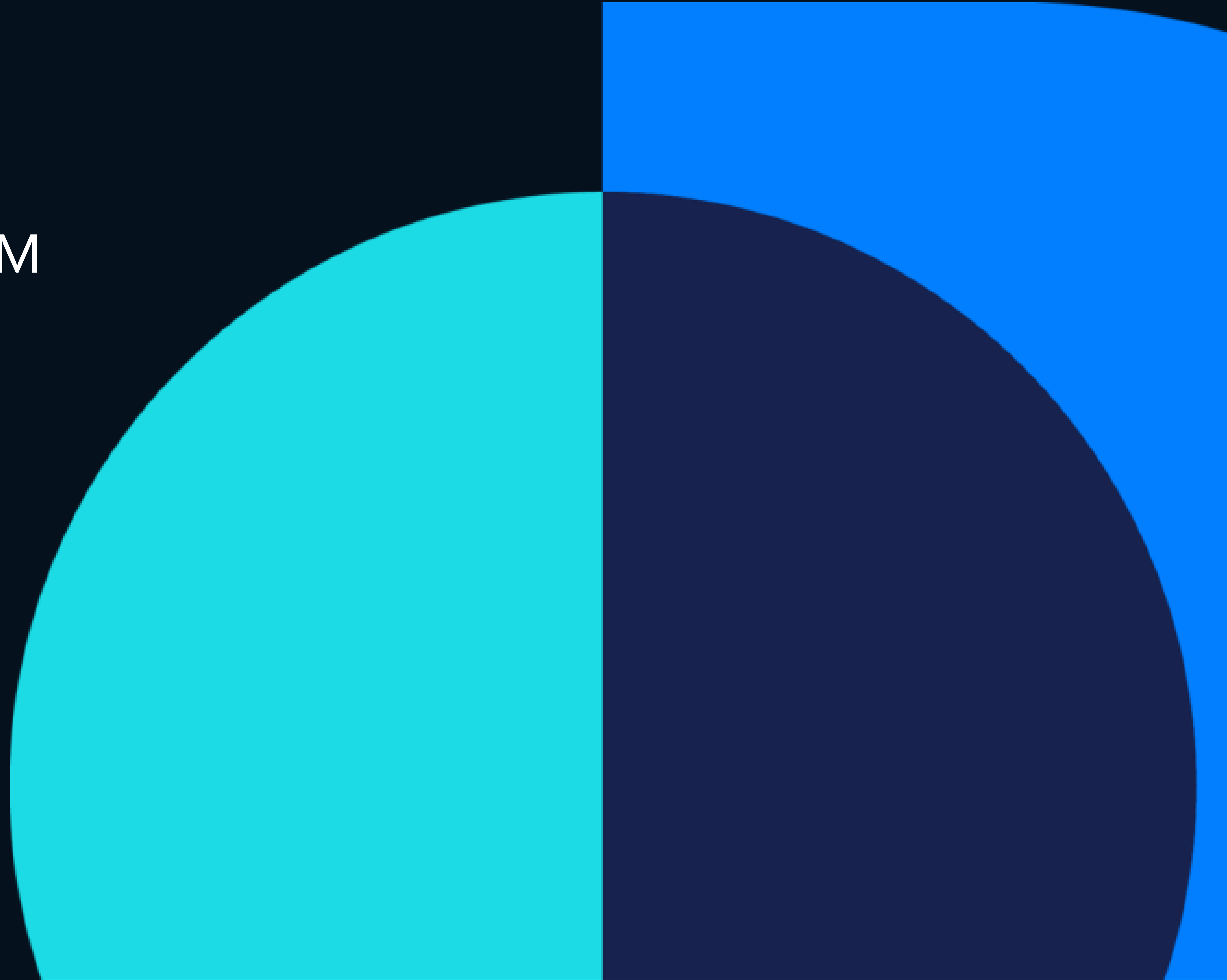


KEY CHANGES IN THE RANKING SYSTEM

SEASON CALENDAR
RED LINES
WPC + ONLINE PLATFORM

Last updated:
April 28, 2025



AGENDA



Introduction & Workshop Objectives

Launch of 2025/26 New Season:

- Key changes in the ranking system
- Season calendar
- Red lines
- WPC+ online platform

Tournament broadcast

Key changes in marketing requirements

Q&A





DANIEL MERKLEY
WPC CHAIRPERSON



VLADISLAV ERSHOV
WPC COMPETITIONS DIRECTOR



ASHKII TAYLOR
WPC MARCOM EXPERT

KEY SEASON 24/25 RESULTS



308

TOTAL TOURNAMENT
APPLICATIONS

164

GOTF MAJOR

144

GOTF MINOR

66

MEMBERS

60

COUNTRIES

86

WERE CONDUCTED

6

COUNTRIES

GOTF MINOR

71

WERE CONDUCTED

31

COUNTRIES

GOTF MAJOR

KEY CHANGES IN THE RANKING SYSTEM



WHAT'S NEW?

- We have changed the names for WPC ecosystem tournaments:



— ~~GotF Qualifiers~~



— ~~National tournaments~~



— ~~Regional Qualifiers~~

- We modified the evaluation logic behind behind tournament ratings.

Tournament quality rating

— ~~WPC Members Rating~~

KEY CHANGES IN THE RANKING SYSTEM



HAVE BEEN ADDED

- Mandatory use WPC+ Online Platform;
- Availability of technical video recording or streaming of all matches of the tournament;
- It is now possible to create open links for registration by the WPC+ system;
- Limited number of technical defeats in each tournament;
- An athlete can only play for one Club per tournament season (in one discipline) and change the Club only in the next tournament season;
- Within a tournament ecosystem, the Club can participate in an unlimited number of Origins
- WPC member can only hold tournaments (GOTF Origins and GOTF Rivals) in the country where WPC member is registered;
- Some points have been changed

HAVE BEEN EXCLUDED

- The possibility of holding tournaments outside the official season dates;
- Extra points for spectator seats;
- General points were excluded from Tournament quality rating (moved to the Incentive program);
- Optional phygital sports disciplines were excluded from the regulations.

KEY CHANGES IN THE RANKING SYSTEM



NUMBER OF TOURNAMENTS AND TEAMS

**PHYGITAL
ORIGINS**
(not obligatory)

min
2 TOURNAMENTS
if the population is less

min
8 TEAMS
if the population is less

POPULATION

50 mln.

min
4 TOURNAMENTS
if the population is more

min
16 TEAMS
if the population is more

min
8 TEAMS
In each tournament

min
8 TEAMS FOR ANY
ANY COUNTRIES

EXCEPTION FOR PHGTL SHOOTER SHOOTER

TECHNICAL DEFEATS

8 TEAMS

max
2 DEFEATS

max
3 DEFEATS

16 TEAMS

max
4 DEFEATS

max
6 DEFEATS

GSL

ROUND ROBIN



SEASON CALENDAR

(INCLUDING ALL KEY DATES)



01.05.25 – 31.07.25

Application period

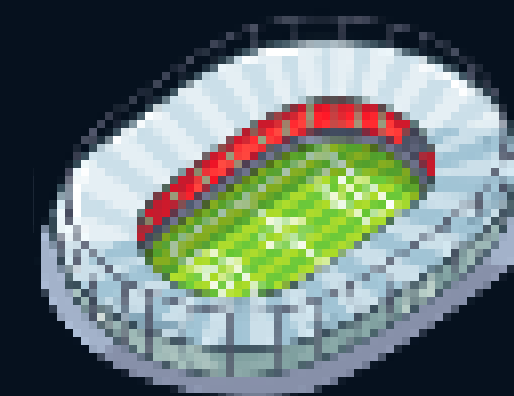
01.08.25 – 15.12.25

Origins And Rivals Dates

BY 06.02.26

Rankings Publication

TOURNAMENT



TOURNAMENT PREPARATIONS

AT LEAST

2 MONTHS

Approve the technical regulations

NO LATER

1,5 MONTH

Publish an open registration link

NO LATER

2 WEEKS

Approve the list of participating teams

NO LATER

1 WEEK

Conduct the draw and finalize the tournament schedule

REPORTING DOCUMENTATION

WITHIN

3 WORKING DAYS

Upload all sports reporting documents

WITHIN

3 WORKING DAYS

Upload marketing materials

RED LINES



- The tournament application has been approved by the WPC.
- The tournament's technical rules have been approved by the CMP WPC and the tournament has been conducted in accordance with those rules
- A link to the open registration of teams generated by the WPC+ system has been published.
- The tournament has been registered and held in the WPC+ system - all necessary information has been information has been uploaded into the system (team and referee applications) and reporting reporting documentation (match protocols and tournament grid) has been generated.
- Availability of technical video recording or streaming of all matches of the tournament (link uploaded in the WPC+ system).
- The requirements for the number of teams have been met.
- The number of technical defeats does not exceed the number specified on page 3.

WPC+ ONLINE PLATFORM



IS A CENTRALIZED DIGITAL PLATFORM
FOR ORGANIZING AND MANAGING TOURNAMENT

THE PLATFORM ENABLES WPC MEMBERS:

- Submit applications;
- Oversee tournament operations;
- Invite teams;
- Upload required documentation.

THE PLATFORM STREAMLINES:

- Participant registration;
- Referees registration;
- Scheduling and draw;
- Results processing;
- Ensuring seamless interaction at all competition stages.

For your convenience, several training workshops will be conducted, and additional materials dedicated to WPC+ will be provided.

WPC+ ONLINE PLATFORM

You can start working on the WPC+ platform by clicking on the link in your personal account at

<https://worldphygital.org/>, the link is located in the

"WPC+ Online Platform" button.

Manual links (YouTube):

- [WPC Member Guideline Part 1](#)



WPC World Phygital Community

About Phygital | Join the WPC | News | Workshops | Seasons | O&A | Contact | For members

YOUR WPC MEMBERSHIP

Home — Your WPC membership

Welcome to member profile

IP 2

Your status: **Bronze member**

APPROVED DISCIPLINES

Phygital Football | Phygital Basketball

HOW TO PAY THE MEMBERSHIP FEE

Details about amounts, payment methods, bank instructions, deadlines, payment confirmation etc.

MEMBERSHIP FEE PAYMENT INSTRUCTION | **WPC BILLING INVOICE TEMPLATE**

TOURNAMENT ORGANIZATION

SEASON DATES 25/26

Application period:
01 May 2025 - 31 July 2025

Tournament period:
01 August 2025 - 15 December 2025

WPC RULEBOOK | **REGULATION ON THE RANKING SYSTEM**

The WPC Rulebook is designed to help tournament organizers host phygital competitions, and to ensure all rules and regulations are followed.

These regulations explain the formulas and procedures used to create the ranking system. They are essential for determining the quality rating of any tournament.

If you'd like to organise a Phygital Origins or Phygital Rivals tournament, please visit our WPC+ platform where you can find details and the relevant application forms.

WPC+ Online Platform

TOURNAMENT VIDEO RECORDING



If you do not plan to organize a full live broadcast, you must organize a technical stream to a video hosting platform (we recommend YouTube) or upload your recording to a cloud service and send the video link to CMP WPC.

EQUIPMENT

- Smartphone or tablet with a good camera;
- Tripod or stabilizer for a steady steady picture;
- External microphone;
- Additional battery (Power Bank) or power connection;
- Stable internet connection (Wi-Fi or 4G/5G mobile internet).

CAMERA PLACEMENT

- The camera should be mounted on an elevated position to capture the entire playing area;
- Use a wide-angle lens if available on your device;
- The competition area should be well well lit;
- Make sure there are no obstacles in the frame;
- Try to place away from crowded areas.

RECOMENDING A RECORDING AND STREAMING PLATFORM

Criterion	YouTube
Storage of recordings	Unlimited
Video quality	Medium (compresses video)
Privacy	Public, linked, private
Duration restrictions	Not
Availability in countries	In most countries

KEY CHANGES IN MARKETING REQUIREMENTS



New Tournament Branding Requirements Workshop - on May, 22

EXISTING POINTS:

- Adherence to WPC branding requirements – make sure to follow the new guideline;
- Social media posts and competition day highlights – check the quantity, use multi-platform posting (3 minimum) and always tag the GOTF official accounts;
- 2 options for broadcasting - cover a final match or the full tournament; include commentators, graphics and don't forget to save this live online on a streaming platform!

BRAND-NEW ACTIONS:

- A social media video post about Phygital Rivals has 1000+ view-count (GOTF account is tagged);
- A highlights video showcasing Phygital Origins/Phygital Rivals was shared on 3 platforms;
- Media coverage report with 5+ publications covering Phygital Rivals.

To gain ranking points, a report with links, images, other materials should be submitted within 72 hours after the event to to



For assets go to the 'For WPC Members' section on the WPC website. Any questions? Contact us at press@worldphygital.com

CONTACT US TO LEARN MORE



join@worldphygital.org
worldphygital.org

