

FIFA®



2026 EDITION

FIFA QUALITY PROGRAMME FOR FOOTBALLS

(OUTDOOR, FUTSAL AND BEACH
SOCCER FOOTBALLS)

TEST MANUAL

VERSION MARCH 2026

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**THE FIFA QUALITY
PROGRAMME FOR
FOOTBALLS**

1.1 GENERAL INFORMATION

In March 1995 the International Football Association Board decided to adopt compulsory testing and marking for footballs to be used in official matches. Official matches are all competitions (both indoor and outdoor) played under the authority of FIFA or the confederations and recognised by FIFA.

Law 2 of the Laws of the Game for Outdoor Football, Futsal and Beach Soccer require that footballs eligible for FIFA and confederation matches meet minimum quality standards. Such footballs have to be tested, certified and marked with one of the FIFA marks. Law 2 of the Futsal Laws of the Game further states that no felt balls are permitted for FIFA and confederation matches.

The testing and certification for the FIFA Quality Programme under which footballs that meet the minimum standards may bear the FIFA QUALITY PRO, FIFA QUALITY and FIFA BASIC marks is executed by one of the FIFA Accredited Tested institutes mentioned on the [FIFA website](#).

This technical guide contains an overview of the quality requirements behind the three marks FIFA QUALITY PRO, FIFA QUALITY and FIFA BASIC.



1.2 THE FIFA QUALITY PROGRAMME FOR FOOTBALLS – LICENSING

In response to the need for better-quality products in top-level matches and the constant developments in sports equipment, stringent quality requirements for Outdoor, Futsal and Beach Soccer have been developed. To this effect, the two quality levels FIFA QUALITY PRO, the professional standard recommended for all top level matches and FIFA QUALITY, the general level for training and broader use can be displayed on a ball that was successfully tested thus displaying to the public that it meets the requirements. The third quality level, FIFA BASIC may be used irrespective of any licensing scheme subject only to successful testing. This constitutes a licensing programme which, subject to an agreement being signed with FIFA, allows manufacturers to display the marks on the tested ball models.

For any questions relating to the FIFA Quality Programme for Footballs please contact quality@FIFA.org.



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TEST PROTOCOL

2.1 SAMPLES AND SAMPLE PREPARATION

Specific test methods have been developed for testing footballs on the minimum requirements for the categories FIFA QUALITY PRO and FIFA QUALITY and FIFA BASIC of the FIFA Quality Programme. Below is an overview of the required samples is given.

2.1.1 Football samples

Identical samples (either in original white or in final design and surface finish) of the model to be tested shall be sent to the test institute in a partially inflated state and not compressed. Depending on the test to be performed, the following number is required:

FIFA QUALITY PRO	9 samples
FIFA QUALITY	9 samples
FIFA BASIC	6 samples

For instrumented footballs, the technology may be replaced with a non-active (dummy) sensor. The only permitted modification to the football must be the presence or absence of the active sensor, meaning that the mass and structure must be equivalent to the active sensor. In addition one of the samples must be used for the reporting of material composition and technology specifications (type of mounting).

Upon receipt of the samples the test institute shall allocate a number to each of the samples, between 1 and 9 for FIFA QUALITY PRO and FIFA QUALITY and 1 and 6 for FIFA BASIC. This number will determine the tests which the ball is to be used for.

2.1.2 Sample preparation

Unless explicitly stated in the testing procedure within this manual, the following conditions shall be used for all of the tests.

Test conditions

The ambient conditions during testing shall be a room temperature of $20 \pm 2^{\circ}\text{C}$ and a humidity of $65 \pm 5\%$

Inflating (ball pressure)

The footballs are inflated with compressed air to a defined pressure. The air pressure in the football is measured with a pressure gauge; a valve for the release of air is situated between the pressure gauge and the needle. The needle is to be lubricated with glycerin.

A pressure gauge 1.5 bar with an accuracy of ± 0.01 bar is to be used for inflating. The pressure gauge shall be calibrated each year by a certified lab.

Licensees can provide the test institutes with a ball pressure they would like the ball to be tested at, as long as the pressure values are within the required range of the Laws of the Game (i.e. 0.6–1.1 bar for Outdoor, 0.6–0.9 bar for Futsal and 0.4–0.6 bar for Beach Soccer). If no desired pressure value is provided, the following nominal values for ball pressure are to be applied:

Outdoor	0.8 ± 0.01 bar
Futsal	0.6 ± 0.01 bar
Beach Soccer	0.6 ± 0.01 bar



02. TEST PROTOCOL

The pressure value at which the ball is tested at must be within the range indicated on the ball. FIFA recommends indicating a specific pressure value and to test at that value or to indicate a 0.2 bar range and testing at the median value.

Conditioning

The footballs are conditioned for at least 24 hours in a standard atmosphere of temperature $20 \pm 2^{\circ}\text{C}$ and relative humidity $65 \pm 5\%$.



2.2 TECHNOLOGY WITHIN FOOTBALLS

Instrumented footballs (football incorporating technology) are accepted for testing under the FIFA Quality Programme for Footballs testing procedure. It is a prerequisite that the technology within the ball conforms to international health, safety and environmental requirements (CE marking or equivalent) and that the licensee must declare to the Test Institute of such technology upon the submission for testing.

The testing procedure for instrumented footballs is identical to the standard procedure, except for the addition of both a balance test (FIFA Test Method 08.b) and a final check on each test sample in terms of visual and auditory abnormalities (i.e. rattle or impression of technology release) especially after the Shape/Size retention test (FIFA Test Method 07). This, and any other irregularity observed during testing, shall be reported to FIFA by the FIFA Accredited Test Institute. It remains at FIFA's full discretion whether to approve the test. It is important to note that this football certification process does not certify the functionality or accuracy of any instrumented technology within the ball.

2.3 TESTING ORDER

After the conditioning the balls are to be adjusted to the original ball pressure and testing is to be conducted under the same test conditions and without any transition or bouncing. The tests are to be carried out in the order indicated below. Unless noted in the individual test procedure, all the ball samples allocated to a specific test shall be tested.

2.3.1 FIFA QUALITY PRO & FIFA QUALITY

	Sample number	Testing order	Outdoor	Futsal	Beach Soccer
	1, 2, 3	1. Circumference	●	●	●
		2. Sphericity	●	●	●
		3. Balance	●*	-	-
		4. Shape / size retention	●	●	●
		5. Water absorption	●	-	●
	4, 5, 6	1. Weighing value	●	●	●
		2. Loss of pressure	●	●	●
	7, 8, 9	1. Rebound	●	●	●
		2. Balance	-	●	-
	6	Kept as reference sample	●	●	●

*for instrumented footballs only

02. TEST PROTOCOL

2.3.2 FIFA BASIC



*for instrumented footballs only



TEST METHODS AND EQUIPMENT

03. TEST METHODS AND EQUIPMENT

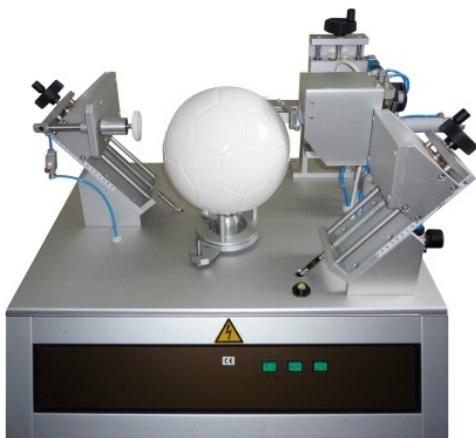
3.1 CIRCUMFERENCE – FIFA TEST METHOD 01

Principle

The circumference test indicates the dimension of the ball as an average value based on different axes of measurement. This test is critical to ensure the ball is the correct size for the game of football.

Apparatus

The circumference is determined by the CSM (Circumference and Sphericity Measuring System) ball test machine in combination with an ordinary PC and the related CSM- software package. The implemented "FIFA mode" runs an optimised test procedure and delivers the final results for the FIFA QUALITY PRO and FIFA QUALITY and FIFA BASIC categories. The CSM manual shows in detail the handling, calibration and measurements of the whole test system.



Procedure

Start the CSM machine in accordance with its manual. Check the pressure of the ball then place the ball on the retainer inside the machine paying attention to the following:

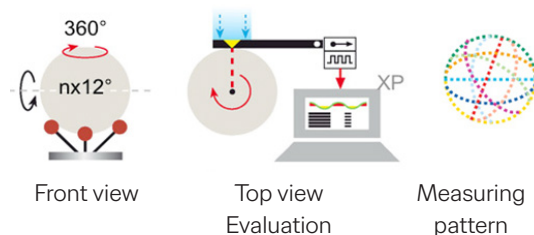
- The valve is on the upside and centred. An arrow is drawn on the panel with the valve and it turned to point to the right side (view from in front of machine).
- Grippers and tangential arms are adjusted to the centre line of the ball

Start the measurement in accordance with the FIFA mode and note the obtained value (.sph) that are transcribed into the measuring reports (rtf or .pdf).

Calculation and expression of results

The CSM machine running off the software in "FIFA mode" will provide results based on the following measurements:

- Radius measurement (r_m = mean value of 3 sequences with 15 cycles)
- 4,500 points measured all over the ball (3 x 15 x 100 radius values)
- Circumference calculation: $2 \times r_m \times \pi$



The radius is measured by the CSM machine in FIFA Mode. The circumference is calculated automatically as an average of 3 radii (calculated of 15 cycles each is used) $\times 2 \times \pi$, according to the FIFA definition avg. of 3 radii (45 cycles, split 3x15).

3.2 SPHERICITY – FIFA TEST METHOD 02

Principle

The sphericity test analyses how round the football is by means of an average of several measurements of the ball's radius.

Apparatus

The circumference is determined by the CSM* ball test machine in combination with an ordinary PC and the related CSM- software package. The implemented "FIFA mode" runs an optimised test procedure and delivers the final results for the FIFA QUALITY PRO and FIFA QUALITY and FIFA BASIC categories. The CSM manual shows in detail the handling, calibration and measurements of the whole test system.



Procedure

Start the CSM machine in accordance with its manual. Check the pressure of the ball then place the ball on the retainer inside the machine paying attention to the following:

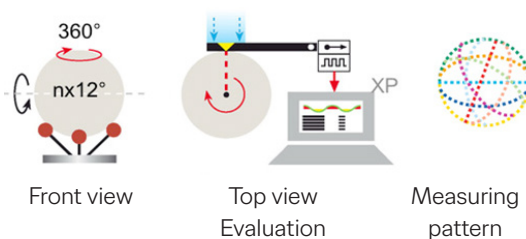
- The valve is on the upside and centred. An arrow is drawn on the panel with the valve and it turned to point to the right side (view from in front of machine).
- Grippers and tangential arms are adjusted to the centre line of the ball

Start the measurement in accordance with the FIFA mode and note the obtained value (.sph) that are transcribed into the measuring reports (rtf or .pdf).

Calculation and expression of results

The CSM machine running off the software in "FIFA mode" will provide results based on the following measurements:

- Radius measurement (r_m = mean value of 3 sequences with 15 cycles)
- 4,500 points measured all over the ball ($3 \times 15 \times 100$ radius values)
- Sphericity calculation:
Mean value of the $r_{dev\ max}$ of the 3 sequences [%]
 $r_{dev\ max} = \max. \text{ absolute difference of } r_x - r_m$ [%]



The CSM device has to be calibrated on a monthly basis according to the manual (verification using a metal disc of known diameter which will have to be checked all five years).

03. TEST METHODS AND EQUIPMENT

3.3 REBOUND – FIFA TEST METHOD 03



Principle

The sample ball is dropped in a guided free fall with a defined velocity on to a fixed plate (see test conditions below, anvil material and weighing value). The ball hits the surface at specific points in the middle of the panels, distributed over the surface of the ball. The panels will be selected such that the number of testing points are evenly distributed on the different panel shapes.

Using a video camera, the height of rebound, from the underside side of the ball, can be determined. Alternatively, also acoustic measurement is possible.

After the first rebound, the camera is moved to approximately the same height, and the height above anvil is noted. Any parallax error caused by the difference between the height of rebound and the camera height is corrected mathematically during the evaluation of the results.

Apparatus

The apparatus to be used must allow for the ball to free fall vertically from a height of $2.00\text{m} \pm 0.01\text{m}$ (measured from the bottom of the ball without imparting any impulse of spin. The surface that the ball is to rebound on shall be metal for outdoor, futsal and beach soccer balls (rigidly connected to a solid underground of at least 1000kg).

Different guidance and measurement systems may be used:

1. Video-based measurement

- Guidance system with a ring for placing the ball on the anvil
- Plane anvil (material see below) attached to a plate of metal and a base of concrete
- Measuring device for the determination of the velocity at the impact of the ball
- Fixed scale for the determination of the height of rebound (to the nearest 1cm)
- Video camera (digital recording system)

2. Acoustic measurement

- An electro-magnetic or vacuum release mechanism
- Vertical scale to allow the drop height of the ball to be established.
- Timing device, activated acoustically, capable of measuring to an accuracy of 1ms.

Test conditions (see procedure 2 overleaf for special conditions for "cold tests")

- | | |
|---------------------------|--|
| • Ball sample preparation | Conditioning and pressure see point 2.1.2 |
| • Velocity at the impact | $6.25 \pm 0.15/\text{sec}$
(equals a drop height of 2m) |
| • Number of samples | 3 |
| • Test climate | as described in 2.1.2 |
| • Measurements per sample | 10 (ambient conditions) and 3 (cold temperature) |

Procedure

1. Test with ball at ambient temperature:

The ball is placed at the $2.00 \pm 0.01\text{m}$ position and is released mechanically. The height is recorded. The procedure is repeated 10 times per football ensuring no two rebounds hit the same spot on the ball. Distribution of measurement points according to panel shape. Rebound on center of panel.

2. Test with ball at cold temperature (to be performed in addition for outdoor footballs only):

The test is executed with different ball orientations depending on the different panel configurations with footballs that were exposed to cold temperature.

The samples are inflated to as per 2.1.2 plus 0.15 bar and stored for 11 hours (± 30 min) at 5°C . The samples are then removed from the cooler, the pressure is adjusted to as per 2.1.2 plus 0.02 bar and they are replaced into storage at 5°C for another 1 hour (± 15 min). Directly prior to testing, the pressure is adjusted to as per 2.1.2.

The tests are still performed at ambient room temperature. The time between the removal of the ball from the storage at 5°C and the beginning of the test shall not exceed 2 minutes. If the test is not completed within 2 minutes, the procedure must be restarted.

The ball is placed at the $2.00 \pm 0.01\text{m}$ position and is released mechanically. The height is recorded. The procedure is repeated 4 times per football ensuring the impacts are on different panels and the rebounds do not hit the same spot on the ball (whereby the first rebound is to be discarded from the calculation of the average).

Calculation and expression of results

At ambient temperature, the ball rebound height of each tested sample is the mean of the 10 rebounds for all types of balls (outdoor, futsal and beach soccer). The results are 3 mean values, one per each tested sample. The mean value of each of the three samples must fall within the requirements.

For the cold temperature test (applicable only for outdoor balls), the mean value of each sample is taken from 3 rebounds, i.e. the second, third and fourth rebounds are noted for every ball as well as the difference between the highest and lowest rebound. The mean value of each of the three samples must fall within the requirements.

In addition, the difference between the highest and lowest means shall be compared and shall also fall within the respective requirement.

1. Video-based measurement:
Record the height of the ball rebound by reading the height off the fixed ruler on the video camera footage.
2. Acoustic measurement
For each test calculate the rebound height using the formula: $H = 1.23 (T - \Delta t)^2 \times 100$
Where:
H = rebound height in cm
T = the time between the first and second impact in seconds
 $\Delta t = 0.025\text{s}$

Report the value of ball rebound to the nearest 0.01m as an absolute value in metres e.g. 1.36m.

03. TEST METHODS AND EQUIPMENT

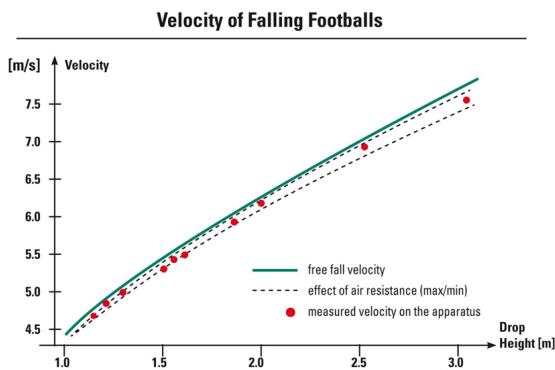
Note on velocity of falling footballs

Theoretical velocity after a free fall from 2m height
 $v_{theor} = 6.264\text{m/s}$

Measured velocity of the guidance system $v = 6.19 \pm 0.01\text{m/s}$

The velocities measured in this case are between 98.6% and 99.0% of the velocity at free fall. This reduction is due to the friction of the guidance system (see enclosure).

It has not been observed that the football loses contact with the guidance system during the fall. Calculations indicate that from 2m drop height, the velocity of the football can be reduced by air resistance to 98.0 – 99.5% of the theoretical velocity at free fall (see enclosure). The effect of the friction of the guidance system is comparable with the effect of the air resistance of the ball.



- Free fall velocity 6.26m/s
- Velocity with minimum air resistance ($c = 0.1$) 6.23m/s
- Measured velocity of the guidance system $6.19 \pm 0.01\text{m/s}$
- Velocity with maximum air resistance ($c = 0.4$) 6.13m/s

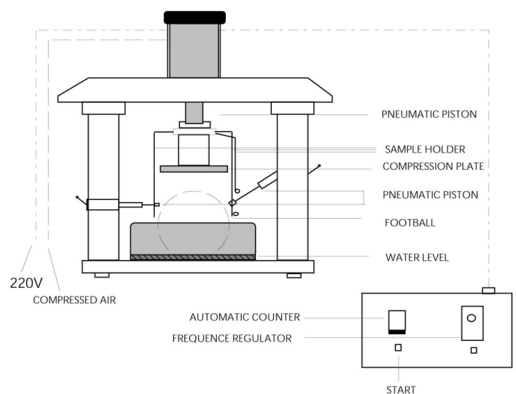
3.4 WATER ABSORPTION – FIFA TEST METHOD 04

Principle

The football is placed in a receptacle filled with water. The ball is then compressed into the water by means of a pneumatic piston and left to soak in the water. The ball is then weighed again after 250 compression cycles and compared to the original weighing value.

Apparatus

The apparatus contains a variable pneumatic piston, which is capable of compressing to various depths. A system of three additional small pneumatic pistons turns the football in various directions between the compressions (one complete turn in approx. 20 compressions). Thus, the complete football surface comes in contact with the water during the test.



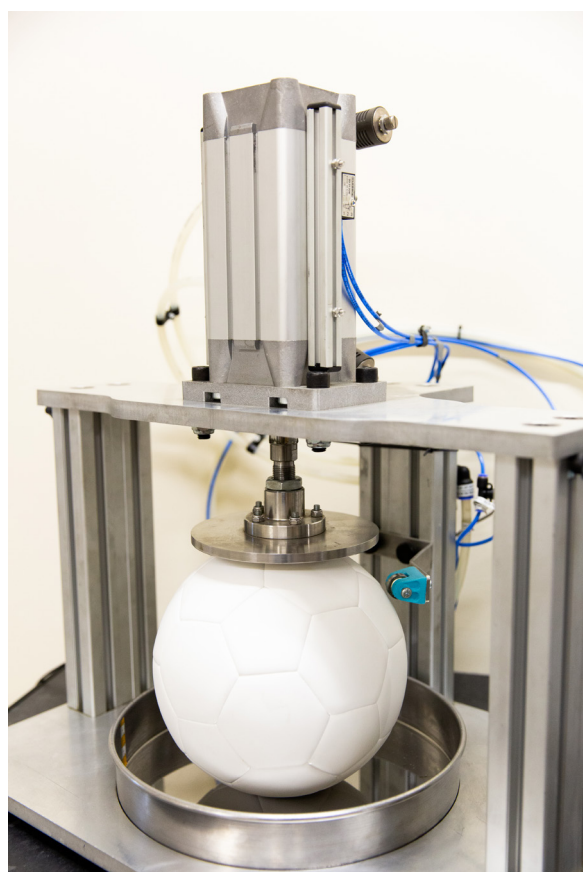
The machine must be capable of achieving a compression of 25% of any tested football's diameter. The piston shall be capable of a frequency of at least 40 compressions per minute.

The receptacle shall be round and with a diameter of 30 ± 2 cm. It shall be filled with $2 \pm 0/2$ cm of water.

If a pressure plate is used for achieving compression, the diameter shall be 16 ± 1 cm.

Note: "Water absorption" is expressed as a percentage of the initial weighing value of the sample.

Regular calibration (and least annually) to ensure cycle time, compression and ball coverage is necessary.



Procedure

Each of the samples is conditioned and weighed using electronic scales as defined in FIFA Test Method 05. The amplitude of compression is calculated from the mean diameter obtained from the circumference test (FIFA Test Method 01).

A compression equal to 25% of the diameter (10% for beach soccer) of the ball is applied at 40 compressions per minute. The compression can be measured by means of a

compression plate of the distance between the receptacle base and the compression plate in end position.

After 250 compressions the ball shall be removed quickly and wiped dry on the surface using standard 3 ply paper towel for at most 30 seconds. Each ball is then weighed again in the same manner as above.

Note: Amount of compression (end position of piston) will have to be adjusted for each type of ball (according to diameter determined under 3.1)

Calculation and expression of results

A value is indicated for each of the tested samples reflecting the percentage increase in weighing value after the water absorption test using the weighing value before the water absorption test as benchmark. The results are rounded to one decimal. Each single value must fall within the requirements.

3.5 WEIGHING VALUE – FIFA TEST METHOD 05

Principle

In addition to the standard ball sample preparation and ambient temperature, this test should be done in a wind protected area to avoid any external influence.

Apparatus

Electronic scales with an accuracy of 0.01g are to be used for this test. Annual calibration is required for this device.

Procedure

The pre-conditioned football is placed on the scales. Once it has been ensured that there are no wind effect, record the weighing value. Repeat the procedure. Should the subsequent value vary by more than $\pm 0.02g$, discard the results and repeat the test. Three measurements shall be made per sample for outdoor, beach soccer and futsal balls.

The same procedure is to be followed for all three samples used during this test.

03. TEST METHODS AND EQUIPMENT

Calculation and expression of results

The average value from the 3 measurements is noted for each of the samples individually.

3.6 LOSS OF PRESSURE – FIFA TEST METHOD 06

Principle

This test measures the difference in pressure over time. The aim is to ensure that the ball does not deflate too quickly.

Apparatus

A pressure gauge as defined in section 2.1.2 of this manual shall be used for these tests.

Procedure

Following the weighing value test, the samples are adjusted to ensure air pressure is as per 2.1.2 of this manual. The samples are then stored for 72h ((+ 30 min)/ (- 0 min)). The pressure is then measured again.

Calculation and expression of results

To account for atmospheric pressure and temperature variations, the equation shall be used.

$$P_{ball2Corrected} = \left(P_{ball1} - P_{ball2} \right) + \left(\frac{P_{ball1}}{T_{ball1}} \right) T_{ball2} - \left(P_{atm1} - P_{atm2} \right)$$

Where;

P_{ball1} = Initial measured ball pressure [bar]

P_{ball2} = 72hr measured ball pressure [bar]

P_{atm1} = Initial atmospheric pressure [bar]

P_{atm2} = 72hr atmospheric pressure [bar]

T_{ball1} = Initial temperature [kelvin]

T_{ball2} = 72hr temperature [kelvin]

For each of the samples, the loss of pressure is to be expressed as a percentage loss between the second measurement and the initial measurement of pressure. The value for each of the three samples shall be reported.

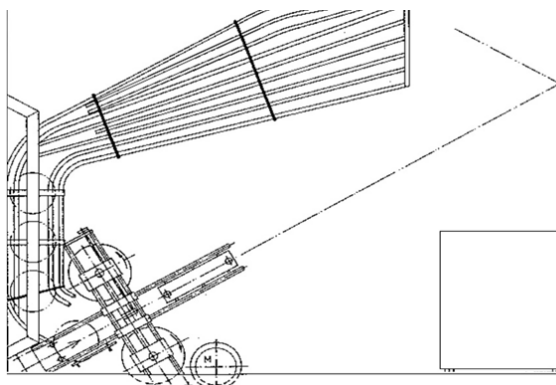
3.7 SHAPE AND SIZE RETENTION – FIFA TEST METHOD 07

Principle

The ball is repeatedly shot by a canon against a metal surface before automatically being returned into the canon. The number of cycles simulates use over a period of time. The worn samples can then be re-checked for size and shape in order to ensure they do not change significantly with use.

Apparatus – Construction of the “Shooting device for footballs”

The apparatus used for this test fulfils the criteria below.



Dimensions L x W x H [mm]

2,900 x 940 x 2,280

Shooting distance

2,500mm

(distance cylinder <-> steel panel)

Shooting angle

30° (trajectory/horizontal line)

Ball insertion

Distance of insertion max. 320mm

Force used of insertion max. 800N

Power

Electric motor Type II2-M 380/660V

Number of revolution max. 1420rpm

Transmission ratio 0.6

Cylinders

Circumference 1000mm

Diameter 318.3mm

Material steel, hard chromium plated

Surface roughness 1 - 2µm

Changeable range 120 - 250mm

Number of revolutions max. 852rpm

Velocity max. 51.1km/h*

Steel panel

Dimension 800 x 800mm

Material stainless steel

Surface roughness 1 - 2µm

* The velocity is calculated from the time taken for the first 0.4m of the ball's trajectory using two photoelectrical barriers coupled to an electronic calculator and display. The velocity is controlled by adjusting the rpm of the motor.

Procedure

The footballs are conditioned as per the general guidelines and are placed in the shooting machine. Each of the three samples is shot with an exit speed of 50 ± 1 km/h against the steel plate at an angle of $30^\circ \pm 2$ based on the horizontal line. The samples are shot 2000 times for outdoor and futsal balls and 1000 times for beach soccer balls.

Following shooter test the ball is placed in ambient laboratory conditions ($20 \pm 2^\circ\text{C}$ and $65 \pm 5\%$ R.H) for a minimum of one hour. Afterwards pressure measurement is made at, laboratory conditions ($20 \pm 2^\circ\text{C}$ and $65 \pm 5\%$ R.H). The following tests are carried out (in the stated order) with all three ball samples:

1. Pressure of the samples after shooting
2. Visual inspection of seams and air valve
3. Circumference (FIFA Test Method 01)
4. Sphericity (FIFA Test Method 02)

Calculation and expression of results

The results from the tests performed after the 2000 cycles (1000 for beach soccer) are noted as follows:

1. Initial pressure of the samples (before shooting) minus pressure after shooting gives pressure loss expressed in bar with 2 decimal places; example -0.02 bar.
2. Visual inspection: evidence of any damage (to be documented photographically)
3. Circumference (FIFA Test Method 01): results as per test method
4. Sphericity (FIFA Test Method 02): results as per test method

03. TEST METHODS AND EQUIPMENT

The values of circumference, sphericity and pressure are compared to the values from the previous tests according to FIFA Test Method 01, 02 and 06. The difference between the value obtained after the shooter test and prior to it is denoted as an absolute change for circumference and pressure and a percentage for sphericity.

3.8 BALANCE – FIFA TEST METHOD 08

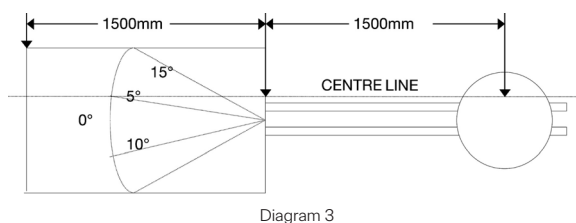
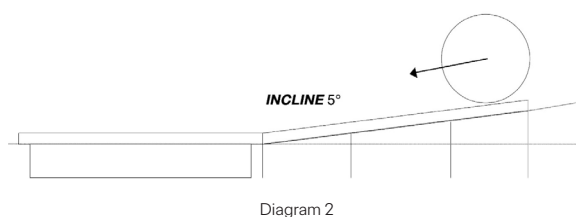
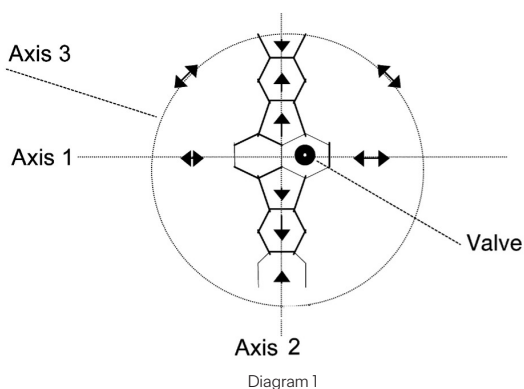
a. Ball Roll

Principle

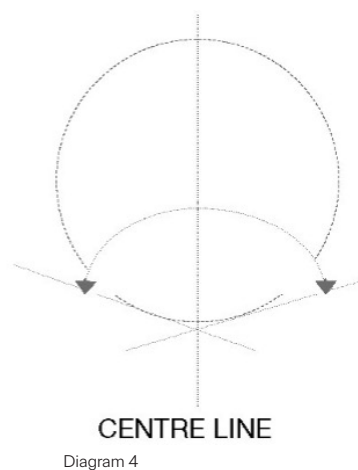
The Ball Roll test is exclusively for Futsal balls and measures how straight the ball rolls along a flat surface. The conditioned ball samples are rolled down a defined inclined surface, which guides the ball on to a table. The angle at which the ball rolls over the table is measured. The mean is taken.

Apparatus

A slope consisting of an inclined plane at 5° and with a length of $1500 \pm 15\text{mm}$ is joined to a flat surface with a length of $1500 \pm 15\text{mm}$. Two guide bars are attached to the slope so that the angle of a plane at 90° from the centre of the two bars is 160° (see diagram below). The surface of the flat plane shall be a wool felt in accordance with EN ISO 12947-1¹.



Angle 160°



¹ Suggested surface

Procedure

Three axes, at right angles to each other, are marked on the ball. One axis goes through the panel with the valve. Each axis is chosen so that it runs through the middle of the eight panels (see diagram 1). The panels of each axis are lettered A to H, I to P and Q to X respectively.

Panel 1 is placed on the guide bars 1500mm from the edge of the table. This axis (which goes through panel one) must be in line with the (imaginary) centre line of the apparatus (see diagrams 3/4). The ball is placed on the slope so that the ball rolls from panels 1 to 2, 2 to 3 and so on. No additional spin should be added to the ball. The ball must roll smoothly down the guide bars so that the ball continues to roll over the same axis as at the start i.e. no bobbling. As the ball rolls off the ramp on to the table surface the transition should be smooth with no bobbling or abrupt changes in direction taking place.

The angle at which the ball deviates from the central axis is recorded (see diagram 3).

The test is repeated starting on panel 2 etc. of this axis. Panels 1, 2, 5 and 6 are tested in one direction, with panels 3, 4, 7 and 8 tested in the opposite direction.

The same procedure is repeated for the other two axes.

Calculation and expression of results

The results from the 24 measurements are calculated into an average value which is noted for the sample.

b. COM Offset

Principle

The COM Offset test is exclusively for outdoor footballs and measures the position of a ball's centre of mass (COM) relative to its centre of volume (COV), in units mm. This provides an indication of how well balanced the ball is. A ball with a COM located directly in the centre of its COV is deemed to be perfectly balanced with 0 mm COM offset.

Apparatus

The COM position is measured using the Balance test device and accompanying software package, an image of the device and schematic is presented in Diagram 5.

The device comprises of a beam upon which the ball is placed in a cradle at one end with its resultant force exerted on the beam measured at the opposing end of the beam across a low friction bearing pivot point via a load cell. A stepper motor is used to accurately rotate the ball to allow the load cell to take 6 measurements of the balls mass in three axes (two measurements per axis). Two lasers are used to position, align and define the axes of the ball to be tested.

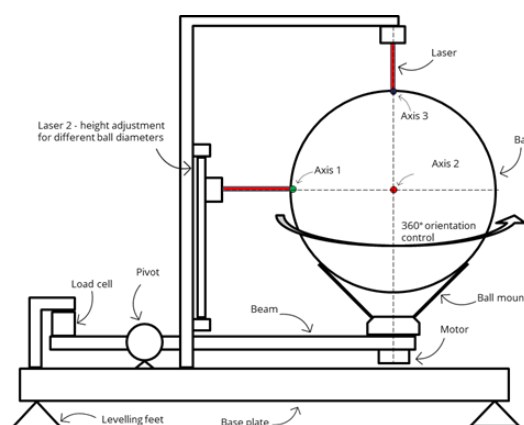


Diagram 5: Schematic of Ball Balance Test Device

03. TEST METHODS AND EQUIPMENT

Procedure

Establish key ball characteristics

Using FIFA Test Method 01 – Circumference, determine the circumference of the ball before converting to diameter using $d = \frac{C}{\pi}$.

Using FIFA Test Method 05 – Measure the mass of the ball using a calibrated scale accurate to 0.01 g.

Enter the diameter and mass of the football into the device software prior to conducting the test.

Ball Axis Definition and Alignment

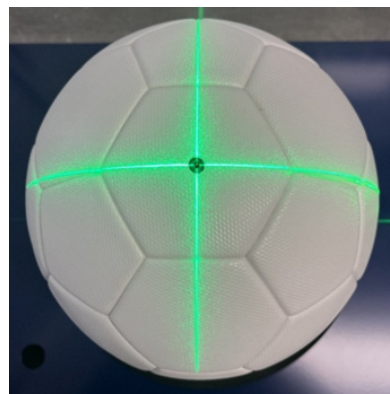


Diagram 6: Ball alignment top view

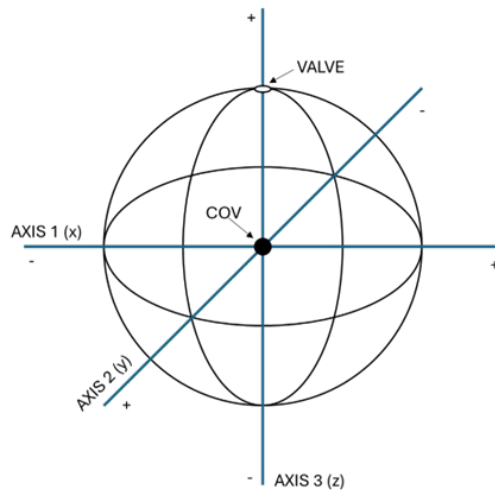


Diagram 7: Defined ball axes for test

Measurement

In total, 6 measurements of the ball's mass are taken to complete the test. Diagram 8 shows the orientation of the football for each measurement.

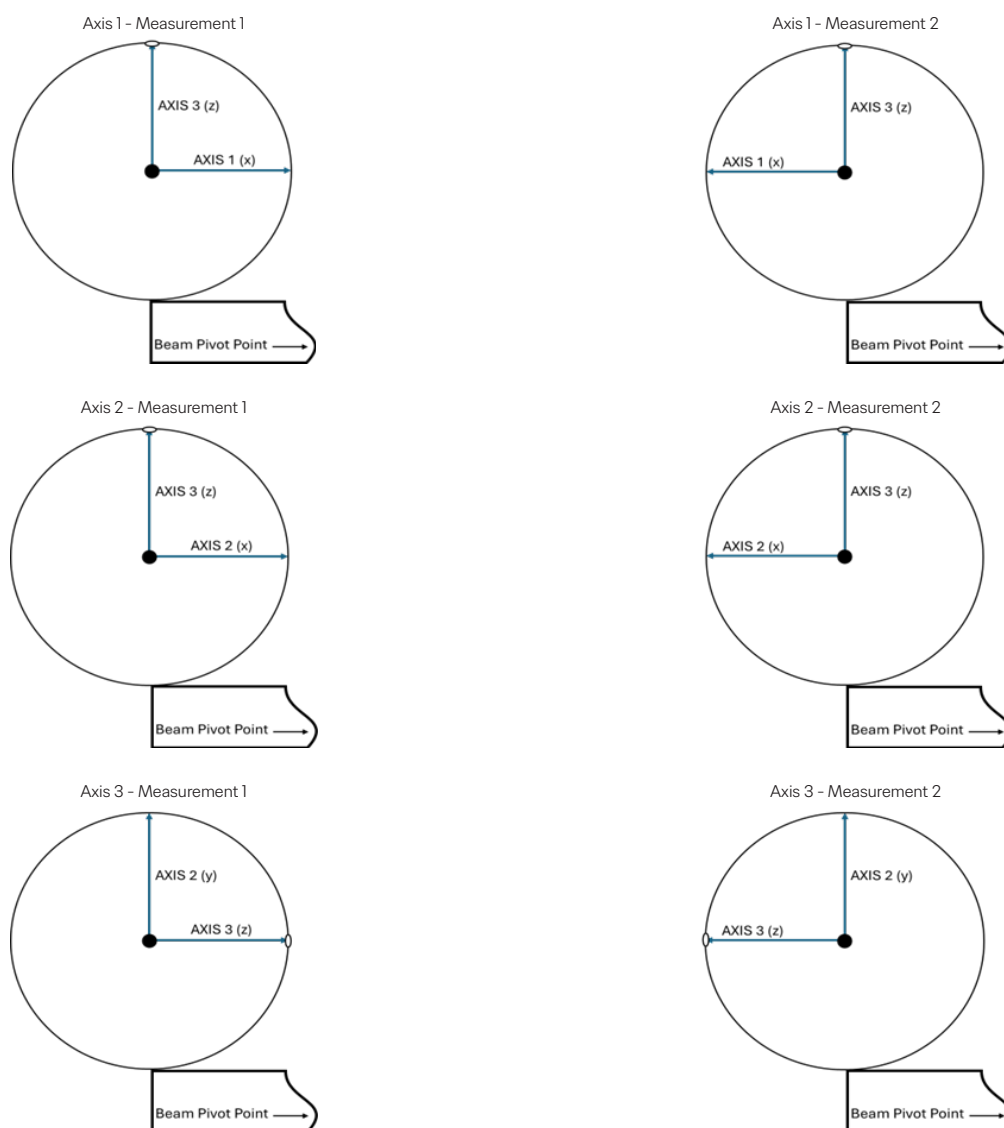


Diagram 8: Ball position (frontal) for measurements during test

03. TEST METHODS AND EQUIPMENT

Calculation and expression of results

The COM offset for each measurement is determined using the following formula:

$$\text{COM Offset} = L2 - \left(\frac{F2 \times L1}{F1} \right)$$

Where:

F1 = Resultant mass (g) (measured by load cell accurate to 0.1g)

F2 = Mass of ball (g) (measured pre-test on a scale accurate to 0.01g)

L1 = Distance from pivot point to load cell centre (mm)

L2 = Distance from pivot point to ball centre of volume (cov)

The COM offset in each axis is calculated by taking the absolute average of the two measurements in the axis.

The overall COM offset is determined by the sum of the COM offset vectors in each axis using the following equation:

$$\text{Overall COM Offset} = \sqrt{A1^2 + A2^2 + A3^2}$$

Where:

A1 = Axis 1 offset mass (mm)

A2 = Axis 2 offset mass (mm)

A3 = Axis 3 offset mass (mm)

Report the value of COM Offset to the nearest 0.1 mm for each independent axis and the overall vector.





TEST REQUIREMENTS

04. TEST REQUIREMENTS

The following tables indicate the requirements that must be met for a football to be eligible for certification.

4.1 OUTDOOR FOOTBALLS

Outdoor					
Tests	    				
	Size 5	Size 5	Size 5	Size 4	Size 4
FIFA Test Method 01 1. Circumference [cm]	68.5 – 69.5	68.0 – 70.0	68.0 – 70.0	63.5 – 66.0	63.5 – 66.0
FIFA Test Method 02 2. Sphericity max. [%]	1.5	1.8	1.8	1.8	1.8
FIFA Test Method 03 3. Rebound height [cm] • At 20° C (room temp.) • At 5° C • Difference between highest and lowest rebound of the 3 tested balls	135 – 155 min. 125 max. 10	125 – 155 min. 115 max. 10	125 – 155 min. 115 max. 10	110 – 160 min. 110 max. 10	110 – 160 min. 110 max. 10
FIFA Test Method 04 4. Water absorption [%] (base: initial Weighing value) • Max. absorption	10	10	10	10	10
FIFA Test Method 05 5. Weighing value [g]	420 – 445	410 – 450	410 – 450	350 – 390	350 – 390
FIFA Test Method 06 6. Loss of pressure [%]	15	20	25	25	25
FIFA Test Method 07 7. Shape/size retention • Circumference (change) • Sphericity • Pressure (change) • Seams/valve	max. 1.5cm max. 1.5% max. 0.1bar no damage	max. 1.5cm max. 1.8% max. 0.1bar no damage	–	–	–
FIFA Test Method 08.b 8. Balance - COM Offset [mm] • Average of 3 balls *for instrumented footballs	Mandatory information	Mandatory information	–	–	–

4.2 FUTSAL

Tests	Futsal		
			
FIFA Test Method 01 1. Circumference [cm]	62.5 – 63.5	62.0 – 64.0	62.0 – 64.0
FIFA Test Method 02 2. Sphericity max. [%]	1.5	1.8	1.8
FIFA Test Method 03 3. Rebound height [cm] • At 20° C (room temp.) • At 5° C • Difference between highest and lowest rebound of the 3 tested balls	55 – 65 – –	50 – 65 – –	50 – 65 – –
FIFA Test Method 05 4. Weighing value [g]	410 – 430	400 – 440	400 – 440
FIFA Test Method 06 5. Loss of pressure [%]	15	20	25
FIFA Test Method 07 6. Shape/size retention • Circumference (change) • Sphericity • Pressure (change) • Seams/valve	max.1.0cm max.1.5% max. 0.1bar no damage	max.1.0cm max.1.8% max. 0.1bar no damage	–
FIFA Test Method 08.a 7. Balance - Ball Roll – degree [°] • Average of 3 balls	max. 5	max. 7.5	max. 7.5

04. TEST REQUIREMENTS

4.3 BEACH SOCCER

	Beach Soccer		
			
Tests	Size 5	Size 5	Size 5
FIFA Test Method 01 1. Circumference [cm]	68.0 – 70.0	68.0 – 70.0	68.0 – 70.0
FIFA Test Method 02 2. Sphericity max. [%]	1.8	1.8	1.8
FIFA Test Method 03 3. Rebound height [cm] • At 20° C (room temp.) • At 5° C • Difference between highest and lowest rebound of the 3 tested balls	100 – 150 – –	100 – 150 – –	100 – 150 – –
FIFA Test Method 04 4. Water absorption [%] (base: initial Weighing value) • Max. absorption	10	10	10
FIFA Test Method 05 5. Weighing value [g]	420 – 440	400 – 440	400 – 440
FIFA Test Method 06 6. Loss of pressure [%]	15	20	25
FIFA Test Method 07 7. Shape/size retention • Circumference (change) • Sphericity • Pressure (change) • Seams/valve	max.1.5cm max.1.8% max. 0.1bar no damage	max.1.5cm max.1.8% max. 0.1bar no damage	–

A close-up, low-angle shot of a soccer field at night. The artificial grass is illuminated by stadium lights, creating a bokeh effect with bright, out-of-focus light spots. A white line runs across the field. In the background, a blurred stadium structure with colorful vertical elements and a bright light source are visible.

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