The purpose of this thesis was to design and implement an association football (soccer) match simulator and to compare the resulting implementation with other programs of similar function. A model after which both out eld players and goalkeepers play in an association football match was designed. It is possible to run the program in an interactive mode, whereby
the players of one of the teams are controlled by the user, or to spectate a match of arti cial intelligencies. Included in the simulation are the physics of the football and deflections off the crossbar and the posts.