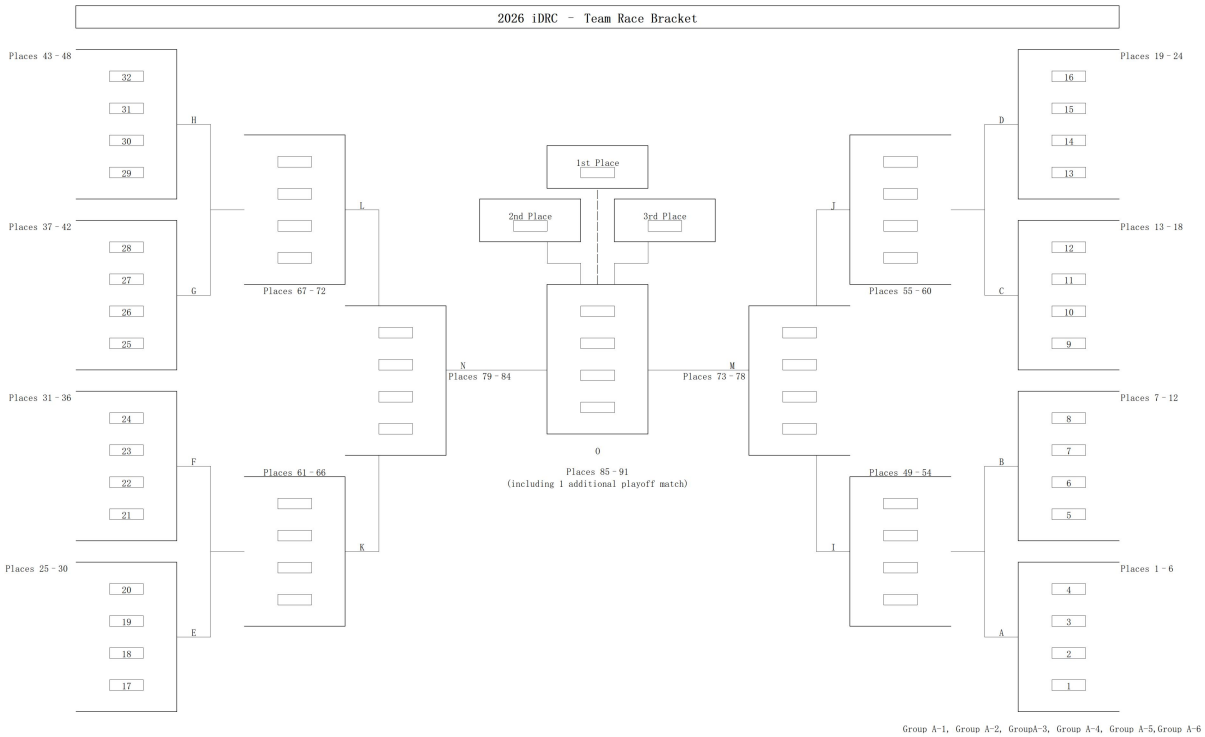
3.3.2 Each team follows the "2+1" model:

Each team consists of a team captain (who may also compete as a pilot) and team members. A team may consist of two main participants and one substitute. Each team must have a minimum of two and a maximum of three members. All team members must complete official registration before the competition to be eligible to participate. The team roster may not be changed after the registration deadline.

3.4 Competition Format

3.4.1 The competition adopts a 2-versus-2 format. In each match, each of the two teams sends two pilots to compete, with four pilots racing simultaneously. The competition follows an elimination format, with teams earning points based on their rankings in group

matches. Winners advance, while losing teams are eliminated, until the final rankings are determined. An example of the match format is shown in the diagram below.



3.4.2 Before each match begins, the team captain may request to replace a competing pilot with the substitute. The change will take effect only after review and approval by the referee. All competing pilots must be selected from the team's registered roster. One team captain must be designated for each match to communicate with the referee. The use of unregistered pilots or individuals not listed on the team's registration roster is strictly prohibited.

3.4.3 If a team is left with only one eligible pilot during the competition due to equipment failure or personal reasons, it will no longer meet the participation requirements and may not continue in subsequent rounds. Its results from previous rounds will remain valid. No additional members or replacements outside the original registered roster may be added. Teams should carefully assess their roster during registration and prepare

appropriate backup arrangements to ensure they can complete the competition.

3.4.4 Teams registering three pilots must ensure that each pilot competes in at least one match throughout the competition. Any team that fails to meet this requirement will be moved down five places from its final ranking after all matches have concluded.

3.5 Team Grouping and Points-Based Ranking

3.5.1 A total of 32 teams will participate. The initial group assignments will be determined by an online draw.

3.5.2 The 32 teams will be divided equally into eight groups, with four teams in each group. A round-robin format will be used within each group, with every team competing against each of the other three teams once. For example, if the four teams in a group are A, B, C, and D, the six matches will be held in the following order: AB–CD–AC–BD–AD–BC. Each team will compete in three matches within its group. Each match consists of three laps, with four pilots competing simultaneously. Teams will be ranked and awarded points based on the results of each match. Pilots who complete the required laps will receive points according to their finishing positions; those who fail to complete a valid number of laps will receive no points. Points are awarded as follows:

1st place: 4 points

2nd place: 3 points

3rd place: 2 points

4th place: 1 point

Did not finish (DNF): 0 points

3.5.3 After all round-robin matches within a group have concluded, teams will be ranked according to their total points. The top two teams in each group will advance to the next round, while the bottom two teams will be eliminated.

3.5.4 If two or more teams are tied on points and their rankings cannot be determined

directly, the following tie-breakers will apply in order: The team with more first-place finishes will rank higher. If the number of first-place finishes is equal, the teams' best times in the matches in which they finished first will be compared. The team with the shorter time will rank higher.

3.6 Subsequent Rounds

The Top 16 and semi-final stages will also use the group round-robin format. The specific group assignments and match schedule will be determined based on the advancement results. The rules will be the same as those used in the Top 32 stage.

3.7 Final

The Final will follow the same group round-robin format as the semi-final stage. The four teams will first compete in six round-robin matches, with each team facing the other three teams once. After the round-robin matches, each team will select one pilot to compete in an additional match, with all four pilots racing simultaneously. Each team's final score will be the sum of its points from the round-robin matches and the additional match. Teams will be ranked in descending order of total points to determine the first-place, second-place, third-place, and fourth-place.

4. **Multi-rotor Drone Soccer(F9A-B)**

4.1 Definition

Drone soccer is a competitive sport in which athletes control spherical drones remotely from the ground using radio control equipment. Teams compete in an offensive and defensive game similar to soccer. The winner is determined by the number of goals scored by flying into the opponent's goal within the allotted time.

4.2 Competition Field

The competition field measures 6 meters in length, 3 meters in width, and 3 meters in height. The inner diameter of each goal is 400 mm.

4.3 Technical Requirements

The drone must be electrically powered and equipped with no more than four electric motors. It must have an external spherical protective frame, with all components installed inside the frame to form a spherical drone. The drones used by teammates in a match must have frames of the same color. Frame colors will be determined before the match based on the competing teams. Partial sections of the frame, such as the middle section, may use a different color to distinguish player roles. Exposed parts of the protective frame must be made of plastic or composite materials. Metal materials are prohibited. The bottom of the frame may have a flat design, with an arc height not exceeding 20 mm and a maximum individual open surface area of 150 cm^2. The drone must also comply with the LED light requirements specified in these rules.

(1) Frame diameter: 200 mm ± 20 mm

(2) No-load voltage: ≤ 17 V

(3) Total weight: ≤ 300 g

(4) Propeller diameter: ≤ 76 mm

(5) Motor size: ≤ 1608

(6) LED lights: At least 16 LEDs are required. The scoring drone must have clearly visible illuminated LEDs. The red team must use red lights, and the blue team must use blue lights.

Tolerance: A tolerance of 1% is permitted for measurements of the drone's frame diameter, battery voltage, total weight, and propeller diameter.

4.4 Competition Format

Each match has a total duration of 5 minutes, including 2 minutes of preparation time and 3 minutes of competition time. There are no separate halves. During the competition, athletes may not replace their drones or batteries. Batteries must not be installed in drones

that are not competing in the match.

The competition format is as follows:

(1) Team Race

Teams will be assigned labels A1 to An by a random draw, where n is the total number of teams participating in the qualifying stage. Each team will play two round-robin matches. Each match uses a BO1 (Best of One) format, with no separate halves. The team with the higher total score wins.

If n is even, the match schedule will be:

A1 vs. A2, A3 vs. A4, …, A(n−1) vs. An;

A2 vs. A3, A4 vs. A5, …, An vs. A1.

If n is odd, the match schedule will be:

A1 vs. A2, A3 vs. A4, …, A(n−2) vs. A(n−1), An vs. A1;

A2 vs. A3, A4 vs. A5, …, A(n−1) vs. An.

Rankings will be determined in the following order of priority:

①Total points from the two matches

②Goal difference

③Goals scored

④Goals conceded

⑤Highest number of goals scored in a single match

⑥Lowest number of goals scored in a single match

If teams remain tied, an additional match will be held to determine their final rankings. The remaining teams will be ranked based on their qualifying-stage results and assigned positions from Q(m+1) to Q(m+n). The top 32 teams will advance to the Swiss stage.

(2) Swiss Stage

The 32 teams advancing from the group stage will compete in the Swiss stage. Initial pairings will be determined based on the qualifying-stage rankings. The Swiss stage uses a system in which teams advance after accumulating three wins and are eliminated after accumulating three losses. In each round, teams will be paired by a draw based on their current records. Teams with the same win-loss records will be paired preferentially, and rematches will be avoided where possible. Each match uses a BO1 (Best of One) format, with no separate halves. A team advances upon achieving three wins and is eliminated upon accumulating three losses. The Swiss stage continues until 16 teams have advanced.

(3) Double-Elimination Tournament

The 16 teams advancing from the Swiss stage will enter the double-elimination tournament.

Initial seeding will be based on the final Swiss-stage rankings. The competition will use a combined Winners Groups and Losers Group format. A team will be eliminated after accumulating two losses. The competition will continue until the champion, runner-up, and remaining final rankings are determined.

Regular matches use a BO1 (Best of One) format, while the Final uses a BO3 (Best of Three) format. Matches have no separate halves, and the team with the higher total score wins. First-round pairings will be based on the Swiss-stage rankings, generally matching higher-ranked teams against lower-ranked teams.

Winning teams in the first round enter the Winners Groups, while losing teams enter the Losers Group. Teams that win in the Winners Groups remain there, while teams that lose move to the Losers Group. Teams that win in the Losers Group remain there, while teams that lose are eliminated directly.

The winner of the Winners Groups Final advances to the Grand Final. The losing team moves to the Losers Group Final, where it competes against the team advancing from

the Losers Group for a place in the Grand Final. The Grand Final is contested between the Winners Groups champion and the Losers Group champion, and the winner is crowned the overall champion.

The remaining rankings will be determined through additional matches, based on each team's final win-loss record in the double-elimination tournament.

4.5 Competition Procedures

Each team consists of three athletes and one coach. Of the three athletes, one serves as the scoring drone operator, while the other two serve as defensive drone operators.

4.5.1 The field positions (Red or Blue) will be determined by the match pairing. Each team must remain on its assigned side throughout the match. Each team may have up to twice as many drones inspected as the number of athletes competing in each match. All drones must pass pre-match inspection.

4.5.2 After placing their drones in the takeoff zone, athletes must raise their hands to signal readiness. The referee will confirm that both teams are ready. Once both teams are ready, the referee will issue the command “Unlock” and announce “Start” 3–5 seconds later to officially begin the match.

4.5.3 When a team scores a goal, the clock will continue running, and the drones do not need to land. After scoring, the scoring drone must return to the airspace above its own half's takeoff zone before launching the next attack. The opposing team may continue attacking without interruption.

4.5.4 If a team's scoring drone crashes to the ground during the match, the team captain may request a timeout. Each team is allowed one timeout per match, lasting no more than one minute. The team may select a new scoring drone operator from the two defensive drone operators, who must wear the designated identification band, and resume the match. If the drone cannot take off again, it may only be retrieved for repairs during the

halftime interval.

4.5.5 The referee's whistle signals the end of the match. Once the match has started, athletes may not be substituted during play. Substitutions are permitted only during intervals between periods.

4.5.6 Each valid goal is worth one point. A valid goal is scored when the entire drone passes through the opponent's goal. After scoring, the scoring drone must return behind its own center line before launching another attack; otherwise, the goal will be invalid.

4.5.7 If any drone passes through its own goal in any direction, it is considered an own goal, and one point will be awarded to the opposing team.

4.5.8 The team with the higher score at the end of the match wins.

4.5.9 If the match ends in a tie, overtime will be played. Overtime follows a golden-goal format, in which the first team to score wins. Overtime is limited to two minutes.

4.5.10 If neither team scores during overtime, the match proceeds to a penalty shootout. Each athlete takes one shot per round, with the teams alternating until a winner is determined. Each penalty shot must be completed within three seconds of the referee's signal; any goal scored after the time limit will be invalid.

4.6 Scoring and Penalties

4.6.1 Goal Validation

① The team scores one point when its scoring drone passes completely through the front of the opponent's goal ring from the front. A drone on the goal line or only partially across it does not count as a goal.

② If any drone belonging to a team passes through its own goal, one point is awarded to the opposing team.

③ If any drone belonging to a team remains inside its own goal for more than three

seconds, one point is awarded to the opposing team.

4.6.2 Invalid Goals

① The scoring drone launches another attack without returning behind its own center line after scoring or otherwise passing through the opponent's goal.

② Any drone passes through its own goal.

4.6.3 Warnings

A warning will be issued for any of the following:

① Unauthorized personnel entering the control area.

② Unsportsmanlike conduct.

③ Deliberately delaying the match without authorization.

④ A mismatch between the number of athletes on the field and the number of drones.

⑤ Minor movement of a drone that remains on the ground, or an attempt to take off prematurely, before the start signal.

⑥ A drone soccer unintentionally touching a drone on the ground.

⑦ A drone soccer unintentionally touching an opposing athlete.

4.6.4 Yellow Cards

A team receiving a yellow card must remove one athlete from the field. That athlete may not participate in the remainder of the current half or overtime. If the yellow card is not issued against a specific athlete, the team captain must decide which athlete to remove. If the attacking athlete is sent off, the team will lose its attacking player for the remainder of the current half or overtime.

A yellow card will be issued for any of the following:

Two warnings for the same type of offense.

① Unauthorized substitution of an athlete during a match.

② Serious unsportsmanlike conduct.

③ Deliberate interference with the match.

④ Athletes exchanging remote controllers during the match.

⑤ A drone soccer deliberately touching a drone on the ground.

⑥ A drone soccer deliberately attempting to collide with an opposing athlete.

4.6.5 Red Cards

A team receiving a red card must remove one athlete from the field. That athlete may not participate in the remainder of the match, including overtime and the penalty shootout. If the red card is not issued against a specific athlete, the team captain must decide which athlete to remove. If the attacking athlete is sent off, the team will lose its attacking player for the remainder of the match.

A red card will be issued for any of the following:

① Participation by an unregistered athlete.

② Serious violent conduct.

③ Dangerous behavior or actions.

④ Receiving two yellow cards in a single match.

⑤ Deliberate interference with the competition that affects fair play or the determination of results.

4.6.6 Forfeiture

A team that fails to appear for pre-match inspection three times or voluntarily declares that it is withdrawing from the match will be deemed to have forfeited. The team will receive no points for that match, while the opposing team may complete the match without an opponent.

4.6.7 Violations and Disciplinary Measures

① The use of equipment that does not comply with the competition rules, or the use of improper means to win a match, may result in disqualification of the match results.

② Failure to comply with safety rules or follow instructions and event management directions, resulting in serious consequences, will result in disqualification from the competition.

4.6.8 Confirmation of Results

After each match, athletes must sign to confirm the results. Failure to sign within five minutes will be deemed acceptance of the results.

If a team disputes the results, it may raise the issue with the head referee on-site for review. If the dispute remains unresolved, the team leader may submit a written appeal to the Competition Technical Appeals Committee (Arbitration Committee) before the end of the current stage of the competition.

IV. General Rules for Multi-rotor Drone Racing (F9U) Races

1. Competition Rules

1.1 First-Person View (FPV) Flying and Assistant Responsibilities

The competition will be conducted using first-person view (FPV) flying. Each participant may bring one assistant into the competition area for each round to help with equipment setup, battery replacement, drone placement, retrieval, and other related tasks. Participants are responsible for controlling their drones throughout the competition.

1.2 Drone Identification and Equipment Management

All competition drones must carry a unique identification label corresponding to the participant's assigned number for easy identification by referees. Each participant may have one primary drone and multiple backup drones. All equipment must have its video transmission frequency, output power, LED light color, and other settings configured before the competition.

During night races, participants who fail to configure their drone LEDs in accordance with the specified requirements will be disqualified from the current round.

1.3 Equipment Inspection and Eligibility Confirmation

The organizing committee will conduct technical inspections of competition equipment 15–30 minutes before each round. Inspections will cover radio controllers, wheelbase, video transmission parameters, battery voltage, failsafe settings, and other relevant items.

Equipment that fails inspection or is not inspected within the specified time will not be permitted to compete. If a participant has no equipment that passes inspection, they will be deemed to have forfeited the round.

1.4 Pre-Race Preparation and Takeoff Requirements

Each group will have 2 minutes of preparation time before its race. Participants must enter the competition area and complete equipment setup within this period. Once preparation time ends, drones must be placed on the designated takeoff platform and remain there until the start signal.

Participants who are not ready on time will be deemed to have withdrawn from the round. No rescheduled race will be provided.

1.5 Start Procedure and False Start Penalties

The race will begin with an official start signal and timing. The race officially starts when the final start command is given. Any drone that takes off or crashes before the final start command will be considered a false start.

First false start: A warning will be issued, and all participants in the group must restart the race.

Second false start in the same group: The participant responsible for the second false start will be disqualified from that race, while the other participants may continue.

Two false starts by the same participant: The participant will be disqualified from the entire competition, and all previously recorded results will be forfeited.



1.6 Course Navigation and Obstacle Requirements

Participants must follow the designated route and pass through all course obstacles in the specified order. Any missed obstacle must be completed by returning to pass through it. Failure to do so will invalidate the participant's result for that round.

If a participant flies in the wrong direction while attempting to complete a missed obstacle and interferes with another participant flying normally, resulting in a crash, that participant will be disqualified from the current round.

1.7 Crashes and Re-Takeoff Requirements

If a drone crashes during flight, the participant's result will remain valid if the drone can safely take off again and resume the race within 20 seconds. A participant is considered to have completed the race once they pass through the final timing gate and land in the designated landing zone. No further takeoffs are permitted after landing.

1.8 Flight Time and Lap Limits

Each race must be completed within four minutes. Participants must land their drones as instructed by the referee if the time limit is exceeded.

After completing the required number of laps, participants must land immediately in the designated landing area. If a participant continues flying and passes more than three additional obstacles after completing the required laps, this will be considered an excess-lap violation.

First violation: A warning will be issued.

Two excess-lap violations by the same participant: The participant will be disqualified from the entire competition, and all previously recorded results will be forfeited.

1.9 Race Completion and Drone Retrieval

After a normal landing, the assistant will retrieve the drone from the designated landing area. Drones that land abnormally or crash will be retrieved with assistance from

event staff.

1.10 Test Flights and Off-Course Conduct

Test flights after repairs must be conducted only in the designated area and during the designated time. Visual Line of Sight (VLOS) flying is permitted only; FPV flying is prohibited.

During competition periods and breaks, unauthorized drone takeoffs, flights, or filming are strictly prohibited. Violations will be treated as misconduct.

1.11 Interference and Disciplinary Measures

Any form of interference with the competition is prohibited. Any participant who powers on or activates equipment outside the competition area without authorization during the competition will be immediately disqualified.

1.12 Referee Supervision and Disciplinary Actions

A screen referee will be assigned to each pilot station to record missed markers, race completion, and rule violations.

Participants who refuse to follow event management instructions, disrupt order, use substitute competitors, falsify information, or otherwise violate competition rules may receive penalties depending on the severity of the violation. Penalties include verbal warnings, formal reprimands, disqualification, or suspension from future competitions.

2. Equipment Requirements

2.1 Drone Specifications

2.1.1 Only electrically powered quads are permitted. The following specifications must be met:

Takeoff weight: less than 1 kg

3-inch Spec Race: Maximum power battery voltage ＜ 17.4 V (4S)

Non-spec races: Maximum power battery voltage ＜ 26.1 V (6S)

Wheelbase: ≤ 250 mm

Propeller diameter: ＜ 6 inches (15.24 cm)

2.1.2 Metal propellers are prohibited. All propellers must be securely fastened using flange-type lock nuts.

2.1.3 A tolerance of ±1% is permitted for battery voltage and weight measurements. Equipment exceeding this tolerance will be deemed non-compliant.

2.2 Timing System

An automatic timing system (timer) will be used as the preferred method, with manual timing available as a backup.

2.3 Video Transmission (VTX) System

2.3.1 Recommended VTX Equipment

To ensure signal compatibility and fair competition, the following brands and models are recommended:

iFlight VTX

HDZero VTX

Note: Only iFlight VTX and HDZero VTX are permitted in the 3-inch Spec Race.

2.3.2 Video Transmission Interference

If a participant uses other VTX equipment that causes interference to other participants in the same group, the referee has the authority to require the participant to replace it.

2.3.3 VTX Parameter Requirements

Output power: ≤ 25 mW. If a participant's VTX output power is clearly above 25 mW, the referee has the authority to require replacement with compliant equipment.

Participants must use VTX equipment that supports the Race Band and Low Band competition frequency bands.

The designated competition frequencies are:

R1 (5658 MHz);

R2 (5695 MHz);

R7 (5880 MHz);

R8 (5917 MHz).

L1 (5362 MHz);

L2 (5399 MHz);

L7 (5584 MHz);

L8 (5624 MHz).

2.3.4 OSD Information Display

① Competition drones must support frequency switching through the OSD configuration function. The following information must be clearly displayed on the OSD screen:

② The participant's competition number, VTX frequency, and output power must be displayed in either the upper-left or upper-right corner of the video feed. There is no mandatory left-right arrangement. For example, the competition number may be displayed in the upper-left corner and the VTX frequency and output power in the upper-right corner, or vice versa.

2.3.5 VTX Receiver Equipment

Participants must bring their own VTX receivers.

2.4 LED Indicator Configuration

During night races, each competition drone must be equipped with at least four LED strips, with at least one strip securely attached to each arm. It is recommended to install two strips on each arm, one on the top and one on the bottom, or one at the front and one at the rear.

The total number of LEDs must be no fewer than 32. LED colors must be adjustable and support red, yellow, blue, green, and other colors.

All LEDs on competition drones must remain continuously illuminated and must not flash. LED colors must correspond to the frequency assigned to each group:

R1 → Red

R2 → Yellow

R7 → Blue

R8 → Green

L1 → Cyan

L2 → Orange

L7 → Purple

L8 → White

Note:

Participants with valid competition credentials may purchase iFlight analog VTX equipment and LED strips at a 35% discount.

2.5 Radio Controller System

2.5.1 Radio Equipment Requirements

Radio controller equipment must comply with national radio management regulations. Only the 2.4 GHz frequency band is permitted. The maximum transmission power is recommended not to exceed 100 mW. External RF modules may be used.

2.5.2 Arming Method

Drones must be configured with a switch-based arming function. Stick arming is prohibited.

2.5.3 Failsafe

The failsafe function must be enabled and configured to immediately cut motor

power output when the signal is lost, ensuring that the drone falls safely.

2.6 Flight Modes and Auxiliary Functions

2.6.1 Competition drones must not be equipped with any preset flight programs, automatic flight control software, or related hardware, including altitude hold, position hold, route planning, telemetry equipment, and similar functions.

2.6.2 Participants may use only Acro Mode or Angle Mode during the competition.

2.6.3 Participants are permitted to enable the Turtle Mode function, which allows the drone to automatically flip itself back over without physical contact.

3. Appeals and Arbitration

3.1 Appeal Deadline

If a team disagrees with a referee's decision in a particular round, its team leader or team captain must submit a verbal appeal to the Chief Referee within 15 minutes after the end of the race, together with relevant supporting evidence.

Once the appeal is accepted, the Arbitration Committee will initiate an investigation, conduct a review and evaluation, and issue its final ruling.

3.2 Arbitration Fee

When submitting an appeal for arbitration, the team leader must pay a one-time arbitration fee of RMB 500.

If the arbitration ruling supports the appellant (that is, the original decision is found to contain a clear error), the full arbitration fee will be refunded. If the appeal is rejected, the fee will not be refunded.

3.3 Evidence Requirements

The only valid evidence accepted for competition appeals is DVR footage recorded directly by the participant's own FPV goggles or monitor during the disputed match.

The organizing committee will not accept footage recorded by mobile phones, cameras outside the competition area, third parties, or any other sources as evidence for an appeal.

Submitted DVR footage must be complete, unedited, and unaltered, and must clearly correspond to the time period of the disputed decision. Edited or tampered footage will be considered invalid evidence, and the organizing committee reserves the right to reject the appeal directly.

3.4 Finality of Rulings

All appeals are subject to the final ruling of the Arbitration Committee. Its decision constitutes the final judgment for the competition and may not be appealed again.

4. Disclaimer

Drone crashes and losses are inherent risks of FPV racing and are subject to the assumption-of-risk principle. The organizing committee makes no guarantee that lost drones will be recovered and accepts no liability for damage to or loss of drones or personal property.

By participating in the competition, participants acknowledge and agree that they assume full responsibility for any property loss resulting from lost or crashed drones.

V. Registration, Check-in, and Departure

1. Registration

Registration will be conducted online. Participants are required to pay a competition service fee of USD 29.9 or USD 39.9, depending on the event category. Payments will be collected via PayPal.

Registration Email: marketing@iflight.com

** Accident insurance has been arranged for all registered participants by default.*

2. Check-in

All participating teams must check in at the registration desk, located at: iFlight Astro Park, Chenjiang Avenue, Zhongkai High-tech Zone, Huizhou, from 14:00 to 19:00 on December 16, 2026.

Participants must present the following document during check-in: **Passport**.

3. Departure

Participants are expected to attend the closing ceremony at 16:00 on December 20, 2026 (tentative). All participants must complete their departure by December 21, 2026, after the closing ceremony.

VI.Competition Schedule (Tentative)

Date	Time	Event	Details
December 16 (Wednesday)	14:00-19:00	F9U Individual Race Check-in	Participant and Team Leaders Check-in
	16:00-17:00		Pre-Competition Referee Meeting
	19:00-20:00		Individual Race Team Leaders' Meeting
December 17 (Thursday)	7:00-8:00	F9U Individual Race	Participant Check-in
	8:00-12:30		Qualifying Round 1(N to 32)
	12:30-13:30		Break
	13:30-15:00		Qualifying Round 1(N to 32)
	15:30-18:30		Qualifying Round 2(N to 32)
	19:00-21:30		Qualifying Round 2(N to 32)
December 18 (Friday)	7:00-7:30		Individual Race Participant Check-in
	7:00-8:00		Drone Soccer Participant Check-in

	7:00-12:30	F9U Individual Race F9U Team Race F9U 3-inch Spec Race F9A-B Drone Soccer	F9U Team Race & F9U 3-inch Spec Race Participant Check-in
	7:30-12:30		Qualifying Round 3(N to 32)
	8:00-12:30		Drone Soccer Group Stage（N to 32）
	13:00-14:30		Team Leaders' Meeting and Participant Check-in / Drone Soccer Group Stage（N to 32）
	14:30-18:00		Team Race Elimination Round（32 to 16 Drone Soccer Group Stage（N to 32）
	14:30-18:00		Group Photo of the Top 32 Individual Qualifiers and All 32 Team Race Teams/ Drone Soccer Group Stage（N to 32）
	18:00-19:30		Participant Check-in / Qualifying Round 1 (N → 32)
	19:30 – 19:45		Evening Gala
	19:45 – 20:00		Drone Formation Show – Session 1
	20:00 – 21:25		Evening Gala and Lucky Draw
	21:30–21:45		Drone Formation Show – Session 2
	21:45-22:00		Evening Gala and Lucky Draw
December 19 **（Saturday）**	7:00-7:30	F9U 3-inch Spec Race F9U Team Race F9A-B Drone Soccer	3-inch Spec Race Participant Check-in Drone Soccer Participant Check-in
	7:30-9:30		3-inch Spec Race Round 2（N to 32）/ Drone Soccer Swiss Round (Top 32 to Top 16) Rounds 1 and 2
	9:30-10:30		Opening Ceremony
	10:30-11:00		Group Photo of All Participants
	11:00-13:00		3-inch Spec Race (Top 32 to Top 16), Group Photo of the Top 32 Participants / Drone Soccer Swiss Round (Top 32 to Top 16), Rounds 2 and 3

	13:30-15:30		3-inch Spec Race (Top 16 to Top 8), Semifinals and Final / Drone Soccer Swiss Round (Top 32 to Top 16), Rounds 3 and 4
	16:00-16:30		Team Race Participant Check-in / Drone Soccer Swiss Round (Top 32 to Top 16), Rounds 3 and 4
	16:30-18:00		Team Race Elimination Round (Top 16 to Top 8) / Drone Soccer Swiss Round (Top 32 to Top 16), Rounds 4 and 5
	18:00-19:30		Team Race Semifinals
	19:30-19:40		Evening Gala
	19:40-20:20		Team Race Final
	20:30-20:45		Drone Formation Show – Session 1
	20:45-21:45		Evening Gala and Lucky Draw
	21:45-22:00		Drone Formation Show – Session 2
December 20 **（Sunday）**	7:00-7:30	F9U Individual Race（Double-Elimination Tournament） F9A-B Drone Soccer（Double-Elimination Tournament）	F9U Individual Race Participant Check-in Drone Soccer Participant Check-in
	7:30-12:30		Top 32 Double-Elimination Tournament / Drone Soccer Top 16 Double-Elimination Tournament
	12:30-13:00		Break
	13:00-15:00		Top 32 Double-Elimination tournament and Final / Drone Soccer Top 16 Double-Elimination Tournament and Final
	16:00-17:00		Award Ceremony and Closing Ceremony

VII.**Other Matters**

1. The Competition Organizing Committee reserves the right to interpret these competition

regulations and rules.

2. In the event of any updates to the competition rules, the latest version shall prevail.

3. Referees and judging experts shall be selected and appointed by the Organizing Committee in accordance with the scale and requirements of the competition.

4. A competition service fee will be charged. Participants are responsible for their own accommodation, meals, transportation, and other related expenses.

5. The Competition Organizing Committee may make appropriate adjustments to the number of rounds for each event based on actual conditions on the day of the competition to ensure its smooth operation.

6. Any matters not covered herein will be announced separately.