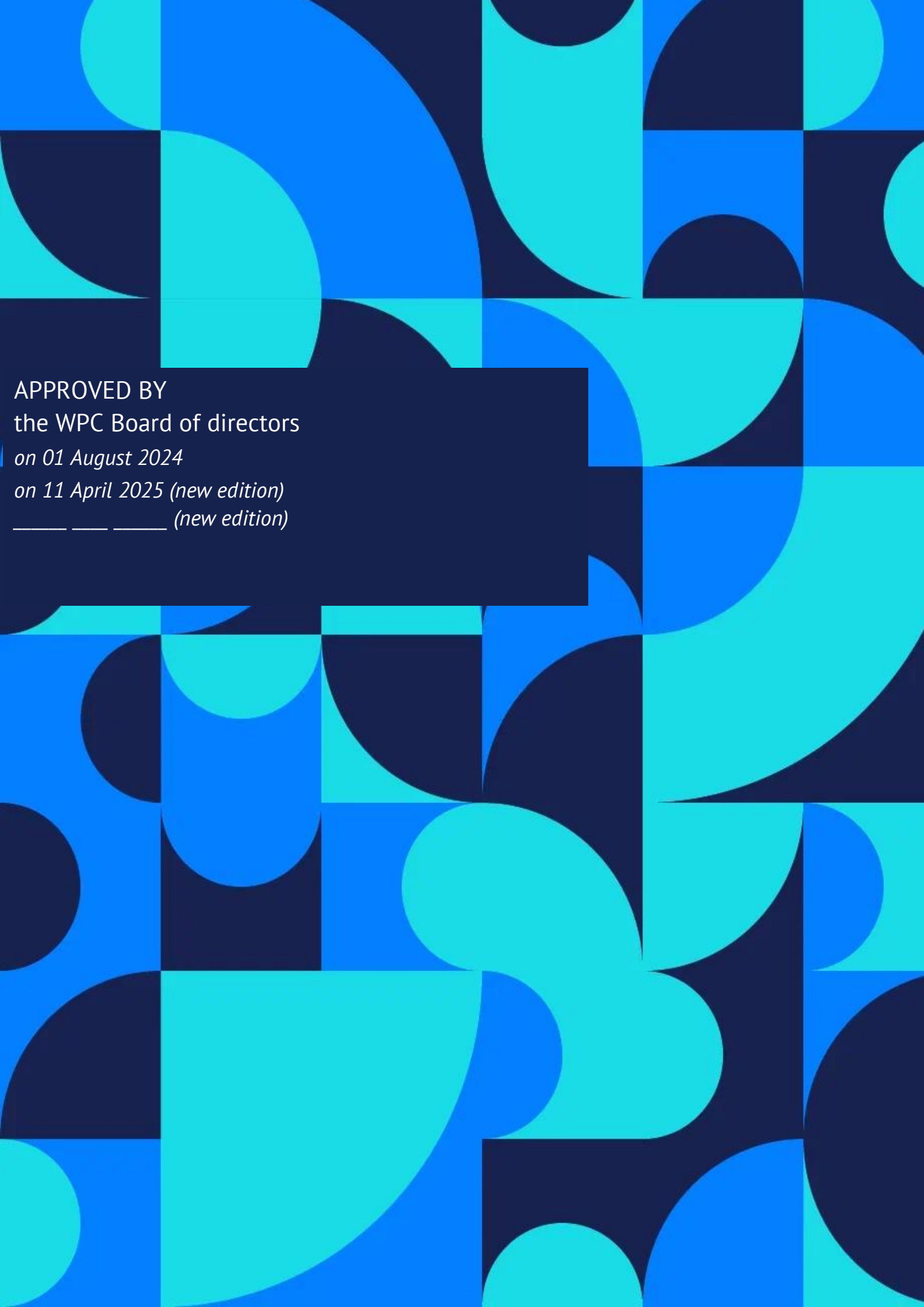


# WPC RULEBOOK

(Official Publication)

WPC revision dated 01 August 2024  
*new edition dated 11 April 2025*





APPROVED BY  
the WPC Board of directors  
*on 01 August 2024*  
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\_\_\_\_\_ *(new edition)*

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## **GENERAL PROVISIONS**

### **ABOUT WORLD PHYGITAL COMMUNITY LIMITED**

World Phygital Community Limited («WPC») was set up in August 2023, in response to the need for the global governing body for Phygital Sports to promote, develop and enhance interest, understanding, awareness and image of Phygital Sports both internationally and domestically.

WPC is a non-governmental and non-profit multi-member organization that provides a general direction and oversight of Phygital Sports introduction and popularization at the international level.

### **ABOUT PHYGITAL SPORT**

Phygital Sports is understood as a comprehensive competitive activity that integrates functional and digital components implemented either in stages or simultaneously during the competitive process as part of a single competitive action with a combined result or score.

As part of Phygital Sports the WPC also recognizes the following disciplines as an integral part of such sports, including, but not limited to:

- 1) Phygital Dancing;
- 2) Phygital Shooter;
- 3) Phygital Basketball;
- 4) Phygital Football.

The list of disciplines recognized by the WPC as an integral part of Phygital Sports is not exhaustive and may be changed at the discretion of the WPC in other documents in accordance with the procedure provided for by the WPC Charter.

***The scope of WPC Rulebook***

WPC Rulebook applies to all WPC members and subjects of Phygital Sports, with the exception of Founder Members, unless otherwise provided for by the WPC decision.

***The goals of WPC Rulebook development***

This WPC Rulebook is designed to create a unified ecosystem of Phygital Sports, systematize WPC regulatory documents that define the sporting aspects of WPC's activities in the field of Phygital Sports, as well as establish unified standards and equal opportunities for all parties concerned.

WPC Rulebook is designed to assist WPC members, as well as other competition organizers, in preparing sports and other regulatory documents for conducting Phygital Sports competitions, as well as in complying with WPC norms and requirements related to fulfilling the duties of WPC members and awarding rating points, provided that the relevant criteria are properly fulfilled.

WPC Rulebook is not only intended for organizations involved in Phygital Sports (international organizations of Phygital Sports, national organizations of Phygital Sports, WPC members, organizers of competitions in Phygital Sports), but it can also be used by direct participants in Phygital Sports competitions (teams, athletes, coaches, etc.) in terms of systematic acquaintance with and study of the rules of Phygital Sports is concerned, the specifics of international requirements for the organization and staging of competitions in Phygital Sports, and the rights and obligations of athletes participating in such competitions.

### ***The list of WPC Rulebook documents***

As of " \_\_ " \_\_\_\_ 2024, WPC Rulebook includes:

1. Rules of Phygital Sports;
2. Technical Rules of the Phygital Sport Disciplines;
3. Match and Competition reports templates;
4. Ethics declaration;
5. Anti-doping declaration;
6. Regulations on the Chief Panel of Judges and Referee Panels of the *\*Competition\**;
7. Disciplinary Rules and Regulations (World Phygital Community).

Each document in WPC Rulebook is an independent document and is approved by the WPC separately in accordance with the procedure provided for by WPC Charter.

The scope of the documents from WPC Rulebook, as well as the procedure for entry into force, is prescribed in each document separately.

Each document in WPC Rulebook has legal force regardless of the status of other documents in it.

Changing or terminating individual documents does not affect the validity of WPC Rulebook. Nor does invalidation of a single document in WPC Rulebook automatically mean that the remaining documents in it are invalid.

The WPC may include new documents in WPC Rulebook and exclude individual documents from it.

The documents in WPC Rulebook are not an exhaustive list of WPC regulatory documents that regulate the rights and obligations of subjects of Phygital Sports and relations in Phygital Sports in general, and the WPC has the right to approve other separate documents that regulate issues of Phygital Sports, without including them in this WPC Rulebook.

### ***Implementation of documents from WPC Rulebook***

WPC members are obliged to follow the Rules of Phygital Sports when organizing and staging competitions in Phygital Sports.

In order to organize and conduct a competition, WPC members are required to use (fill in, finalize and approve) the recommended templates of the following documents in WPC Rulebook:

1. Technical Rules of the Phygital Sport Disciplines;
2. Match and Competition reports templates;
3. Ethics declaration;
4. Anti-doping declaration;
5. Regulations on the Chief Panel of Judges and Referee Panels of the *\*Competition\**.

An editable version of the above documents in Word format is available on the following official website of the WPC: <https://worldphygital.org/>.

In order to review disciplinary violations committed by subjects of Phygital Sports at regional and national competitions, WPC members have the right to approve disciplinary regulations by analogy with WPC Disciplinary Rules and Regulations. However, in such a case, in order to review disciplinary violations, WPC members will need to create a disciplinary committee in their structure, similar to the requirements of WPC Disciplinary Rules and Regulations for WPC Disciplinary Committee.

## FUNDAMENTAL PRINCIPLES IN PHYGITAL SPORTS MOVEMENT

The fundamental principles of Phygital Sports are formulated by the WPC in order to outline common directions for developing Phygital Sports and set the guidelines for all participants in the Phygital Sports movement.

The fundamental principles of Phygital Sports are designed to identify the intentions, aspirations and concerns of the WPC for the development of Phygital Sports as a clean, safe and open sports activity representing equal opportunities for all persons.

The WPC has the right to detail the fundamental principles of Phygital Sports and/or supplement the list of principles contained in the WPC Code of Ethics or in any other WPC document, revealing their essence, requirements, standards of conduct, specifics of the application of the principles and other necessary aspects.

### ***Principle A: Integrity***

The integrity principle implies the manifestation of the highest degree of diligence, objectivity, independence, professionalism, impartiality and responsibility both in matters of any communication in Phygital Sports and in matters of determining the sports results of competitions in Phygital Sports.

### ***Principle B: Dignity***

Protecting the personal dignity of the subjects of Phygital Sports is a fundamental requirement of the WPC.

Mutual respect, the fight against any form of discrimination, as well as zero tolerance for any manifestations of mental and physical pressure on the individual are the main components of the Dignity principle in Phygital Sports.



***Principle C: Fair play***

The fundamental sports principle of Fair play is also reflected in Phygital Sports.

The WPC provides equal opportunities to all participants in Phygital Sports competitions, ensuring the fairness and openness of a sports contest and sports results in Phygital Sports competitions.

The WPC, guided by the principle of Fair play, will strictly suppress any form of unfair and unscrupulous influence on the sports results of competitions in Phygital Sports, including any violations of anti-doping rules and ethical requirements in sports.

***Principle E: Good governance and use of resources***

Any officials of Phygital Sports must always act in the interests of Phygital Sports and its sustainable development.

Officials of Phygital Sports must avoid any personal gain or bias in decision-making and give priority to the long-term sustainable development of Phygital Sports.

Any financial activity of organizations in Phygital Sports must be based on openness and accountability, taking into account the requirements of national legislation.

## **ETHICAL REQUIREMENTS**

The ethical rules and requirements in Phygital Sports rely on the fundamental principles of Phygital Sports stated in the section above and can also be fixed in the relevant document regulating ethics issues.

Thus, the fundamental principles of Phygital Sports are the key link and guideline of ethical behavior for all participants of Phygital Sports.

The direct ethical rules of conduct and requirements for the behavior of participants in Phygital Sports can be fixed in the WPC Code of Ethics or in another document regulating ethics issues.

Every subject of Phygital Sports must familiarize themselves with the WPC Code of Ethics or other WPC document regulating ethics issues and undertakes to strictly comply with its norms and requirements.

WPC puts special emphasis on the importance of the subjects of physical sports becoming familiar with the WPC Code of Ethics or other WPC documents governing ethics issues. An individual who violates ethical rules does not have immunity from liability if they are unaware of the requirements of the relevant document.

WPC members, as well as other competition organizers, are required to ensure that their affiliated subjects of Phygital Sports sign an Ethical Declaration in the form provided for in this WPC Rulebook.

## **ANTI-DOPING**

The WPC adheres to high international standards in matters of anti-doping regulation and the fight against doping.

Taking into account the experience of the international sports movement, the WPC has the right to recognize the validity of regulatory documents of international non-governmental organizations engaged in anti-doping regulation and anti-doping at the international level, and/or develop its own rules for anti-doping regulation and anti-doping in Phygital Sports.

WPC members, as well as other competition organizers, must comply with national anti-doping rules and/or other applicable laws of the competition venue when organizing and staging competitions in Phygital Sports.

Athletes as well as personnel working with each athlete must also comply with anti-doping rules, including their national anti-doping rules, and refrain from using prohibited substances and/or methods to improve their athletic performance.

WPC members, as well as other competition organizers, are required to ensure that the direct participants in the Phygital Sports competition sign an Anti-Doping Declaration in the form provided for in this WPC Rulebook.

## **OTHER PROVISIONS**

Regulations on the rating system in Phygital Sports are available on the following official website of the WPC: <https://worldphygital.org/>.

If you have any questions or suggestions regarding WPC Rulebook, you can contact us by e-mail: [competition@worldphygital.org](mailto:competition@worldphygital.org).

# THE RULES OF PHYGITAL SPORTS

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APPROVED BY  
the WPC Board of director's

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## TERMS AND DEFINITIONS

For the purposes of these Rules, the following terms are used in their meanings below:

1. **WPC** – World Phygital Community is a multi-member, non-profit and non-governmental organization that oversees and offers broad guidance for the introduction and popularization of Phygital Sports on a global scale.
2. **The Rules** are these Rules of phygital sports and its disciplines, developed and approved by the WPC.
3. **Competitions** are sports competitions in phygital sports (as well as in its individual disciplines), both at the international and national levels.
4. **Technical rules** are a regulatory document developed and approved by the Organizer, which regulates in specific details how a Competition will be organized and staged.
5. **The Organizer** is an entity which determines and approves the conditions for organizing and staging the competition along with putting into action organizational, financial and other measures aimed at holding the Competition.
6. **The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.
7. **Phygital sports** are a multidisciplinary sport, consisting of a continuous competition of athletes or teams involving both functional and digital components that are implemented, either in stages or simultaneously, during the competitive process as part of a single competitive action (match or stage).
8. **Functional stage** is an integral part of phygital sports, which consists in a competition between athletes or teams involving their physical exercises based on motor activity provided for by these Rules and/or provided for by the rules of sports closest to the corresponding functional stage provided for by the Rules for the relevant discipline.

9. **Digital stage** is an integral part of phygital sports, which consists in a competition between athletes or teams, involving their interaction with the digital environment, providing equal conditions for competitions between athletes or teams and based on the digital activity of athletes or teams using digital technologies.
10. **Digital environment** is a game process from the prospective of an athlete, namely the imitation of physical and motor activities and their results and consequences, created using digital technology.
11. **Digital technology** is a set of software (including video games) and technical means used to create a digital environment.
12. **A video game** is a piece of software that allows competing parties (teams / athletes) to organize the competitive process, generate a digital competition space, create controlled objects perceived by human senses which athletes can manipulate through the use of technical means (including input/output devices); a video game, either automatically or using controlled settings / prohibitions, provides equal conditions for competing participants, as well as defines competition results in a single stage.
13. **Technical means** are a collection of technical devices and methods used in conducting competitions and organizing a competitive process between rivals, which, among other things, ensure that an athlete interacts with a video game to make it function and create a contested action.
14. **Client (a video game's client component)** is a software element of the video game installed on the competition participant's personal equipment, which allows running a video game without using a browser.
15. **A server (a game server)** is a software element of specialized computer equipment that provides communication between various clients, providing the contestants' clients the ability to interact with each other as part of the video game software shell.
16. **Disconnect** is a loss of communication between the client of the participant in the digital stage with the server or host of the competition participant with the clients of other participants in the same stage of the competition, which occurs due to equipment failures and causes the controlled object to disappear from the arena or become uncontrollable for a long time.

17. **Account** is an account registered on the server (within the server system) of the video game, which is the identifier of a competition participant in the video game.
18. **A match** is a contest between participants in a phygital sports competition, consisting (as a rule) of stages; a match result is a unit of account indicated in the standings and the tournament bracket.
19. **A stage** is an integral part of a match which ensures the presence of competing parties (teams / athletes) in the competitive process, limited by time, score or other completion criteria (which, among other things, can be determined by the in-game mechanics of the video game), and which results in the winner of the stage being determined by appropriate indicators.
20. **An athlete** is an individual admitted to participate in the competition by the Organizer in accordance with the established procedure, which is a unit in the tournament bracket of the competition. The requirements to the competition participants are determined in accordance with these Rules and Technical Rules (other regulatory documents of the Organizer).
21. **Competition officials are individuals** who are involved in competitions in phygital sports (referees, coaches, Competition Organizers, medical officers, etc.), but do not directly participate in them and are subject to these Rules, Technical Rules (other regulatory documents of the Organizer).

## SECTION I. GENERAL PROVISIONS

### 1. General information

- 1.1. The Rules were developed by the WPC in order to systematize phygital sports and bring them to a uniform standard worldwide as a phenomenon.
- 1.2. The Rules establish the concept of Phygital Sports, define the competition component and the progress of the competition process in them, approve the general conditions of the Competition and lay down the framework principles of behavior for a number of subjects of phygital sports.
- 1.3. The rules are mandatory when organizing and holding the Competitions.
- 1.4. The Organizers, Competition Officials, as well as the Competition participants are obliged to follow the Rules, know them and unconditionally comply with them.
- 1.5. In order to resolve issues related to the Competitions organization and staging, the Organizers have the right to develop and approve Technical Rules (other regulatory documents of the Organizer). This being said, such Technical Rules (other regulatory documents of the Organizer) shall be developed by the Organizers taking into account the Rules and shall not contradict them.
- 1.6. The templates of the Technical Rules for the disciplines of phygital sports recommended for use (filling in, finalization and subsequent approval) are given in an appendix to these Rules.
- 1.7. WPC emphasizes that the Rules cannot account all possible technical and organizational scenarios that may arise during the Competition. In cases that cannot be unambiguously addressed by the provisions of the Rules, the authorized persons of the Organizers have the right to make the necessary decisions after reviewing comparable circumstances considered in the rules.
- 1.8. If issues arise that are not covered by the Rules, during the Competition, the WPC recommends going with CPJ's decisions, provided that the latter do not directly contradict the Rules. In exceptional situations, when said issues cannot be resolved by the Rules, the WPC recommends using an analogy and sticking by the

rules of sports similar to the rules of phygital sports' stages, guided by the principles of good faith, reasonableness and fairness.

- 1.9. The WPC has the authority to interpret the Rules.
- 1.10. All terms listed in the Rules may appear with both uppercase and lowercase letters without any change in their intended meanings.

The terms and definitions provided in the text of the Rules can be used in both singular and plural form without any change in their intended meanings.

All references to individuals, as outlined in the Rules, are intended to be inclusive of both masculine and feminine genders.

## **2. Competition categories**

2.1. As a rule, in terms of their category, Competitions are broken down into:

- a) individual competitions where scores are counted toward each athlete separately, with placements in the bracket distributed among athletes;
- b) team competitions where individual athletes' scores are counted toward teams, or competitions in which a team is a participant with the scores counted only toward teams;
- c) individual-team competitions in which athletes' scores are counted both toward athletes themselves as well as toward the teams of which they are members.

2.2. The Competition category is indicated in the Technical Rules.

## **3. Competition system formats**

3.1. As a rule, phygital sports use the following competition system formats:

- a) Single elimination is a format where an athlete or a team that loses a match (a series of matches) is eliminated from further participation in the competition;
- b) Round robin is a format where each athlete or team meets all other athletes or teams in turn, in one or more rounds;
- c) Advanced single elimination system is a format where, after defeat and/or each subsequent defeat, an athlete (a team), unless

- otherwise determined by the Technical Rules (other regulatory documents of the Organizer), is not eliminated from the competition; however, they have the opportunity to continue participating in the same competitions against other losing athletes (teams) in the manner and on the terms provided for by the Technical rules (other regulatory documents of the Organizer);
- d) Swiss system is a format that, based on the number of athletes (teams) participating in the competition, sets a certain number of rounds, taking into account the indicators provided for by the Technical Rules (other regulatory documents of the Organizer);
  - e) GSL (Global StarCraft II League) is a Competition system format most often used in groups of 4 teams. The team that wins twice takes 1st place. Then the teams that lost the first round meet. The losing team takes the last place. The remaining 2 teams compete for 2nd and 3rd places.
  - f) Mixed system is a format in which the above systems are used at different stages.
- 3.2. Which of the competition system formats will be used is determined by the Technical Rules (other regulatory documents of the Organizer).
- 3.3. In cases when it proves necessary from the organizational point of view and provided that it has been agreed upon by the WPC, other competition system formats may be used.
- 3.4. The method of determining the winner in the Competition depends on the competition system format:
- a) under the single elimination system, the participant who won the final stage of the competition (final) is the winner of the competition. The participant who won all the matches of the previous stages of the competition proceeds to the final;
  - b) in a round robin format, the winner of the competition is the participant who scored the most tournament points or won the most matches of the competition based on the results of a round or several rounds;
  - c) under the advanced single elimination system, the participant who won the final stage of the competition (final) is the winner of the competition. The participant who made it to the semifinal stage regardless of defeats (according to the requirements of the Technical Rules (other regulatory documents of the Organizer), and won the semifinal stage of the competition, proceeds to the final;

- d) under the Swiss system, the winner of the competition is decided by reaching the winning indicator provided for by the Technical Rules (other regulatory documents of the Organizer), based on the results of the rounds total provided for by the Technical Rules (other regulatory documents of the Organizer);
  - e) under GSL, the winner of the competition is the participant who won the final stage of the competition (final) in accordance with the procedure provided for by the Technical Rules (other regulatory documents of the Organizer).
  - f) under a mixed competition system, the winner of the competition is determined taking into account the format of the final stage of the competition, which is the final stage in the mixed competition system. Such a competition's final stage format is specified in the Technical Rules (other regulatory documents of the Organizer).
- 3.5. If, taking into account the provisions of the Rules, the Competition, by the decision of its Organizer, is held according to another system not directly provided for by the Rules, then the Technical Rules (other regulatory documents of the Organizer) must explicitly provide the procedure for determining the winner of the Competition and the distribution of places among other participants.



## **SECTION II. REQUIREMENTS TO THE COMPETITION PARTICIPANTS**

### **1. General requirements**

- 1.1. Athletes who have reached the age of 16 (sixteen) years are eligible to compete in phygital sports.
- 1.2. Additional age restrictions may be applied due to the unique characteristics of certain phygital sports disciplines.
- 1.3. If a video game used in a Competition has an age rating, participants of a certain age can only be admitted to that competition.
- 1.4. Athletes have to be of the specified age on the day the competition begins.
- 1.5. Competitions are intended for both men and women.
- 1.6. Certain phygital sports disciplines have rules that restrict participation in competitions involving a certain gender group.
- 1.7. Women have the right to participate in Competitions held among men, unless otherwise provided for by the Technical Rules (other regulatory documents of the Organizer).

### **2. Admission to the Competitions**

- 2.1. The conditions for admission of athletes / teams to competitions, as well as the list of documents to be provided to the Organizer, are established by the Technical Rules (other regulatory documents of the Organizer), taking into account the requirements specified in the Rules.
- 2.2. In drafting a list of Competition entry documents, the Organizer must take into account the specifics of individual disciplines of phygital sports, as well as the requirements of the national legislation of the country hosting the Competition.
- 2.3. Depending on the requirements of the Technical Rules (other regulatory documents of the Organizer), athletes' admission may be restricted based on their age (but the lower age limit may not contradict the requirements of the Rules), skill level, etc. Athletes are admitted to participate in competitions by the Organizer's decision.



- 2.4. Athletes must be officially declared to participate in the competition per entries submitted in accordance with the Technical Rules (other regulatory documents of the Organizer). An example of the recommended entry form is provided in Appendix No. 1 to these Rules.
- 2.5. An entry for the competition is a confirmation that the participants of the Competition are familiar with the Rules, Technical Rules (other regulatory documents of the Organizer) and recognize their binding nature.
- 2.6. It is imperative that athletes participating in Competitions do not have any medical contraindications to playing phygital sports. The Organizer must verify these aspects to the full extent as required by the national legislation of the country hosting the Competition.

### **3. Restrictions on participation in the Competitions**

- 3.1. The following categories of people are prohibited from participating in the Competitions:
  - a) individuals who have not reached the minimum age specified in the Rules and/or Technical Rules (other regulatory documents of the Organizer);
  - b) individuals who have been subjected to disqualification or other sports sanction that excludes the possibility of participating in the Competition;
  - c) individuals who have medical contraindications to playing phygital sports.
- 3.2. Representatives of the Organizer, referees and other competition officials may not participate in the Competition as athletes.
- 3.3. Other restrictions on participation in the Competitions must be provided for in the Technical Rules (other regulatory documents of the Organizer), taking into account the provisions of the Rules.

## SECTION III. THE BASICS OF THE RULES OF CONDUCT

### 1. Rules of conduct for Competition participants

- 1.1. The Competition participants are obliged to adhere to the generally accepted standards of behavior of the Host Country, to show respect to officials, judges, spectators, representatives of the press, as well as to other competition participants.
- 1.2. The Competition participants must refrain from the use of insulting and offensive language, gestures and actions.
- 1.3. The Competition participants must respect the principles of sportsmanship and fair play.
- 1.4. The Competition participants must know and comply with the Rules, Technical Rules (other regulatory documents of the Organizer), the WPC Code of Ethics and other WPC regulatory documents, as well as the national legislation of the Competition's Host City.
- 1.5. The facts of Competition participants violating the Rules, Technical Rules (other regulatory documents of the Organizer), WPC regulatory documents committed during the Competition, are documented by the referee in a match report, during which a corresponding violation was committed.
- 1.6. Additional rules of conduct for Competition participants (as well as rules of conduct for other subjects of phygital sports) may be provided for by WPC regulatory documents (in particular, the WPC Code of Ethics), Technical Rules (other regulatory documents of the Organizer).

### 2. Actions that are prohibited during Competitions

During the Competitions, participants are prohibited from:

- 2.1. Stating and providing the Organizer with false information when submitting entry forms;
- 2.2. Refusing to present, at the request of the referee and/or the Organizer, the documents necessary for participation in the Competition provided for by the Technical Rules (other regulatory documents of the Organizer) and the Rules;
- 2.3. Using equipment that has any kind of religious, political inscriptions or images on it, as well as one that contradicts the requirements of

the Rules, the national legislation of Competition's Host Country, Technical Rules (other regulatory documents of the Organizer);

- 2.4. Pausing a video game without the appropriate permission of the referee;
- 2.5. Enabling and/or disabling any video game settings and modifiers, except those that are expressly permitted by the Technical Rules (other regulatory documents of the Organizer);
- 2.6. Arguing with the referees;
- 2.7. Influencing the referee's decision-making in any way regarding game situations;
- 2.8. Opening, damaging or hitting the competition equipment and gear or other technical means, as well as any other property;
- 2.9. Disconnecting the cables of technical means in an abrupt manner;
- 2.10. Showing disrespect towards the audience, other competition participants, referees or officials, using obscene words in any language;
- 2.11. Obstructing the course of the Competition intentionally;
- 2.12. Broadcasting competitions and their events via the Internet without the Organizer's permission;
- 2.13. Installing and using software or modifications of software used during competitions in order to change the type and settings of the video game, the characteristics of the controlled object and other technical devices, if this leads to the creation of unequal conditions for competition participants during the competitions;
- 2.14. The WPC emphasizes that the aforesaid prohibited actions are merely a framework and should not be construed as an exhaustive list. Other regulatory documents of the WPC, Technical Rules (other regulatory documents of the Organizer) may provide for a list of other actions prohibited for both for Competition participants and for other subjects of phygital sports. In this regard, the competition participants, on top of what is contained in the aforesaid list, are prohibited from committing other actions directly prohibited by these Rules, Technical Rules (other regulatory documents of the Organizer), as well as decisions of the Organizer, the CPJ and the referee.

### 3. Sanctions for violations

3.1. The following sanctions may be applied to competition participants, as well as other subjects of phygital sports (coaches, team representatives, officials and/or other persons who committed a violation) for violation of the Rules, Technical Rules (other regulatory documents of the Organizer), WPC regulatory documents, in accordance with the procedure and conditions provided for by the Rules, Technical Rules (other regulatory documents of the Organizer), as well as WPC regulations, authorized competition authorities or authorized WPC bodies:

- a) remark;
- b) caution;
- c) elimination from the competition (exclusion from the competition);
- d) deduction of tournament points;
- e) a forfeit in a match;
- f) disqualification.

3.2. The WPC has the right to approve/recognize a separate regulatory document that will govern:

- a) types of sports sanctions (including sports disqualification, caution, fine, which may include, inter alia, withholding funds from the prize pool awarded to a given participant based on the results of the Competition);
- b) the procedure for applying (imposing) sports sanctions and the procedure for enforcing them, including the liability limitation period;
- c) cases of suspension and exemption from sports sanctions;
- d) the procedure for appealing against decisions on the imposition of sports sanctions;
- e) the procedure for the formation of and the activities performed by the bodies (individuals) applying (imposing) the relevant sports sanctions.

For the purposes stated above (as part of a given Competition), the Organizers have the right to recognize the relevant WPC regulatory document or approve a separate regulatory document that does not contradict the WPC document.

- 3.3. This procedure for the application of sanctions is subject to enforcement unless a different procedure for the application of sanctions is provided for by the Technical Rules (other regulatory documents of the Organizer). The Technical Rules (other regulatory documents of the Organizer) may establish the possibility for a concurrent application of several of the listed sanctions (cumulative punishment) or conditional application of sanctions.
- 3.4. An individual's first minor violation of the Rules entails a remark, which is a verbal reminder about the need to comply with the Rules and a call for strict compliance with them. Furthermore, such a remark is applied to an athlete, a team, a team representative, a coach, a competition official for minor offences that affect neither the course of the competition, nor the organization of the competition.
- 3.5. While a remark is applied to a competition participant, a team representative, a coach, or a competition official for the first violation of the Rules, a caution may be applied to the violator upon repeated commission of the violation, along with the threat of applying another, more severe sanction in the event of a violation in the future. On top of that, a caution is applied to a competition participant, a coach, a team representative, an official, or other competition participant for committing violations that affect or might affect the course of the competition, which caused minor technical equipment damage, adversely affecting the public perception of the competition and the Organizers, but which were not intentional, as well as for intentional minor violations.
- 3.6. For violations that affected the course of the match (stage), a competition participant may be awarded a forfeit in the match (stage) or a deduction of tournament points.
- 3.7. A competition participant may be excluded from the competition for systematic intentional violations that affect or might affect the course of individual matches (stages) and the competition as a whole, as well as for an intentional gross violation committed after another sanction was applied, except for a remark.

- 3.8. Exclusion from the competition participants can also be applied in the case of a second caution, as well as in the following cases:
- a) providing false information about himself/herself (full name, age, other data);
  - b) player substitution by a team without the referee's permission;
  - c) not following the rules of good sportsmanship and fair play;
  - d) a no-show at a match or competition, or its certain stage;
  - e) a refusal to continue participating in competitions for no valid reasons;
  - f) inability to compete further for health reasons ((after a break has been announced for a participant to receive medical attention). If a participant is a team member, he/she may be substituted, if such a procedure is provided for by the Technical Rules (other regulatory documents of the Organizer) of the competition.
- 3.9. Disqualification is applied to an individual for systematic intentional violations that affect or might affect the course of individual stages as a whole, in case of an intentional violation committed after a caution was applied, as well as in the case of a gross violation of the Rules, Technical Rules (other regulatory documents of the Organizer), other WPC regulatory documents, including cases when it was discovered that illegal influence was used to alter the competition's results or a dishonest performance was detected (including intentionally losing).
- 3.10. Disqualification may also be applied in other cases expressly provided for by the Rules, Technical Rules (other regulatory documents of the Organizer), as well as WPC regulatory documents.
- 3.11. Disqualification can be imposed for a specific number of matches, for a specific period of time, or for an entire competition.
- 3.12. The Technical Rules (other regulatory documents of the Organizer), as well as the WPC regulatory documents, may provide for the application of other sanctions not provided for by the Rules for violation of certain Technical Rules (other regulatory documents of the Organizer) and WPC regulatory documents.
- 3.13. Taking into consideration the specifics of the phygital sports disciplines, the Rules may provide for other sanction types that will be enforced for violation of the Rules regarding the specifics of competitions in certain disciplines of phygital sports.

## **SECTION IV. GENERAL REQUIREMENTS TO COMPETITION VENUES**

### **1. Competition venue**

- 1.1. Competitions must be held in sports arenas or any venues adapted to be suitable for Competition.
- 1.2. Any Competition Organizer must choose venues (arenas / FoPs) that suit the competition's objectives and can host both functional and digital stages of matches with similar quality, as dictated by the specific nature of physical sports.
- 1.3. Depending on the competition's status, the WPC reserves the right to establish extra requirements for the competition venues and the equipment they need. These requirements will be outlined in a separate regulatory document.

### **2. Technical and other areas**

- 2.1. A Competition venue must have specially equipped technical FoPs.
- 2.2. The number of technical FoPs at the Competition venue is determined by the Organizer depending on the number of declared participants.
- 2.3. A technical FoP is a dedicated part of a sports arena or a venue specially equipped for the Competition, where athletes (teams), referees are stationed and technical equipment is kept during a particular Competition stage.
- 2.4. Technical Rules (other regulatory documents of the Organizer) may determine the dimensions and markings of technical FoPs, taking into account the provisions of the Rules and the specifics of the particular discipline.
- 2.5. As the competition stages progress, athletes must be positioned in the technical FoP in such a way that they can all use technical means freely in a manner that is safe both for themselves and for other participants, while carrying out competitive activities. Athletes must not block and/or restrict the view of their opponent and the referee during the stage.



- 2.6. The referees must be positioned in the technical FoP during the stage in such a way that they do not block or restrict the view of the athletes, while being able to observe the competitive process from the technical FoP.
- 2.7. The technical FoP must be equipped with all the means necessary to organize the competitive process. It is the Organizer's responsibility to monitor the condition of technical equipment and gear in the technical FoP.
- 2.8. Given the specifics of the phygital sports disciplines, some extra requirements for technical FoPs may be added by WPC.
- 2.9. Due to the peculiarities of individual disciplines of phygital sports, it may prove necessary at the functional stage of a match to organize a competitive process on a specialized Field of Play, whose parameters and requirements are set forth in the Rules and/or other regulatory documents of the WPC.



## SECTION V. GENERAL REQUIREMENTS TO TECHNICAL MEANS, EQUIPMENT AND GEAR

### 1. Technical means

- 1.1. The technical means of phygital sports include gaming platforms with software that enables running video games (for the digital stage), as well as using control devices and display devices.
- 1.2. Gaming platforms include:
  - a) personal computer;
  - b) game consoles/platforms
  - c) other computer devices capable of running a video game that meets the requirements of the Rules.
- 1.3. Control devices include input devices that the athlete uses to give commands to the appropriate gaming platform:
  - a) motion controllers capable of recording the athlete's performance of physical exercises;
  - b) motion video recording tools;
  - c) gamepads;
  - d) keyboards / mice, etc.
- 1.4. Display devices include output devices that visualize the in-game mechanics of a video game:
  - a) monitor (display, screen);
  - b) a video projector.
- 1.5. A video game must automatically or with the assistance of controlled settings / prohibitions ensure equal conditions for competing participants, as well as determine competitive results within a single stage. Considering the specific nature of the phygital sports disciplines, some extra requirements for a video game may be established due to the peculiarities of the competitive process of the relevant sports disciplines.
- 1.6. Considering the specific nature of the phygital sports disciplines, some extra technical means and sports gear may be required that will be used in conducting Competitions in the relevant disciplines.

## **2. Equipment**

- 2.1. The equipment of all competition participants must be suitable for performance at the Competition and may not contain any symbols, text or combinations of symbols that could be prohibited / offensive, including in the country hosting the Competition.
- 2.2. The equipment may not have any kind of religious, political inscriptions or images on it (unless the relevant elements are official state symbols).
- 2.3. Other requirements for the equipment of the Competition participants, as well as the requirements for on-equipment advertisements are determined by the Technical Rules (other regulatory documents of the Organizer) and/or other WPC regulatory documents.
- 2.4. Competition participants whose equipment does not meet the requirements established by the Technical Rules (other regulatory documents of the Organizer) may be denied admission to the Competitions.

## **3. Gear**

- 3.1. The general requirements for the gear used during Competitions are determined by the WPC, depending on the phygital sports discipline in these Rules and/or in separate WPC regulations.
- 3.2. The Organizer has the right to establish additional requirements for the gear used during the Competition, by documenting them in the Technical Rules (other regulatory documents of the Organizers) (e.g. game console, size of ball, etc.).

## **4. Gear replacement**

- 4.1. During the Competitions, participants may use the gear (technical means) provided by the Organizer. Similarly, if it is specifically allowed by the Technical Rules (or other regulatory documents of the Organizer), they may use their own gear that complies with the technical specifications set forth in the Rules and Technical Rules (or other regulatory documents of the Organizer).
- 4.2. The Competition participants are obliged to handle the gear provided by the Organizer with care.

- 4.3. In case of gear damage or loss, the Organizer ensures a replacement of the gear essential to competition, that was provided by the Organizer.

## **SECTION VI. CERTAIN SPECIFIC ASPECTS OF THE COMPETITION**

### **1. Safety**

- 1.1. The safety of participants and spectators at the Competitions is ensured in accordance with the requirements of the Technical Rules (other regulatory documents of the Organizer), taking into account the provisions of the national legislation in the Competition's Host Country.
- 1.2. It is the Organizer's responsibility to exercise control over compliance with safety requirements during the Competition.
- 1.3. The WPC has the right to develop and approve or recognize an additional regulatory document that will establish safety requirements during Competitions (e.g. additional security or medical service policies according to changing needs, local circumstances, or insurance practices).

### **2. Medical support**

- 2.1. Considering the requirements of the national legislation in the Competition's Host Country, the Organizer shall ensure the safety and protection of the health of all competition participants, officials, and spectators, as well as the provision of medical care, according to local requirements.
- 2.2. The WPC has the right to develop and approve or recognize an additional regulatory document that will establish safety requirements during Competitions.

### **3. Competitions in changed climate or under the influence of other factors**

- 3.1. The Organizer reserves the right, by giving participants advance notice, to cancel the Competition or to reschedule the time and date of the competition due to circumstances resulting from extraordinary events (such as adverse weather, power outages, wars, epidemics, terrorist acts, etc.). The Organizer has the right to stipulate their own policies regarding full or partial refunds of registration fees due to

cancellations or rescheduling. The WPC does not carry responsibility with regard to Organizers' refund policies.

#### **4. The rule of disconnect**

- 4.1. In case of a disconnect of all Competition participants or a forced stop of the stage for another reason beyond the control of the athletes / Organizers, a rematch is initiated.
- 4.2. The decision on the appointment of a remake, as well as on the date / time / place of the remake, is made by the Head Referee.
- 4.3. If an athlete repeatedly disconnects from the game (even after a remake has been appointed), that athlete may be awarded a forfeit and his opponent - a walkover.
- 4.4. The Organizer has the right to determine in the Technical Rules (other regulatory documents of the Organizer) the period of time an athlete must wait after a disconnect (as well as the total number of disconnects) before being awarded a forfeit.

#### **5. Competition results recording methods**

- 5.1. The referee enters the competition results in the Competition final report.
- 5.2. The results of individual matches (and their stages / rounds) are entered by the referees in the match reports.

#### **6. Substitutes**

- 6.1. Substitutions are prohibited in the individual game format, unless otherwise provided by the Technical Rules (other regulatory documents of the Organizer).
- 6.2. In the team format as well as in the individual-team format, substitutions may be provided for by Technical Rules (other regulatory documents of the Organizer) for teams.
- 6.3. Substitutions must be done by sending a written notice to the Competition Organizer (or the Chief Panel of Judges) no later than 24 hours before the start of the Competition, unless a different procedure for approving substitutions is established by Technical Rules (other regulatory documents of the Organizer).
- 6.4. Other substitution rules and terms may be established by the rules for a particular phygital sports discipline and/or Technical Rules (other regulatory documents of the Organizer).

## 7. Appeals (protests)

- 7.1. An appeal (protest) against the result of a match (a stage) (hereinafter referred to as an Appeal) may be filed by a team representative, an athlete in relation to any violation of the Rules and Technical Rules (other regulatory documents of the Organizer), namely:
  - a) violation of a specific provision of the Rules, Technical Rules (other regulatory documents of the Organizer);
  - b) unequal conditions for athletes during the match (stage);
  - c) wrongful actions of the referee(s);
  - d) ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes after the match (a stage) concludes.
- 7.3. An appeal must state and corroborate the grounds for its submission. An appeal must also contain request for relief and specify the remedy.
- 7.4. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt. The Chief Panel of Judges only considers the issue that is raised in writing in the appeal.
- 7.5. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.6. The Head Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match (a stage), etc. appealed against, and / or to the notice of participants themselves.
- 7.7. The decision of the Chief Panel of Judges is final and cannot be appealed against.
- 7.8. These rules for filing and reviewing appeals apply to competitions held under the auspices of the WPC. Competition organizers that do not host events under the WPC's auspices must incorporate the specified rules for filing and reviewing appeals into the regulatory documents that regulate Competition conduct and use them in appropriate cases.

## SECTION VII. REFEREEING

### 1. General provisions on refereeing

- 1.1. Referees appointed by the Organizer (or, in situations specified by WPC regulations, appointed/represented by WPC and/or other phygital sports organizations, considering the level and status of the relevant competition) officiate competitions in phygital sports.
- 1.2. Referees who officiate during phygital sports competitions can assume the following roles and functions:
  - a) head referee;
  - b) a match referee;
  - c) a functional stage referee;
  - d) a digital stage referee;
  - e) a technical referee;
  - f) timekeeper referee;
  - g) referee secretaries (secretaries).
- 1.3. The number of referees is determined by the Organizer depending on the number of declared competition participants, competition (technical) areas, taking into account the WPC regulatory documents.
- 1.4. These Rules, alongside other WPC regulatory documents, govern how refereeing is organized and conducted at Competitions. In line with these documents, the Organizer can approve a regulatory document for the Competition that better addresses these matters, aligning with the norms, rules, and formats of WPC documents without conflicting with WPC requirements.

### 2. Competition Refereeing Bodies

- 2.1. To organize refereeing at Competitions, refereeing bodies must be established.
- 2.2. It is the responsibility of the Organizer and the Head Referee to establish the Competition's refereeing bodies and allocate powers among them while taking into account the provisions of the Rules, Technical Rules (other regulatory documents of the Organizer) and other regulatory documents governing Competition refereeing.
- 2.3. The following refereeing bodies organize the Competition refereeing:
  - a) The Chief Panel of Judges and the Head Referee who is part of it;

- b) The Referee Panel of the discipline (if the Competition includes more than one discipline);
- c) The Brigade of Referees (of a particular match).

### **3. The Chief Panel of Judges**

- 3.1. The Chief Panel of Judges (CPJ) exercises the authority to organize refereeing at competitions, as well as makes decisions requiring panel discussion.
- 3.2. The CPJ is formed by the Organizer.
- 3.3. The CPJ shall consist of 3 (three) members:
  - a) The Competition's Head Referee – the CPJ Chairperson;
  - b) The Organizer's representative;
  - c) The CPJ Secretary.

Where necessary, the Organizer may decide to appoint the Chief Doctor (Doctor) of the Competition to serve on the CPJ.

- 3.4. The CPJ names and the number of its members shall be approved by decision of the Organizer. The Organizer has the right to make changes to the CPJ names and/or the number of its members. Any changes in the CPJ names and the number of its members can only be made by decision of the Organizer.
- 3.5. Within the scope of its competence the CPJ shall:
  - a) make final decisions on the admission (or non-admission) of the Competition participants to participate in a match / fight / race, etc.;
  - b) make decisions on imposing sports sanctions against Competition participants in cases stipulated by the Technical Rules, the WPC Rules of Phygital Sport;
  - c) organize and evaluate the activities of the Competition Referee Panels (if applicable), Brigades of Referees in the Competition and individual referees;
  - d) review appeals submitted under the procedure provided for by the Technical Rules (including by team representatives) against the results of a match / fight / race, etc.;
  - e) resolve disciplinary issues regarding the Competition Referees;



- f) make decisions on dismissing the Competition referees and (or) changing the composition of the Referee Panels in case they fail to perform their duties in a satisfactory manner as stipulated by the Technical Rules, the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Regulations and other Regulatory documents;
- g) make final decisions on all disputable issues related to the activities of CPJ, Referee Panels and Brigades of Referees (referees) of the Competition during the course of the Competition;
- h) where necessary, define and introduce additional conditions to the Competition and its parts (matches / fights / races, etc.)
- i) perform other functions in line with the goals and objectives of the CPJ, not contradicting these Rules, Technical Rules (or other Regulatory documents).

#### **4. Head Referee**

4.1. The Head Referee of the Competition is appointed by the Organizer in order to supervise how refereeing is organized during the Competition.

##### **4.2. Powers of the Head Referee**

- a) is responsible for refereeing competitions in accordance with the Rules;
- b) organizes the work of the CPJ and other judicial bodies;
- c) monitors the condition of the competition venue, technical facilities, and sports equipment;
- d) convenes CPJ meetings, receives protests, and presents them to the CPJ for review;
- e) signs protocols, reports and/or other documents of the Competitions after they are held;

##### **4.3. The Head Referee has the right to:**

- a) postpone the Competition start if the latter's conditions do not meet the requirements of the Rules;
- b) announce a break or change the match schedule;
- c) suspend the referees from refereeing the Competition, in case they violate the Technical Rules (other regulatory documents of the

Organizer), the Rules, the current national legislation of the Host Country, as well as other regulatory documents of the WPC;

- d) exercise other rights that do not contradict the Rules, Technical Rules (other regulatory documents of the Organizer) necessary for efficient organization of the Competition refereeing.

## **5. The Referee Panel of the Discipline**

- 5.1. If Competitions include multiple disciplines, the Organizer forms a referee panel for each discipline.
- 5.2. The referee panel of the discipline oversees organizational tasks related to the refereeing process as part of a particular discipline of the Competition and reports the results of its activities to the CPJ.
- 5.3. Within the scope of its competence the Referee Panel in a given Competition Discipline shall:
  - a) in coordination with the CPJ, determine the names and the number of members to serve on Brigades of Referees at the Competition;
  - b) appoint Brigades of Referees (referees) to referee certain matches / fights / races etc. of the Competition;
  - c) determine the work procedure for Brigades of Referees and referees of the Competition;
  - d) where necessary, in accordance with the Regulatory Documents, conduct an initial draw of the Competition participants in order to seed the contenders for the first matches of the Competition and to further determine the Competition's bracket (the sequence of the Competition participants' meetings with each other). In organizing the draw, the Referee Panel may use special software which ensures random distribution of the Competition participants by pairs to participate in the matches;
  - e) perform other job duties provided for by the Rules, the Technical Rules (or other Regulatory documents).
- 5.4. The number of Referee Panels shall be determined by the number of Phygital Sport Disciplines in which the competition is organized.
- 5.5. The names and the number of members of Referee Panels in competition shall be approved by decision of the Organizer. The

Organizer has the right to make changes to the names and/or the number of members of a Referee Panel.

## **6. Brigade of Referees**

- 6.1. A brigade of referees is in charge of the refereeing procedure itself during the Competition matches.
- 6.2. A brigade of referees is assembled with consideration for the unique requirements of the phygital sports discipline in which the match is played.
- 6.3. The number of brigade of referees is determined based on the number of matches of the Competition, including matches that are played simultaneously.
- 6.4. Refereeing job duties (positions / roles) in a Brigade of Referees (including the assignment of the referee who signs protocols of an individual match / fight / race, etc.) shall be distributed by the Referee Panel (CPJ where applicable) with account for the provisions (where applicable) of the WPC Rules of Phygital Sport (Phygital Sports Disciplines) and the Technical Rules.
- 6.5. It is allowed that a single referee be appointed to directly referee the Competition's individual matches / fights / races, etc., if this is expressly stipulated by the Technical Rules and/or the WPC Rules of Phygital Sport (Phygital Sports Disciplines). In this case, the Referee Panel (CPJ where applicable) shall appoint a single referee (a referee) responsible for the direct refereeing of the Competition's individual matches / fights / races, etc.
- 6.6. A Referee (Brigade of Referees) refereeing the matches / fights/ races, etc. of the Competition shall:
  - a) control the match / fight / race, etc.;
  - b) act as a timekeeper, makes records of the match / fight / race, etc. proceedings and sign the match / fight / race, etc. protocols by including therein information on the sports (disciplinary) sanctions and any other incidents that took place before, during and after the match;
  - c) where necessary, in accordance with the Regulatory documents, make a draw of the match / fight / race, etc. match participants before the start of a relevant match and (or) a match round by

- tossing a coin each side of which corresponds to one match participant;
- d) during matches / fights / races, etc. in the Competition which involve the use of computer games, check out the game settings or other software settings used in the Competition before each match / fight / race, etc. and (or) a round (lap) for compliance with the Technical Rules, WPC Rules of Phygital Sport (Phygital Sports Disciplines) and other Regulatory Documents;
  - e) control and / or give the signal for the start of a match / fight / race, etc.;
  - f) impose sports (disciplinary) sanctions on players, in cases expressly provided for in the Rules, the Technical Rules and other Regulatory documents for violating the latter and/or for misconduct;
  - g) stops, suspends or terminates a match / fight / race, etc. because of any violation of its rules or as a result of outside interference, in case such violation or outside interference hinders or suspends its conduct, or prevents the match/ fight/ race, etc. from being completed;
  - h) does not allow any unauthorized persons to enter the field of play (the competition area);
  - i) checks out the Competition areas for being properly equipped for the match / fight / race, etc., to ensure the Competition is refereed in compliance with the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Regulations, the Technical Rules, and other Regulatory documents;
  - j) perform other roles and duties provided for by the Rules, the Technical Rules (or other Regulatory documents).

## 7. Referees

- 7.1. Referees are in charge of match (stage) refereeing per se.
- 7.2. Subject to the provisions of these Rules, referees may perform the roles and functions provided for in subparagraph 1.2 of paragraph 1 of this Section.
- 7.3. The match referee oversees and officiates a particular match in compliance with the Rules and Technical Rules (as well as other regulatory documents of the Organizer). Prior to the start of the match, he makes sure that no prohibited programs or applications are used and that each Competition participant's equipment is ready. He also monitors the athletes' actions, signs the match report, and carries out other duties assigned to him by the Rules, Technical Rules (as well as other regulatory documents of the Organizer), and WPC regulatory documents.
- 7.4. The functional stage referee is directly responsible for refereeing during a functional stage. He/she remains directly on the FoP, where he/she monitors and referees the functional stage in accordance with these Rules, Technical Rules (other regulatory documents of the Organizer), applies sports sanctions on Competition participants who violate the Rules during the functional stage of the match, makes sure that the FOP and sports equipment are ready and safe to use by each participant. He/she also performs other functions assigned to him/her under the Rules, Technical Rules (other regulatory documents of the Organizer), as well as WPC regulatory documents.
- 7.5. The digital stage referee is directly responsible for refereeing during a digital stage. He remains directly in the technical FoP, where he monitors and referees the digital stage of the match in accordance with these Rules, Technical Rules (other regulatory documents of the Organizer), applies sports sanctions on Competition participants who violate the Rules during the digital stage of the match, makes sure that the technical FoP and technical equipment are ready and safe to use by each participant. He also performs other functions assigned to him under the Rules, Technical Rules (other regulatory documents of the Organizer), as well as WPC regulatory documents.

- 7.6. Before the match begins (or right before the start of the digital stage), the technical referee adjusts the video game settings and their preliminary inspection, sets up and runs the game servers prior to the match; he oversees the work of the Organizer's technical staff, or independently troubleshoots hardware, software, and other technical aspects of the game.
- 7.7. The timekeeper referee uses special technical means to keep track of match time.
- 7.8. The secretary's job is to draw up and maintain match (stages) reports, prepare documentation necessary for the organization and conduct of competitions; by order of the judges enter information on violations, substitutions, scored performance of participants into the match reports and perform other functions related to the referee document management as part of the Competition.

## **8. Admissions Committee**

- 8.1. In order to organize the application process for participation in the Competition, systematize the procedure for admission of participants to it, check the documents submitted by the participants, the Organizer has the right to set up an Admissions Committee. In the absence of an Admissions Committee, the Organizer has the right to manage the admission process through other authorized bodies.
- 8.2. The functions of the Admissions Committee:
  - a) acceptance of entries from athletes or teams to participate in Competitions and registration of participants and officials;
  - b) verification of documents confirming the right of participants and officials to participate in Competitions;
  - c) requesting additional documents and information from the participants (if necessary);
  - d) accreditation of officials;
  - e) preparing registration protocols for participants, coaches and referees.
- 8.3. Following a review of all submitted documents by athletes or teams and/or their coaches, the Admissions Committee makes a decision regarding whether athletes or teams can participate in the Competition or if they are not eligible for participation in the



Competition according to the Rules, Technical Rules, other Regulations of the Organizer, and other Regulations of the WPC.

- 8.4. In the absence of an Admissions Committee for the Competition, its functions can be performed by the CPJ.

## SECTION VIII. RULES OF PHYGITAL SPORTS DISCIPLINES

These Rules apply to the following Phygital Sports core disciplines:

- 1) Phygital Dancing;
- 2) Phygital Shooter;
- 3) Phygital Basketball;
- 4) Phygital Football.





## **PHYGITAL DANCING**

ed. April 2025



## **1. General description of the discipline**

- 1.1. During the match, athletes or teams engage in a series of physical exercises using technical means in response to tasks automatically generated by the video game in a digital environment.
- 1.2. Consequently, the functional and digital stages unfold concurrently during each match.
- 1.3. The video game automatically assesses the timeliness, quality, and accuracy of the athletes' or teams' performance of physical exercises, determining in-game points awarded to them at the match's conclusion. The video game must display in-game points on a display device.
- 1.4. The tasks automatically generated by the video game in the digital environment must be clearly displayed on a display device (screen, video monitor, projector), as stipulated by the Technical Rules and other relevant regulatory documents of the Organizer.
- 1.5. Therefore, the goal for an athlete or teams in a match is to win by earning the most in-game points through executing physical exercises promptly, skillfully, and accurately based on the game's auto-generated directions.

## **2. Number of participants**

- 2.1. A match involves a minimum of 2 (two) athletes or 2 (two) teams. In individual competitions each team consists of 1 (one) person; in teams competitions each team consists of 2 (two) people).
- 2.2. The technical rules (or other regulatory documents from the Organizer) may adjust the number of athletes and teams based on the total declared participants (teams) and the competition system format.
- 2.3. Typically, as a general rule, athletes or teams compete concurrently but on separate technical FoPs.
- 2.4. In certain instances, the Technical Rules (or other regulatory documents from the Organizer) may allow for multiple athletes to participate simultaneously on a single technical FoP, considering the unique aspects of the video game used for the competition.

### **3. Beginning of the match**

- 3.1. Prior to the match, athletes or teams are provided with time to warm up and adjust their technical equipment. The minimum guaranteed time for warming up or adjusting technical equipment is specified by the Technical Rules (and other regulatory documents from the Organizer).
- 3.2. The procedure for determining the order of performance for athletes or teams is established by the draw.
- 3.3. During the match, athletes/teams must execute physical exercises promptly, skillfully, and accurately based on the game's auto-generated tasks.

### **4. Description of Physical Exercises:**

- 4.1. In-game mechanics within the video game must include a feature to assign tasks to athletes regarding physical exercises that focus on performing motor activities.
- 4.2. The video game can include the following physical movements and exercises to be performed by athletes:
  - a) dance figures (a self-contained series of choreographed steps, movements and elements derived from well-known and popular dance styles);
  - b) rotating elements (athletes spinning around their body's axis);
  - c) squats;
  - d) arm and leg swings;
  - e) arm and leg curls/extensions while standing;
  - f) torso tilts in upright body position (forward / backward / sideways);
  - g) jumps (vertical or lateral);
  - h) performing movements synchronized with the tempo and rhythm of the in-game music;
  - i) replicating other movements demonstrated on the video game's display device.
- 4.3. The video game may involve athletes facing challenges to accomplish a certain level of physical activity within a designated time frame.

## **5. Music tracks**

- 5.1. Using a musical score (music track) as specified by the Rules is permissible.
- 5.2. In addition to the above, it is forbidden to use tracks with lyrics that provoke national, religious, or other discord, reference political events, parties, movements, degrade human dignity, or insult social groups.
- 5.3. Athletes have the right to select their preferred music tracks from those specified by the Organizers, unless stated otherwise in the Technical Rules or other regulatory documents of the Organizer.
- 5.4. The procedure for selecting music tracks is defined by the Technical Rules or other regulatory documents of the Organizer.
- 5.5. The Organizer ensures the protection of the exclusive intellectual property rights of the music tracks and related rights.

## **6. The features of matches that use music tracks:**

- 6.1. The video game can automatically generate relevant physical exercises for athletes or teams to be performed in the digital environment based on the tempo and rhythm of in-game music tracks, determining the intensity and types of tasks.
- 6.2. The rules for selecting or excluding music tracks, as well as the list of tracks to be used in matches, are defined in the Technical Rules and other regulatory documents of the Organizer.
- 6.3. The video game used for organizing and staging the competition must have an option to play music tracks.
- 6.4. The Organizer ensures the protection of the exclusive intellectual property rights of the music tracks and related rights.

## **7. Determining the Winner**

- 7.1. The match winner is determined by the following methods:
  - a) based on the total in-game points awarded by the athlete throughout all attempts in the match;
  - b) based on the total tournament points awarded in accordance with the Technical Rules (and other regulatory documents of the

- Organizer), earned by the athlete or teams throughout all attempts in the match;
- 7.2. The Technical Rules (and other regulatory documents of the Organizer) may specify that the number of attempts in a match is restricted to the number of victories required in attempts to establish the match winner.
  - 7.3. Based on the results of the match:
    - a) the athlete is awarded a win, a defeat, or a draw (if the video game allows for draws) and/or
    - b) the referee records the number of in-game points that are automatically awarded by the video game to the athlete involved in the attempt, and this number of in-game points is recorded by the referee in the match record, and/or
    - c) the athlete or team is awarded tournament points in accordance with the Technical Rules (other normative documents of the Organizer) (for example, 3 (three) points for a victory).
  - 7.4. Victory is granted to the athlete or team with the greater number of in-game points automatically awarded by the video game. The video game must include an automatic determination of the winner based on the in-game points earned.
  - 7.5. If the Technical Rules (other normative documents of the Organizer) state that the match winner is determined by the total in-game points accumulated across multiple attempts, then these Rules (other normative documents of the Organizer) must specify that the player or team receives the mentioned in-game points (automatically awarded by the video game) at the conclusion of the attempt. Therefore, the primary goal of an athlete or team in such a match is to maximize the number of in-game points scored in each attempt of the match.
  - 7.6. The technical rules (other normative documents of the Organizer) may outline that athletes or teams receive corresponding tournament points based on attempt results (e.g., 3 points for a victory, 1 point for a draw, 0 points for a defeat in a match). In this case, the tournament points scored by athletes or teams based on the results of competition matches (or its corresponding stage) are totaled and listed in the competition tournament bracket. The competition

participants' positions in the tournament bracket are determined based on their tournament points, in the descending order.

7.7. Technical rules (other regulatory documents of the Organizer) may specify alternative systems for distributing tournament points.

## **8. Draws**

8.1. Draws may occur if the video game enables a draw. In such instances, the Technical Rules (other regulatory documents of the Organizer) may outline methods to determine the winner, which could include an additional match.

8.2. The Technical Rules (other regulatory documents of the Organizer) may permit a draw based on the match results.

8.3. If the Technical Rules (other regulatory documents of the Organizer) stipulate that a draw cannot be allowed based on the match results, these Technical Rules (other regulatory documents of the Organizer) shall outline the criteria or principles for determining the winner in the event of a draw.





Key requirements of WPC tournaments  
for Phygital Dancing

11 April 2025

<b>Infrastructure:</b>	
<b>Digital area</b>	Stage or area with dimensions of no less than 6 meters (width) x 1m (height) x 5 m
	2 gaming places
	1 Nintendo Switch with an Just Dance 2025 Edition-licensed copy.
	2 wireless Joy-Con and 2 spare Joy-Con.
	1 TVs.
<b>Practice rooms (optional)</b>	At least 2 practice rooms at the sports venue.
	Minimum area of 10 sq. m.
	1 Nintendo Switch with an Just Dance 2025 Edition-licensed copy.
	1 TVs.
	2 chairs.
<b>Dressing Rooms</b>	A minimum of 1 to accommodate 4 players simultaneously at the venue.
	Area of at least 20 sq. m.
	Toilet cubicles (minimum of two).
<b>Referees' room and Secretariat</b>	Room to accommodate 3 individuals.
	Toilet.
<b>Referees' table and technology platform specialist workstations</b>	Located in close proximity to the playing field
	Work desks and chairs for a minimum of 5 people
	Laptop with a connected printer.
	Sufficient office supplies.
<b>Services:</b>	
<b>Medicine</b>	Availability of a medical room for athletes at the sports venue and accommodation site. Alternatively, provision of medical assistance at the accommodation site.
	Work of sports doctors in the sport area.



<b>Special events:</b>	
<b>Referees meeting</b>	Held 1-2 days before the competition at the sports venue.
<b>Sports briefing for participants</b>	Held 1-2 days before the competition. Requires equipped premises, equipment, tables, chairs, etc.
<b>Draw</b>	Held 1-2 days before the competition. Requires equipped premises, equipment, tables, chairs, etc.
<b>Regulations</b>	Technical rules for Phygital Dancing
	Prize pool regulations (if there prize pool)
	Regulations on the chief panel of judges and referee panels (optional)



# PHYGITAL SHOOTER

ed. April 2025



## 1. General description of the discipline

- 1.1. During the match, athletes (teams) engage in sequential competitions. One stage of the match involves a digital competition, while the other stage of the match involves a functional competition. Thus, digital and functional stages are carried out in stages and sequentially within a single match on a competition day.
- 1.2. The objective of the digital stage is to achieve victory in the digital environment by manipulating a controlled object (a digital avatar), using a digital simulation of small arms and firing processes to defeat the game's specified objects based on the game format.
- 1.3. The objective of the functional stage is to achieve victory on the specially equipped technical FoP using equipment that simulates small arms (Tagger) and involves shooting with infrared radiation. The equipment also includes defeat sensors that detect infrared radiation and record hits from small arms (Tagger). The objective is to hit designated targets according to the game format.
- 1.4. The match winner (as per the general rule) is decided by the total rounds won by athletes (teams) in the digital and functional stages.
- 1.5. The match winner may be decided by the total number of opponent eliminations (Frag) achieved by athletes (teams) across both the digital and functional stages, the number of points scored, or other criteria as per the Game Format, while adhering to the stipulations of these Rules.
- 1.6. The match is played between two (2) teams.
- 1.7. Each team may only register a maximum of 5 (five) players for a given match and up to 7 (seven) players for each competition.

## 2. Game Format

- 2.1. The specifics of Phygital shooter competitions vary depending on the Game format, which determines the competitive process structure, the tasks for participants to win in both functional and digital stages, the number of athletes involved, and other match conditions.
- 2.2. Phygital Shooter competitions are held using the following Game Formats:

- a) Plant the bomb.
- 2.3. The WPC has the right to develop and approve additional game formats relevant to the Phygital Shooting Competition.

### **3. Features of the "Plant the bomb" Game Format**

- 3.1. "Plant the bomb" is a Game format where 2 (two) teams of 5 (five) athletes each compete in a stage.
- 3.2. Each team of athletes can compete on either the defensive or offensive side.
- 3.3. The procedure for determining the team's side is outlined in the Technical Rules (other regulatory documents of the Organizer) of the respective competition.
- 3.4. The offensive team's objective in the game is to "plant the bomb" at a designated object in the FoP or its virtual simulation within the given time frame, and/or eliminate all players from the opposing team.
- 3.5. The defensive team's objective in the game is to safeguard the specified objects from being "bombed" and/or eliminate all athletes of the attacking team.
- 3.6. The offensive team wins by successfully "planting the bomb" at the object within the round's time limit or by eliminating all players of the opposing team.
- 3.7. The defending team wins if the attacking team fails to successfully "plant the bomb" at the object within the round's time limit or if the defending team successfully eliminates all players on the opposing team.
- 3.8. The game format "Plant the bomb" consists of stages divided into rounds, with the number of rounds per stage determined by the Technical Rules (other regulatory documents of the Organizer).
- 3.9. After half of the total rounds have passed, teams are required to switch sides.
- 3.10. If, at the end of the stage, the teams have an equal number of rounds won, a tie is declared.
- 3.11. The Technical Rules (other regulatory documents of the Organizer) may allow for determining the stage winner in case of a tie, possibly

through overtime. The procedure for overtime, the number of rounds, and other conditions will be specified in the Technical Rules (or other regulatory documents of the Organizer).

#### **4. Match**

- 4.1. A match consists of two stages: digital and functional. It should be noted that the digital stage is held first, followed by the functional stage. The Technical Rules (other regulatory documents of the Organizer) may outline a different sequence of stages.
- 4.2. The Technical Rules (other normative documents of the Organizer) of the competition shall define intervals between the stages, with the exact duration defined by the Technical Rules (other normative documents of the Organizer) of the competition, not exceeding 30 (thirty) minutes.
- 4.3. Any interruptions during a match outside the interval between periods can only occur as directed by the referee, in accordance with the Rules.
- 4.4. Prior to the stage, athletes or teams are provided with time to warm up and adjust their technical equipment. The minimum guaranteed time for warming up or adjusting technical equipment is specified by the Technical Rules (and other regulatory documents from the Organizer).

#### **5. Features of the Functional Stage**

- 5.1. *Description of the competitive process*
  - a) The competitive process during the phygital shooter's functional stage entails shooting battles between athletes (teams) on a specially equipped technical FoP. They use equipment simulating small arms for shooting with infrared radiation (Tagger) and gear detecting infrared signals to record hits from the Tagger (Defeat Sensors).
  - b) The objective of the athletes (teams) in a functional stage (game task) is determined by the Game format in accordance with these Rules.

## 5.2. *Teams' initial lineup during the functional stage*

- a) During the functional stage of the "Plant the bomb" game format, five athletes from each team's declared lineup, with one serving as the captain, proceed to the Field of Play. If the minimum number of players on the FoP during the functional stage is not met (including due to player disqualification), the team failing to meet the requirement shall be awarded a forfeit.

## 5.3. *Requirements for the FoP and competition area*

- a) The competitive process unfolds on a specially equipped FoP with a limited size and rectangular shape. The FoP is constructed and arranged by the competition's Organizer, considering the specificities of the Game Format and these Rules' requirements.
- b) The FoP area shall be between 1,500 m<sup>2</sup> and 2,000 m<sup>2</sup> in the "Plant the bomb" Game Format.
- c) Based on the number of participants declared, the Technical Rules (and other regulatory documents of the Organizer) may specify the placement of one or more competition areas on the Field of Play in which the competitive process proper takes place.
- d) At least 2 starting bases (one for each team) must be placed on the Field of Play (in the competition areas) for the "Plant the bomb" Game Format.
- e) The starting base size must be at least 5m by 2m.
- f) The starting bases are identified by the team's designated color. When switching sides, the marking of the bases remains unchanged.
- g) Starting bases are positioned on a straight line passing through the center of the FoP (competition area). They can be located both inside or outside the FoP, but closely bordering it.
- h) Starting bases shall be equidistant from the side boundaries of the FoP (competition area).
- i) Along the perimeter of the Field of Play (competition area), boundary lines must be marked at a distance of at least 2 meters from the location of referees and teams.
- j) It is recommended to equip the FoP for the "Plant the bomb" Game Format as follows:

- shelters;
  - referee towers;
  - workplace equipment for judges and the competition doctor;
  - equipment and a dedicated workspace for viewing video recordings;
  - video broadcasting equipment and a dedicated workspace for video broadcast presenters;
  - referee commands communication system.
- k) FoP's equipment and surfaces that participants come into contact with during the game must be devoid of protrusions that may cause injury; items made of injury-prone materials are prohibited.
- l) The FoP shall be equipped with shelters, either volumetric or flat structures, for athletes to use during the competitive process.
- m) These shelters must be positioned at a minimum distance of 1.5 meters from the field's boundary. The shelters must be positioned mirroring the central axis of the FoP (competition area), placed between the long sides of the FoP (competition area).
- n) The shelters can be stand-alone (single) or complex (consisting of a number of structures combined into a single shelter). The components of a complex shelter must be tightly interconnected to minimize or eliminate gaps between them.
- o) The size, location, and design of shelters are determined by the Technical Rules (other regulatory documents of the Organizer).
- p) The recommended number of shelters in the "Plant the bomb" Game Format is 20 pieces;
- q) The Organizer may reduce or increase the number of shelters based on the competition's participant count.
- r) Each team may be provided with preparation zones adjacent to the FoP (pit areas).
- s) Other additional zones may be placed within the FoP (game area) if specified in the Technical Rules or other regulatory documents of the Organizer.
- t) The competition's technical rules (or other regulatory documents of the Organizer) may allow for closing the FoP to participants for viewing before the competition starts. In such cases, athletes must have the opportunity to familiarize themselves with the Field of



Play as described in the Technical Rules (other regulatory documents supplied by the Organizer). The precise time frame for athletes to get to know the FoP before the match must be well-defined.

#### 5.4. *Gear used during the functional stage*

a) The functional stage utilizes the following gear:

- Tagger (a hand-held device that simulates small arms and the firing process using infrared radiation);
- Hit sensors (equipment that receives infrared radiation and detects a hit from the Tagger on the athlete (body armor)).

#### 5.5. *Tagger*

a) The tagger is a piece of equipment shaped like a small firearm (automatic rifle/gun/machine gun/pistol/rifle, etc.), made from impact-resistant plastic or metal. The firing process is simulated using a safe infrared emitter located in the barrel section of the Tagger upon trigger activation.

b) Competitions use Taggers, equipped with a wireless module to communicate with the headband/jacket (where the Hit Sensors are mounted) with up-to-date firmware configuration capable of gathering statistics from the equipment during the competition. They also incorporate an optical system for adjusting the settings and characteristics of the infrared beam.

c) Taggers with identical generation firmware and transmitters must be used consistently throughout the competition.

d) Additional technical requirements for the Tagger (type of simulated small arms, allowable size and weight, type of charger, battery life, range, etc.) are specified in the Technical Rules (other regulatory documents of the Organizer).

e) At the Competition Organizer's discretion, athletes may be permitted to use additional equipment such as Tagger sights and grips, etc.

#### 5.6. *Hit sensors*

a) Hit sensors are components integrated into an athlete's equipment or clothing, designed to detect and record hits from an infrared



emitter, known as the Tagger. These sensors utilize special technical equipment to receive signals and precisely identify when the athlete has been hit while wearing the Hit sensors. After being hit by the Tagger, the Hit Sensors will activate a light and/or sound alert.

- b) The hit sensors are mounted on the headband and/or on the vest. Notably, the athletes must be provided equal equipment and conditions.
- c) Hit sensors must be placed on athletes to ensure hits from all directions are detected.
- d) Hit sensors may not be covered by articles of clothing, a Tagger, or anything else that could impair their ability to detect the Tagger signal.
- e) The use of other equipment for competitions may be provided for by the Technical Rules (other regulatory documents of the Organizer) of the relevant competition. In this case, the requirements for its characteristics and completeness, as well as its usage conditions, are additionally included in the Technical Rules (other regulatory documents of the Organizer).

#### 5.7. *The beginning and progress of the functional stage*

- a) Prior to the commencement of the functional stage in the game "Plant a bomb," teams determine their sides through a random draw or other methods specified in the Technical Rules (other regulatory documents of the Organizer).
- b) After the athletes (teams) have taken their designated positions, the Tagger and Hit Sensors for the athletes on stage are then inspected. The inspection shall ensure that each Tagger and Hit Sensor is configured, programmed, and checked for compliance with the rules and technical regulations set by the organizer (other regulatory documents of the Organizer).
- c) Athletes who have passed the inspection must be positioned directly at the entrance to the FoP and cannot move from this spot, except to enter the FOP for the stage participation. After passing the inspection, athletes are not allowed to change settings or manipulate the Tagger and Hit Sensors.

- d) The Chief Panel of Judges of the competition has the authority to seal or add marks to the playing equipment to prevent alterations in game attributes and settings with configurations.
- e) After all athletes are inspected by the functional stage referee, the teams are declared ready. Athletes can then put on Hit Sensors and take Taggers.
- f) A beep signals 10 seconds before the stage starts (10-second standby). After this signal, athletes must assume the following position: stand with their backs to the opponents' location, grab the Tagger with both hands, ensuring the front part of the Tagger touches the starting base. The beginning of a stage is marked by a unique sound signal distinct from previously employed signals. Athletes begin the stage inside the FoP positioned as directed following the 10-second ready signal. If a competitor makes a false start by pulling the Tagger from the starting base before the stage start signal is given, the game halts, teams go back to their starting bases, and the 10-second ready signal procedure is repeated.
- g) Once the stage commences, athletes depart from their starting bases and proceed to execute the game task according to the game's format.
- h) A stage (or round, if the stage, according to the Technical Rules (other regulatory documents of the Organizer), consists of rounds) is deemed complete upon the referee's announcement (sound signal) signaling its conclusion - in the game Format "Plant the bomb" - through the elimination of all opponent athletes by one team and/or the "explosion" of the object, and/or the expiration of the designated time.
- i) The signal marking the end of a stage (round) may also be given under certain circumstances as outlines in the Technical Rules (or other regulatory documents of the Organizer) (e.g., in the event of the team's voluntary acknowledgment of defeat (surrender), ejection of athletes, etc.).
- j) In cases where stages comprise rounds, there must be a minimum break of 1 (one) minute announced between them.

#### 5.8. *Taking down an athlete (frag)*

- a) One of the game objectives is to take down (eliminate) the opponent's athletes.

- b) Elimination is achieved through one athlete simulating shooting at another with a Tagger. During simulated shooting with infrared radiation, if an athlete from the Tagger accurately hits a target, the Hit Sensor on the athlete will detect the hit and emit a light signal.
- c) The number of hits leading to the athlete's elimination is set in the gear and equipment, and also outlined in the Technical Rules (other regulatory documents of the Organizer).
- d) The unit for counting athlete takedowns is the frag. (*note: a frag is recorded when one team successfully takes down an opponent's athlete*). The referees record the number of frags made throughout the stage, which can influence the final determination of the stage or match winner, the allocation of points, and other related considerations.
- e) At competitions, equipment settings must ensure full locking if a competitor's eliminated. The eliminated competitor must be unable to shoot from the Tagger.
- f) After a competitor is eliminated, the stage's/round's course shall not be interrupted.
- g) After being taken down, an athlete must promptly return to the starting base from where the stage (round) began by the shortest route or stay still at the elimination spot.
- h) After being taken down, an athlete shall not:
  - continue to imitate the shooting process or otherwise influence the opposing athletes;
  - speak, signal, gesture and/or otherwise communicate with athletes, opponents, referees, spectators or other persons;
  - disrupt the actions of opposing athletes or the duties of referees;
  - perform other actions prohibited by these Rules and Technical Rules (other regulatory documents of the Organizer).

#### 5.9. *Duration of the functional stage and pauses*

- a) The functional stage (or a round if divided into rounds) continues until one of the teams successfully completes the game task or until the designated time set by the Organizer expires, if it is expressly specified in the Technical Rules (other regulatory documents of the Organizer).

- b) Pauses during the functional stage must not occur without a pertinent direction from the referee.
- c) Each team is allowed to take a timeout in a functional stage (or round if the stage has multiple rounds). Each team has only one timeout available throughout the entire functional phase. The time-out lasts for one (1) minute.
- d) The team captain (or coach) must notify the stage referee at least 10 seconds prior to the start of the stage (or round, if the stage has multiple rounds) to request a time-out.
- e) If the request for a time-out is granted, the stage referee will signal the competitors accordingly.
- f) If technical issues arise during the stage, a technical time-out may be initiated at the discretion of the stage referee.
- g) A technical timeout lasts until all technical issues are resolved.
- h) If a technical failure is detected in the game equipment (Tagger or Defeat Sensors), the game continues without a stoppage or a technical time-out announcement, unless specified by the Technical Rules or other regulatory documents of the Organizer. In this situation, the athlete with faulty playing equipment must promptly go back to the starting base and get a spare set of playing gear.
- i) The game is stopped only in emergency situations, dangerous weather conditions and natural disasters (when playing in an outdoor FoP), when athletes suffer injuries or come intentionally into physical contact in the FoP.
- j) In such cases, the stage referee gives the "Stop!" signal and the stage immediately stops, the athletes return to the starting base.
- k) The stage that was stopped for reasons specified above is replayed. If the stage in which the game was stopped is divided into rounds, then the stopped round is replayed.

#### 5.10. *Disciplinary actions at the functional stage*

- a) The referee can impose the following sanctions for violating the game rules during a functional stage:
  - caution;
  - penalty score;
  - sending off from the FoP until the end of the stage (round);

- suspension from the competition.
- b) The stage referee applies caution during the functional stage for the initial minor violation of the Rules or norms of the Technical Rules (other regulatory documents of the Organizer), the referee's instructions, the first instance of profanity, and in other instances that do not impact the game process, occur for the first time, and are minor in nature.
  - c) A penalty point (ranging from 1 to 3) is assigned by the stage referees to the athlete for violations as per the Table below. Penalty points accumulate and transfer from one round to the next within the same stage (if the stage has multiple rounds).
  - d) Removal from the FoP until the end of the stage (round) will be enforced by the stage referees on an athlete who accumulates 3 penalty points, or in situations where the Rules explicitly require the removal from the FoP until the end of the stage (round). The sanctioned athlete must promptly exit the FoP and cannot resume playing until the stage (or round, if the stage has multiple rounds) concludes in which the sanction was imposed.
  - e) An athlete who committed serious Rule violations is ejected (sent off) from the competition by the stage referee. An athlete who has been ejected from the competition is not allowed to re-enter to participate in later stages or other matches in the current tournament. The team, from which the athlete was ejected, retains the right to continue participating in the competition, unless stipulated otherwise in the Technical Rules (other regulatory documents of the Organizer). The ejected athlete cannot be substituted by another athlete.

5.11. *Infractions during the functional stage*

- a) Athletes during the functional stage face disciplinary actions for violating the rules. The Technical Rules (and other regulatory documents of the Organizer) specify the types, amounts, and application procedures of disciplinary actions.

<b>Types of infractions including, but not limited to:</b>
Getting out-of-bounds of the FoP during games
Failure to touch the starting base with a Tagger after the respective sound signal

Starting the game and/or shooting with a one-handed grip on the Tagger
Deliberately changing the configuration of the FoP
An athlete stands at a connecting junction amid multiple interconnected shelters, all deemed as one shelter according to the Rules.
Talking, hand signaling or engaging in other forms of communication by the athlete who has been eliminated
Closing or concealing Hit Sensors during shooting
One-handed shooting
False start
Violent gameplay
Systematic appeals to the brigade of referees to record violations of the rules of the opposing team
Using a headband without connecting it to a tagger (even after switching equipment to a spare set)
Intentionally turning off the Hit Sensor
Unintentional physical contact
Independent "revival" with devices prohibited for the game (if the Technical Rules (or other regulatory documents of the Organizer) allow for player in-game revival)
Entering the Field of Play by an athlete who has been sent off by the match referee or by an eliminated athlete with the intention of influencing the game without the referee's consent
Altering the Tagger's configuration without the consent of the Organizers and the Head Referee of the competition
Swapping Taggers or Hit Sensors within the same team during a round
Reviving an eliminated athlete at the opponent's base

## 6. Features of the Digital stage

### 6.1. *Description of the competitive process*

- a) The competitive process in the format of the game "Plant a Bomb" involves conducting a shooting battle in a digital environment between teams. Each team controls its digital human model and utilizes a digital simulation of small arms for the shooting process.
- b) The teams' objective is determined based on the game format.

### 6.2. *Teams' initial lineup during the digital stage*

- a) During the digital stage of the "Plant the bomb" game format, five athletes from each team's declared lineup for a given match, with one serving as the captain, proceed to the Field of Play.

### 6.3. *Requirements for the technical FoP and competition area*

- a) The digital stage shall take place at a technical FoP specially equipped for the match's digital stage, considering the requirements set out in the Rules.
- b) The technical FoP must have space designated for the placement of technical equipment, a space for the team, and a space for the brigade of referees.
- c) During the match, the team players must be positioned in the technical FoP in a way that provides each of the players an unobstructed view of the display device.
- d) Athletes must not block and/or restrict their opponent and the referee from viewing the display device during the match.

### 6.4. *Video Game Requirements*

- a) Phygital shooter video games must digitally simulate the basic shooting principles, allow athletes to use a digital model of a small arms, and provide simulation of the shooting process.
- b) A video game must model Game Formats and tasks appropriate to them in a digital environment.
- c) Other requirements for the specifications and functionality of the in-game mechanics of a video game are provided for by these Rules, Technical Rules (other regulatory documents of the Organizer).
- d) In-game settings and parameters of the video game used in the competition must be specified in the Technical Rules (other



regulatory documents of the Organizer). Referees are responsible for ensuring that the specified settings and parameters of the video game are followed.

#### 6.5. *The beginning and progress of the digital stage*

- a) Prior to the commencement of the digital stage in the game "Plant a bomb," teams determine their sides (defensive or offensive) through a random draw specified in the Technical Rules (other regulatory documents of the Organizer).
- b) After ensuring the athletes are ready to begin, inspecting the game gear and equipment, and verifying the settings and parameters of the video game, the referee issues the start command for the stage.
- c) After the stage commencement (or round, in case of multiple rounds as per the Technical Rules or other regulatory documents of the Organizer), athletes initiate the performance of the game task aligned with the game's Format.
- d) A stage (round, if the stage has multiple rounds) shall be deemed complete upon the referee's command signaling (sound signal) its end in the "Plant a bomb" game format. This occurs when one team eliminates all opponents or successfully plants a bomb.
- e) The signal marking the end of a digital stage (round) may also be given under certain circumstances as outlines in the Technical Rules (or other regulatory documents of the Organizer) (e.g., in the event of the voluntary acknowledgment of defeat (surrender), ejection of athletes, etc.).
- f) The Technical Rules (other regulatory documents of the Organizer) may require athletes to use a specific program designated by the competition's Organizer for voice communication between athletes. Additionally, athletes may be obligated to furnish the Organizer with recordings of their voices during competition matches.
- g) The Technical Rules (other regulatory documents of the Organizer) may require athletes to use equipment enabling video broadcasting of each athlete's participation during the match, mandate conducting such video broadcasts, and furnishing the competition's Organizer with records of these broadcasts.
- h) The Technical Rules (other regulatory documents of the Organizer) may require athletes to mandatorily install and use a competition



anti-cheating tool during the digital competition stage. This specialized software is intended to prevent athletes from using unauthorized programs or tools that could manipulate match outcomes, provide unfair advantages, or impede opponents (including cheats).

- i) During the digital stage, leveraging in-game errors or videogame's failure (bugs) during competition to gain an edge or impede opponents is strictly prohibited.
- j) In the event of bugs occurring during the digital stage, athletes should promptly notify the referee and pause the stage. Resuming the game is only permitted upon the referee's command.
- k) The decision to proceed with the stage, call for a replay, or make any other decisions related to the particular stage or match due to the identified bug is determined by the digital stage referee in collaboration with the match referee.

#### 6.6. *Taking down an athlete (frag)*

- a) During the digital stage of the phygital shooter competition, one of the game objectives is to take down (eliminate) the opponent's athletes.
- b) Elimination is achieved through one athlete simulating shooting at another in a digital environment. During the digital stage, identifying when an athlete has been hit and eliminated is determined by the video game.
- c) The unit for counting athlete takedowns is the frag. (*note: a frag is recorded when one team successfully takes down an opponent's athlete*). The referees record the number of frags made throughout the stage, which can influence the final determination of the stage or match winner, the allocation of points, and other related considerations.

#### 6.7. *Duration of the digital stage and pauses during the stage*

- a) The digital stage (or a round if divided into rounds) continues until one of the teams successfully completes the game task or until the designated time set by the Organizer expires, if it is expressly specified in the Technical Rules (other regulatory documents of the Organizer).

- b) Pauses during the digital stage must not occur without a pertinent direction from the referee.
- c) The technical rules (other regulatory documents of the Organizer) may specify that each team has the right to request a time-out during a digital stage (or during a round, if the stage is divided into rounds). The number and duration of time-outs are determined by the Technical Rules (other regulatory documents of the Organizer).
- d) If technical issues arise during the stage, a technical time-out may be initiated at the discretion of the stage referee.
- e) A technical timeout lasts until all technical issues are resolved.

#### 6.8. *Disciplinary actions at the digital stage*

- a) Examples of infractions that may lead to disciplinary actions (sporting sanctions) during the digital stage include, inter alia, the following:
  - pauses at the start or during a stage (round) for more than 10 (ten) minutes will result in a forfeit sanction at a given stage;
  - Starting a stage (round) with an incomplete team roster will result in a forfeit sanction at a given stage;
  - a no-show at the stage, as well as a refusal to participate in the stage, will result in a forfeit sanction at a given stage;
  - excessive messaging (flooding) in the in-game "chat" may result in a caution or disqualification sanction, depending on the frequency and volume of messages;
  - refusing to use the designated voice communication program and failing to provide a recording will lead to a sport sanction, such as being awarded a forfeit in the match and/or disqualification.
  - refusing to use the video broadcasting equipment during participation in a match and failing to provide a recording will lead to a sport sanction, such as being awarded a forfeit in the match and/or disqualification.
  - refusing to use the competition's anti-cheat system results in receiving a sporting sanction, such as forfeit in the match and/or disqualification;
  - using video game's bugs to gain an advantage or obstruct opponents results in a sporting sanction involving a forfeit in the match and/or disqualification;

- using third-party software to gain an advantage or obstruct opponents (including cheats) results in a sporting sanction involving a forfeit in the match and/or disqualification.
- b) Other infractions that warrant disciplinary actions may be outlined in the Technical Rules (and other regulatory documents of the Organizer).

## 7. Documenting results and infractions

7.1. Subject to the provisions of these Rules, the match winner is decided by the total of functional and digital stage results, recorded by the match referee in the match report, unless specified otherwise in the Technical Rules (other regulatory documents of the Organizer), considering the Game Format's features. The match winner may be determined by the digital stage results alone if specified in the Technical Rules (other regulatory documents of the Organizer).

In case of a draw at the end of the digital stage, the match during the functional stage is decisive.

Consequently,

- if one of the teams achieves 2 victories in games (maps) at the end of the digital stage, that team wins the match with a score of 2:0;
  - if the score is tied 1:1 at the end of the digital stage, the teams proceed to the functional stage.
  - if a functional stage is played, the match winner is the team that triumphs during the functional stage with a final score of 2:1.
- 7.2. The match referee, in accordance with these Rules, determines and documents the winner of the functional stage in the match report. The referee also records the score of the functional stage in the match report.
- 7.3. Similarly, the match referee, following these Rules, determines the winner of the digital stage through the video game and documents it in the match report. The referee also includes the score of the digital stage in the match report.

## 8. Determining the Winner

8.1. *Match results procedure*

- a) The match winner is typically determined by the total rounds won by the teams in the digital and functional stages or as specified in the Technical Rules (other regulatory documents of the Organizer), considering the requirements of these Rules and the Game format.
- b) In addition, the match winner may be determined by the total number of opponent eliminations (Frag) made by the teams at the end of the digital stage and functional stage, the points scored, the successful activations of the "plant the bomb" device, or in other ways specified by the Technical Rules, considering the requirements of these Rules and the Game format.


## 8.2. *Stage results procedure*

- a) Based on the results of the stage:
  - the athlete (or team) is declared the victor (winner of the stage);
  - the referee of the respective stage records the rounds won and the total Frags accumulated by each team during the stage.
- b) The winner of a functional stage is generally determined by the team that has secured more rounds throughout the stage.
- c) In this case, the winner of the functional stage may be determined by the number of opponent's eliminations (Frag), the number of points scored or in any other way determined by the Technical Rules (other regulatory documents of the Organizer), taking into account the requirements of the Rules and the Format of the game.
- d) The match referee will record the winner and the score of the functional stage in a match report.
- e) The winner of a digital stage is generally determined by the team that has secured more rounds throughout the stage.
- f) In this case, the winner of the digital stage may be determined by the number of opponent's eliminations (Frag), the number of points scored or in any other way determined by the Technical Rules (other regulatory documents of the Organizer), taking into account the requirements of these Rules and the Format of the game.
- g) The winner and the score of the digital stage are determined by the video game and recorded by the match referee in a match report.
- h) In the match reports, the referee documents the rounds won by the teams (Frag/points scored) at the end of both the functional and

digital stages for the purpose of determining the match winner. This information is then summarized by the match referee following the requirements of the Rules. The combined indicators based on the results of the functional and digital stages is also recorded by the match referee in the match report.

## 9. Draws

- 9.1. If the total rounds won by the teams (Frag made / points scored) are equal at the end of the functional and digital stages, the match referee declares a draw.
- 9.2. If the Technical Rules (other regulatory documents of the Organizer) stipulate that a draw cannot be allowed based on the match results, the Competition Organizer shall outline the criteria or principles for determining the winner in the event of a draw in these Technical Rules (other regulatory documents of the Organizer). At the same time, relying solely on either the digital or physical stage alone is insufficient to determine the winner in a tied match.
- 9.3. If the Technical Rules (other regulatory documents of the Organizer) require determining a winner in a drawn match, the following procedures for determining the winner are possible, among others:
  - a) determining the winner based on additional criteria (e.g. number of Frags made, successful activations of the "Plant the bomb" device, etc., if the match outcome was decided by rounds won or points scored);
  - b) holding an extra match (the procedure for holding such a match must be defined in the Technical Rules (other regulatory documents of the Organizer));
  - c) another procedure explicitly specified in the Technical Rules (or other regulatory documents of the Organizer).



Key requirements of WPC tournaments  
for Phygital Shooter

11 April 2025

Infrastructure:	
FOP	Physical and digital zones shall be close to each other or shall be integrated.
<b>Physical area</b>	The total built-up area shall range from 1,500 to 2,000 square meters.
	The layout shall be single-leveled but feature elevations and various types of cover, such as walls, embrasures, vehicles, etc.
	Start zones and 2 digital flame activation zones must be clearly marked. The placement of these zones shall ensure a fair balance between defensive and offensive gameplay mechanics.
	Benches for substitute players (at least 2 seats each).
	Equipment and surfaces in the gaming area that players come into contact with during exercises shall be free from hazardous protrusions.
<b>Digital area</b>	Two gaming places shall be spacious enough to accommodate 5 players and shall allow for the free movement of referees, coaches, and technical specialists behind the players.
	5 gaming stations (desk, chair).
	Each booth must be equipped with: 5 “clean” gaming PCs with the required pre-installed software on-site (a clean OS, a licensed copy of the game with installed updates, TeamSpeak/Discord, and the ability to install other necessary software). A complete set of peripherals, including keyboards, mice, mousepads, headsets, and sound-isolating headphones).
<b>Practice rooms (optional)</b>	At least 2 practice rooms at the sports venue.
	Minimum area of 20 sq. m.
	5 “clean” gaming PCs with the required pre-installed software on-site (a clean OS, a licensed copy of the game with installed updates, TeamSpeak/Discord, and the ability to install other necessary software). A complete set of peripherals, including keyboards, mice, mousepads, headsets, and sound-isolating headphones).



<b>Sports equipment and inventory</b>	<ul style="list-style-type: none"> <li>- 10 laser tag “rifles” or “assault rifles” and 4 spare laser tag “rifles” or “assault rifles”.</li> <li>- 2 digital flame.</li> <li>- all team players must be equipped with tactical helmets, load-bearing vests/body armor with hit sensors, and single-point slings. The hit sensors for each team shall be marked with their respective team color.</li> </ul>
<b>Dressing Rooms</b>	A minimum of 2 to accommodate 2 teams simultaneously at the venue.
	Area of at least 30 sq. m.
	Shower stalls, 1 shower head for every 3 individuals.
	Toilet cubicles (minimum of two).
<b>Warm-up area</b>	Stretching areas
<b>Referees’ room and Secretariat</b>	Room to accommodate 5 individuals.
	Shower, toilet.
<b>Referees’ table and technology platform specialist workstations</b>	Located in close proximity to the playing field
	Work desks and chairs for a minimum of 5 people
	Laptop with a connected printer.
	Sufficient office supplies.
<b>Services:</b>	
<b>Medicine</b>	Availability of a medical room for athletes at the sports venue.
	Work of sports doctors in the sport area.
<b>Special events:</b>	
<b>Referees meeting</b>	Held 1-2 days before the competition at the sports venue.
<b>Sports briefing for participants</b>	Held 1-2 days before the competition. Requires equipped premises, equipment, tables, chairs, etc.
<b>Draw</b>	Held 1-2 days before the competition. Requires equipped premises, equipment, tables, chairs, etc.



<b>Regulations</b>	Technical rules for Phygital Shooter
	Prize pool regulations (if there prize pool)
	Regulations on the chief panel of judges and referee panels (optional)



# PHYGITAL BASKETBALL

ed. April 2025



- 1.1. The competitive process in phygital basketball involves a sequential, stage-by-stage competition during a match between teams. Specifically, one stage of the match entails competition between teams within the digital stage (digital stage), while the other stage involves competition between teams within the functional stage (functional stage). Thus, digital and functional stages proceed in stages and sequentially within a single match on a competition day.
- 1.2. The objective of the digital stage is to outscore the rival team in the digital environment by shooting the ball into the opponent's basket with digital avatars guided by players through input devices to give commands to the game platform.
- 1.3. The objective of the functional stage is to outscore the opposing team by successfully shooting the ball into their basket.
- 1.4. The match winner is determined taking into account the requirements of these Rules based on the total number of points scored by the teams based on the results of the functional stage and the digital stage.

## **2. Number of participants**

- 2.1. The match is played between two (2) teams.
- 2.2. Each team may only register a maximum of 3 players for a given match and up to 4 players for each competition.

## **3. Match**

- 3.1. The match consists of two stages: digital and functional stages. It should be noted that the digital stage is held first, followed by the functional stage. The Technical Rules (other regulatory documents of the Organizer) may outline a different sequence of stages.
- 3.2. The Technical Rules (other regulatory documents of the Organizer) shall define intervals between the stages, with its duration defined by the Technical Rules (other regulatory documents of the Organizer), not exceeding that of the functional stage.

- 3.3. Any interruptions during a game outside the interval between periods can only occur as directed by the game's referee or the corresponding stage's referee.
- 3.4. Prior to the stage, teams are provided with time to warm up and adjust their technical equipment. The minimum guaranteed time for warming up or adjusting technical equipment is specified by the Technical Rules (and other regulatory documents from the Organizer).

## 4. Features of the Functional Stage

### 4.1. Teams' initial lineup

- a) During the functional stage, two athletes from each team's declared lineup for a given match proceed to the Field of Play. One of the players entering the field must be the captain. The other players registered for the match are substitutes and cannot participate during the functional stage until a substitution occurs.
- b) The minimum number of players required for the FoP during the functional stage is two players. If the minimum number of players on the FoP during the functional stage is not met (including due to player disqualification), the team failing to meet the requirement shall be awarded a forfeit.

### 4.2. Substitutes

- a) An unlimited number of substitutions may be used during the functional stage.
- b) At the same time, the Competition's Technical Rules (other regulatory documents of the Organizer) may also restrict number of substitutions during the functional stage.
- c) A substitution can occur at any time, whether the ball is in play or not, except during a timeout.
- d) In some cases, a substitute may be refused a substitution if they have not properly arranged their gear.
- e) The substitution is made only at the functional stage, unless otherwise provided for in the Technical Rules (other regulatory documents of the Organizer), subject to the following conditions:

- a player from the starting lineup exiting the Field of Play must do so upon the referee's command;
- a substitute player entering the FoP must do so only after the outgoing player has completely left the FoP;
- the referees monitor the substitution procedure;
- A substitution is deemed to have been completed when the player exiting the FoP has completely left it and the substitute player has entered the FoP.

#### 4.3. *Duration of the functional stage and pauses*

- a) A match period lasts for one quarter, spanning between 5 to 10 minutes of actual playing time, where time is not deducted when the ball is offside. The exact duration of the match quarter is determined by the Technical Rules (other regulatory documents of the Organizer).

The exact number of points required to complete the stage typically ranges from 15 to 21 points as specified in the Technical Rules (or other regulatory documents of the Organizer).

The stage concludes when one team scores the required number of points first or when the time expires.

If neither team has reached the required number of points when time expires, the team with the higher score at the end of regular time wins the match.

- b) Teams have the right to take a one-minute timeout during a period during the functional stage.

#### 4.4. *Field of Play*

- a) Parquet flooring or another flat surface is used for the court (FoP). The FoP's surface may also consist of non-abrasive coatings, preferably made of wood or artificial materials; it must be level, smooth and compliant with the requirements of Technical Rules (other regulatory documents of the Organizer).
- b) Coatings that are hazardous to the life of players, team officials and competition officials are prohibited.
- c) Court length (sidelines): 12 meters to 15 meters; width (end lines): 9 meters to 11 meters.
- d) The playing court must be marked with sidelines and end lines.



- e) The playing court must also be marked with at least the following lines:
- free throw line (5.80 m from the end line);
  - an arc is a two-point goal line (of radius 6.75 m measured from the point on the court beneath the exact center of the opponents' basket to the outer edge of the arc);
  - a semicircle under the basket.
- f) In the vicinity of the field of play, benches for substitute players must be available. This designated area is for substitutes, replaced players, team coaches and officials as indicated in the match entry, during the functional stage. Additional requirements for substitute benches may be specified in the Technical Rules (other regulatory documents of the Organizer).

#### 4.5. *Backstop unit*

- a) A backstop unit is positioned at the center of the end line on the playing court. The backstop unit consists of backboard support structures that hold a backboard and a basket, directly attached to the backboard.
- b) The basket comprises a ring and a net.
- c) The ring shall be made of solid steel and shall have an inside diameter of a minimum of 450 mm and a maximum of 459 mm. The ring color is determined by the Technical Rules (other regulatory documents of the Organizer).
- d) The net shall be attached to each ring in 12 places.
- e) The net attachment fixtures must ensure player safety.
- f) Each basket ring shall be securely attached to the backboard. The fixtures used to attach the ring to the backboard must ensure player safety.
- g) The backboard shall be firmly mounted on the backboard support structures at right angles to the floor, parallel to the end lines.
- h) The backboards shall be made of non-reflective laminated safety glass or tempered glass, with a thickness of between 11.8 mm and 13.5 mm, with a flat front surface and shall:
- have a protective framework of the backboard support structure around the outer edge;

- be manufactured such that, if broken, the pieces of glass do not split off or cause any risk of injury.
- i) The backboards may also be made of the following materials:
  - transparent acrylic or polycarbonate;
  - wood, fiberglass, steel or aluminum, painted white.
- j) The backboards shall measure 1,800mm (+ a maximum of 30mm) horizontally and 1,050 mm (+ a maximum of 20mm) vertically, including the frame.
- k) The backboard shall be marked as per the requirements of the Technical Rules (other regulatory documents of the Organizer).
- l) The backboard support may be fixed to the floor or anchored to a wall or ceiling.
- m) The backboard support may be a mobile structure, but in this case the support must have a stabilizing system that prevents it from tipping over.
- n) The backboard support shall be mounted so that the top edge of each ring is positioned 3,050 mm above the court floor.
- o) It is permissible to use a support with adjustable ring height. In this case, the height of the ring location is governed by the Technical Regulations (and other regulatory documents of the Organizer).
- p) Other specifications for the backboard support may be specified in the Technical Rules (other regulatory documents of the Organizer).

#### 4.6. *Sports gear*

- a) Ball Requirements:
  - be spherical;
  - the outer surface of the ball shall be made of natural, artificial, combined or synthetic leather; the outer surface of the ball may be made of rubber;
  - [The ball shall] be inflated to an air pressure such that, when it is dropped onto the playing floor from a height of approximately 1,800 mm measured from the bottom of the ball, it will rebound to a height of between 1,035 mm and 1,085 mm, measured to the top of the ball.
  - [The ball's] circumference: 720 to 740 mm;

- [The ball shall] weigh between 580 g and 620 g at the start of the match.

b) If the ball loses its shape or becomes defective before the start or during the stop of a functional stage, play is restarted in the same manner by dropping the replacement ball where the original ball became defective and the games was stopped.

c) If the ball loses its shape or is not immediately recoverable during a functional stage, the stage is whistled dead, and the ball is substituted. The functional stage referee uses a jump ball to restart play.

d) Detailed requirements for the ball may be specified in the Technical Rules (other regulatory documents of the Organizer).

#### 4.7. *Additional uniform and equipment requirements*

a) Mandatory equipment for the functional stage:

- sleeveless jerseys;
- shorts;
- socks or legwarmers;
- shoes (sports shoes with uppers made from textile or soft leather uppers and soled made from rubber, rubber-like are allowed).

b) The two teams must wear colors that distinguish them from each other and the match officials.

c) Safe protective equipment such as headgear, nose guard (post-fracture), kneepads, and elbow pads made of soft, lightweight padding materials are allowed.

d) Additional equipment requirements, not conflicting with these Rules, may be specified by the Technical Regulations (other regulatory documents of the Organizer), which may include guidelines for the placement of advertising materials on such equipment.

#### 4.8. *Beginning of the functional stage*

a) Right before the functional stage, the match referee decides which team gets the first possession by drawing lots (a coin toss). The team that wins the coin toss gains initial possession during the functional stage.



- b) The game starts from behind the arc. The offensive player needs to pass the check-ball to the defender and then catch the return (the returned ball must touch the floor).

#### 4.9. *Dribbling*

- a) The ball is played with the hand(s) only. Players must adhere to the game rules of phygital basketball when dribbling the ball.
- b) Dribbling is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor or deliberately throws it against the backboard. The ball may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the phygital basketball Game rules.
- c) A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist. However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation.
- d) A dribble starts when a player, having gained control of a live ball on the playing court throws, taps, rolls or bounces it on the floor or deliberately throws it against the backboard and touches it again before it touches another player.
- e) A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.
- f) During a dribble the ball may be thrown into the air provided the ball touches the court or another player before the player who threw it touches it again with their hand.
- g) There is no limit to the number of steps a player may take when the ball is not in contact with their hand.
- h) A player who accidentally loses and then regains control of a live ball on the court is considered to have fumbled the ball.

#### 4.10. *Goal*

- a) A goal is credited when a live ball enters the basket from above by a player who has not breached the requirements of the Game rules just before and during the throw.
- b) Every shot from inside the arc (1-point field goal area) shall be awarded 1 point. A goal released from a free throw counts 1 point.

- c) Every shot from behind the arc (2-point field goal area) shall be awarded 2 points.

#### 4.11. *How the Ball is played*

- a) Following a successful goal or a successful last free throw (except when retaining possession of the ball):
- a player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
  - the defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- b) Following each unsuccessful field goal or last free throw (except those followed by ball possession):
- if the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc;
  - if the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).
- c) If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling as well).
- d) Possession of the ball given to either team following any dead ball situation shall start with a check-ball behind the arc at the top of the court.
- e) A player is considered to be “behind the arc” when neither of his feet are inside nor step the arc.
- f) In the event of a jump ball situation, the defensive team shall be rewarded the ball.

#### 4.12. *Dead ball*

- a) The ball becomes dead when:
- any goal or free throw is made;
  - a referee blows their whistle while the ball is dead;
  - It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
    - Another free throw(s);
    - a further penalty (free throw(s) and/or possession);
    - the game clock signal sounds for the end of the quarter;

- the shot clock signal sounds when a team commits an infringement while in control of the ball;
  - The ball in flight on a shot for a goal is touched by a player from either team after:
    - a referee blows his/her whistle;
    - the game clock signal sounds for the end of the quarter;
    - the shot clock signal has sounded.
- b) The ball does not become dead and the goal counts if made when:
- the ball is in flight on a shot for a goal and:
    - a referee blows their whistle;
    - the game clock signal sounds for the end of the quarter;
    - the shot clock signal sounds;
  - the ball is in flight on a free throw and a referee blows his/her whistle for any Games rules infraction other than by the free-throw shooter;
  - a player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for a field goal and who finishes his shot with a continuous motion which started before the foul occurred. This provision does not apply and the goal shall not count if:
    - after an official blows his whistle, an entirely new act of shooting is made;
    - during the continuous motion of a player in the act of shooting the game clock signal sounds for the end of the quarter or overtime or the shot clock signal sounds.

#### 4.13. *Disciplinary actions at the functional stage*

- a) The referee can impose the following sanctions for violating the game rules during a functional stage:
- passing the ball to the opposing team;
  - free throw;
  - ejection from the stage.
- b) After a foul (violation of the game rules), the match shall resume with the non-offending team gaining ball possession.
- c) If, following a foul while shooting for a field goal, the ball hits the basket (assuming the defending team has committed over 6 fouls), the score is counted, and possession remains with the same team.

- d) Fouls during the act of shooting inside the arc shall be awarded 1 free throw.
- e) Fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- f) Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- g) Team foul 6 and any subsequent team fouls shall be penalized with 1 free throw. After a successful last free throw, the next offensive team is in possession of the ball.
- h) Team fouls 7, 8 and 9 shall always be awarded with 1 free throw. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession.
- i) All technical fouls shall be always penalized with 1 free throw and ball possession. Unsportsmanlike fouls shall be penalized with 2 free throws and ball possession.
- j) After technical and unsportsmanlike fouls, the play shall be continued with a check-ball from behind the arc.  
*Note: An offensive foul shall not be penalized with free throws.*
- k) A player is disqualified for the remainder of a game after committing 2 unsportsmanlike fouls. After fouls and free throws, the play shall be continued with a check-ball from behind the arc.

#### 4.14. Infractions at the functional stage

- a) Sanctions will be enforced for violations based on the requirements and conditions outlined in the Rules.
- b) Fouls may include: personal fouls, team fouls, technical fouls, and unsportsmanlike fouls.
- c) A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.
- d) A player shall not hold, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot or unnatural bending outside his cylinder, as well as engaging in any offensive or aggressive behavior.
- e) A personal foul shall be given to the player responsible.

- f) A team foul is a personal, technical, unsportsmanlike foul committed by a player of a respective team.
- g) A technical foul committed by a player is a foul not resulting from a player's illegal contact with an opponent, including, but not limited to, such behavior by a player when:
- disregarding the referees' warnings;
  - disrespectfully touching the referees and competition officials;
  - being disrespectful to the referees and competition officials;
  - using expressions or gestures to insult, offend, or provoke the audience;
  - taunting an opponent or obstructing their view by waving arms in front of their eyes;
  - excessive waving of elbows;
  - delaying a game, intentionally interfering with the ball after a successful passing through the rim;
  - falling to the floor, faking a foul;
  - a defender committing a foul during the last or only free throw. In this case, the attacking team shall be awarded 1 point, and then the defender will receive a technical foul.
- h) A technical foul by any person permitted to sit on the team bench is a foul for disrespectfully communicating with or touching the referees, the competition officials or an infraction of a procedural or an administrative nature.
- i) An unsportsmanlike foul is a player contact which, in the judgement of a referee is:
- contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules;
  - excessive, hard contact caused by a player in an effort to play the ball or an opponent;
  - an illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other players between the progressing player, the ball and the basket;
  - contact by the defensive player on an opponent on the playing court during the last minute of the quarter, when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.
- j) Violations of the game rules also include:

- travelling is the illegal movement of one foot or both feet beyond the limits outlined above, in any direction, while holding a live ball on the playing court, exceeding the specified restrictions in the Rules.
- improper dribbling, or committing any actions during dribbling that constitute a dribbling violation. The following are not dribbles:
  - successive shots for a goal;
  - fumbling the ball at the beginning or at the end of a dribble;
  - attempts to gain control of the ball by tapping it from the vicinity of other players;
  - tapping the ball from the control of another player;
  - deflecting a pass and gaining control of the ball;
  - tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.
- a player shall not dribble for a second time after his/her first dribble has ended unless between the two dribbles they have lost control of a live ball on the court because of:
  - a shot for a goal;
  - a touch of the ball by an opponent;
  - a pass or fumble that has touched or been touched by another player.
- intentional kicked ball;
- 5-second rule (while closely guarded and shooting a free throw). A closely guarded player must pass, shoot or dribble the ball within 5 seconds;
- 20 seconds (time to attack). A passive play (without attempting to throw the ball) is an offense. If the court is equipped with a shot clock, a team must attempt a shot for a field goal within 20 seconds. The shot clock shall start as soon as the ball is at the disposal of the offensive player (following the exchange with the defensive player or after a successful field goal underneath the basket).

*Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the officials shall give in the last 5 seconds the offensive team an information on the remaining second.*

## 5. Features of the Digital stage

### 5.1. Teams' initial lineup

- a) During the digital stage, two athletes from each team's declared lineup for a given match proceed to the Field of Play. The other players registered for the match are substitutes. They are not allowed to participate in the digital stage until a substitution occurs.
- b) The Technical Rules (or other regulatory documents from the Organizer) may change the number of athletes and the order of participation in the digital stage.

### 5.2. Digital stage duration

- a) The duration of the digital stage depends on the video game mode chosen by the Competition Organizer, but cannot exceed more than 1 half. The video game mode, which determines the number of times, must be explicitly provided for in the Technical Rules (other regulatory documents of the Organizer).
- b) The duration of the period is determined by the Technical Rules (other regulatory documents of the Organizer), considering the relevant parameters of the video game used for the direct management of the competitive process at the digital stage.

### 5.3. Substitutes

- a) Substitution of players registered for a digital stage's match can only occur between stage halves. Player substitutions are not permitted during halves.
- b) The Technical rules (other regulatory documents of the Organizer) may provide for the substitution of two players participating in the match with other two players from the same team after the team has scored a certain number of points set by the Technical Rules (other regulatory documents of the Organizer).

### 5.4. Technical FoP at the digital stage

- a) The technical FoP must have space designated for the placement of technical equipment, a space for each of the two teams' players, and a space for the brigade of referees.



- b) During the digital stage, the team players must be positioned in the technical FoP in a way that provides each of the players an unobstructed view of the display device.
- c) Athletes must not block and/or restrict their opponent and the referee from viewing the display device during the digital stage.
- d) The digital stage referee must be positioned in such a way as not to block or restrict the view of the players, while having an unobstructed view of the display device.

### 5.5. *Video game*

- a) Video games must digitally simulate the basic principles and rules of the functional stage of phygital basketball, established by the Rules. The video game must provide for the possibility for the player to perform technical actions used during the functional stage, to provide the most realistic simulation of the competitive process of the functional stage in a digital environment.
- b) The in-game mechanics of a video game must adhere to the laws of physics.

The points scored by the team at the digital stage are recorded and confirmed by the video game.

The Digital stage ends after one of the teams scores the required number of points.

The exact number of points required to complete the stage typically ranges from 15 to 21 points as specified in the Technical Rules (or other regulatory documents of the Organizer). In this case, the set number of points required to complete the digital stage must correlate with the number of points set for the functional stage.

The Digital stage ends after one of the teams scores the required number of points first. If one of the teams scores 19 (nineteen) points, but the point difference with the opposing team does not reach two points, the Digital stage still ends. If a team scores 20 (twenty) points, this score is also recorded, and the Digital stage ends.

- c) Other requirements for the specifications and functionality of the in-game mechanics of a video game are provided for by the Rules and may be detailed by the Technical Rules (other regulatory



documents of the Organizer) of the relevant competitions, as well as other regulatory documents of the competition.

#### 5.6. *Disciplinary actions*

- a) Disciplinary actions for offences committed by players in the technical FoP during the digital stage, as envisaged by the Rules, are enforced by the digital stage referee.
- b) In this case, sanctions for violations committed by players in the digital environment are enforced by the video game.

### 6. **Determining the Winner**

#### 6.1. *Match results procedure*


- a) The match winner is determined by the total number of points scored by the team based on the results of the functional and digital stages.
- b) The total number of points scored based on the results of the functional and digital stage is calculated by the match referee and recorded in the match report.

#### 6.2. *Stage results procedure*

- a) Based on the results of the stage:
  - the team is awarded a victory (becomes the winner of the stage) or the stage is tied,
  - the referee of a given stage records the points that the teams scored during the stage.
- b) The winner of the functional stage is the team that scored more points during the stage than the opposing team.
- c) The winner of the digital stage is the team that, during the stage in the digital environment, scored more points during the stage than the opposing team using digital avatars guided by players through input devices, with which players give commands to the appropriate gaming platform.
- d) At the end of the stage, the number of points scored is entered into the team's score sheet.
- e) The sum of the points scored based on the results of the functional and digital stages is recorded by the match referee in the match report.

## 7. Draws

- 7.1. If the sums of points scored by the teams according to the results of the functional and digital stages are tied, then the match referee declares a draw.
- 7.2. If the Technical Rules (other regulatory documents of the Organizer) stipulate that a draw cannot be allowed based on the match results, the Competition's Organizer shall outline the criteria or principles for determining the winner in the event of a draw in these Technical Rules (other regulatory documents of the Organizer) of a given Competition.
- 7.3. If the Technical Rules (other regulatory documents of the Organizer) require determining the winning team of the match that ended in a draw, then an extra match may be held with a shortened half-time for each stage. The Technical Rules (other regulatory documents of the Organizer) must specify the exact duration of half-times for the extra-match stages. The Technical Rules (other regulatory documents of the Organizer) may directly specify another procedure for determining the winner of a match that ended in a draw.



Key requirements of WPC tournaments  
for Phygital Basketball

11 April 2025

<b>Infrastructure:</b>	
<b>FOP</b>	Physical and digital zones shall be close to each other or shall be integrated.
<b>Physical area</b>	Size of the sports field: 15 meters by 11 meters. Minimum distance to stands (barriers, walls): at least 2 meters.
	Parquet or covering certified by FIBA
	FIBA-certified basketball hoops.
	Benches for substitute players (at least 2 seats each).
	The playing area around the perimeter must be enclosed by 3m by 1m boards. A gate must be provided near the players' benches to allow them to enter the field.
<b>Digital area</b>	Stage with two playing areas or 2 podiums, with dimensions of at least 5m (width) x 1m (height) x 3m (depth). Playing areas shall be located as close to each other as possible.
	2 gaming places
	1 PlayStation 5 with an NBA 2K25-licensed copy.
	4 wireless PS5 controllers and 4 spare controllers.
	2 TVs or 4 monitors (response time not more than 1ms, minimum 144Hz). All monitors must be the same (at least 75 inches, minimum).
<b>Practice rooms (optional)</b>	At least 2 practice rooms at the sports venue.
	Minimum area of 20 sq. m.
	1 PlayStation with an NBA 2K25-licensed copy, 4 working controllers.
	2 TVs or 4 monitors (response time not more than 1ms, minimum 144Hz). All monitors must be the same (at least 75 inches, minimum 120Hz).
	4 chairs.
<b>Sports equipment and inventory</b>	Referee's kit for basketball.

<b>Dressing Rooms</b>	A minimum of 2 to accommodate 2 teams simultaneously at the venue.
	Area of at least 30 sq. m.
	Shower stalls, 1 shower head for every 3 individuals.
	Toilet cubicles (minimum of two).
<b>Warm-up area</b>	Stretching areas
<b>Referees' room and Secretariat</b>	Room to accommodate 5 individuals.
	Shower, toilet.
<b>Referees' table and technology platform specialist workstations</b>	Located in close proximity to the playing field
	Work desks and chairs for a minimum of 5 people
	Laptop with a connected printer.
	Sufficient office supplies.
<b>Services:</b>	
<b>Medicine</b>	Availability of a medical room for athletes at the sports venue.
	Work of sports doctors in the sport area.
<b>Special events:</b>	
<b>Referees meeting</b>	Held 1-2 days before the competition at the sports venue.
<b>Sports briefing for participants</b>	Held 1-2 days before the competition. Requires equipped premises, equipment, tables, chairs, etc.
<b>Draw</b>	Held 1-2 days before the competition. Requires equipped premises, equipment, tables, chairs, etc.
<b>Regulations</b>	Technical rules for Phygital Basketball
	Prize pool regulations (if there prize pool)
	Regulations on the chief panel of judges and referee panels (optional)



# PHYGITAL FOOTBALL

ed. April 2025





- 1.1. The discipline involves a sequential, stage-by-stage competition during a match between teams. Specifically, one stage of the match entails competition between teams within the digital stage (digital stage), while the other stage involves competition between teams within the functional stage (functional stage). Thus, digital and functional stages proceed in stages and sequentially within a single match on a competition day.
- 1.2. The objective of the digital stage is to shoot the ball into the rival team's goal area more times than the rival team in the digital environment, using digital avatars guided by players through input devices, with which players give commands to the appropriate gaming platform.
- 1.3. The objective of the functional stage is to put the ball into the opposing team's goal area (goal) more times than the rival team.
- 1.4. The match winner is determined taking into account the requirements of these Rules based on the total number of goals scored by the teams as a result of the functional stage and the digital stage.

## **2. Number of participants**

- 2.1. The match is played between two (2) teams.
- 2.2. Each team can have a maximum of eight (8) players participating in a given match.

## **3. Match**

- 3.1. The match consists of two stages: digital and functional stages. It should be noted that the digital stage is held first, followed by the functional stage. The Technical Rules (other regulatory documents of the Organizer) may outline a different sequence of stages.
- 3.2. The Technical Rules (other regulatory documents of the Organizer) shall define intervals between the stages, with its duration defined by the Technical Rules (other regulatory documents of the Organizer), not exceeding that of the functional stage.



- 3.3. Any interruptions during a game outside the interval between periods can only occur as directed by the game's referee.
- 3.4. Prior to the stage, teams are provided with time to warm up and adjust their technical equipment. The minimum guaranteed time for warming up or adjusting technical equipment is specified by the Technical Rules (and other regulatory documents from the Organizer).

## **4. Description of the functional stage**

### *4.1. Teams' initial lineup*

- a) During the functional stage, five athletes from each team's declared lineup for a given match proceed to the Field of Play: 4 field players and 1 goalkeeper. One of the players entering the field must be the captain. The other players registered for the match are substitutes and cannot participate during the functional stage until a substitution occurs.
- b) The minimum number of players required for the FoP during the functional stage is three players. If the minimum number of players on the FoP during the functional stage is not met (including due to player disqualification), the team failing to meet the requirement shall be awarded a forfeit.

### *4.2. Substitutes*

- a) An unlimited number of substitutions may be used during the functional stage.
- b) At the same time, the Technical Rules (other regulatory documents of the Organizer) may also restrict number of substitutions during the functional stage.
- c) A substitution can occur at any time, whether the ball is in play or not, except during a timeout.
- d) In some cases, a substitute could be refused a substitution if they have not properly arranged their gear.
- e) Substitutions are subject to the following conditions:
  - a player from the starting lineup exiting the Field of Play must do so through the barrier gates;

- a substitute player entering the FoP must do so through the barrier gates and only after the exiting player has completely left the FoP;
- the referees monitor the substitution procedure;
- A substitution is deemed to have been completed when the player exiting the FoP has completely left it and the substitute player has entered the FoP.

f) Any player can substitute the goalkeeper. However, the referee must be informed before such a substitution is made, which requires an interruption of the functional stage.

#### 4.3. *Duration of the functional stage and pauses*

- a) The functional stage lasts two equal halves of 5 minutes of playing time each.
- b) Teams have the right to take a one-minute timeout during each half of a functional stage.
- c) The Technical rules (other regulatory documents of the Organizer) must establish intervals between the halves of a functional stage, with its duration determined by the Technical Rules (other regulatory documents of the Organizer).

#### 4.4. *Field of Play*

- a) The field of play uses either a natural grass surface or an artificial turf. The FoP's surface may also consist of non-abrasive coatings, preferably made of wood or artificial materials; it must be level, smooth and compliant with the requirements of Technical Rules (other regulatory documents of the Organizer).
- b) Technical rules (other regulatory documents of the Organizer) may provide for competitions to be held in a FoP with an alternative surface. However, coatings that are hazardous to the life of players, team officials and competition officials are prohibited.
- c) The field of play must be rectangular. The length of the FoP (touchlines): from 26 meters to 50 meters; width (goal lines): from 14 meters to 30 meters.
- d) The FoP is bounded by perimeter barriers which belong to the FoP areas that they bound. The height of the perimeter barriers above the FoP surface must be from 1 meter to 2 meters. The design of

the perimeter barriers shall provide for gates to enter/exit the FoP area.

- e) The perimeter barriers (as well as the built-in gates) must be designed in such a way as to make sure that its sides facing the field of play are smooth, and devoid of any items or irregularities that could injure the players.
- f) In the vicinity of the field of play, benches for substitute players must be available. This designated area is for substitutes, replaced players, team coaches and officials as indicated in the match entry, during the functional stage. Additional requirements for substitute benches may be specified in the Technical Rules (other regulatory documents of the Organizer).
- g) The FoP must be divided into two equal halves by a continuous half-way line.
- h) The center of the field of play must be marked with a 10 centimeter circular mark. A circle that has a radius of 3 meters is marked around it.
- i) At a right angle to the goal line, two imaginary lines, each measuring six meters, are drawn from the outside of each goalpost. At the conclusion of these lines, quarters of circles are drawn in the direction of the closest touchline, starting from outside the posts and varying in radius from 6 to 8 meters, depending on the goal size. Connecting the upper sections of each circle quarter is a 3.16-meter segment that runs between the posts and parallel to the goal line. The area bounded by these lines and the goal line is called the penalty area.
- j) A mark is made in each penalty area at a distance of 6 or 8 meters (depending on the goal size), from the midpoint and equally spaced from the goal posts. This is a round mark with a diameter of 10 centimeters for a 6-meter or 8-meter penalty shootout (depending on the goal size).

#### 4.5. Goal

- a) The goal must be positioned in the FoP in the center of each goal line.
- b) The goal consists of two upright posts equidistant from the corner flag posts, joined at the top by a horizontal crossbar.

- c) The width of the goal is 3 meters; the height is 2 meters. Nets are attached to the goalposts.
- d) The Technical Rules (other regulatory documents of the Organizer) may set the goal width at 5 meters, the height - at 2 meters.
- e) The goal must feature a stabilization system to prevent tipping. Portable goals can only be used if they meet this requirement.

#### 4.6. *Sports gear*

##### a) Ball Requirements:

- spherical shape;
  - have a circumference of between 68 cm (27 inches) and 70 cm (28 inches);
  - weigh between 410 g (14 ounces) and 450 g (16 ounces) in weight at the start of the match;
  - have a pressure equal to 0.6-1.1 atm (600-1,100 g/cm<sup>2</sup>) at sea level (8.5 lbs/inch<sup>2</sup> – 15.6 lbs/inch<sup>2</sup>).
- b) If the ball loses its shape or becomes defective before the start or during the stop of a functional stage, at a kick-off, free kick, penalty kick, the restart is retaken in the same manner by dropping the replacement ball where the original ball became defective and the games was stopped.
- c) If the ball loses its shape or is not immediately recoverable during a functional stage, the stage is whistled dead, and the ball is substituted. The ball is dropped by the functional stage referee at the point where play was stopped.

#### 4.7. *Additional uniform and equipment requirements*

##### a) Mandatory equipment for the functional stage:

- jersey with sleeves;
  - shorts (goalkeepers are allowed to wear long pants under their shorts);
  - leg warmers;
  - shin guards (with a sufficient degree of protection and fully closed gaiters);
  - shoes (sports shoes with uppers made from textile or soft leather uppers and soled made from rubber, rubber-like are allowed).
- b) The two teams must wear colors that distinguish them from each other and the match officials.

- c) Each goalkeeper must wear colors that are distinguishable from the other players and the match officials.
- d) Safe protective equipment such as headgear, nose guard (post-fracture), kneepads, and elbow pads made of soft, lightweight padding materials are allowed.
- e) Additional equipment requirements, not conflicting with these Rules, may be specified by the Technical Regulations (other regulatory documents of the Organizer), which may include guidelines for the placement of advertising materials on such equipment.

#### 4.8. *Beginning of the functional stage*

- a) Immediately before the first half of the functional stage, the match referee of the functional stage decides by drawing which team gets to choose the goal and which one gets to make the first initial pass at this stage. The other team completes the first pass prior to the commencement of the functional stage's second half.
- b) A team player makes the initial pass from the center of the field, while the players of the opposing team must remain in their own half during the execution of the initial pass.
- c) In the second half of the stage, the teams change goals.
- d) When the stage resumes after a goal is scored, the team that conceded the goal resumes the stage at the referee's signal by making the initial pass.
- e) Methods to resume the game include direct free kicks/indirect free kicks and penalty kicks.
- f) A dropped ball is a method of restarting play when the referees have stopped play, and these Rules do not specify any of the above listed methods of restarting the match, as well as in other cases.
- g) If a violation occurred when the ball was dead, the method of restarting play does not change.

#### 4.9. *Dead ball*

- a) The ball becomes dead when:
  - the stage was stopped by the referees;
  - the ball hits the ceiling or flies off the FoP.

- b) The ball also becomes dead when it comes into contact with a competition official, stays inside the FoP and:
- the team launches a scoring-chance attack or
  - the ball enters the goal straight, or
  - the other team gets possession of the ball
- c) In all three of these scenarios, when the ball comes into contact with a match official, the game is restarted by dropping a ball.

#### 4.10. Goal kick

- a) A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offence has been committed by the team scoring the goal.
- b) A goal can be scored by any player of the team directly participating in a match stage. A player's goal against his own team counts as a goal in the other team's favor.
- c) A goal may be scored with any body part, except arms and hands.
- d) A goal scored in violation of these Rules does not count.
- e) At the functional stage, a goal is recorded and confirmed by the referee of the functional stage.

#### 4.11. Pass

- a) During the stage, players may pass (pass the ball to another player) with any part of their body, except arms and hands (except for the goalkeeper inside their penalty area), in any manner, including by using the FoP's perimeter barriers.

#### 4.12. Disciplinary actions at the functional stage

- a) The functional stage referee can impose the following sanctions for violating the game rules during a functional stage:
- direct free kick;
  - indirect free kick;
  - a penalty kick;
  - caution;
  - sending-off;
- b) Direct and indirect free kicks are awarded by the functional stage referee in favor of the opposing team of a player, a substitute, a sent-off player or a team official guilty of an offence.

- c) A penalty is a direct free kick from a 6-meter mark, awarded by the referee of the functional stage to a player guilty of an offense inside his team's penalty area.
- d) A caution at the stage is applied by the functional stage referee to individuals for violating these Rules during the stage.
- e) A sending-off at the stage is applied by the functional stage referee to individuals for violation of these Rules during the stage and means a ban on further participation in the stage.
- f) Organizer's Technical Rules (other regulatory documents) may require that a caution and/or a sending-off be accompanied by an appropriate gesture of the functional stage referee or him showing cards of appropriate colors.

#### *4.13. Infractions at the functional stage*

- a) The disciplinary actions provided for in the Rules are imposed for offences, taking into account the requirements and conditions provided for in the Rules.
- b) Direct, indirect free kicks and penalty kicks may be awarded for offences committed while the ball was in play. In addition to direct, indirect free kicks and penalty kicks, players can be sanctioned in the form of a caution and a sending-off during a stage.
- c) A direct free kick is awarded if a player commits any of the following offences against an opponent in a manner that the functional stage referee will regard as careless, reckless or using excessive physical force:
  - attacking;
  - jumping;
  - hitting or attempting to kick;
  - pushing;
  - hitting or attempting to hit (including hitting on the head);
  - rolling up or throwing himself at an opponent;
  - making or attempting to make a trip.
- d) If an offence involves physical contact, it is punished with a direct free kick or a penalty kick.
- e) A direct free kick is also awarded if a player commits any of the following offences:



- playing the ball with his hand/arm intentionally and/or using an arm that makes the player's body unnaturally larger (except for the goalkeeper inside his penalty area);
  - stalling an opponent
  - preventing an opponent from advancing with physical contact;
  - biting or spitting at someone;
  - throwing/kicking an object at the ball, an opponent or a competition official, or making contact with the ball with the object that he holds.
- f) An indirect free kick is awarded if a player:
- plays dangerously;
  - prevents an opponent from advancing without physical contact;
  - expresses disagreement, uses offensive, insulting or obscene expressions and/or gestures or other verbal offences;
  - prevents the ball from being released or thrown, or hits or attempts to hit the ball while the goalkeeper is releasing or throwing the ball;
  - commits any other offence not mentioned in the Rules, which entails an interruption with the player cautioned or sent-off;
  - scores a goal into the opponent's goal:
    - directly from their hand/arm (including by the goalkeeper), on condition that it was an accident and the hand/arm did not make the player's body unnaturally large;
    - immediately after accidentally touching the ball with his hand, provided that the hand did not make the player's body unnaturally large.
- g) An indirect free kick is also awarded if a goalkeeper commits any of the following offences:
- controls the ball with his hands or feet on his own half of the pitch for more than four seconds;
  - having played the ball in controlled possession, in any part of the pitch, repeatedly touches it on his own half of the pitch after a teammate sends the ball intentionally to the goalkeeper before the opponent has played the ball or touched it; no disciplinary sanction is provided for his;
  - touching the ball with his hands/arms in his penalty area after an intentional pass from a teammate;

- touching the ball with his hands/arms in his penalty area after he receives the ball immediately after a direct or indirect free kick made by a teammate.
- h) A penalty kick (6-meter or 8-meter kick, depending on the goal size) is awarded if a player commits an offence punishable by a direct free kick inside his own penalty area.
- i) A goal may be scored directly from a penalty kick.
- j) The player taking the penalty kick must be clearly identified.
- k) The goalkeeper of the defending team must remain on the goal line between the posts, facing the kicker, without touching the goalposts, crossbar or goal net, until the ball has been kicked.
- l) The rest of the players, except the kicker and the goalkeeper, must remain:
- within the pitch perimeter;
  - no closer than 5 m from the 6-meter mark;
  - behind the 6-meter mark;
  - outside the penalty area.
- m) After the players have taken positions in accordance with this Rule, the functional stage referee signals for the penalty kick to be taken.
- n) A player is cautioned if he is guilty of any of the following offences:
- delaying the restart of play;
  - expressing disagreement by word or action;
  - leaving the pitch or returning to it without the permission of one of the referees or violating the substitution procedure;
  - a failure to observe the required distance when restarting play using a direct/indirect free kick;
  - systematic offence (there is not a closed list or set characteristics of offences to define them as "systematic");
  - unsportsmanlike conduct
- o) A substitute player is cautioned if he is guilty of any of the following offences:
- delaying the restart of play;
  - disagreement by word or action;
  - entering the FoP in violation of the substitution procedure;
  - unsportsmanlike conduct

p) A player or a substitute who commits any of the following offences is sent off the pitch in the following cases:

- depriving the opposing team of a goal or an obvious goal-scoring opportunity by playing the ball with his hand/arm (except for the goalkeeper in his own penalty area), or shifts/overturms the goal (for example, when this prevents the ball from crossing the goal line);
- depriving the opponent of goal or an obvious goal-scoring opportunity (provided that the goal is not protected by the goalkeeper), whose main attack is directed towards the goal of the player who violated these Rules by means of an offence punishable by a direct/indirect free kick (except as set out below);
- commits a serious violation of the rules;
- biting or spitting at someone;
- behaves aggressively;
- uses offensive, insulting or obscene language and/or gestures;
- receives a second caution at a single stage.

q) A player or a substitute who gets sent off during a stage must leave the FoP and the space adjacent to it.

## 5. Features of the Digital stage

### 5.1. Teams' initial lineup

- a) During the digital stage, four athletes from each team's declared lineup for a given match proceed to the Field of Play: 2 players from each team participate in the first half, while the remaining 2 players from each team participate in the second half. The other players registered for the match are substitutes. They are not allowed to participate in the digital stage until a substitution occurs.
- b) The Technical Rules (or other regulatory documents from the Organizer) may change the number of athletes and the order of participation in the digital stage.

### 5.2. *Digital stage duration*

- a) The digital stage lasts two equal halves. The duration of the period is determined by the Technical Rules (other regulatory documents of the Organizer), considering the relevant parameters of the video game used for the direct management of the competitive process at the digital stage.

### 5.3. *Substitutes*

- a) Substitution of players registered for a digital stage's match can only occur between stage halves. Player substitutions are not permitted during halves.

### 5.4. *Technical FoP at the digital stage*

- a) The technical FoP must have space designated for the placement of technical equipment, a space for each of the two teams' players, and a space for the brigade of referees.
- b) During the match, the team players must be positioned in the technical FoP in a way that provides each of the players an unobstructed view of the display device.
- c) Athletes must not block and/or restrict their opponent and the referee from viewing the display device during the match.
- d) During the digital stage, the digital stage referee must be positioned in such a way as not to block or restrict the view of the players, while having an unobstructed view of the display device.

### 5.5. *Video game*

- a) Video games must simulate the basic principles and rules of the functional stage of digital football in a digital environment, established by the Rules. The video game must provide players the possibility to perform technical actions used during the functional stage, while ensuring a most realistic simulation of the competitive process of the functional stage in a digital environment.
- b) The in-game mechanics of a video game must adhere to the laws of physics.
- c) It is possible that a video game does not provide for a pass (passing the ball to another player) using perimeter barriers.
- d) Other requirements for the specifications and functionality of the in-game mechanics of a video game may be provided for by the

Rules, Technical Rules (other regulatory documents of the Organizer).

#### 5.6. *Disciplinary actions*

- a) Disciplinary actions for offences committed by players in the technical FoP during the digital stage, as envisaged by the Rules, are enforced by the digital stage referee.
- b) In addition to the above, disciplinary actions for offences committed by players are enforced by the video game in the digital environment.

### **6. Methods of documenting the competition results and/or violations of the rules**

- 6.1. In accordance with the provisions of the Rules, the match winner is determined by the sum of the functional and digital match results, which the match referee documents in a match report.
- 6.2. In accordance with the provisions of the Rules, the functional stage winner is determined, which the referee documents in a match report. The functional stage score is also included by the match referee in the match report.
- 6.3. In accordance with the provisions of the Rules, the digital stage winner is determined by the video game, which the referee documents in a match report. The digital stage score is also included by the match referee in the match report.
- 6.4. Violations of game rules, as purported by the competitive process features in a certain discipline, executed as part of the digital stage, are logged by the video game in the digital environment.

## 7. Determining the Winner

### 7.1. Match results procedure

- a) The match winner is determined by the total number of goals scored by the team as a result of the functional and digital stages.
- b) The total number of goals scored based on the results of the functional and digital stages is calculated by the match referee and documented in a match report.

### 7.2. Stage results procedure

- a) Based on the results of the stage:
  - the team is awarded a victory (becomes the winner of the stage);
  - the referee of a given stage records the goals that the teams scored during the stage.
- b) The functional stage winner is the team that put the ball into the opponent's goal (goals) more times than the opposing team during the stage.
- c) The match referee will record the winner and the score of the functional stage in a match report.
- d) The digital stage winner is the team that put the ball into the opponent's goal (goals) more times than the opposing team during the stage using digital avatars guided by players through input devices, with which players give commands to the appropriate gaming platform.
- e) The winner and the score of the digital stage are determined by the video game and recorded by the match referee in a match report.
- f) At the end of the stage, the number of goals scored is entered into the team's score sheet.
- g) For the purpose of determining the winner in the match, the referee documents the goals based on the results of the functional stage and the results of the digital stage in the match reports and, in accordance with the requirements of these Rules, the match referee further sums up these results. The sum of the goals scored based on the results of the functional and digital stages is documented by the match referee in a match report.

## 8. Draws

- 8.1. If the sums of goals scored by the teams according to the results of the functional and digital stages are tied, then the match referee declares a draw.
- 8.2. If the Technical Rules (other regulatory documents of the Organizer) stipulate that a draw cannot be allowed based on the match results, the Competition Organizer shall outline the criteria or principles for determining the winner in the event of a draw in these Technical Rules (other regulatory documents of the Organizer). At the same time, relying solely on either the digital or physical stage alone is insufficient to determine the winner in a tied match.
- 8.3. If the Technical Rules (other regulatory documents of the Organizer) require determining the winning team of a match that ended in a draw, the following procedures for determining the winning team may also be used:
  - a) an extra match with reduced half-time at each stage. The exact duration of the extra-match's stage half-times must be provided for by the Technical Rules (other regulatory documents of the Organizer);
  - b) a penalty shootout at the functional stage and at the digital stage (at least 3 shots from each team at each stage). The penalty shootout procedure in this case is additionally determined by the Technical Rules (other regulatory documents of the Organizer).







**Key requirements of WPC tournaments  
for Phygital Football**

11 April 2025

Infrastructure:	
<b>FOP</b>	Physical and digital zones shall be close to each other or shall be integrated.
<b>Physical area</b>	Size of the sports field: 38-40 meters by 19-20 meters; Minimum distance to stands (barriers, walls): at least 2 meters.
	Futsal pitch or FIFA-certified grass covering
	Goals (minimum of 4): 5 meters by 2 meters.
	Benches for substitute players (at least 5 seats each).
	The playing area around the perimeter must be enclosed by 3m by 1m boards, except where player seats are located.
<b>Digital area</b>	Stage with two playing areas or 2 podiums, with dimensions of at least 5m (width) x 1m (height) x 3m (depth). Playing areas shall be located as close to each other as possible.
	2 gaming places and 2 places for substitutes for each playing area.
	1 PlayStation 5 with an EA FC25-licensed copy.
	4 wireless PS5 controllers and 4 spare controllers.
	2 TVs or 4 monitors (response time not more than 1ms, minimum 144Hz). All monitors must be the same (at least 75 inches, minimum).
<b>Practice rooms (optional)</b>	At least 2 practice rooms at the sports venue.
	Minimum area of 20 sq. m.
	1 PlayStation with an EA FC25-licensed copy, 4 working controllers.
	2 TVs or 4 monitors (response time not more than 1ms, minimum 144Hz). All monitors must be the same (at least 75 inches, minimum 120Hz).
	4 chairs.
<b>Sports equipment and inventory</b>	Referee's kit for football.
<b>Dressing Rooms</b>	A minimum of 2 to accommodate 2 teams simultaneously at the venue.

	Area of at least 30 sq. m.
	Shower stalls, 1 shower head for every 3 individuals.
	Toilet cubicles (minimum of two).
<b>Warm-up area</b>	Stretching areas
<b>Referees' room and Secretariat</b>	Room to accommodate 5 individuals.
	Shower, toilet.
<b>Referees' table and technology platform specialist workstations</b>	Located in close proximity to the playing field
	Work desks and chairs for a minimum of 5 people
	Laptop with a connected printer.
	Sufficient office supplies.
<b>Services:</b>	
<b>Medicine</b>	Availability of a medical room for athletes at the sports.
	Work of sports doctors in the sport area.
<b>Special events:</b>	
<b>Referees meeting</b>	Held 1-2 days before the competition at the sports venue.
<b>Sports briefing for participants</b>	Held 1-2 days before the competition. Requires equipped premises, equipment, tables, chairs, etc.
<b>Draw</b>	Held 1-2 days before the competition. Requires equipped premises, equipment, tables, chairs, etc.
<b>Regulations</b>	Technical rules for Phygital Football
	Prize pool regulations (if there prize pool)
	Regulations on the chief panel of judges and referee panels (optional)

**Recommended entry form**

#	Last name ENG	Name ENG	Short name	Nickname	teg_Nickname	Team name ENG	Abbreviated team name (no more than 4 characters)	Country	Roles	Sex	Date of birth	Country of birth	Place of birth	Citizenship	Address of registration	N passport	passport type	Authority	Date of issue	Date of expiry	Email	Phone (if available)	Game account		
1																									
2																									
3																									
4																									
5																									
6																									
<b>STAFF</b>																									
1	*	*	*					*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	
2																									
3																									



**TECHNICAL RULES FOR  
PHYGITAL DANCING.**

**GENERAL**

## GUIDELINES

### on how to fill in the blanks in the Template of the Technical Rules of the Phyigital Dancing

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition, as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition for the Phyigital Dancing.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase: "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in the Phyigital dancing by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In paragraph 3.1 of Article 3, specify:
  - the number of teams participating in the competition;
  - the number of athletes in the team;
  - the number of persons (staff) that the team can hire (coaches, team officials, representatives of administrative or technical staff).
8. In subparagraph 3 of paragraph 3.1 of Article 3, specify the minimum age of the athlete to participate in the competition.
9. In subparagraph 6 of paragraph 3.1 of Article 3, specify:
  - deadline (number of days before the start of the competition) for submitting an application for participation in the competition;
  - an e-mail address the participants can use to send an application for participation in the competition.
10. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
11. In paragraph 8.1 of Article 8, specify the name of the version of the game.
12. In paragraph 8.2. of Article 8, specify the name of the game console.
13. In paragraph 9.4 of Article 9, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:



- specify the size of the prize pool, awarded places and size of the prize for each place;
  - indicate that there is no prize pool at all;
  - indicate that the prize pool shall be announced separately no later than exact date.
14. On the second sheet of Appendix No. 1, specify the list of tracks (songs) in the table.

**TECHNICAL RULES**  
of the  
(Phygital Dancing)

**1. Terms and Abbreviations**

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competition, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital dancing), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and panels of referees of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competitions.

**Organizer** is .

**Rules of Phygital dancing** are the rules of Phygital dancing approved by the WPC.

**Competition** is the .

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding the Competition.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital dancing in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital dancing) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held from                    to                    .
- 2.4. Competition venue:                    .

### **3. Competition Organization System**

- 3.1. There are                    teams participating in the Competition, with                    athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than                    people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age -                    years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than                    days prior to the Competition start date via e-mail:                    .
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:                    .
  
- the Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect

the reputation and image of the Competition, as well as in other cases at the discretion of the Agency.

- the Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. For each stage of the Competition, the Organizer provides a list of tracks (songs), as detailed in Appendix No. 1 of the Technical rules. During each stage of the Competition, the Organizer selects tracks (songs) from the designated list by a draw, and once a track has been played, it cannot be repeated.

Throughout the competition, except for the Final, the difficulty ratings of single tracks (songs) used are low, moderate, or intense.

In the Final, only tracks (songs) with an intense difficulty rating are used.

- 3.4. The scoring procedures and protocol for participants are established by Just Dance's in-game algorithms, with calculations performed automatically by the software.
- 3.5. The Competition schedule, including the dates, time and venue of the Matches and semifinal pairs and bracket shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.

## **4. Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) obtain information regarding the results achieved at the Competition;
- 3) address the Chief Panel of Judges through a team representative or a coach;
- 4) use one break not exceeding 10 (ten) minutes between tracks (songs) during a Match. The Competition participant shall notify the referees of the need for a break after completing their dance to a particular track (song);
- 5) notify the referees of any technical issues experienced during the Match  
Attend the competition with a coach or official team representative.

### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory documents instructions and the Organizers' requirements;

- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 6) strictly comply with the order of entering the Field of Play, as established by the draw;
- 7) Participants must be prepared for the Match and report their readiness within two minutes of entering the FoP;
- 8) report readiness to proceed with the track (song) within 2 (two) minutes of completing the respective previous track;
- 9) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) comply with safety, equipment operation and anti-doping regulations;
- 11) adhere to the dress code and other outfit requirements for Competition participants as approved by the Organizer;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory documents. They shall also sign it and provide any required information if needed;
- 13) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or their Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere with the game process, thus disrupting the natural flow of the Match (including crossing the boundary line);
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and execution of the Competition, violate Rules of Phygital dancing, provisions of these Technical Rules and other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information;

- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use multiple accounts in the Competition by a single participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) use of any unauthorized items, inventory, or equipment that is not permitted by Rules of Phygital dancing, the Technical Rules, or other Regulatory documents of the Competition, and poses a potential risk to the safety and well-being of others and/or the participant.
- 12) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee Matches. The composition of the Brigade of Referees for Competition Matches will be determined in accordance with the Regulatory documents of the Organizer.
- 5.3. In the course of the Competition Matches, referees are strategically positioned adjacent to the players, ensuring they are situated on various sides to maintain.
- 5.4. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.



- 5.5. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and penalties**

- 6.1. Undisciplined behavior, as well as any other behavior that goes against standards and requirements set forth in the Rules of Phygital dancing, the Technical rules, and Regulatory documents, will result in consequences such as a warning, removal, or disqualification. The Regulatory documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If the start or recommencement of the Match is delayed by more than 10 minutes, the participant may be awarded a forfeit in the respective round's Match.
- 6.3. Deliberate interference with Matches and unruly behavior during the Competition may lead to the imposition of sports sanctions, including possible disqualification, for the offender.
- 6.4. Participants may be subject to the following sanctions:
  - in case of non-adherence to clause 8.4 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
  - in case of non-adherence to clause 8.5 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
  - in case of violation of the requirements set forth in sub-clause 2 of clause 4.2 of the Technical Rules, the participant may be penalized by either a deduction of 1,000 points or a forfeit in the Match;
  - If the referees, after considering a participant's claim of technical issues as per sub-clause 5, clause 4.1 of the Technical Rules, find no evidence of such problems, the participant may face a penalty of either a 1,000-point deduction or a forfeit in the Match.
- 6.5. If a Competition participant violates a rule not explicitly outlined in Rules of Phygital dancing or the Technical Rules, and other Regulatory documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions imposed by the Rules Phygital dancing. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:

- violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for conducting Matches**

- 8.1. Game version: .
- 8.2. Game console: .
- 8.3. Match settings:
- Game mode: Single Tracks;
  - The tracks (songs) list provided by the Organizer is included as Appendix No. 1 to the Technical Rules and is an integral part hereof.
- 8.4. Turning on/off modifiers and game settings is prohibited.
- 8.5. Participants are forbidden from pausing their own track (song) or the track of another participant while performing to the track.

## **9. Determination of the Winner and Prize-winners**

- 9.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 9.2. The teams defeated in the semifinals play a Match for the third place.
- 9.3. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 9.4. Award procedure for the winner and prize-winners shall be determined as follows: .

## **10. Final provisions**

- 10.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer without additional notification sent to participants.
- 10.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 10.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

**Competition format**

***WPC Note:** outlined below is the format recommended by the WPC for a 16-team competition. In the case of a Competition with a different number of teams and using a different system, please describe it in Appendix 1 (below) in a similar form or contact the WPC*

1. Eight (8) teams qualify to compete in the Competition based on their performance in the qualifying stage. The qualifying stage is open and takes place at the Competition venue no later than 2 days before the Competition date.
2. The qualifying stage involves one track (song) the participants dance to.
3. The top 8 (eight) teams with the most points from one track (song) will win the qualifying stage and gain the right to participate in the Competition.
4. Teams face off in the Competition through matches using an elimination system, starting at the 1/8 finals stage.
  - 4.1. According to the results of the 1st round, 8 (eight) defeated teams get eliminated.
  - 4.2. Following the 2nd round results, 4 (four) defeated teams get eliminated.
  - 4.3. Following the semi-finals results, 2 (two) defeated teams get eliminated. They will play a match to determine the third-place finisher.
  - 4.4. The winners of the semi-finals will face off against each other in the finals.
5. The teams compete in Single Elimination matches in the Bo3 format (up to two wins).
6. The team that earns the most points from completing a single track (song) wins the round.

The team that wins two rounds secures the match in the Bo3 format.

**Track (song) list**

<b>The qualifying stage track</b>		
<b>No</b>	<b>Artist (track category)</b>	<b>The title of the track (song)</b>
1		
<b>1/8 final tracks</b>		
<b>No</b>	<b>Artist (track category)</b>	<b>The title of the track (song)</b>
<b>1st pair</b>		
1		
2		
3		
<b>2nd pair</b>		
4		
5		
6		
<b>3rd pair</b>		
7		
8		
9		
<b>4th pair</b>		
10		
11		
12		
<b>5th pair</b>		
13		
14		
15		
<b>6th pair</b>		
16		
17		
18		
<b>7th pair</b>		
19		
20		
21		

8th pair		
22		
23		
24		
Quarter-final tracks		
No	Artist (track category)	The title of the track (song)
1st pair		
1		
2		
3		
2nd pair		
4		
5		
6		
3rd pair		
7		
8		
9		
4th pair		
10		
11		
12		
The Semi-Final's tracks		
No	Artist (track category)	The title of the track (song)
1st pair		
10		
11		
12		
2nd pair		
10		
11		
12		

**3rd place match tracks**

<b>No</b>	<b>Artist (track category)</b>	<b>The title of the track (song)</b>
1		
2		
3		

**The Final's tracks**

<b>No</b>	<b>Artist (track category)</b>	<b>The title of the track (song)</b>
1		
2		
3		





**TECHNICAL RULES FOR  
PHYGITAL DANCING.**

**8 TEAMS**

## GUIDELINES

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2. On the title page, in the Technical Rules name section, specify the full name of the sports competition for the Phygital Dancing.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase: "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in the Phygital dancing by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.2. of Article 8, specify the name of the game console (Nintendo Switch, PlayStation, Xbox, etc.).
9. In paragraph 9.4 of Article 9, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.

**TECHNICAL RULES**of the 

(Phygital Dancing)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competition, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital dancing), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and panels of referees of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competitions.

**Organizer** is [REDACTED].

**Rules of Phygital dancing** are the rules of Phygital dancing approved by the WPC.

**Competition** is the [REDACTED].

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding the Competition.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital dancing in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital dancing) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 8 (eight) teams participating in the Competition, with 1 (one) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 1 (one) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform;
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:  
[REDACTED]
- the Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect

the reputation and image of the Competition, as well as in other cases at the discretion of the Agency.

- the Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. For each stage of the Competition, the Organizer provides a list of tracks (songs), as detailed in Appendix No. 1 of the Technical rules. During each stage of the Competition, the Organizer selects tracks (songs) from the designated list by a draw, and once a track has been played, it cannot be repeated.

Throughout the competition, except for the Final, the difficulty ratings of single tracks (songs) used are low, moderate, or intense.

In the Final, only tracks (songs) with an intense difficulty rating are used.

- 3.4. The scoring procedures and protocol for participants are established by Just Dance's in-game algorithms, with calculations performed automatically by the software.
- 3.5. The Competition schedule, including the dates, time and venue of the Matches and semifinal pairs and bracket shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.

## **4. Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) obtain information regarding the results achieved at the Competition;
- 3) address the Chief Panel of Judges through a team representative or a coach;
- 4) use one break not exceeding 10 (ten) minutes between tracks (songs) during a Match. The Competition participant shall notify the referees of the need for a break after completing their dance to a particular track (song);
- 5) notify the referees of any technical issues experienced during the Match  
Attend the competition with a coach or official team representative.

### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory documents instructions and the Organizers' requirements;

- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 6) strictly comply with the order of entering the Field of Play, as established by the draw;
- 7) Participants must be prepared for the Match and report their readiness within two minutes of entering the FoP;
- 8) report readiness to proceed with the track (song) within 2 (two) minutes of completing the respective previous track;
- 9) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) comply with safety, equipment operation and anti-doping regulations;
- 11) adhere to the dress code and other outfit requirements for Competition participants as approved by the Organizer;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory documents. They shall also sign it and provide any required information if needed;
- 13) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or their Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere with the game process, thus disrupting the natural flow of the Match (including crossing the boundary line);
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and execution of the Competition, violate Rules of Phygital dancing, provisions of these Technical Rules and other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to

themselves and/or create obstacles for their opponent with respect to the normal course of the Match;

- 9) use multiple accounts in the Competition by a single participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) use of any unauthorized items, inventory, or equipment that is not permitted by Rules of Phygital dancing, the Technical Rules, or other Regulatory documents of the Competition, and poses a potential risk to the safety and well-being of others and/or the participant.
- 12) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee Matches. The composition of the Brigade of Referees for Competition Matches will be determined in accordance with the Regulatory documents of the Organizer.
- 5.3. In the course of the Competition Matches, referees are strategically positioned adjacent to the players, ensuring they are situated on various sides to maintain.
- 5.4. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.5. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.



## **6. Disciplinary Infractions and penalties**

- 6.1. Undisciplined behavior, as well as any other behavior that goes against standards and requirements set forth in the Rules of Phygital dancing, the Technical rules, and Regulatory documents, will result in consequences such as a warning, removal, or disqualification. The Regulatory documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If the start or recommencement of the Match is delayed by more than 10 minutes, the participant may be awarded a forfeit in the respective round's Match.
- 6.3. Deliberate interference with Matches and unruly behavior during the Competition may lead to the imposition of sports sanctions, including possible disqualification, for the offender.
- 6.4. Participants may be subject to the following sanctions:
  - in case of non-adherence to clause 8.4 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
  - in case of non-adherence to clause 8.5 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
  - in case of violation of the requirements set forth in sub-clause 2 of clause 4.2 of the Technical Rules, the participant may be penalized by either a deduction of 1,000 points or a forfeit in the Match;
  - If the referees, after considering a participant's claim of technical issues as per sub-clause 5, clause 4.1 of the Technical Rules, find no evidence of such problems, the participant may face a penalty of either a 1,000-point deduction or a forfeit in the Match.
- 6.5. If a Competition participant violates a rule not explicitly outlined in Rules of Phygital dancing or the Technical Rules, and other Regulatory documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions imposed by the Rules Phygital dancing. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);

- ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
  - 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
  - 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
  - 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
  - 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for conducting Matches**

- 8.1. Game version: Just Dance 2025 Edition with a Just Dance+ subscription.
- 8.2. Game console: .
- 8.3. Match settings:
  - Game mode: Single Tracks;
  - The tracks (songs) list provided by the Organizer is included as Appendix No. 1 to the Technical Rules and is an integral part hereof.
- 8.4. Turning on/off modifiers and game settings is prohibited.
- 8.5. Participants are forbidden from pausing their own track (song) or the track of another participant while performing to the track.

## **9. Determination of the Winner and Prize-winners**

- 9.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 9.2. The teams defeated in the semifinals play a Match for the third place.
- 9.3. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 9.4. Award procedure for the winner and prize-winners shall be determined as follows: .

## **10. Final provisions**

- 10.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer without additional notification sent to participants.

- 10.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 10.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

1. Teams participating in the Competition are divided into two groups of 4 teams, where matches are played in the “GSL without a 5th match” format the Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the semifinals in the following order:
  - semifinal;
  - 3rd place match;
  - Final.The tournament matches are played following the fixed bracket (as outlined in Appendix 2).
2. The “GSL without a 5th Match” format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the semifinals.

Teams play semifinal matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place.

The team winning the Final match becomes the Competition winner.
4. The teams compete in Single Elimination matches in the Bo3 format (up to two wins).
5. The team that earns the most points from completing a single track (song) wins the round.

The team that wins two rounds secures the match in the Bo3 format.

### Track (song) list

No	Artist	The title of the track (song)
<b>Group stage tracks (1st stage)</b>		
1	Sorcerer	Dagomba
2	Bog Bog Orkestar	Isidora
3	Disney's Frozen	Let It Go
<b>Group stage tracks (2nd stage)</b>		
4	Wanko Ni Mero Mero	Chiwawa
5	Glorious Black Belts	Kool Kontakt
6	Disney's "Violetta"	Junto a Ti
<b>Group stage tracks (3rd stage)</b>		
7	Cheb Salama	Leila
8	Dancing Bros.	In The Hall Of The Pixel King
9	Disney's Moana	How Far I'll Go
<b>The Semi-Final's tracks</b>		
10	The Bouzouki's	Epic Sirtaki
11	Bollywood Santa	XMas Tree
12	Diva Carmina	Drop The Mambo
<b>The Final's and 3rd place match tracks</b>		
13	Latino Sunset	Carnaval Boom
14	Wanko Ni Mero Mero	Sayonara
15	DJ Absi	Yameen Yasar

Tournament bracket

		Group Stage						Semi-final		3-rd place		Final			
		1st stage		2nd stage		3rd stage									
<b>Group A</b>		1	Score		7	Score									
	-	Team 1	0	-	Winner 1	0									
	-	Team 2	0	-	Winner 2	0									
		2	Score		5	Score		9	Score		11	Score			
-	Team 3	0	-	Loser 1	0	-	Loser 8	0	-	Winner 7	0				
-	Team 4	0	-	Loser 2	0	-	Winner 5	0	-	Winner 10	0				
											13	Score			
											-	Loser 11	0		
											-	Loser 12	0		
													14	Score	
													-	Winner 11	0
													-	Winner 12	0
<b>Group B</b>		3	Score		8	Score		10	Score		12	Score			
	-	Team 5	0	-	Winner 3	0	-	Loser 7	0	-	Winner 8	0			
	-	Team 6	0	-	Winner 4	0	-	Winner 6	0	-	Winner 9	0			
		4	Score		6	Score									
-	Team 7	0	-	Loser 3	0										
-	Team 8	0	-	Loser 4	0										





**TECHNICAL RULES FOR  
PHYGITAL DANCING.**

**16 TEAMS**

## GUIDELINES

### on how to fill in the blanks in the Template of the Technical Rules of the Phygital Dancing

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition, as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition for the Phygital Dancing.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase: "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in the Phygital dancing by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.2. of Article 8, specify the name of the game console (Nintendo Switch, PlayStation, Xbox, etc.).
9. In paragraph 9.4 of Article 9, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.



**TECHNICAL RULES**of the 

(Phygital Dancing)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competition, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital dancing), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and panels of referees of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competitions.

**Organizer** is [REDACTED].

**Rules of Phygital dancing** are the rules of Phygital dancing approved by the WPC.

**Competition** is the [REDACTED].

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding the Competition.

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The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

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## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital dancing in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital dancing) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 16 (sixteen) teams participating in the Competition, with 1 (one) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 1 (one) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
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- 6.1. Undisciplined behavior, as well as any other behavior that goes against standards and requirements set forth in the Rules of Phygital dancing, the Technical rules, and Regulatory documents, will result in consequences such as a warning, removal, or disqualification. The Regulatory documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If the start or recommencement of the Match is delayed by more than 10 minutes, the participant may be awarded a forfeit in the respective round's Match.
- 6.3. Deliberate interference with Matches and unruly behavior during the Competition may lead to the imposition of sports sanctions, including possible disqualification, for the offender.
- 6.4. Participants may be subject to the following sanctions:
  - in case of non-adherence to clause 8.4 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
  - in case of non-adherence to clause 8.5 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
  - in case of violation of the requirements set forth in sub-clause 2 of clause 4.2 of the Technical Rules, the participant may be penalized by either a deduction of 1,000 points or a forfeit in the Match;
  - If the referees, after considering a participant's claim of technical issues as per sub-clause 5, clause 4.1 of the Technical Rules, find no evidence of such problems, the participant may face a penalty of either a 1,000-point deduction or a forfeit in the Match.
- 6.5. If a Competition participant violates a rule not explicitly outlined in Rules of Phygital dancing or the Technical Rules, and other Regulatory documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions imposed by the Rules Phygital dancing. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);

- ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
  - 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
  - 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
  - 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
  - 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for conducting Matches**

- 8.1. Game version: Just Dance 2025 Edition with a Just Dance+ subscription.
- 8.2. Game console: .
- 8.3. Match settings:
  - Game mode: Single Tracks;
  - The tracks (songs) list provided by the Organizer is included as Appendix No. 1 to the Technical Rules and is an integral part hereof.
- 8.4. Turning on/off modifiers and game settings is prohibited.
- 8.5. Participants are forbidden from pausing their own track (song) or the track of another participant while performing to the track.

## **9. Determination of the Winner and Prize-winners**

- 9.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 9.2. The teams defeated in the semifinals play a Match for the third place.
- 9.3. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 9.4. Award procedure for the winner and prize-winners shall be determined as follows: .

## **10. Final provisions**

- 10.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer without additional notification sent to participants.



- 10.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 10.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

1. The teams participating in the Competition are divided into four groups of 4 teams, which play matches in the "GSL without the 5th match" format. The GOF Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the quarter finals in the following order:

- quarter final;
- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 1).

2. The "GSL without a 5th Match" format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the quarterfinals.

Teams play the 1/4 finals to advance to the semifinals. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.

### Track (song) list

No	Artist	The title of the track (song)
<b>Group stage tracks (1st stage)</b>		
1	Sorcerer	Dagomba
2	Bog Bog Orkestar	Isidora
3	Disney's Frozen	Let It Go
<b>Group stage tracks (2nd stage)</b>		
4	Wanko Ni Mero Mero	Chiwawa
5	Glorious Black Belts	Kool Kontakt
6	Disney's "Violetta"	Junto a Ti
<b>Group stage tracks (3rd stage)</b>		
7	Cheb Salama	Leila
8	Dancing Bros.	In The Hall Of The Pixel King
9	Disney's Moana	How Far I'll Go
<b>The Quarter-Final's tracks</b>		
10	Equinox Stars	Cosmic Party
11	O'Callaghan's Orchestra	Irish Meadow Dance
12	Disney's Mulan	I'll Make A Man Out of You
<b>The Semi-Final's tracks</b>		
13	The Bouzouki's	Epic Sirtaki
14	Bollywood Santa	XMas Tree
15	Diva Carmina	Drop The Mambo
<b>The Final's and 3rd place match tracks</b>		
16	Latino Sunset	Carnaval Boom
17	Wanko Ni Mero Mero	Sayonara
18	DJ Absi	Yameen Yasar

## Appendix 2 to the Technical Rules

### Tournament bracket

		Group Stage						Quarter-final			Semi-final			3-rd place			Final		
		1st stage			2nd stage			3rd stage											
<b>Group A</b>	1	Score	Pen		11	Score	Pen												
	- Team 1	0	0		- Winner 1	0	0												
	- Team 2	0	0		- Winner 2	0	0												
<b>Group B</b>	2	Score	Pen		9	Score	Pen												
	- Team 3	0	0		- Loser 1	0	0												
	- Team 4	0	0		- Loser 2	0	0												
<b>Group B</b>	3	Score	Pen		12	Score	Pen	17	Score	Pen	21	Score	Pen						
	- Team 5	0	0		- Winner 3	0	0	- Loser 12	0	0	- Winner 15	0	0						
	- Team 6	0	0		- Winner 4	0	0	- Winner 9	0	0	- Winner 17	0	0						
	4	Score	Pen		10	Score	Pen	18	Score	Pen	22	Score	Pen	25	Score	Pen			
	- Team 7	0	0		- Loser 3	0	0	- Loser 11	0	0	- Winner 16	0	0	- Winner 21	0	0			
- Team 8	0	0		- Loser 4	0	0	- Winner 10	0	0	- Winner 18	0	0	- Winner 22	0	0				
<b>Group C</b>	5	Score	Pen		15	Score	Pen	19	Score	Pen	23	Score	Pen	26	Score	Pen	27	Score	Pen
	- Team 9	0	0		- Winner 5	0	0	- Loser 16	0	0	- Winner 11	0	0	- Winner 23	0	0	- Loser 25	0	0
	- Team 10	0	0		- Winner 6	0	0	- Winner 13	0	0	- Winner 19	0	0	- Winner 24	0	0	- Loser 26	0	0
	6	Score	Pen		13	Score	Pen	20	Score	Pen	24	Score	Pen						
	- Team 11	0	0		- Loser 5	0	0	- Loser 15	0	0	- Winner 12	0	0						
- Team 12	0	0		- Loser 6	0	0	- Winner 14	0	0	- Winner 20	0	0							
<b>Group D</b>	7	Score	Pen		16	Score	Pen												
	- Team 13	0	0		- Winner 7	0	0												
	- Team 14	0	0		- Winner 8	0	0												
<b>Group D</b>	8	Score	Pen		14	Score	Pen												
	- Team 15	0	0		- Loser 7	0	0												
	- Team 16	0	0		- Loser 8	0	0												





**TECHNICAL RULES FOR  
PHYGITAL DANCING.**

**32 TEAMS**

## GUIDELINES

### on how to fill in the blanks in the Template of the Technical Rules of the Phygital Dancing

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition, as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition for the Phygital Dancing.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase: "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in the Phygital dancing by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.2. of Article 8, specify the name of the game console (Nintendo Switch, PlayStation, Xbox, etc.).
9. In paragraph 9.4 of Article 9, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.

**TECHNICAL RULES**of the 

(Phygital Dancing)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competition, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital dancing), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and panels of referees of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competitions.

**Organizer** is [REDACTED].

**Rules of Phygital dancing** are the rules of Phygital dancing approved by the WPC.

**Competition** is the [REDACTED].

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding the Competition.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.



## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital dancing in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital dancing) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 32 (thirty-two) teams participating in the Competition, with 1 (one) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 1 (one) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform;
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:  
[REDACTED]
  - the Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted,

as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Agency.

- the Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. For each stage of the Competition, the Organizer provides a list of tracks (songs), as detailed in Appendix No. 1 of the Technical rules. During each stage of the Competition, the Organizer selects tracks (songs) from the designated list by a draw, and once a track has been played, it cannot be repeated.

Throughout the competition, except for the Final, the difficulty ratings of single tracks (songs) used are low, moderate, or intense.

In the Final, only tracks (songs) with an intense difficulty rating are used.
- 3.4. The scoring procedures and protocol for participants are established by Just Dance's in-game algorithms, with calculations performed automatically by the software.
- 3.5. The Competition schedule, including the dates, time and venue of the Matches and semifinal pairs and bracket shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.

## **4. Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
  - 2) obtain information regarding the results achieved at the Competition;
  - 3) address the Chief Panel of Judges through a team representative or a coach;
  - 4) use one break not exceeding 10 (ten) minutes between tracks (songs) during a Match. The Competition participant shall notify the referees of the need for a break after completing their dance to a particular track (song);
  - 5) notify the referees of any technical issues experienced during the Match
- Attend the competition with a coach or official team representative.

### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory documents instructions and the Organizers' requirements;

- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 6) strictly comply with the order of entering the Field of Play, as established by the draw;
- 7) Participants must be prepared for the Match and report their readiness within two minutes of entering the FoP;
- 8) report readiness to proceed with the track (song) within 2 (two) minutes of completing the respective previous track;
- 9) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) comply with safety, equipment operation and anti-doping regulations;
- 11) adhere to the dress code and other outfit requirements for Competition participants as approved by the Organizer;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory documents. They shall also sign it and provide any required information if needed;
- 13) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or their Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere with the game process, thus disrupting the natural flow of the Match (including crossing the boundary line);
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and execution of the Competition, violate Rules of Phygital dancing, provisions of these Technical Rules and other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to

themselves and/or create obstacles for their opponent with respect to the normal course of the Match;

- 9) use multiple accounts in the Competition by a single participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) use of any unauthorized items, inventory, or equipment that is not permitted by Rules of Phygital dancing, the Technical Rules, or other Regulatory documents of the Competition, and poses a potential risk to the safety and well-being of others and/or the participant.
- 12) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee Matches. The composition of the Brigade of Referees for Competition Matches will be determined in accordance with the Regulatory documents of the Organizer.
- 5.3. In the course of the Competition Matches, referees are strategically positioned adjacent to the players, ensuring they are situated on various sides to maintain.
- 5.4. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.5. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and penalties**

- 6.1. Undisciplined behavior, as well as any other behavior that goes against standards and requirements set forth in the Rules of Phygital dancing, the Technical rules, and Regulatory documents, will result in consequences such as a warning, removal, or disqualification. The Regulatory documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If the start or recommencement of the Match is delayed by more than 10 minutes, the participant may be awarded a forfeit in the respective round's Match.
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- 6.4. Participants may be subject to the following sanctions:
  - in case of non-adherence to clause 8.4 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
  - in case of non-adherence to clause 8.5 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
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  - If the referees, after considering a participant's claim of technical issues as per sub-clause 5, clause 4.1 of the Technical Rules, find no evidence of such problems, the participant may face a penalty of either a 1,000-point deduction or a forfeit in the Match.
- 6.5. If a Competition participant violates a rule not explicitly outlined in Rules of Phygital dancing or the Technical Rules, and other Regulatory documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions imposed by the Rules Phygital dancing. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
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  - absence of equal conditions for athletes during a sport activity;
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- ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
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  - 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
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- 8.1. Game version: Just Dance 2025 Edition with a Just Dance+ subscription.
- 8.2. Game console: .
- 8.3. Match settings:
  - Game mode: Single Tracks;
  - The tracks (songs) list provided by the Organizer is included as Appendix No. 1 to the Technical Rules and is an integral part hereof.
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## **9. Determination of the Winner and Prize-winners**

- 9.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 9.2. The teams defeated in the semifinals play a Match for the third place.
- 9.3. The teams that secure second and third place in the Competition will be recognized as prize winners.
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otherwise stated by the Organizer without additional notification sent to participants.

- 10.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 10.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

1. Teams participating in the Competition are divided into eight groups of 4 teams, where matches are played in the “GSL without a 5th match” format the Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the 1/8 finals in the following order:

- 1/8 final
- quarter final;
- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 2).

2. The “GSL without a 5th Match” format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the 1/8 finals.

The teams compete in the 1/8 final stage to progress to the quarterfinals. The teams compete in the quarterfinal stage to progress to the semifinals. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.



### Track (song) list

No	Artist	The title of the track (song)
<b>Group stage tracks (1st stage)</b>		
1	Sorcerer	Dagomba
2	Bog Bog Orkestar	Isidora
3	Disney's Frozen	Let It Go
<b>Group stage tracks (2nd stage)</b>		
4	Wanko Ni Mero Mero	Chiwawa
5	Glorious Black Belts	Kool Kontakt
6	Disney's "Violetta"	Junto a Ti
<b>Group stage tracks (3rd stage)</b>		
7	Cheb Salama	Leila
8	Dancing Bros.	In The Hall Of The Pixel King
9	Disney's Moana	How Far I'll Go
<b>1/8 Final's tracks</b>		
10	Cast from Encanto	We Don't Talk About Bruno
11	Disney's Tangled	When Will My Life Begin
12	Disney's Hercules	Zero To Hero
<b>The Quarter-Final's tracks</b>		
13	Equinox Stars	Cosmic Party
14	O'Callaghan's Orchestra	Irish Meadow Dance
15	Disney's Mulan	I'll Make A Man Out of You
<b>The Semi-Final's tracks</b>		
16	The Bouzouki's	Epic Sirtaki
17	Bollywood Santa	XMas Tree
18	Diva Carmina	Drop The Mambo
<b>The Final's and 3rd place match tracks</b>		
19	Latino Sunset	Carnaval Boom
20	Wanko Ni Mero Mero	Sayonara
21	DJ Absi	Yameen Yasar

Tournament bracket

Group Stage				1/8 final		Quarter-final		Semi-final		3-rd place		Final			
	1st stage			2nd stage			3rd stage								
	Group A	1	Score	Pen*	25	Score	Pen								
- Team 1		0	0	- Winner 1	0	0									
- Team 2		0	0	- Winner 2	0	0									
Group B	2	Score	Pen	17	Score	Pen									
	- Team 3	0	0	- Loser 1	0	0									
	- Team 4	0	0	- Loser 2	0	0									
Group C	3	Score	Pen	26	Score	Pen									
	- Team 5	0	0	- Winner 3	0	0									
	- Team 6	0	0	- Winner 4	0	0									
Group D	4	Score	Pen	18	Score	Pen									
	- Team 7	0	0	- Loser 3	0	0									
	- Team 8	0	0	- Loser 4	0	0									
Group E	5	Score	Pen	27	Score	Pen	33	Score	Pen	41	Score	Pen			
	- Team 9	0	0	- Winner 5	0	0	- Loser 26	0	0	- Winner 27	0	0			
	- Team 10	0	0	- Winner 6	0	0	- Winner 17	0	0	- Winner 33	0	0			
Group F	6	Score	Pen	19	Score	Pen	34	Score	Pen	42	Score	Pen			
	- Team 11	0	0	- Loser 5	0	0	- Loser 25	0	0	- Winner 28	0	0			
	- Team 12	0	0	- Loser 6	0	0	- Winner 18	0	0	- Winner 34	0	0			
Group G	7	Score	Pen	28	Score	Pen	35	Score	Pen	43	Score	Pen	49	Score	Pen
	- Team 13	0	0	- Winner 7	0	0	- Loser 28	0	0	- Winner 25	0	0	- Winner 41	0	0
	- Team 14	0	0	- Winner 8	0	0	- Winner 19	0	0	- Winner 35	0	0	- Winner 42	0	0
Group H	8	Score	Pen	20	Score	Pen	36	Score	Pen	44	Score	Pen	50	Score	Pen
	- Team 15	0	0	- Loser 7	0	0	- Loser 27	0	0	- Winner 26	0	0	- Winner 43	0	0
	- Team 16	0	0	- Loser 8	0	0	- Winner 20	0	0	- Winner 36	0	0	- Winner 44	0	0
Group I	9	Score	Pen	29	Score	Pen	37	Score	Pen	45	Score	Pen	51	Score	Pen
	- Team 17	0	0	- Winner 9	0	0	- Loser 30	0	0	- Winner 31	0	0	- Winner 45	0	0
	- Team 18	0	0	- Winner 10	0	0	- Winner 21	0	0	- Winner 37	0	0	- Winner 46	0	0
Group J	10	Score	Pen	21	Score	Pen	38	Score	Pen	46	Score	Pen	52	Score	Pen
	- Team 19	0	0	- Loser 9	0	0	- Loser 29	0	0	- Winner 32	0	0	- Winner 47	0	0
	- Team 20	0	0	- Loser 10	0	0	- Winner 22	0	0	- Winner 38	0	0	- Winner 48	0	0
Group K	11	Score	Pen	30	Score	Pen	39	Score	Pen	47	Score	Pen	53	Score	Pen
	- Team 21	0	0	- Winner 11	0	0	- Loser 32	0	0	- Winner 29	0	0	- Winner 49	0	0
	- Team 22	0	0	- Winner 12	0	0	- Winner 23	0	0	- Winner 39	0	0	- Winner 50	0	0
Group L	12	Score	Pen	22	Score	Pen	40	Score	Pen	48	Score	Pen	54	Score	Pen
	- Team 23	0	0	- Loser 11	0	0	- Loser 31	0	0	- Winner 30	0	0	- Loser 53	0	0
	- Team 24	0	0	- Loser 12	0	0	- Winner 24	0	0	- Winner 40	0	0	- Winner 54	0	0
Group M	13	Score	Pen	31	Score	Pen									
	- Team 25	0	0	- Winner 13	0	0									
	- Team 26	0	0	- Winner 14	0	0									
Group N	14	Score	Pen	23	Score	Pen									
	- Team 27	0	0	- Loser 13	0	0									
	- Team 28	0	0	- Loser 14	0	0									
Group O	15	Score	Pen	32	Score	Pen									
	- Team 29	0	0	- Winner 15	0	0									
	- Team 30	0	0	- Winner 16	0	0									
Group P	16	Score	Pen	24	Score	Pen									
	- Team 31	0	0	- Loser 15	0	0									
	- Team 32	0	0	- Loser 16	0	0									



**TECHNICAL RULES FOR  
PHYGITAL SHOOTER.**

**GENERAL**

**GUIDELINES**  
**on how to fill in the blanks in the Technical Rules of**  
**Phygital Shooter**

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition, and Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital shooter.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase: "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital shooter by completing the phrase: "Competition is the...".
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In paragraph 3.1 of Article 3, specify:
  - the number of teams participating in the competition;
  - the number of athletes in the team;
  - the number of persons (staff) that the team can hire (coaches, team officials, representatives of administrative or technical staff).
8. In subparagraph 3 of paragraph 3.1 of Article 3, specify the minimum age of the athlete to participate in the competition.
9. In subparagraph 6 of paragraph 3.1 of Article 3, specify:
  - deadline (number of days before the start of the competition) for submitting an application for participation in the competition;
  - an e-mail address the participants can use to send an application for participation in the competition.
10. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
11. In paragraph 8.3 of Article 8, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

  - specify the size of the prize pool, awarded places and size of the prize for each place;
  - indicate that there is no prize pool at all;
  - indicate that the prize pool shall be announced separately no later than exact date.

12. General note to paragraph 9: when using a different video game (not CS2), specify the name of such a video game and describe its in-game settings using the same principle.
13. In paragraph 9.2, list the video game maps to be used in Phygital shooter competition matches.
14. In subparagraph 1 of paragraph 9.6 of Article 9, specify the number of rounds played in a match (in the "best of" format)
15. In paragraph 9.7 of Article 9, specify the number of rounds after which the teams swap sides.
16. In paragraph 9.8 of Article 9, specify the number of rounds after which the team automatically becomes the winner of the match.
17. In the empty fields of paragraph 10.2.1 of Article 10, specify the minimum and maximum length, as well as the minimum and maximum width of the playground on which the physical stage of the match will take place.

**TECHNICAL RULES**  
of the  
(Phygital Shooter)

## 1. Glossary and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Shooter), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**Rules of Phygital Shooter** are the official rules of the of the Phygital shooter, approved by the WPC.

**Organizer** is

**Competition** is the .

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding Competition.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Shooter in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Shooter) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The Competition will be held from                    to                    .
- 2.4. Competition venue:                    .

## 3. Competition System

- 3.1. There are                    teams competing in the Competition, with                    athletes in each team For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than                    people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age -                    years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than                    days prior to the Competition start date via e-mail:                    .
  - A list of documents (personal and medical) that must be provided with the Application:
    - Identification Card (ID)
    - other documents:                    .
  
- The Organizer has the right to refuse to accept the application in case of violations of the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect the reputation



and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. The competition schedule, which includes the dates, times, and locations of the matches, is established by the Organizer and communicated to the participants well in advance of the competition.
- 3.4. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Participants may be substituted up to 24 hours prior to the start of the Competition that the Team is participating in, as long as they meet the criteria for submitting the Application Form.

## **4. Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly, fairly and in accordance with the rules of a respective discipline.
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach.

### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 6) Strictly comply with the order of entering the FoP, as established by the draw.
- 7) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally

liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;

- 8) In Digital stage competitor shall use the same license account and the same nickname.
- 9) In the Physical stage participants shall wear the same uniform. At the same time the participants have the right to use personal headgear: bandanas, caps without brims or hair bands, and they have the right to additionally wear elbow and knee protection, gloves, etc.
- 10) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 11) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) commit other actions that hinder the normal organization and progress of the Competition, contrary to the Rules of Phygital Sports, provisions of the Technical Rules, other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information (including watching the live broadcast of the Competition);
- 8) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of wrongful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.
- 9) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 10) use multiple accounts in the Competition by a single participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;
- 11) In Digital stage the participants are prohibited from using any software that affects the in-game mechanics, including software designed to change in-

game parameters in order to give an advantage and (or) create obstacles to the normal course of the match to the opponent.

- 12) use any items, equipment or gear which are not provided for by the Rules of the Phygital Sports, the Technical Rules or other regulatory documents which pose a potential hazard to the life and/or health of others and/or the participant himself/herself;
- 13) in Physical stage an athlete may not use electronic or mechanical gadgets and/or sound or voice amplifiers to communicate with other persons during any round of the game.
- 14) in the Physical stage of the competition, participants are prohibited from using any equipment, such as laser sight-pointers, flashlights, or additional laser tag devices, that could potentially cause harm to other participants, unless specifically provided or approved by the Organizer.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined by the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for the Competition matches shall be determined under the procedure stipulated by the Regulatory documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.4. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and Penalties**

- 6.1. Undisciplined behavior, as well as any other behavior contrary to the Rules of Phygital Sports, norms and rules stipulated by the Technical Rules, is punishable by a caution, sending-off or disqualification. The Regulatory Documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If a Competition participant violates a rule not explicitly outlined in the Technical Rules, and other Regulatory Documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions imposed by the Rules of Phygital Sports.

This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

- 6.3. If the start or recommencement of the match is delayed by more than 10 minutes, the participant may be awarded a Technical forfeit.
- 6.4. Sending an excessive number of messages (flood) to the in-game 'chat' can lead to sports sanctions being imposed on the sender from a caution to disqualification, depending on the number and frequency of messages sent.
- 6.5. Participants who have the record of being blocked by the publisher and/or manufacturer of a video game, and who have been caught cheating, including for the use of banned software, and who have a reputation that will adversely affect the public perception of the Competition, may not be allowed to participate, or may be disqualified without the right to appeal.
- 6.6. The Competition referee has the right to caution participants for the following infractions:
  - committing prohibited moves and actions in the video game or during a Physical stage, the use of forbidden characters and items, glitches and bugs (if such were found out after playing back the recorded video of the game - a decision is made to cancel the match results and award a forfeit to the offending party);
  - stopping a video game;
  - quitting a video game or stopping a laser tag match before the end of the final round without permission of the Competition referee;
  - insulting players/teams, referees, the Organizer, use of foul language, as well as making negative and offensive remarks about the players/teams, referees or the Organizer;
  - aggressive behavior;
  - immoral/unsportsmanlike conduct and other undisciplined behavior.
- 6.7. The Competition referee has the right to award a forfeit to a team for the following infractions:
  - infractions of the Technical Rules for which there is no sanction in the form of a caution;
  - a repeated infraction as stipulated by Paragraph 6.5 of the Technical Rules.
- 6.8. Supplementary grounds for liability for violations during the Physical stage are outlined in the penalty table (Appendix No. 3), which is an integral part of these Technical Regulations.
- 6.9. If a player violates multiple rules listed in the penalty table (Appendix No. 3) simultaneously, they will receive the maximum penalty as outlined in the penalty table. Therefore, if a player breaches two rules simultaneously, they will incur the maximum penalty points as per the penalty table. For instance, the first foul will result in a 25% reduction in HP, while the second violation will lead to a 50% drop, leaving the player to begin the next round with a 50% decrease in HP. If both penalty points are equal, then one warning is issued. If a player violates

three or more rules at the same time, they are disqualified for the entire match and miss the next match (Digital and Physical stages).

- 6.10. If a player who has violated the rules is replaced at the end of the round, the penalty points in the next round are transferred to a player on the team participating in the round, as determined by the team.
- 6.11. If a player violates the rules in the final round of the Physical stage, the penalty carries over to the next match. This means that the player will start the first round of the Physical stage in the next match with the penalty already taken into account.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Determination of the Winner and Prize-winners**

- 8.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 8.2. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 8.3. Award procedure for the winner and prize-winners shall be determined as follows:

## 9. The specifics of the Digital stage (type of CS2 program)

- 9.1. The latest, up-to-date licensed version of the CS2 video game is used for the Competition.
- 9.2. The competition is held on the maps:

The map pool may be adjusted based on the current selection of competition maps approved by the game publisher for the duration of the Competition.
- 9.3. The map selection system requires team captains to take turns banning one map for use in the match until only two maps are left to be played for the corresponding match. The map ban order for the match is determined by a draw to decide which team bans first.
- 9.4. To determine the starting side for the first round, a knife round is played at the beginning of each match, and the winner of the knife round gets to choose their preferred side. The knife round is not part of the regular rounds and does not count towards the match score.
- 9.5. After the knife round, the match transitions to the selected map to begin the game.
- 9.6. Match settings:
  - rounds: best out of (mp\_maxrounds );
  - Round time: 1 minute 55 seconds (mp\_roundtime 1.92);
  - Starting money: 800 US dollars (mp\_startmoney 800);
  - Freeze time: 20 seconds (mp\_freezetime 20);
  - Buy time: 20 seconds (mp\_buytime 20);
  - Bomb explosion timer: 40 seconds (mp\_c4timer 40);
  - Overtimes: best of 6 (mp\_overtime\_maxrounds 6);
  - Overtime start money: \$12,500 (mp\_overtime\_startmoney 12,500);
  - Round restart delay: 5 seconds (mp\_round\_restart\_delay 5);
  - Overtime break: disabled;
  - Prohibited items: none (mp\_items\_prohibited "").
- 9.7. At the end of the first rounds, the teams swap sides.
- 9.8. If one team wins rounds in the game, they become the game winner.
- 9.9. The competition is held using equipment provided by the Competition Organizer. With the referees' permission, players are permitted to use their own peripherals such as keyboards and mice.
- 9.10. During the Digital stage, a coach (behind the players) and five players registered for this stage are allowed a platform.

## 10. The specifics of the Physical stage (Laser tag)

- 10.1. The Physical stage takes place in the "Digital Flame Activation" format.
- 10.2. "Digital Flame Activation" format

10.2.1. “Digital Flame Activation” is a match format in which each of the two competing teams plays on defense or offence in a given round.

The size of the FoP for the Physical stage in the “Digital Fire Activation” format is as follows:

- Length: minimum of \_\_\_\_\_ meters, maximum of \_\_\_\_\_ meters;
- Width: minimum of \_\_\_\_\_ meters, maximum of \_\_\_\_\_ meters.

The specified dimensions of the FoP only pertain to the competition field area and do not encompass any auxiliary or technical rooms and zones.

10.2.2. Two (2) teams compete in the match, with five (5) athletes in each team. The team has the right to change the athlete roster to play the round before the start of the corresponding round. Only participants registered for the corresponding match can take part in the Physical stage.

10.2.3. The team that played on offense in the last round at the Digital match stage, plays on defense at the Physical stage. When changing sides, the teams also change the colors of the tactical helmet and load bearing vest/armor vest indicators.

10.2.4. The goal of the offensive team in the round is to “activate the digital flame” at one of the specially designated objects on the playground within the allotted time. The goal of the defensive team is to defend the designated objects and prevent the activation of the digital flame.

10.2.5. The offensive team wins if it has succeeded in “activating the digital flame” in the allotted time of the round.

10.2.6. The defensive team wins if the opposing team has failed to “activate the digital flame” in the allotted time of the round.

10.2.7. If one of the teams has deactivated all players of the opposing team, such a team wins the round.

10.2.8. At the end of the first 5 rounds, the teams swap sides.

10.2.9. A round ends ahead of time in the following cases:

- all players of a team have been deactivated;
- an offensive team has “activated the digital flame” at one of the specially designated objects;
- a defensive team has “deactivated the digital flame” at one of the specially designated objects;

10.2.10. A player’s standard equipment includes a tactical helmet, a load bearing vest/armor vest with kill sensors, two taggers and a one-point belt. Each player receives 100 health points (HP), 1 life (cannot be revived after being deactivated).

Each player must have a number which has to be put down on the match application form and also displayed on the player’s equipment elements. The number must be a different color from the uniform and be easily readable. Preferable elements where the number can be displayed are a tactical helmet and the load bearing vest/armor vest.



All participants must ensure that their personal equipment adheres to the Equipment Requirements outlined in these Technical Regulations.

10.2.11. Once deactivated a player must sit down on the floor in a playground spot where he/she will minimally interfere with the game process and put the tagger next to him/her. In the case of deactivation in an open space or on the scene where the game process is fully ongoing (shooting takes place between two or more players), the deactivated player must assess the situation and remain in place or move to a point where he/she will minimally interfere with the proceedings. Having taken a position, such a player should remain in it until the end of the round.

10.2.12. Activation and deactivation of the Digital flame

- Activation and/or deactivation is done by entering a password and firing a confirmation shot (to avoid activation and/or deactivation from being done by a deactivated player);
- Before the start of a round, the Organizer sets the activation and deactivation passwords and communicates them to all Match participants. The password must contain four (4) characters;
- Time set to detonation is 40 (forty) seconds.

10.2.13. Before the start of the Physical stage, each team is equipped with taggers, also known as "guns" or "assault rifles" (7 pieces), with the following characteristics:

<b>Parameters</b>	<b>Automatic gun/Assault rifle</b>
<i>Number of cartridges</i>	10
<i>Number of bullets in a cartridge</i>	30
<i>Firing mode</i>	automatic
<i>Rate of fire (shots per minute)</i>	550
<i>Damage</i>	25
<i>Reload time (seconds)</i>	6
<i>IR (infrared) power</i>	100%
<i>Barrel-mounted kill sensor</i>	off
<i>Friendly fire</i>	off
<i>Shock (seconds)</i>	0.1
<i>Invulnerability (seconds)</i>	0.5



## **11. Uniform (Equipment) Requirements**

### 11.1. Compulsory uniform (equipment)

#### **11.1.1. Digital stage**

- T-short with long or short sleeves
- Jeans or trousers
- All team members must wear same design T-shirts and trousers (jeans)
- Track suit trousers are not allowed
- Neutral color (black or white) equipment is allowed

#### **11.1.2. Physical stage**

- One color tone clothing, including combat shirt and combat trousers
- One color tone T-shirt
- Sneakers

Participants are responsible for providing their own equipment for the Digital stage, while the Organizer will supply all equipment for the Physical stage, with the exception of footwear.

### 11.2. Slogans, statements, images and advertising on the Equipment

- All participants' uniforms must be suitable for performance in the discipline and may not display any signs, text or combination of symbols that could be offensive.
- when displaying advertising logos on the uniform, it is important to ensure a minimum distance of at least five centimeters between each logo. Additionally, all advertising logos must be coordinated with the Organizer at the time of applying for participation to ensure proper placement;
- the equipment must be free from any religious or political inscriptions or images.

11.3. The Organizer establishes any additional requirements for participants' outfitting and advertisement placement.

## **12. Final provisions**

12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.

12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.

12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

*WPC Note: outlined below is the format recommended by the WPC for an 8-team competition. In the case of a Competition with a different number of teams and using a different system, please describe it in Appendix 1 (below) in a similar form or contact the WPC*

1. The teams participating in the Competition begin with a group stage, in which they compete in round-robin matches. During the group stage, teams earn points based on their performance in each match. In the final group stage standings, teams are ranked according to the total points earned in all group stage matches of the competition, with the top-ranked team having the most points and the bottom-ranked team having the fewest. The Organizer determines the group composition and schedule of group stage matches through a draw.

At the conclusion of the group stage, if two or more teams have equal points, the advantage is given to the team based on the following criteria in sequential order:

- victories in head-to-head matches between these teams;
- greater number of wins in all group stage matches;
- greater number of wins in the Digital stage games in all group stage matches;
- greater number of wins in the Physical stage games in all group stage matches;
- greater number of frags in both stages in all group stage matches;
- if all the above criteria are equal, the placement of teams is decided by draw.

The top two teams from each group will advance to the next stage of the competition (playoff), where they will compete in a knockout format, starting from the 1/2 final stage in the following order:

- semifinal;
- 3rd place match;
- Final.

The top team from Group A will advance to the semi-finals to face off against the second-place team from Group B. The top team from Group B will advance to the semi-finals to face off against the second-place team from Group A.

Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The winner of the final match becomes the champion of the Competition.

The tournament matches are played following the fixed bracket.

2. All group stage matches in the Competition consist of both the Digital and Physical stages, while playoff matches involve the Digital stage and, if needed, the Physical stage.

## **2.1. Group stage**

In every group stage match, teams can earn between 0 and 3 points. A team is awarded 1 point for winning each game in both the Digital and Physical stages.

### **2.1.1. Digital stage of the group stage (type of program: CS:GO).**

The CS2 digital stage of the group stage is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. In the event that both teams have won an equal number of rounds (12 each) at the end of the game (map), an overtime will be initiated in a "best of 6" (mp\_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp\_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. In overtimes teams do not pick the sides. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). During the break, the teams swap sides. Teams continue to compete in overtimes until the winner is determined.

The duration of one game round (map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (round) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

### **2.1.2. Physical Stage (Laser Tag).**

The Physical stage of the group stage is held in accordance with the Technical Rules and other Regulatory Documents of the Organizer. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format. The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

2.1.3. The break between stages is 15 (fifteen) minutes.

2.1.4. The match winner is determined by the team that accumulates a total of 2 or 3 points throughout both stages.

## **2.2. Playoff**

### **2.2.1. Digital stage of the playoffs (type of program: CS2).**

The Digital stage of CS2 in the playoff is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. In the event that both teams have won an equal number of rounds at the end of the game (map), an overtime will be initiated in a "best of 6" (mp\_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp\_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). During the break, the teams swap sides. Teams continue to compete in overtimes until the winner is determined.

The duration of one game round (map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (round) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

### **2.2.2. Physical stage of the playoffs (type of program: CS2).**

The Physical stage of the playoffs is only held in the event of a 1:1 tie in the Digital stage.

The Physical stage of the playoffs is held in accordance with the Technical Rules and other Regulatory Documents. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format.

The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

2.2.3. The break between stages is 15 (fifteen) minutes.

### **2.3. Determining the winner of the match**

If one of the teams secures two victories in games (maps) by the end of the Digital stage, they will be declared the winner of the match with a score of 2:0.

In the event of a 1:1 tie at the end of the Digital stage, the match proceeds to the Physical stage for further determination.

If a Physical stage occurs, the team that emerges victorious in the Physical stage with a final score of 2:1 is declared the winner of the match.

**Tournament bracket**

		Group stage*					Play-off		
		Round 1	Round 2	Round 3		Semifinals		Final 3rd place	
		1	5	9					
		Team 1	Team 1	Team 3					
A	Team 1	Team 4	Team 2	Team 1		13			
	Team 2					1st place A			
	Team 3	2	6	10		2nd place B			
	Team 4	Team 2	Team 4	Team 2					
		Team 3	Team 3	Team 4				16	
								Winner 13	
		3	7	11				Winner 14	
		Team 5	Team 5	Team 7					
B	Team 5	Team 8	Team 6	Team 5		14		15	
	Team 6					1st place B		Loser 13	
	Team 7	4	8	12		2nd place A		Loser 14	
	Team 8	Team 6	Team 8	Team 6					
		Team 7	Team 7	Team 8					
* - The teams of the group stage determined by draw									

**Physical stage Penalty table**

#	Type of violation	Penalty
1	Engaging the sensors to target the enemy without exposing oneself to return fire, achieved through methods such as: 1) Assuming positions and maneuvering with the body tilted towards or away from the enemy. 2) Firing from a supine position on the back. 3) Ensuring that the tagger's dimensions are positioned above the head of the opponent.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
2	Intentional modification of the game area configuration	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
3	False start (player leaving the base before the starting signal)	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
4	Player movement after they've been deactivated	First offense: verbal warning from the referees; Repeated and subsequent offenses: deduction of 25% HP in the next round.
5	Raising the tagger above the helmet	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
6	Teamwork activities such as lifting a partner onto shoulders or helping a partner climb onto cover are not allowed.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
7	Players must keep both feet on the ground and are only allowed to play at ground level, regardless of the surface.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round



8	Any movement/rotation of the digital flame (when defusing, only touching the control panel is allowed/rotating the briefcase is not allowed)	First and subsequent violations: - 25% HP in the next round
9	Players stepping out of the FoP bounds	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
10	Deliberately powering off the tactical helmet, unloading the vest, or deactivating the tagger is strictly prohibited.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
11	Exchanging taggers, tactical headbands, or unload vests between players of the same team during the round	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
12	Player's engaging in conversations, provide target indications after deactivation, or convey any information about the situation on the FoP to their team.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
13	Swearing during the entire match	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
14	Dangerous play (physical contact, shooting "Somali style," hiding hit sensors from the opponent behind cover without exposing the body while shooting towards a potential opponent, etc.)	- 50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)

15	<p>Unsportsmanlike conduct (insults/physical contact/damage to equipment/self-alteration of game set characteristics and settings/unauthorized players and staff entering the FoP, etc.)</p>	<p>- 50% HP in the next round. If unauthorized players or staff enter the FoP, one player on the team participating in the round will have their HP reduced by 50% in the next round (player to be determined by the team). In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)</p>
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**TECHNICAL RULES FOR  
PHYGITAL SHOOTER.**

**8 TEAMS**

**GUIDELINES**  
**on how to fill in the blanks in the Technical Rules of**  
**Phygital Shooter**

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition, and Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital shooter.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase: "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital shooter by completing the phrase: "Competition is the...".
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.3 of Article 8, specify the procedure for awarding the winner and prize-winners of the competition.  
  
Specify the information about the prize pool using one of the following options:
  - specify the size of the prize pool, awarded places and size of the prize for each place;
  - indicate that there is no prize pool at all;
  - indicate that the prize pool shall be announced separately no later than exact date.
9. In the empty fields of paragraph 10.2.1 of Article 10, specify the minimum and maximum length, as well as the minimum and maximum width of the playground on which the physical stage of the match will take place.

**TECHNICAL RULES**of the 

(Phygital Shooter)

## 1. Glossary and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Shooter), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**Rules of Phygital Shooter** are the official rules of the of the Phygital shooter, approved by the WPC.

**Organizer** is [REDACTED]

**Competition** is the [REDACTED].

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding Competition.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Shooter in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Shooter) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition System

- 3.1. There are 8 (eight) teams competing in the Competition, with at least 5 (five) and no more than 7 (seven) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform.
  - A list of documents (personal and medical) that must be provided with the Application:
    - Identification Card (ID)
    - other documents:  
[REDACTED]
- The Organizer has the right to refuse to accept the application in case of violations of the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted, as well as if the

person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
    - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
    - are similar or identical to the nicknames of other participants or the names of other teams;
    - are similar or identical to the nicknames of the Competition officials;
    - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. The competition schedule, which includes the dates, times, and locations of the matches, is established by the Organizer and communicated to the participants well in advance of the competition.
- 3.4. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Participants may be substituted up to 24 hours prior to the start of the Competition that the Team is participating in, as long as they meet the criteria for submitting the Application Form.

## **4. Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly, fairly and in accordance with the rules of a respective discipline.
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach.

### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 6) Strictly comply with the order of entering the FoP, as established by the draw.
- 7) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally



liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;

- 8) In Digital stage competitor shall use the same license account and the same nickname.
- 9) In the Physical stage participants shall wear the same uniform. At the same time the participants have the right to use personal headgear: bandanas, caps without brims or hair bands, and they have the right to additionally wear elbow and knee protection, gloves, etc.
- 10) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 11) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) commit other actions that hinder the normal organization and progress of the Competition, contrary to the Rules of Phygital Sports, provisions of the Technical Rules, other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information (including watching the live broadcast of the Competition);
- 8) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of wrongful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.
- 9) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 10) use multiple accounts in the Competition by a single participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;
- 11) In Digital stage the participants are prohibited from using any software that affects the in-game mechanics, including software designed to change in-

game parameters in order to give an advantage and (or) create obstacles to the normal course of the match to the opponent.

- 12) use any items, equipment or gear which are not provided for by the Rules of the Phygital Sports, the Technical Rules or other regulatory documents which pose a potential hazard to the life and/or health of others and/or the participant himself/herself;
- 13) in Physical stage an athlete may not use electronic or mechanical gadgets and/or sound or voice amplifiers to communicate with other persons during any round of the game.
- 14) in the Physical stage of the competition, participants are prohibited from using any equipment, such as laser sight-pointers, flashlights, or additional laser tag devices, that could potentially cause harm to other participants, unless specifically provided or approved by the Organizer.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined by the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for the Competition matches shall be determined under the procedure stipulated by the Regulatory documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.4. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and Penalties**

- 6.1. Undisciplined behavior, as well as any other behavior contrary to the Rules of Phygital Sports, norms and rules stipulated by the Technical Rules, is punishable by a caution, sending-off or disqualification. The Regulatory Documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If a Competition participant violates a rule not explicitly outlined in the Technical Rules, and other Regulatory Documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions imposed by the Rules of Phygital Sports.

This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

- 6.3. If the start or recommencement of the match is delayed by more than 10 minutes, the participant may be awarded a Technical forfeit.
- 6.4. Sending an excessive number of messages (flood) to the in-game 'chat' can lead to sports sanctions being imposed on the sender from a caution to disqualification, depending on the number and frequency of messages sent.
- 6.5. Participants who have the record of being blocked by the publisher and/or manufacturer of a video game, and who have been caught cheating, including for the use of banned software, and who have a reputation that will adversely affect the public perception of the Competition, may not be allowed to participate, or may be disqualified without the right to appeal.
- 6.6. The Competition referee has the right to caution participants for the following infractions:
  - committing prohibited moves and actions in the video game or during a Physical stage, the use of forbidden characters and items, glitches and bugs (if such were found out after playing back the recorded video of the game - a decision is made to cancel the match results and award a forfeit to the offending party);
  - stopping a video game;
  - quitting a video game or stopping a laser tag match before the end of the final round without permission of the Competition referee;
  - insulting players/teams, referees, the Organizer, use of foul language, as well as making negative and offensive remarks about the players/teams, referees or the Organizer;
  - aggressive behavior;
  - immoral/unsportsmanlike conduct and other undisciplined behavior.
- 6.7. The Competition referee has the right to award a forfeit to a team for the following infractions:
  - infractions of the Technical Rules for which there is no sanction in the form of a caution;
  - a repeated infraction as stipulated by Paragraph 6.5 of the Technical Rules.
- 6.8. Supplementary grounds for liability for violations during the Physical stage are outlined in the penalty table (Appendix No. 3), which is an integral part of these Technical Regulations.
- 6.9. If a player violates multiple rules listed in the penalty table (Appendix No. 3) simultaneously, they will receive the maximum penalty as outlined in the penalty table. Therefore, if a player breaches two rules simultaneously, they will incur the maximum penalty points as per the penalty table. For instance, the first foul will result in a 25% reduction in HP, while the second violation will lead to a 50% drop, leaving the player to begin the next round with a 50% decrease in HP. If both penalty points are equal, then one warning is issued. If a player violates three or more rules at the same time, they are disqualified for the entire match and miss the next match (Digital and Physical stages).

- 6.10. If a player who has violated the rules is replaced at the end of the round, the penalty points in the next round are transferred to a player on the team participating in the round, as determined by the team.
- 6.11. If a player violates the rules in the final round of the Physical stage, the penalty carries over to the next match. This means that the player will start the first round of the Physical stage in the next match with the penalty already taken into account.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Determination of the Winner and Prize-winners**

- 8.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 8.2. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 8.3. Award procedure for the winner and prize-winners shall be determined as follows:  .

## **9. The specifics of the Digital stage (type of CS2 program)**

- 9.1. The latest, up-to-date licensed version of the CS2 video game is used for the Competition.
- 9.2. The competition is held on the maps: Ancient, Anubis, Inferno, Mirage, Nuke, Overpass, Vertigo.

The map pool may be adjusted based on the current selection of competition maps approved by the game publisher for the duration of the Competition.

- 9.3. The map selection system requires team captains to take turns banning one map for use in the match until only two maps are left to be played for the corresponding match. The map ban order for the match is determined by a draw to decide which team bans first.
- 9.4. To determine the starting side for the first round, a knife round is played at the beginning of each match, and the winner of the knife round gets to choose their preferred side. The knife round is not part of the regular rounds and does not count towards the match score.
- 9.5. After the knife round, the match transitions to the selected map to begin the game.
- 9.6. Match settings:
  - rounds: best out of 24 (mp\_maxrounds 24);
  - Round time: 1 minute 55 seconds (mp\_roundtime 1.92);
  - Starting money: 800 US dollars (mp\_startmoney 800);
  - Freeze time: 20 seconds (mp\_freezetime 20);
  - Buy time: 20 seconds (mp\_buytime 20);
  - Bomb explosion timer: 40 seconds (mp\_c4timer 40);
  - Overtimes: best of 6 (mp\_overtime\_maxrounds 6);
  - Overtime start money: \$12,500 (mp\_overtime\_startmoney 12,500);
  - Round restart delay: 5 seconds (mp\_round\_restart\_delay 5);
  - Overtime break: disabled;
  - Prohibited items: none (mp\_items\_prohibited "").
- 9.7. At the end of the first 12 rounds, the teams swap sides.
- 9.8. If one team wins 13 rounds in the game, they become the game winner.
- 9.9. The competition is held using equipment provided by the Competition Organizer. With the referees' permission, players are permitted to use their own peripherals such as keyboards and mice.
- 9.10. During the Digital stage, a coach (behind the players) and five players registered for this stage are allowed a platform.

## **10. The specifics of the Physical stage (Laser tag)**

10.1. The Physical stage takes place in the "Digital Flame Activation" format.

10.2. "Digital Flame Activation" format

10.2.1. "Digital Flame Activation" is a match format in which each of the two competing teams plays on defense or offence in a given round.

The size of the FoP for the Physical stage in the "Digital Fire Activation" format is as follows:

- Length: minimum of [REDACTED] meters, maximum of [REDACTED] meters;
- Width: minimum of [REDACTED] meters, maximum of [REDACTED] meters.

The specified dimensions of the FoP only pertain to the competition field area and do not encompass any auxiliary or technical rooms and zones.

- 10.2.2. Two (2) teams compete in the match, with five (5) athletes in each team. The team has the right to change the athlete roster to play the round before the start of the corresponding round. Only participants registered for the corresponding match can take part in the Physical stage.
- 10.2.3. The team that played on offense in the last round at the Digital match stage, plays on defense at the Physical stage. When changing sides, the teams also change the colors of the tactical helmet and load bearing vest/armor vest indicators.
- 10.2.4. The goal of the offensive team in the round is to “activate the digital flame” at one of the specially designated objects on the playground within the allotted time. The goal of the defensive team is to defend the designated objects and prevent the activation of the digital flame.
- 10.2.5. The offensive team wins if it has succeeded in “activating the digital flame” in the allotted time of the round.
- 10.2.6. The defensive team wins if the opposing team has failed to “activate the digital flame” in the allotted time of the round.
- 10.2.7. If one of the teams has deactivated all players of the opposing team, such a team wins the round.
- 10.2.8. At the end of the first 5 rounds, the teams swap sides.
- 10.2.9. A round ends ahead of time in the following cases:
  - all players of a team have been deactivated;
  - an offensive team has “activated the digital flame” at one of the specially designated objects;
  - a defensive team has “deactivated the digital flame” at one of the specially designated objects;
- 10.2.10. A player’s standard equipment includes a tactical helmet, a load bearing vest/armor vest with kill sensors, two taggers and a one-point belt. Each player receives 100 health points (HP), 1 life (cannot be revived after being deactivated).

Each player must have a number which has to be put down on the match application form and also displayed on the player’s equipment elements. The number must be a different color from the uniform and be easily readable. Preferable elements where the number can be displayed are a tactical helmet and the load bearing vest/armor vest.

All participants must ensure that their personal equipment adheres to the Equipment Requirements outlined in these Technical Regulations.

- 10.2.11. Once deactivated a player must sit down on the floor in a playground spot where he/she will minimally interfere with the game process and put the tagger next to him/her. In the case of deactivation in an open space or on the scene where the game process is fully ongoing (shooting takes place between

two or more players), the deactivated player must assess the situation and remain in place or move to a point where he/she will minimally interfere with the proceedings. Having taken a position, such a player should remain in it until the end of the round.

#### 10.2.12. Activation and deactivation of the Digital flame

- Activation and/or deactivation is done by entering a password and firing a confirmation shot (to avoid activation and/or deactivation from being done by a deactivated player);
- Before the start of a round, the Organizer sets the activation and deactivation passwords and communicates them to all Match participants. The password must contain four (4) characters;
- Time set to detonation is 40 (forty) seconds.

10.2.13. Before the start of the Physical stage, each team is equipped with taggers, also known as "guns" or "assault rifles" (7 pieces), with the following characteristics:

<b>Parameters</b>	<b>Automatic gun/Assault rifle</b>
<i>Number of cartridges</i>	10
<i>Number of bullets in a cartridge</i>	30
<i>Firing mode</i>	automatic
<i>Rate of fire (shots per minute)</i>	550
<i>Damage</i>	25
<i>Reload time (seconds)</i>	6
<i>IR (infrared) power</i>	100%
<i>Barrel-mounted kill sensor</i>	off
<i>Friendly fire</i>	off
<i>Shock (seconds)</i>	0.1
<i>Invulnerability (seconds)</i>	0.5

## 11. Uniform (Equipment) Requirements

### 11.1. Compulsory uniform (equipment)

#### 11.1.1. Digital stage

- T-short with long or short sleeves
- Jeans or trousers
- All team members must wear same design T-shirts and trousers (jeans)
- Track suit trousers are not allowed
- Neutral color (black or white) equipment is allowed



### **11.1.2. Physical stage**

- One color tone clothing, including combat shirt and combat trousers
- One color tone T-shirt
- Sneakers

Participants are responsible for providing their own equipment for the Digital stage, while the Organizer will supply all equipment for the Physical stage, with the exception of footwear.

### **11.2. Slogans, statements, images and advertising on the Equipment**

- All participants' uniforms must be suitable for performance in the discipline and may not display any signs, text or combination of symbols that could be offensive.
- when displaying advertising logos on the uniform, it is important to ensure a minimum distance of at least five centimeters between each logo. Additionally, all advertising logos must be coordinated with the Organizer at the time of applying for participation to ensure proper placement;
- the equipment must be free from any religious or political inscriptions or images.

11.3. The Organizer establishes any additional requirements for participants' outfitting and advertisement placement.

## **12. Final provisions**

12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.

12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.

12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.



### Competition format

1. The teams participating in the Competition begin with a group stage, in which they compete in round-robin matches. During the group stage, teams earn points based on their performance in each match. In the final group stage standings, teams are ranked according to the total points earned in all group stage matches of the competition, with the top-ranked team having the most points and the bottom-ranked team having the fewest. The Organizer determines the group composition and schedule of group stage matches through a draw.

At the conclusion of the group stage, if two or more teams have equal points, the advantage is given to the team based on the following criteria in sequential order:

- victories in head-to-head matches between these teams;
- greater number of wins in all group stage matches;
- greater number of wins in the Digital stage games in all group stage matches;
- greater number of wins in the Physical stage games in all group stage matches;
- greater number of frags in both stages in all group stage matches;
- if all the above criteria are equal, the placement of teams is decided by draw.

The top two teams from each group will advance to the next stage of the competition (playoff), where they will compete in a knockout format, starting from the 1/2 final stage in the following order:

- semifinal;
- 3rd place match;
- Final.

The top team from Group A will advance to the semi-finals to face off against the second-place team from Group B. The top team from Group B will advance to the semi-finals to face off against the second-place team from Group A.

Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The winner of the final match becomes the champion of the Competition.

The tournament matches are played following the fixed bracket.

2. All group stage matches in the Competition consist of both the Digital and Physical stages, while playoff matches involve the Digital stage and, if needed, the Physical stage.

#### **2.1. Group stage**

In every group stage match, teams can earn between 0 and 3 points. A team is awarded 1 point for winning each game in both the Digital and Physical stages.

### **2.1.1. Digital stage of the group stage (type of program: CS:GO).**

The CS2 digital stage of the group stage is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. In the event that both teams have won an equal number of rounds (12 each) at the end of the game (map), an overtime will be initiated in a "best of 6" (mp\_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp\_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. In overtimes teams do not pick the sides. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). During the break, the teams swap sides. Teams continue to compete in overtimes until the winner is determined.

The duration of one game round (map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (round) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

### **2.1.2. Physical Stage (Laser Tag).**

The Physical stage of the group stage is held in accordance with the Technical Rules and other Regulatory Documents of the Organizer. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format. The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

2.1.3. The break between stages is 15 (fifteen) minutes.

2.1.4. The match winner is determined by the team that accumulates a total of 2 or 3 points throughout both stages.

## **2.2. Playoff**

### **2.2.1. Digital stage of the playoffs (type of program: CS2).**

The Digital stage of CS2 in the playoff is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. In the event that both teams have won an equal number of rounds at the end of the game (map), an overtime will be initiated in a "best of 6" (mp\_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp\_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). During the break, the teams swap sides. Teams continue to compete in overtimes until the winner is determined.

The duration of one game round (map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (round) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

### **2.2.2. Physical stage of the playoffs (type of program: CS2).**

The Physical stage of the playoffs is only held in the event of a 1:1 tie in the Digital stage.

The Physical stage of the playoffs is held in accordance with the Technical Rules and other Regulatory Documents. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format.

The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

The break between stages is 15 (fifteen) minutes.

### **2.3. Determining the winner of the match**

If one of the teams secures two victories in games (maps) by the end of the Digital stage, they will be declared the winner of the match with a score of 2:0.

In the event of a 1:1 tie at the end of the Digital stage, the match proceeds to the Physical stage for further determination.

If a Physical stage occurs, the team that emerges victorious in the Physical stage with a final score of 2:1 is declared the winner of the match.

### Tournament bracket

Group Stage																Semi-final				3-rd place				Final											
1st stage					2nd stage					3rd stage																									
<b>Group A</b>	1				Dig	Phy	Score	5				Dig	Phy	Score	9				Dig	Phy	Score														
	-	Team 1	0	0	0	-	Team 1	0	0	0	-	Team 3	0	0	0																				
	-	Team 4	0	0	0	-	Team 2	0	0	0	-	Team 1	0	0	0																				
	2				Dig	Phy	Score	6				Dig	Phy	Score	10				Dig	Phy	Score	13				Dig	Phy	Score							
	-	Team 2	0	0	0	-	Team 4	0	0	0	-	Team 2	0	0	0	-	1 place A	0	0	0															
	-	Team 3	0	0	0	-	Team 3	0	0	0	-	Team 4	0	0	0	-	2 place B	0	0	0															
<b>Group B</b>	3				Dig	Phy	Score	7				Dig	Phy	Score	11				Dig	Phy	Score	14				Dig	Phy	Score	15				Dig	Phy	Score
	-	Team 5	0	0	0	-	Team 5	0	0	0	-	Team 7	0	0	0	-	1 place B	0	0	0					Loser 13				0	0	0				
	-	Team 8	0	0	0	-	Team 6	0	0	0	-	Team 5	0	0	0	-	2 place A	0	0	0					Loser 14				0	0	0				
	4				Dig	Phy	Score	8				Dig	Phy	Score	12				Dig	Phy	Score														
	-	Team 6	0	0	0	-	Team 8	0	0	0	-	Team 6	0	0	0																				
	-	Team 7	0	0	0	-	Team 7	0	0	0	-	Team 8	0	0	0																				

**Physical stage Penalty table**

#	Type of violation	Penalty
1	Engaging the sensors to target the enemy without exposing oneself to return fire, achieved through methods such as: 1) Assuming positions and maneuvering with the body tilted towards or away from the enemy. 2) Firing from a supine position on the back. 3) Ensuring that the tagger's dimensions are positioned above the head of the opponent.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
2	Intentional modification of the game area configuration	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
3	False start (player leaving the base before the starting signal)	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
4	Player movement after they've been deactivated	First offense: verbal warning from the referees; Repeated and subsequent offenses: deduction of 25% HP in the next round.
5	Raising the tagger above the helmet	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
6	Teamwork activities such as lifting a partner onto shoulders or helping a partner climb onto cover are not allowed.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
7	Players must keep both feet on the ground and are only allowed to play at ground level, regardless of the surface.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round

8	Any movement/rotation of the digital flame (when defusing, only touching the control panel is allowed/rotating the briefcase is not allowed)	First and subsequent violations: - 25% HP in the next round
9	Players stepping out of the FoP bounds	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
10	Deliberately powering off the tactical helmet, unloading the vest, or deactivating the tagger is strictly prohibited.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
11	Exchanging taggers, tactical headbands, or unload vests between players of the same team during the round	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
12	Player's engaging in conversations, provide target indications after deactivation, or convey any information about the situation on the FoP to their team.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
13	Swearing during the entire match	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
14	Dangerous play (physical contact, shooting "Somali style," hiding hit sensors from the opponent behind cover without exposing the body while shooting towards a potential opponent, etc.)	- 50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)

15	<p>Unsportsmanlike conduct (insults/physical contact/damage to equipment/self-alteration of game set characteristics and settings/unauthorized players and staff entering the FoP, etc.)</p>	<p>- 50% HP in the next round. If unauthorized players or staff enter the FoP, one player on the team participating in the round will have their HP reduced by 50% in the next round (player to be determined by the team). In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)</p>
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**TECHNICAL RULES FOR  
PHYGITAL SHOOTER.**

**16 TEAMS**

**GUIDELINES**  
**on how to fill in the blanks in the Technical Rules of**  
**Phygital Shooter**

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition, and Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital shooter.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase: "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital shooter by completing the phrase: "Competition is the...".
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.3 of Article 8, specify the procedure for awarding the winner and prize-winners of the competition.  
  
Specify the information about the prize pool using one of the following options:
  - specify the size of the prize pool, awarded places and size of the prize for each place;
  - indicate that there is no prize pool at all;
  - indicate that the prize pool shall be announced separately no later than exact date.
9. In the empty fields of paragraph 10.2.1 of Article 10, specify the minimum and maximum length, as well as the minimum and maximum width of the playground on which the physical stage of the match will take place.

**TECHNICAL RULES**of the 

(Phygital Shooter)

## 1. Glossary and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Shooter), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**Rules of Phygital Shooter** are the official rules of the of the Phygital shooter, approved by the WPC.

**Organizer** is [REDACTED]

**Competition** is the [REDACTED].

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding Competition.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Shooter in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Shooter) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition System

- 3.1. There are 16 (sixteen) teams competing in the Competition, with at least 5 (five) and no more than 7 (seven) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform.
  - A list of documents (personal and medical) that must be provided with the Application:
    - Identification Card (ID)
    - other documents:  
[REDACTED]
- The Organizer has the right to refuse to accept the application in case of violations of the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted, as well as if the

person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
    - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
    - are similar or identical to the nicknames of other participants or the names of other teams;
    - are similar or identical to the nicknames of the Competition officials;
    - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. The competition schedule, which includes the dates, times, and locations of the matches, is established by the Organizer and communicated to the participants well in advance of the competition.
- 3.4. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Participants may be substituted up to 24 hours prior to the start of the Competition that the Team is participating in, as long as they meet the criteria for submitting the Application Form.

## **4. Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly, fairly and in accordance with the rules of a respective discipline.
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach.

### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 6) Strictly comply with the order of entering the FoP, as established by the draw.

- 7) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 8) In Digital stage competitor shall use the same license account and the same nickname.
- 9) In the Physical stage participants shall wear the same uniform. At the same time the participants have the right to use personal headgear: bandanas, caps without brims or hair bands, and they have the right to additionally wear elbow and knee protection, gloves, etc.
- 10) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 11) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) commit other actions that hinder the normal organization and progress of the Competition, contrary to the Rules of Phygital Sports, provisions of the Technical Rules, other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information (including watching the live broadcast of the Competition);
- 8) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of wrongful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.
- 9) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 10) use multiple accounts in the Competition by a single participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;

- 11) In Digital stage the participants are prohibited from using any software that affects the in-game mechanics, including software designed to change in-game parameters in order to give an advantage and (or) create obstacles to the normal course of the match to the opponent.
- 12) use any items, equipment or gear which are not provided for by the Rules of the Phygital Sports, the Technical Rules or other regulatory documents which pose a potential hazard to the life and/or health of others and/or the participant himself/herself;
- 13) in Physical stage an athlete may not use electronic or mechanical gadgets and/or sound or voice amplifiers to communicate with other persons during any round of the game.
- 14) in the Physical stage of the competition, participants are prohibited from using any equipment, such as laser sight-pointers, flashlights, or additional laser tag devices, that could potentially cause harm to other participants, unless specifically provided or approved by the Organizer.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined by the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for the Competition matches shall be determined under the procedure stipulated by the Regulatory documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.4. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and Penalties**

- 6.1. Undisciplined behavior, as well as any other behavior contrary to the Rules of Phygital Sports, norms and rules stipulated by the Technical Rules, is punishable by a caution, sending-off or disqualification. The Regulatory Documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If a Competition participant violates a rule not explicitly outlined in the Technical Rules, and other Regulatory Documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions imposed by the Rules of Phygital Sports. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.



- 6.3. If the start or recommencement of the match is delayed by more than 10 minutes, the participant may be awarded a Technical forfeit.
- 6.4. Sending an excessive number of messages (flood) to the in-game 'chat' can lead to sports sanctions being imposed on the sender from a caution to disqualification, depending on the number and frequency of messages sent.
- 6.5. Participants who have the record of being blocked by the publisher and/or manufacturer of a video game, and who have been caught cheating, including for the use of banned software, and who have a reputation that will adversely affect the public perception of the Competition, may not be allowed to participate, or may be disqualified without the right to appeal.
- 6.6. The Competition referee has the right to caution participants for the following infractions:
  - committing prohibited moves and actions in the video game or during a Physical stage, the use of forbidden characters and items, glitches and bugs (if such were found out after playing back the recorded video of the game - a decision is made to cancel the match results and award a forfeit to the offending party);
  - stopping a video game;
  - quitting a video game or stopping a laser tag match before the end of the final round without permission of the Competition referee;
  - insulting players/teams, referees, the Organizer, use of foul language, as well as making negative and offensive remarks about the players/teams, referees or the Organizer;
  - aggressive behavior;
  - immoral/unsportsmanlike conduct and other undisciplined behavior.
- 6.7. The Competition referee has the right to award a forfeit to a team for the following infractions:
  - infractions of the Technical Rules for which there is no sanction in the form of a caution;
  - a repeated infraction as stipulated by Paragraph 6.5 of the Technical Rules.
- 6.8. Supplementary grounds for liability for violations during the Physical stage are outlined in the penalty table (Appendix No. 3), which is an integral part of these Technical Regulations.
- 6.9. If a player violates multiple rules listed in the penalty table (Appendix No. 3) simultaneously, they will receive the maximum penalty as outlined in the penalty table. Therefore, if a player breaches two rules simultaneously, they will incur the maximum penalty points as per the penalty table. For instance, the first foul will result in a 25% reduction in HP, while the second violation will lead to a 50% drop, leaving the player to begin the next round with a 50% decrease in HP. If both penalty points are equal, then one warning is issued. If a player violates three or more rules at the same time, they are disqualified for the entire match and miss the next match (Digital and Physical stages).

- 6.10. If a player who has violated the rules is replaced at the end of the round, the penalty points in the next round are transferred to a player on the team participating in the round, as determined by the team.
- 6.11. If a player violates the rules in the final round of the Physical stage, the penalty carries over to the next match. This means that the player will start the first round of the Physical stage in the next match with the penalty already taken into account.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Determination of the Winner and Prize-winners**

- 8.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 8.2. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 8.3. Award procedure for the winner and prize-winners shall be determined as follows:  .

## **9. The specifics of the Digital stage (type of CS2 program)**

- 9.1. The latest, up-to-date licensed version of the CS2 video game is used for the Competition.
- 9.2. The competition is held on the maps: Ancient, Anubis, Inferno, Mirage, Nuke, Overpass, Vertigo.

The map pool may be adjusted based on the current selection of competition maps approved by the game publisher for the duration of the Competition.

- 9.3. The map selection system requires team captains to take turns banning one map for use in the match until only two maps are left to be played for the corresponding match. The map ban order for the match is determined by a draw to decide which team bans first.
- 9.4. To determine the starting side for the first round, a knife round is played at the beginning of each match, and the winner of the knife round gets to choose their preferred side. The knife round is not part of the regular rounds and does not count towards the match score.
- 9.5. After the knife round, the match transitions to the selected map to begin the game.
- 9.6. Match settings:
  - rounds: best out of 24 (mp\_maxrounds 24);
  - Round time: 1 minute 55 seconds (mp\_roundtime 1.92);
  - Starting money: 800 US dollars (mp\_startmoney 800);
  - Freeze time: 20 seconds (mp\_freezetime 20);
  - Buy time: 20 seconds (mp\_buytime 20);
  - Bomb explosion timer: 40 seconds (mp\_c4timer 40);
  - Overtimes: best of 6 (mp\_overtime\_maxrounds 6);
  - Overtime start money: \$12,500 (mp\_overtime\_startmoney 12,500);
  - Round restart delay: 5 seconds (mp\_round\_restart\_delay 5);
  - Overtime break: disabled;
  - Prohibited items: none (mp\_items\_prohibited "").
- 9.7. At the end of the first 12 rounds, the teams swap sides.
- 9.8. If one team wins 13 rounds in the game, they become the game winner.
- 9.9. The competition is held using equipment provided by the Competition Organizer. With the referees' permission, players are permitted to use their own peripherals such as keyboards and mice.
- 9.10. During the Digital stage, a coach (behind the players) and five players registered for this stage are allowed a platform.

## **10. The specifics of the Physical stage (Laser tag)**

10.1. The Physical stage takes place in the "Digital Flame Activation" format.

10.2. "Digital Flame Activation" format

10.2.1. "Digital Flame Activation" is a match format in which each of the two competing teams plays on defense or offence in a given round.

The size of the FoP for the Physical stage in the "Digital Fire Activation" format is as follows:

- Length: minimum of [REDACTED] meters, maximum of [REDACTED] meters;
- Width: minimum of [REDACTED] meters, maximum of [REDACTED] meters.

The specified dimensions of the FoP only pertain to the competition field area and do not encompass any auxiliary or technical rooms and zones.

- 10.2.2. Two (2) teams compete in the match, with five (5) athletes in each team. The team has the right to change the athlete roster to play the round before the start of the corresponding round. Only participants registered for the corresponding match can take part in the Physical stage.
- 10.2.3. The team that played on offense in the last round at the Digital match stage, plays on defense at the Physical stage. When changing sides, the teams also change the colors of the tactical helmet and load bearing vest/armor vest indicators.
- 10.2.4. The goal of the offensive team in the round is to “activate the digital flame” at one of the specially designated objects on the playground within the allotted time. The goal of the defensive team is to defend the designated objects and prevent the activation of the digital flame.
- 10.2.5. The offensive team wins if it has succeeded in “activating the digital flame” in the allotted time of the round.
- 10.2.6. The defensive team wins if the opposing team has failed to “activate the digital flame” in the allotted time of the round.
- 10.2.7. If one of the teams has deactivated all players of the opposing team, such a team wins the round.
- 10.2.8. At the end of the first 5 rounds, the teams swap sides.
- 10.2.9. A round ends ahead of time in the following cases:
  - all players of a team have been deactivated;
  - an offensive team has “activated the digital flame” at one of the specially designated objects;
  - a defensive team has “deactivated the digital flame” at one of the specially designated objects;
- 10.2.10. A player’s standard equipment includes a tactical helmet, a load bearing vest/armor vest with kill sensors, two taggers and a one-point belt. Each player receives 100 health points (HP), 1 life (cannot be revived after being deactivated).

Each player must have a number which has to be put down on the match application form and also displayed on the player’s equipment elements. The number must be a different color from the uniform and be easily readable. Preferable elements where the number can be displayed are a tactical helmet and the load bearing vest/armor vest.

All participants must ensure that their personal equipment adheres to the Equipment Requirements outlined in these Technical Regulations.

- 10.2.11. Once deactivated a player must sit down on the floor in a playground spot where he/she will minimally interfere with the game process and put the tagger next to him/her. In the case of deactivation in an open space or on the scene where the game process is fully ongoing (shooting takes place between

two or more players), the deactivated player must assess the situation and remain in place or move to a point where he/she will minimally interfere with the proceedings. Having taken a position, such a player should remain in it until the end of the round.

#### 10.2.12. Activation and deactivation of the Digital flame

- Activation and/or deactivation is done by entering a password and firing a confirmation shot (to avoid activation and/or deactivation from being done by a deactivated player);
- Before the start of a round, the Organizer sets the activation and deactivation passwords and communicates them to all Match participants. The password must contain four (4) characters;
- Time set to detonation is 40 (forty) seconds.

10.2.13. Before the start of the Physical stage, each team is equipped with taggers, also known as "guns" or "assault rifles" (7 pieces), with the following characteristics:

<b>Parameters</b>	<b>Automatic gun/Assault rifle</b>
<i>Number of cartridges</i>	10
<i>Number of bullets in a cartridge</i>	30
<i>Firing mode</i>	automatic
<i>Rate of fire (shots per minute)</i>	550
<i>Damage</i>	25
<i>Reload time (seconds)</i>	6
<i>IR (infrared) power</i>	100%
<i>Barrel-mounted kill sensor</i>	off
<i>Friendly fire</i>	off
<i>Shock (seconds)</i>	0.1
<i>Invulnerability (seconds)</i>	0.5

## 11. Uniform (Equipment) Requirements

### 11.1. Compulsory uniform (equipment)

#### 11.1.1. Digital stage

- T-short with long or short sleeves
- Jeans or trousers
- All team members must wear same design T-shirts and trousers (jeans)
- Track suit trousers are not allowed
- Neutral color (black or white) equipment is allowed

#### 11.1.2. Physical stage

- One color tone clothing, including combat shirt and combat trousers

- One color tone T-shirt
- Sneakers

Participants are responsible for providing their own equipment for the Digital stage, while the Organizer will supply all equipment for the Physical stage, with the exception of footwear.

#### 11.2. Slogans, statements, images and advertising on the Equipment

- All participants' uniforms must be suitable for performance in the discipline and may not display any signs, text or combination of symbols that could be offensive.
- when displaying advertising logos on the uniform, it is important to ensure a minimum distance of at least five centimeters between each logo. Additionally, all advertising logos must be coordinated with the Organizer at the time of applying for participation to ensure proper placement;
- the equipment must be free from any religious or political inscriptions or images.

11.3. The Organizer establishes any additional requirements for participants' outfitting and advertisement placement.

### **12. Final provisions**

12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.

12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.

12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

1. The teams participating in the Competition begin with a group stage, in which they compete in round-robin matches. During the group stage, teams earn points based on their performance in each match. In the final group stage standings, teams are ranked according to the total points earned in all group stage matches of the competition, with the top-ranked team having the most points and the bottom-ranked team having the fewest. The Organizer determines the group composition and schedule of group stage matches through a draw.

At the conclusion of the group stage, if two or more teams have equal points, the advantage is given to the team based on the following criteria in sequential order:

- victories in head-to-head matches between these teams;
- greater number of wins in all group stage matches;
- greater number of wins in the Digital stage games in all group stage matches;
- greater number of wins in the Physical stage games in all group stage matches;
- greater number of frags in both stages in all group stage matches;
- if all the above criteria are equal, the placement of teams is decided by draw.

The top two teams from each group will advance to the next stage of the competition (playoff), where they will compete in a knockout format, starting from the quarter final stage in the following order:

- Quarter final;
- Semifinal;
- 3rd place match;
- Final.

The top team from Group A will advance to the quarter final to face off against the second-place team from Group B. The top team from Group B will advance to the quarter final to face off against the second-place team from Group A.

The top team from Group C will advance to the quarter final to face off against the second-place team from Group D. The top team from Group D will advance to the quarter final to face off against the second-place team from Group C.

Teams play the quarterfinals to advance to the semifinals. Teams play semifinal matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for third place. The winner of the final match becomes the champion of the Competition.

The tournament matches are played following the fixed bracket.



2. All group stage matches in the Competition consist of both the Digital and Physical stages, while playoff matches involve the Digital stage and, if needed, the Physical stage.

### **2.1. Group stage**

In every group stage match, teams can earn between 0 and 3 points. A team is awarded 1 point for winning each game in both the Digital and Physical stages.

#### **2.1.1. Digital stage of the group stage (type of program: CS:GO).**

The CS2 digital stage of the group stage is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. If both teams have won an equal number of rounds (12 each) at the end of the game (map), an overtime will be initiated in a "best of 6" (mp\_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp\_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. In overtimes teams do not pick the sides. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). During the break, the teams swap sides. Teams continue to compete overtime until the winner is determined.

The duration of one game round (map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (round) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

#### **2.1.2. Physical Stage (Laser Tag).**

The Physical stage of the group stage is held in accordance with the Technical Rules and other Regulatory Documents of the Organizer. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format. The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.



If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

2.1.3. The break between stages is 15 (fifteen) minutes.

2.1.4. The match winner is determined by the team that accumulates a total of 2 or 3 points throughout both stages.

## **2.2. Playoff**

### **2.2.1. Digital stage of the playoffs (type of program: CS2).**

The Digital stage of CS2 in the playoff is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. If both teams have won an equal number of rounds at the end of the game (map), an overtime will be initiated in a "best of 6" (mp\_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp\_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). During the break, the teams swap sides. Teams continue to compete overtime until the winner is determined.

The duration of one game round (map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (round) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

### **2.2.2. Physical stage of the playoffs (type of program: CS2).**

The Physical stage of the playoffs is only held in the event of a 1:1 tie in the Digital stage.

The Physical stage of the playoffs is held in accordance with the Technical Rules and other Regulatory Documents. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format.

The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

2.2.3. The break between stages is 15 (fifteen) minutes.

### **2.3. Determining the winner of the match**

If one of the teams secures two victories in games (maps) by the end of the Digital stage, they will be declared the winner of the match with a score of 2:0.

In the event of a 1:1 tie at the end of the Digital stage, the match proceeds to the Physical stage for further determination.

If a Physical stage occurs, the team that emerges victorious in the Physical stage with a final score of 2:1 is declared the winner of the match.

**Tournament bracket**

Group Stage													Quarter-final				Semi-final				3-rd place				Final			
1st stage				2nd stage				3rd stage																				
Group A	1	Dig	Phy	Score	9	Dig	Phy	Score	17	Dig	Phy	Score																
	- Team 1	0	0	0	- Team 1	0	0	0	- Team 3	0	0	0																
	- Team 4	0	0	0	- Team 2	0	0	0	- Team 1	0	0	0																
	2	Dig	Phy	Score	10	Dig	Phy	Score	18	Dig	Phy	Score																
	- Team 2	0	0	0	- Team 4	0	0	0	- Team 2	0	0	0																
	- Team 3	0	0	0	- Team 3	0	0	0	- Team 4	0	0	0																
Group B	3	Dig	Phy	Score	11	Dig	Phy	Score	19	Dig	Phy	Score	25	Dig	Phy	Score												
	- Team 5	0	0	0	- Team 5	0	0	0	- Team 7	0	0	0	- 1 place A	0	0	0												
	- Team 8	0	0	0	- Team 6	0	0	0	- Team 5	0	0	0	- 2 place B	0	0	0												
	4	Dig	Phy	Score	12	Dig	Phy	Score	20	Dig	Phy	Score	26	Dig	Phy	Score												
	- Team 6	0	0	0	- Team 8	0	0	0	- Team 6	0	0	0	- 1 place B	0	0	0	- Winner 25	0	0	0								
	- Team 7	0	0	0	- Team 7	0	0	0	- Team 8	0	0	0	- 2 place A	0	0	0	- Winner 27	0	0	0	31	Dig	Phy	Score	32	Dig	Phy	Score
Group C	5	Dig	Phy	Score	13	Dig	Phy	Score	21	Dig	Phy	Score	27	Dig	Phy	Score												
	- Team 9	0	0	0	- Team 9	0	0	0	- Team 11	0	0	0	- 1 place C	0	0	0	- Winner 26	0	0	0	- Loser 29	0	0	0	- Winner 29	0	0	0
	- Team 12	0	0	0	- Team 10	0	0	0	- Team 9	0	0	0	- 2 place D	0	0	0	- Winner 28	0	0	0	- Loser 30	0	0	0	- Winner 30	0	0	0
	6	Dig	Phy	Score	14	Dig	Phy	Score	22	Dig	Phy	Score	28	Dig	Phy	Score												
	- Team 10	0	0	0	- Team 12	0	0	0	- Team 10	0	0	0	- 1 place D	0	0	0												
	- Team 11	0	0	0	- Team 11	0	0	0	- Team 12	0	0	0	- 2 place C	0	0	0												
Group D	7	Dig	Phy	Score	15	Dig	Phy	Score	23	Dig	Phy	Score																
	- Team 13	0	0	0	- Team 13	0	0	0	- Team 15	0	0	0																
	- Team 16	0	0	0	- Team 14	0	0	0	- Team 13	0	0	0																
	8	Dig	Phy	Score	16	Dig	Phy	Score	24	Dig	Phy	Score																
	- Team 14	0	0	0	- Team 16	0	0	0	- Team 14	0	0	0																
	- Team 15	0	0	0	- Team 15	0	0	0	- Team 16	0	0	0																

**Physical stage Penalty table**

#	Type of violation	Penalty
1	Engaging the sensors to target the enemy without exposing oneself to return fire, achieved through methods such as: 1) Assuming positions and maneuvering with the body tilted towards or away from the enemy. 2) Firing from a supine position on the back. 3) Ensuring that the tagger's dimensions are positioned above the head of the opponent.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
2	Intentional modification of the game area configuration	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
3	False start (player leaving the base before the starting signal)	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
4	Player movement after they've been deactivated	First offense: verbal warning from the referees; Repeated and subsequent offenses: deduction of 25% HP in the next round.
5	Raising the tagger above the helmet	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
6	Teamwork activities such as lifting a partner onto shoulders or helping a partner climb onto cover are not allowed.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
7	Players must keep both feet on the ground and are only allowed to play at ground level, regardless of the surface.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round

8	Any movement/rotation of the digital flame (when defusing, only touching the control panel is allowed/rotating the briefcase is not allowed)	First and subsequent violations: - 25% HP in the next round
9	Players stepping out of the FoP bounds	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
10	Deliberately powering off the tactical helmet, unloading the vest, or deactivating the tagger is strictly prohibited.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
11	Exchanging taggers, tactical headbands, or unload vests between players of the same team during the round	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
12	Player's engaging in conversations, provide target indications after deactivation, or convey any information about the situation on the FoP to their team.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
13	Swearing during the entire match	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
14	Dangerous play (physical contact, shooting "Somali style," hiding hit sensors from the opponent behind cover without exposing the body while shooting towards a potential opponent, etc.)	- 50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)

15	<p>Unsportsmanlike conduct (insults/physical contact/damage to equipment/self-alteration of game set characteristics and settings/unauthorized players and staff entering the FoP, etc.)</p>	<p>- 50% HP in the next round. If unauthorized players or staff enter the FoP, one player on the team participating in the round will have their HP reduced by 50% in the next round (player to be determined by the team). In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)</p>
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**TECHNICAL RULES FOR  
PHYGITAL BASKETBALL.**

**GENERAL**

## GUIDELINES

### on how to fill in the blanks in the Technical Rules of Phygital Basketball

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital basketball.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital basketball by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In paragraph 3.1 of Article 3, specify:
  - the number of teams participating in the competition;
  - the number of athletes in the team;
  - the number of persons (staff) that the team can hire (coaches, team officials, representatives of administrative or technical staff).
8. In subparagraph 3 of paragraph 3.1 of Article 3, specify the minimum age of the athlete to participate in the competition.
9. In subparagraph 6 of paragraph 3.1 of Article 3, specify:
  - deadline (the number of days before the start of the competition) for submitting an application for participation in the competition;
  - an e-mail address the participants can use to send an application for participation in the competition.
10. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
11. In paragraph 3.3.3 of Article 3, specify in minutes the duration of the break between the competition stages.
12. In paragraph 3.3.5 of Article 3, specify the maximum number of athletes allowed to apply for the match.
13. In paragraph 8.1 of Article 8, specify the name of the gaming platform.



14. In paragraph 9.1.1 of Article 9, specify:
  - the width of the FOP in meters (according to the rules of Phygital basketball, the permissible limits are from 09 to 11 meters. Specify an exact figure within these limits);
  - the length of the FOP in meters (according to the rules of Phygital basketball, the permissible limits are from 12 to 15 meters. Specify an exact figure within these limits).
15. In paragraph 9.1.2 of Article 9, specify:
  - the height of the ring above the FOP floor in millimeters (according to the rules of Phygital basketball, 3,050 millimeters or, in the case where a support with an adjustable ring height is used, the height of the ring is determined by the competition organizer and is specified in the Technical Rules);
  - the diameter of the ring in millimeters (according to the rules of Phygital basketball, the permissible limits are from 450 to 459 millimeters. Specify an exact figure within these limits);
  - the horizontal size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,800 millimeters (+ a maximum of 30 millimeters). Specify an exact figure within this limit);
  - the vertical size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,050 millimeters (+ a maximum of 20 millimeters). Specify an exact figure within this limit).
16. In paragraph 9.1.4 of Article 9, specify:
  - the circumference of the ball in millimeters (according to the rules of Phygital basketball, the permissible limits are from 720 to 740 millimeters. Specify an exact figure within these limits);
  - the weight of the ball at match start in grams (according to the rules of Phygital basketball, the permissible limits are from 580 to 620 grams. Specify an exact figure within these limits).
17. In paragraph 9.2.1 of Article 9, specify the total maximum allowable pre-match warm-up time for the teams.
18. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.

**TECHNICAL RULES**  
of the  
(Phygital Basketball)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Basketball), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**Organizer** is .

**Rules of Phygital Basketball** are the rules of the of the Phygital basketball, approved by the WPC.

**Competition** is the .

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding Competition.

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Basketball in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Basketball) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held from                    to                    .
- 2.4. Competition venue:                    .

## 3. Competition Organization System

- 3.1. There are                    teams participating in the Competition, with                    athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than                    people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age -                    years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than                    days prior to the Competition start date via e-mail: [competition@worldphygital.org](mailto:competition@worldphygital.org)
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:
    -
- The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted,

as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.

3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.

3.3. Each match includes two stages:

#### **3.3.1. Digital Stage**

The Digital stage is held in accordance with the Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents. The Digital stage is held in the 2x2 format (two players in each team).

#### **3.3.2. Physical Stage**

The Physical stage matches are played in accordance with Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents.

Each team is represented by 2 (two) athletes in a match. The remaining athlete in the team is a substitute and may enter the game during the match under the procedure set forth in the Rules of Phygital Basketball.

3.3.3. There is a                    minute break between the stages.

3.3.4. The results of the draw determine the “home” (team on the left or top depending on the bracket visualization) and “away” (team on the right or bottom depending on the bracket visualization) teams in the matches.

3.3.5. For each match, a team may nominate no more than                    athletes from the total tournament entry list.

3.4. The winner of a match consisting of 2 (two) stages shall be determined by the sum of points scored at the Digital and Physical stages. If there is a tie, the winner of the match is determined in a series of post-match free throws in accordance with the Technical Rules. As per the Rules of Phygital Basketball, a free throw is an opportunity given to a player to score one point, uncontested, from a position behind the free-throw line and inside the semicircle.

3.5. The referee holds a draw that determines which team will have the first throw.

A series of post-match free throws includes three throws by each team. Throws shall be performed by teams alternately. There is no rebound during the series of post-match free throws. Only the player making the throw and the referee may be present on the court during the throws.

If, before both teams make three throws each, one of them throws more balls into the basket than the other team could score even after the three throws, the free throw series is stopped.

If, after both teams have made three throws, both teams have the same number of baskets, the free throw series shall be continued in the same order until one of the teams scores one more ball than the other, with the same number of throws made.

All throws shall be made by different players; a player may re-throw only after all eligible players have made their throws.

Each free throw in a series of free throws shall be carried out in accordance with the Rules of Phygital Basketball.

The player making the free throw shall:

- Take a position behind the free-throw line and inside the semicircle.
- Use any method of executing a free throw so that the ball enters the basket from above the ring or touches the ring.

The winner of the series of post-match free throws and the corresponding match is the team whose players scored more balls during the series of post-match free throws with the same number of throws made.

3.6. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.

3.7. If there are valid reasons, a Competition participant in a Team may be substituted by the Organizer's decision. Participants may be replaced no later than 24 hours prior to the start of the Competition in which the Team participates, provided that they comply with the requirements for submission of the Application Form. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.

3.8. Teams must ensure that participants and their representatives are present in the following order:

- At the Digital stage: only 2 (two) athletes, who are taking part in the corresponding stage, are present at the FoP.
- At the Physical stage: only outfield players are present at the FoP while the substitute player is seated on the bench. The team's officials are not allowed into the FoP and on the bench.

## **4. Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach.

### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) only enter the FoP wearing the uniform (equipment) in accordance with Clause 11 of these Technical Rules;
- 5) attend the Competition venue accompanied by the coach/official representative of the Team;
- 6) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 7) strictly comply with the order of entering the Field of Play, as established by the draw;
- 8) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 9) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;
- 10) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 11) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 12) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way with the competition process disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate Rules of Phygital Basketball, provisions of these Technical Rules and other Regulatory documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Basketball, the Technical Rules or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

#### **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for the Competition matches shall be determined under the procedure stipulated by the Regulatory documents.



- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.4. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and penalties**

- 6.1. If a Competition participant commits a violation that is not directly provided for by the Rules of Phygital Basketball and (or) these Technical Rules, the Organizers of the Competition have the right to impose on such a participant one of the sports sanctions provided for by the Rules of Phygital Basketball, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.
- 6.2. If the start or recommencement of the match is delayed by more than 10 minutes, the team may be awarded a forfeit.
- 6.3. Intentional disruption of matches may result in sports sanctions being imposed on the violator, up to disqualification.
- 6.4. Misconduct shall be punished with a caution or a sending-off.
- 6.5. Undisciplined behavior through interrupting the gameplay by pressing the PS button. If committed once, is punishable by a Caution. If committed repeatedly by an athlete of the same team, one of the mentioned offences is punishable by sending off the athlete who committed such repeated offence. In this case, the team has the right to replace the dismissed athlete with another team member included in the application form as a substitute player to participate at the Digital Stage.

Commitment of one of the violations mentioned in this paragraph by an athlete of the team for the third time is punishable by awarding the team a forfeit at the Digital stage of the match with a score of 0:15.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).

- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for Holding Digital Stage**

- 8.1. The gaming platform of the Competition is the \_\_\_\_\_, equipped with the NBA 2K24 game, licensed, the latest current version;
- 8.2. Competition Game Mode – PLAY NOW / BLACKTOP / 2 VS 2;
- 8.3. Court Size – Half Court;
- 8.4. 2K Arena camera;
- 8.5. Difficulty level: Hall of fame.
- 8.6. There are no restrictions on the rules of the game in defense and offense, any techniques provided by the game can be used for winning the game;
- 8.7. Teams can choose any character whose rating does not exceed 97 from the All-Time team list (NBA and Classic team lists are forbidden to choose from) to participate in the Digital Stage.
- 8.8. Teams must select characters for the game no later than 1 hour before the Match starts and indicate this information in the starting lineups, as well as inform the Secretary or Referee about their choice in the presence of the participants. The character selection priority is determined by a draw conducted by the Chief Referee of the Discipline or a representative of the Chief Panel of Judges in the presence of both teams' representatives.
- 8.9. At the Digital stage, the first ball possession is automatically determined by the sports simulator.
- 8.10. Teams play in the 2x2 format.

The Digital stage ends after one of the teams scores 19 (nineteen) points. If one of the teams scores 19 (nineteen) points, but the point difference with the opposing team does not reach two points, the Digital stage still ends. If a team scores 20 (twenty) points, this score is also recorded, and the Digital stage ends.

- 8.11. In case of player disconnection (network disconnect, bug, etc.), there must be a match remake with the score preserved at the moment of disconnection.

- 8.12. In case of a remake, the team compositions must remain the same. Ball possession also remains with the team that had it before the disconnection.
- 8.13. Participants are required to disable in-game messages, and enabling in-game messages is prohibited.

## 9. Technical Rules for Holding the Physical Stage

### 9.1. Court and ball

9.1.1. The game is played on a 3x3 court with one basket. The playing surface of a standard 3x3 court has dimensions of \_\_\_\_\_ m (width) x \_\_\_\_\_ m (length) (parameters cannot contradict the Rules of Phygital Basketball). The court shall have an area marked the same way as on a traditional basketball court, including a free throw line (5.80 m), a 2-point line (6.75 m) and "a no-charge semicircle under the basket where collision fouls are not called".

9.1.2. The height of the ring above the court: \_\_\_\_\_ ; the diameter of the ring: \_\_\_\_\_ ; the size of the shield: \_\_\_\_\_ (horizontally) \_\_\_\_\_ (vertically), including the frame (the parameters cannot contradict the Rules of Phygital Basketball).

9.1.3. Safety area along the perimeter of the entire Field of Play must be at least 2 meters.

9.1.4. A ball corresponding to the Rules of Phygital Basketball shall be used for the game. The circumference of the ball: \_\_\_\_\_ ; the weight of the ball at the start of the match: \_\_\_\_\_ (the parameters cannot contradict the Rules of Phygital Basketball).

### 9.2. The beginning of the Physical stage

9.2.1. Both teams shall warm-up simultaneously prior to the game. The total warm-up time of the teams shall not exceed \_\_\_\_\_ minutes.

9.2.2. The referee of the Physical stage must perform a coin toss before the start of the stage to decide which team gets first possession of the ball. The team that wins the coin toss gets the ball first at the Physical stage.

9.2.3. The Physical stage must begin with 2 (two) players from each team on the court.

9.2.4. The score of the Physical stage starts with the score recorded at the end of the Digital stage.

### 9.3. Playing time/Winner of a game

9.3.1. The match ends either with one of the teams scoring 39 (thirty nine) points or with the game time (one 7-minute half) expiring. The clock shall be stopped during dead ball and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as the ball is in the offensive team's hands). If one of the teams scores forty (40) points, this score is also fixed and the match ends.

9.3.2. In the event that no team has scored 39 points and the Physical stage time has expired, the team that has scored more points by the end of the Main Time wins

the match. In case of a tie in the total score at the end of the Main time, the winner is determined in accordance with these Rules.

9.3.3.A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

9.3.4.A team shall lose by default (due to a lack of players) if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

9.3.5.A team losing by default or a forfeit shall be disqualified from the Competition.

## **10. Determination of the Winner and Prize Winners**

10.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.

10.2. The teams that secure second and third place in the Competition will be recognized as prize winners.

10.3. Award procedure for the winner and prize-winners shall be determined as follows:

## **11. Uniform (Equipment) Requirements**

11.1. Compulsory uniform (equipment)

11.1.1. Jerseys. For all team members, there is one common rule – jerseys must be tucked into the shorts.

11.1.2. Shorts.

11.1.3. Special undergarment

11.1.4. Socks of a dominant color for all team members. The socks must be visible.

11.1.5. Sneakers of any color combination. Flashing lights, reflective materials, or other decorations are not permitted.

11.1.6. Equipment colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Jerseys must be of the same color category, both front and back.
- Shorts may not match the color of the jerseys. but must be of the same color on both sides.
- Undergarment must be the same color as the shorts and jerseys, if visible during the game.
- The "home" team must wear light jerseys, and the "away" team must wear dark jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

#### 11.1.7. Slogans, statements, images and advertising on the Equipment

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal undergarments (vests, undershorts/tights) that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the competition organizer. Other sports equipment requirements are established by the Regulatory documents.

#### 11.1.8. Numbering on the equipment

Each team member must wear a jersey with single-color numbers displayed on the front and back, contrasting with the color of the jersey.

All numbers must be distinctly visible and:

- numbers on the back must be at least 15 cm in height;
- numbers on the front must be at least 5 cm in height;
- The width of the numbers must be at least two centimeters.
- teams are only allowed numbers 0 and 00, as well as from 1 to 99;
- players on a team may not have duplicate numbers;
- any advertising or a logo must be placed at least 5 cm from the number.

#### 11.2. All equipment used by players must be suitable for the game. Any equipment intended to increase a player's height, stretchability, or provide any other undeserved advantage is not allowed.

##### 11.2.1. Players must not wear equipment (articles) that can cause injury to other players.

##### 11.2.2. The following is not permitted:

- Finger, hand, wrist, elbow, or forearm protection, helmets, plaster casts, or bandages made of leather, plastic, flexible (soft) plastic, metal, or any other hard material, even if covered with soft padding.
- Articles that could cut or cause abrasions (fingernails must be closely cut)
- Hair accessories and jewelry

##### 11.3. The following is permitted:

- Protective equipment for the shoulder joint, shoulder, thigh, or shin, made of sufficiently soft material.
- Compression sleeves and socks.
- Headgear. It must not partially or fully cover any part of the face (eyes, nose, lips, etc.) and must be safe for both the player wearing it and other players. Headgear must not have opening or closing elements around the face and/or neck, or protruding elements.
- Knee pads, if properly covered;
- Protective equipment for injured noses, even if made of hard material;
- Glasses so long as they do not pose any risk to other players;
- Wristbands and headbands with a maximum width of 10 (ten) cm, made of textile fabric.
- Tapes for hands, shoulders, legs, etc.

- Ankle braces.

## **12. Final provisions**

- 12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

*WPC Note: outlined below is the format recommended by the WPC for a 16-team competition. In the case of a Competition with a different number of teams and using a different system, please describe it in Appendix 1 (below) in a similar form or contact the WPC*

1. The teams participating in the Competition are divided into four groups of 4 teams, which play matches in the "GSL without the 5th match" format. The GOF Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the quarter finals in the following order:

- quarter final;
- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 1).

2. The "GSL without a 5th Match" format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the quarterfinals.

The left side of the tournament bracket is formed by teams from groups A and B, while the right side is formed by teams from groups C and D.

Teams play the 1/4 finals to advance to the semifinals. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.

Tournament bracket

	Group Stage										Quarter-final			Semi-final			3-rd place			Final								
	1st stage			2nd stage			3rd stage																					
Group A	1			Score	Pen	11			Score	Pen																		
	-	Team 1	0	0	-	Winner 1	0	0																				
	-	Team 2	0	0	-	Winner 2	0	0																				
	2			Score	Pen	9			Score	Pen																		
-	Team 3	0	0	-	Loser 1	0	0																					
-	Team 4	0	0	-	Loser 2	0	0																					
Group B	3			Score	Pen	12			Score	Pen	17			Score	Pen	21			Score	Pen								
	-	Team 5	0	0	-	Winner 3	0	0	-	Loser 12	0	0	-	Winner 15	0	0												
	-	Team 6	0	0	-	Winner 4	0	0	-	Winner 9	0	0	-	Winner 17	0	0												
	4			Score	Pen	10			Score	Pen	18			Score	Pen	22			Score	Pen	25			Score	Pen			
-	Team 7	0	0	-	Loser 3	0	0	-	Loser 11	0	0	-	Winner 16	0	0	-	Winner 21	0	0									
-	Team 8	0	0	-	Loser 4	0	0	-	Winner 10	0	0	-	Winner 18	0	0	-	Winner 22	0	0									
Group C	5			Score	Pen	15			Score	Pen	19			Score	Pen	23			Score	Pen	26			Score	Pen			
	-	Team 9	0	0	-	Winner 5	0	0	-	Loser 16	0	0	-	Winner 11	0	0	-	Winner 23	0	0								
	-	Team 10	0	0	-	Winner 6	0	0	-	Winner 13	0	0	-	Winner 19	0	0	-	Winner 24	0	0								
	6			Score	Pen	13			Score	Pen	20			Score	Pen	24			Score	Pen								
-	Team 11	0	0	-	Loser 5	0	0	-	Loser 15	0	0	-	Winner 12	0	0													
-	Team 12	0	0	-	Loser 6	0	0	-	Winner 14	0	0	-	Winner 20	0	0													
Group D	7			Score	Pen	16			Score	Pen																		
	-	Team 13	0	0	-	Winner 7	0	0																				
	-	Team 14	0	0	-	Winner 8	0	0																				
	8			Score	Pen	14			Score	Pen																		
-	Team 15	0	0	-	Loser 7	0	0																					
-	Team 16	0	0	-	Loser 8	0	0																					





**TECHNICAL RULES FOR  
PHYGITAL BASKETBALL.**

**8 TEAMS**

## GUIDELINES

### on how to fill in the blanks in the Technical Rules of Phygital Basketball

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital basketball.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital basketball by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.1 of Article 8, specify the name of the gaming platform (PlayStation 4, PlayStation 5, Xbox, etc.).
9. In paragraph 9.1.1 of Article 9, specify:
  - the width of the FOP in meters (according to the rules of Phygital basketball, the permissible limits are from 09 to 11 meters. Specify an exact figure within these limits);
  - the length of the FOP in meters (according to the rules of Phygital basketball, the permissible limits are from 12 to 15 meters. Specify an exact figure within these limits).
10. In paragraph 9.1.2 of Article 9, specify:
  - the height of the ring above the FOP floor in millimeters (according to the rules of Phygital basketball, 3,050 millimeters or, in the case where a support with an adjustable ring height is used, the height of the ring is determined by the competition organizer and is specified in the Technical Rules);
  - the diameter of the ring in millimeters (according to the rules of Phygital basketball, the permissible limits are from 450 to 459 millimeters. Specify an exact figure within these limits);
  - the horizontal size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,800

millimeters (+ a maximum of 30 millimeters). Specify an exact figure within this limit);

- the vertical size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,050 millimeters (+ a maximum of 20 millimeters). Specify an exact figure within this limit).

11. In paragraph 9.1.4 of Article 9, specify:

- the circumference of the ball in millimeters (according to the rules of Phygital basketball, the permissible limits are from 720 to 740 millimeters. Specify an exact figure within these limits);
- the weight of the ball at match start in grams (according to the rules of Phygital basketball, the permissible limits are from 580 to 620 grams. Specify an exact figure within these limits).


12. In paragraph 9.2.1 of Article 9, specify the total maximum allowable pre-match warm-up time for the teams.

13. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.



**TECHNICAL RULES**  
of the   
(Phygital Basketball)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Basketball), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**Organizer** is [REDACTED].

**Rules of Phygital Basketball** are the rules of the of the Phygital basketball, approved by the WPC.

**Competition** is the [REDACTED].

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding Competition.

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Basketball in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Basketball) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 8 (eight) teams participating in the Competition, with at least 2 (two) and no more than 4 (four) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform;
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:
    - [REDACTED]
  - The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in

case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
    - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
    - are similar or identical to the nicknames of other participants or the names of other teams;
    - are similar or identical to the nicknames of the Competition officials;
    - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. Each match includes two stages:
- 3.3.1. Digital Stage**
- The Digital stage is held in accordance with the Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents. The Digital stage is held in the 2x2 format (two players in each team).
- 3.3.2. Physical Stage**
- The Physical stage matches are played in accordance with Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents.
- Each team is represented by 2 (two) athletes in a match. The remaining athlete in the team is a substitute and may enter the game during the match under the procedure set forth in the Rules of Phygital Basketball.
- 3.3.3. There is a 5 (five) minute break between the stages.
- 3.3.4. The results of the draw determine the “home” (team on the left or top depending on the bracket visualization) and “away” (team on the right or bottom depending on the bracket visualization) teams in the matches.
- 3.3.5. For each match, a team may nominate no more than 3 (three) athletes from the total tournament entry list.
- 3.4. The winner of a match consisting of 2 (two) stages shall be determined by the sum of points scored at the Digital and Physical stages. If there is a tie, the winner of the match is determined in a series of post-match free throws in accordance with the Technical Rules. As per the Rules of Phygital Basketball, a free throw is an opportunity given to a player to score one point, uncontested, from a position behind the free-throw line and inside the semicircle.
- 3.5. The referee holds a draw that determines which team will have the first throw.

A series of post-match free throws includes three throws by each team. Throws shall be performed by teams alternately. There is no rebound during the series of post-match free throws. Only the player making the throw and the referee may be present on the court during the throws.

If, before both teams make three throws each, one of them throws more balls into the basket than the other team could score even after the three throws, the free throw series is stopped.

If, after both teams have made three throws, both teams have the same number of baskets, the free throw series shall be continued in the same order until one of the teams scores one more ball than the other, with the same number of throws made.

All throws shall be made by different players; a player may re-throw only after all eligible players have made their throws.

Each free throw in a series of free throws shall be carried out in accordance with the Rules of Phygital Basketball.

The player making the free throw shall:

- Take a position behind the free-throw line and inside the semicircle.
- Use any method of executing a free throw so that the ball enters the basket from above the ring or touches the ring.

The winner of the series of post-match free throws and the corresponding match is the team whose players scored more balls during the series of post-match free throws with the same number of throws made.

- 3.6. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.7. If there are valid reasons, a Competition participant in a Team may be substituted by the Organizer's decision. Participants may be replaced no later than 24 hours prior to the start of the Competition in which the Team participates, provided that they comply with the requirements for submission of the Application Form. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.8. Teams must ensure that participants and their representatives are present in the following order:
  - At the Digital stage: only 2 (two) athletes, who are taking part in the corresponding stage, are present at the FoP.
  - At the Physical stage: only outfield players are present at the FoP while the substitute player is seated on the bench. The team's officials are not allowed into the FoP and on the bench.



#### **4. Participants' Rights and Liabilities**

##### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach.

##### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) only enter the FoP wearing the uniform (equipment) in accordance with Clause 11 of these Technical Rules;
- 5) attend the Competition venue accompanied by the coach/official representative of the Team;
- 6) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 7) strictly comply with the order of entering the Field of Play, as established by the draw;
- 8) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 9) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;
- 10) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 11) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 12) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

##### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;

- 3) interfere in any way with the competition process disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate Rules of Phygital Basketball, provisions of these Technical Rules and other Regulatory documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Basketball, the Technical Rules or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for the Competition matches shall be determined under the procedure stipulated by the Regulatory documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.

- 5.4. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and penalties**

- 6.1. If a Competition participant commits a violation that is not directly provided for by the Rules of Phygital Basketball and (or) these Technical Rules, the Organizers of the Competition have the right to impose on such a participant one of the sports sanctions provided for by the Rules of Phygital Basketball, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.
- 6.2. If the start or recommencement of the match is delayed by more than 10 minutes, the team may be awarded a forfeit.
- 6.3. Intentional disruption of matches may result in sports sanctions being imposed on the violator, up to disqualification.
- 6.4. Misconduct shall be punished with a caution or a sending-off.
- 6.5. Undisciplined behavior through interrupting the gameplay by pressing the PS button. If committed once, is punishable by a Caution. If committed repeatedly by an athlete of the same team, one of the mentioned offences is punishable by sending off the athlete who committed such repeated offence. In this case, the team has the right to replace the dismissed athlete with another team member included in the application form as a substitute player to participate at the Digital Stage.

Commitment of one of the violations mentioned in this paragraph by an athlete of the team for the third time is punishable by awarding the team a forfeit at the Digital stage of the match with a score of 0:15.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.

- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for Holding Digital Stage**

- 8.1. The gaming platform of the Competition is the  , equipped with the NBA 2K25 game, licensed, the latest current version;
- 8.2. Competition Game Mode – PLAY NOW / BLACKTOP / 2 VS 2;
- 8.3. Court Size – Half Court;
- 8.4. 2K Arena camera;
- 8.5. Difficulty level: Hall of fame.
- 8.6. There are no restrictions on the rules of the game in defense and offense, any techniques provided by the game can be used for winning the game;
- 8.7. Teams can choose any character whose rating does not exceed 97 from the All-Time team list (NBA and Classic team lists are forbidden to choose from) to participate in the Digital Stage.
- 8.8. Teams must select characters for the game no later than 1 hour before the Match starts and indicate this information in the starting lineups, as well as inform the Secretary or Referee about their choice in the presence of the participants. The character selection priority is determined by a draw conducted by the Chief Referee of the Discipline or a representative of the Chief Panel of Judges in the presence of both teams' representatives.
- 8.9. At the Digital stage, the first ball possession is automatically determined by the sports simulator.
- 8.10. Teams play in the 2x2 format.

The Digital stage ends after one of the teams scores 19 (nineteen) points. If one of the teams scores 19 (nineteen) points, but the point difference with the opposing team does not reach two points, the Digital stage still ends. If a team scores 20 (twenty) points, this score is also recorded, and the Digital stage ends.
- 8.11. In case of player disconnection (network disconnect, bug, etc.), there must be a match remake with the score preserved at the moment of disconnection.
- 8.12. In case of a remake, the team compositions must remain the same. Ball possession also remains with the team that had it before the disconnection.
- 8.13. Participants are required to disable in-game messages, and enabling in-game messages is prohibited.

## 9. Technical Rules for Holding the Physical Stage

### 9.1. Court and ball

9.1.1. The game is played on a 3x3 court with one basket. The playing surface of a standard 3x3 court has dimensions of [REDACTED] m (width) x [REDACTED] m (length) (parameters cannot contradict the Rules of Phygital Basketball). The court shall have an area marked the same way as on a traditional basketball court, including a free throw line (5.80 m), a 2-point line (6.75 m) and "a no-charge semicircle under the basket where collision fouls are not called".

9.1.2. The height of the ring above the court: [REDACTED]; the diameter of the ring: [REDACTED]; the size of the shield: [REDACTED] (horizontally) [REDACTED] (vertically), including the frame (the parameters cannot contradict the Rules of Phygital Basketball).

9.1.3. Safety area along the perimeter of the entire Field of Play must be at least 2 meters.

9.1.4. A ball corresponding to the Rules of Phygital Basketball shall be used for the game. The circumference of the ball: [REDACTED]; the weight of the ball at the start of the match: [REDACTED] (the parameters cannot contradict the Rules of Phygital Basketball).

### 9.2. The beginning of the Physical stage

9.2.1. Both teams shall warm-up simultaneously prior to the game. The total warm-up time of the teams shall not exceed [REDACTED] minutes.

9.2.2. The referee of the Physical stage must perform a coin toss before the start of the stage to decide which team gets first possession of the ball. The team that wins the coin toss gets the ball first at the Physical stage.

9.2.3. The Physical stage must begin with 2 (two) players from each team on the court.

9.2.4. The score of the Physical stage starts with the score recorded at the end of the Digital stage.

### 9.3. Playing time/Winner of a game

9.3.1. The match ends either with one of the teams scoring 39 (thirty nine) points or with the game time (one 7-minute half) expiring. The clock shall be stopped during dead ball and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as the ball is in the offensive team's hands). If one of the teams scores forty (40) points, this score is also fixed and the match ends.

9.3.2. In the event that no team has scored 39 points and the Physical stage time has expired, the team that has scored more points by the end of the Main Time wins the match. In case of a tie in the total score at the end of the Main time, the winner is determined in accordance with these Rules.

9.3.3. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

9.3.4. A team shall lose by default (due to a lack of players) if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

9.3.5. A team losing by default or a forfeit shall be disqualified from the Competition.

## **10. Determination of the Winner and Prize Winners**

10.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.

10.2. The teams that secure second and third place in the Competition will be recognized as prize winners.

10.3. Award procedure for the winner and prize-winners shall be determined as follows: .

## **11. Uniform (Equipment) Requirements**

11.1. Compulsory uniform (equipment)

11.1.1. Jerseys. For all team members, there is one common rule – jerseys must be tucked into the shorts.

11.1.2. Shorts.

11.1.3. Special undergarment

11.1.4. Socks of a dominant color for all team members. The socks must be visible.

11.1.5. Sneakers of any color combination. Flashing lights, reflective materials, or other decorations are not permitted.

11.1.6. Equipment colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Jerseys must be of the same color category, both front and back.
- Shorts may not match the color of the jerseys. but must be of the same color on both sides.
- Undergarment must be the same color as the shorts and jerseys, if visible during the game.
- The "home" team must wear light jerseys, and the "away" team must wear dark jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

11.1.7. Slogans, statements, images and advertising on the Equipment

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal undergarments

(vests, undershorts/tights) that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the competition organizer. Other sports equipment requirements are established by the Regulatory documents.

#### 11.1.8. Numbering on the equipment

Each team member must wear a jersey with single-color numbers displayed on the front and back, contrasting with the color of the jersey.

All numbers must be distinctly visible and:

- numbers on the back must be at least 15 cm in height;
- numbers on the front must be at least 5 cm in height;
- The width of the numbers must be at least two centimeters.
- teams are only allowed numbers 0 and 00, as well as from 1 to 99;
- players on a team may not have duplicate numbers;
- any advertising or a logo must be placed at least 5 cm from the number.

11.2. All equipment used by players must be suitable for the game. Any equipment intended to increase a player's height, stretchability, or provide any other undeserved advantage is not allowed.

11.2.1. Players must not wear equipment (articles) that can cause injury to other players.

11.2.2. The following is not permitted:

- Finger, hand, wrist, elbow, or forearm protection, helmets, plaster casts, or bandages made of leather, plastic, flexible (soft) plastic, metal, or any other hard material, even if covered with soft padding.
- Articles that could cut or cause abrasions (fingernails must be closely cut)

11.3. Hair accessories and jewelry

11.3.1. The following is permitted:

- Protective equipment for the shoulder joint, shoulder, thigh, or shin, made of sufficiently soft material.
- Compression sleeves and socks.
- Headgear. It must not partially or fully cover any part of the face (eyes, nose, lips, etc.) and must be safe for both the player wearing it and other players. Headgear must not have opening or closing elements around the face and/or neck, or protruding elements.
- Knee pads, if properly covered;
- Protective equipment for injured noses, even if made of hard material;
- Glasses so long as they do not pose any risk to other players;
- Wristbands and headbands with a maximum width of 10 (ten) cm, made of textile fabric.
- Tapes for hands, shoulders, legs, etc.
- Ankle braces.

## **12. Final provisions**

- 12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.



### Competition format

1. Teams participating in the Competition are divided into two groups of 4 teams, where matches are played in the “GSL without a 5th match” format the Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the semifinals in the following order:

- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 2).

2. The “GSL without a 5th Match” format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the semifinals.

Teams play semifinal matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place.

The team winning the Final match becomes the Competition winner.

**Tournament bracket**

		Group Stage						Semi-final		3-rd place		Final				
		1st stage		2nd stage		3rd stage										
<b>Group A</b>		1	Score		7	Score										
	-	Team 1	0	-	Winner 1	0										
	-	Team 2	0	-	Winner 2	0										
		2	Score		5	Score	9	Score	11	Score						
-	Team 3	0	-	Loser 1	0	-	Loser 8	0	-	Winner 7	0					
-	Team 4	0	-	Loser 2	0	-	Winner 5	0	-	Winner 10	0	13	Score			
										-	Loser 11	0	-	Winner 11	0	
<b>Group B</b>		3	Score		8	Score	10	Score	12	Score	-	Loser 12	0	-	Winner 12	0
	-	Team 5	0	-	Winner 3	0	-	Loser 7	0	-	Winner 8	0				
	-	Team 6	0	-	Winner 4	0	-	Winner 6	0	-	Winner 9	0				
		4	Score		6	Score										
-	Team 7	0	-	Loser 3	0											
-	Team 8	0	-	Loser 4	0											





**TECHNICAL RULES FOR  
PHYGITAL BASKETBALL.**

**16 TEAMS**

## GUIDELINES

### on how to fill in the blanks in the Technical Rules of Phygital Basketball

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital basketball.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital basketball by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.1 of Article 8, specify the name of the gaming platform (PlayStation 4, PlayStation 5, Xbox, etc.).
9. In paragraph 9.1.1 of Article 9, specify:
  - the width of the FOP in meters (according to the rules of Phygital basketball, the permissible limits are from 09 to 11 meters. Specify an exact figure within these limits);
  - the length of the FOP in meters (according to the rules of Phygital basketball, the permissible limits are from 12 to 15 meters. Specify an exact figure within these limits).
10. In paragraph 9.1.2 of Article 9, specify:
  - the height of the ring above the FOP floor in millimeters (according to the rules of Phygital basketball, 3,050 millimeters or, in the case where a support with an adjustable ring height is used, the height of the ring is determined by the competition organizer and is specified in the Technical Rules);
  - the diameter of the ring in millimeters (according to the rules of Phygital basketball, the permissible limits are from 450 to 459 millimeters. Specify an exact figure within these limits);
  - the horizontal size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,800

millimeters (+ a maximum of 30 millimeters). Specify an exact figure within this limit);

- the vertical size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,050 millimeters (+ a maximum of 20 millimeters). Specify an exact figure within this limit).

11. In paragraph 9.1.4 of Article 9, specify:

- the circumference of the ball in millimeters (according to the rules of Phygital basketball, the permissible limits are from 720 to 740 millimeters. Specify an exact figure within these limits);
- the weight of the ball at match start in grams (according to the rules of Phygital basketball, the permissible limits are from 580 to 620 grams. Specify an exact figure within these limits).


12. In paragraph 9.2.1 of Article 9, specify the total maximum allowable pre-match warm-up time for the teams.

13. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.



**TECHNICAL RULES**  
of the   
(Phygital Basketball)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Basketball), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**Organizer** is [REDACTED].

**Rules of Phygital Basketball** are the rules of the of the Phygital basketball, approved by the WPC.

**Competition** is the [REDACTED].

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding Competition.

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Basketball in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Basketball) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 16 (sixteen) teams participating in the Competition, with at least 2 (two) and no more than 4 (four) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform;
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:
    - [REDACTED]
  - The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in



case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
    - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
    - are similar or identical to the nicknames of other participants or the names of other teams;
    - are similar or identical to the nicknames of the Competition officials;
    - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. Each match includes two stages:
- 3.3.1. Digital Stage**
- The Digital stage is held in accordance with the Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents. The Digital stage is held in the 2x2 format (two players in each team).
- 3.3.2. Physical Stage**
- The Physical stage matches are played in accordance with Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents.
- Each team is represented by 2 (two) athletes in a match. The remaining athlete in the team is a substitute and may enter the game during the match under the procedure set forth in the Rules of Phygital Basketball.
- 3.3.3. There is a 5 (five) minute break between the stages.
- 3.3.4. The results of the draw determine the “home” (team on the left or top depending on the bracket visualization) and “away” (team on the right or bottom depending on the bracket visualization) teams in the matches.
- 3.3.5. For each match, a team may nominate no more than 3 (three) athletes from the total tournament entry list.
- 3.4. The winner of a match consisting of 2 (two) stages shall be determined by the sum of points scored at the Digital and Physical stages. If there is a tie, the winner of the match is determined in a series of post-match free throws in accordance with the Technical Rules. As per the Rules of Phygital Basketball, a free throw is an opportunity given to a player to score one point, uncontested, from a position behind the free-throw line and inside the semicircle.
- 3.5. The referee holds a draw that determines which team will have the first throw.

A series of post-match free throws includes three throws by each team. Throws shall be performed by teams alternately. There is no rebound during the series of post-match free throws. Only the player making the throw and the referee may be present on the court during the throws.

If, before both teams make three throws each, one of them throws more balls into the basket than the other team could score even after the three throws, the free throw series is stopped.

If, after both teams have made three throws, both teams have the same number of baskets, the free throw series shall be continued in the same order until one of the teams scores one more ball than the other, with the same number of throws made.

All throws shall be made by different players; a player may re-throw only after all eligible players have made their throws.

Each free throw in a series of free throws shall be carried out in accordance with the Rules of Phygital Basketball.

The player making the free throw shall:

- Take a position behind the free-throw line and inside the semicircle.
- Use any method of executing a free throw so that the ball enters the basket from above the ring or touches the ring.

The winner of the series of post-match free throws and the corresponding match is the team whose players scored more balls during the series of post-match free throws with the same number of throws made.

- 3.6. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.7. If there are valid reasons, a Competition participant in a Team may be substituted by the Organizer's decision. Participants may be replaced no later than 24 hours prior to the start of the Competition in which the Team participates, provided that they comply with the requirements for submission of the Application Form. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.8. Teams must ensure that participants and their representatives are present in the following order:
  - At the Digital stage: only 2 (two) athletes, who are taking part in the corresponding stage, are present at the FoP.
  - At the Physical stage: only outfield players are present at the FoP while the substitute player is seated on the bench. The team's officials are not allowed into the FoP and on the bench.

#### **4. Participants' Rights and Liabilities**

##### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach.

##### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) only enter the FoP wearing the uniform (equipment) in accordance with Clause 11 of these Technical Rules;
- 5) attend the Competition venue accompanied by the coach/official representative of the Team;
- 6) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 7) strictly comply with the order of entering the Field of Play, as established by the draw;
- 8) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 9) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;
- 10) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 11) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 12) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

##### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;

- 3) interfere in any way with the competition process disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate Rules of Phygital Basketball, provisions of these Technical Rules and other Regulatory documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Basketball, the Technical Rules or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for the Competition matches shall be determined under the procedure stipulated by the Regulatory documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.

- 5.4. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and penalties**

- 6.1. If a Competition participant commits a violation that is not directly provided for by the Rules of Phygital Basketball and (or) these Technical Rules, the Organizers of the Competition have the right to impose on such a participant one of the sports sanctions provided for by the Rules of Phygital Basketball, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.
- 6.2. If the start or recommencement of the match is delayed by more than 10 minutes, the team may be awarded a forfeit.
- 6.3. Intentional disruption of matches may result in sports sanctions being imposed on the violator, up to disqualification.
- 6.4. Misconduct shall be punished with a caution or a sending-off.
- 6.5. Undisciplined behavior through interrupting the gameplay by pressing the PS button. If committed once, is punishable by a Caution. If committed repeatedly by an athlete of the same team, one of the mentioned offences is punishable by sending off the athlete who committed such repeated offence. In this case, the team has the right to replace the dismissed athlete with another team member included in the application form as a substitute player to participate at the Digital Stage.

Commitment of one of the violations mentioned in this paragraph by an athlete of the team for the third time is punishable by awarding the team a forfeit at the Digital stage of the match with a score of 0:15.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.

- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for Holding Digital Stage**

- 8.1. The gaming platform of the Competition is the  , equipped with the NBA 2K25 game, licensed, the latest current version;
- 8.2. Competition Game Mode – PLAY NOW / BLACKTOP / 2 VS 2;
- 8.3. Court Size – Half Court;
- 8.4. 2K Arena camera;
- 8.5. Difficulty level: Hall of fame.
- 8.6. There are no restrictions on the rules of the game in defense and offense, any techniques provided by the game can be used for winning the game;
- 8.7. Teams can choose any character whose rating does not exceed 97 from the All-Time team list (NBA and Classic team lists are forbidden to choose from) to participate in the Digital Stage.
- 8.8. Teams must select characters for the game no later than 1 hour before the Match starts and indicate this information in the starting lineups, as well as inform the Secretary or Referee about their choice in the presence of the participants. The character selection priority is determined by a draw conducted by the Chief Referee of the Discipline or a representative of the Chief Panel of Judges in the presence of both teams' representatives.
- 8.9. At the Digital stage, the first ball possession is automatically determined by the sports simulator.
- 8.10. Teams play in the 2x2 format.

The Digital stage ends after one of the teams scores 19 (nineteen) points. If one of the teams scores 19 (nineteen) points, but the point difference with the opposing team does not reach two points, the Digital stage still ends. If a team scores 20 (twenty) points, this score is also recorded, and the Digital stage ends.
- 8.11. In case of player disconnection (network disconnect, bug, etc.), there must be a match remake with the score preserved at the moment of disconnection.
- 8.12. In case of a remake, the team compositions must remain the same. Ball possession also remains with the team that had it before the disconnection.
- 8.13. Participants are required to disable in-game messages, and enabling in-game messages is prohibited.

## 9. Technical Rules for Holding the Physical Stage

### 9.1. Court and ball

9.1.1. The game is played on a 3x3 court with one basket. The playing surface of a standard 3x3 court has dimensions of [REDACTED] m (width) x [REDACTED] m (length) (parameters cannot contradict the Rules of Phygital Basketball). The court shall have an area marked the same way as on a traditional basketball court, including a free throw line (5.80 m), a 2-point line (6.75 m) and "a no-charge semicircle under the basket where collision fouls are not called".

9.1.2. The height of the ring above the court: [REDACTED]; the diameter of the ring: [REDACTED]; the size of the shield: [REDACTED] (horizontally) [REDACTED] (vertically), including the frame (the parameters cannot contradict the Rules of Phygital Basketball).

9.1.3. Safety area along the perimeter of the entire Field of Play must be at least 2 meters.

9.1.4. A ball corresponding to the Rules of Phygital Basketball shall be used for the game. The circumference of the ball: [REDACTED]; the weight of the ball at the start of the match: [REDACTED] (the parameters cannot contradict the Rules of Phygital Basketball).

### 9.2. The beginning of the Physical stage

9.2.1. Both teams shall warm-up simultaneously prior to the game. The total warm-up time of the teams shall not exceed [REDACTED] minutes.

9.2.2. The referee of the Physical stage must perform a coin toss before the start of the stage to decide which team gets first possession of the ball. The team that wins the coin toss gets the ball first at the Physical stage.

9.2.3. The Physical stage must begin with 2 (two) players from each team on the court.

9.2.4. The score of the Physical stage starts with the score recorded at the end of the Digital stage.

### 9.3. Playing time/Winner of a game

9.3.1. The match ends either with one of the teams scoring 39 (thirty nine) points or with the game time (one 7-minute half) expiring. The clock shall be stopped during dead ball and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as the ball is in the offensive team's hands). If one of the teams scores forty (40) points, this score is also fixed and the match ends.

9.3.2. In the event that no team has scored 39 points and the Physical stage time has expired, the team that has scored more points by the end of the Main Time wins the match. In case of a tie in the total score at the end of the Main time, the winner is determined in accordance with these Rules.

9.3.3. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).



9.3.4. A team shall lose by default (due to a lack of players) if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

9.3.5. A team losing by default or a forfeit shall be disqualified from the Competition.

## **10. Determination of the Winner and Prize Winners**

10.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.

10.2. The teams that secure second and third place in the Competition will be recognized as prize winners.

10.3. Award procedure for the winner and prize-winners shall be determined as follows:  .

## **11. Uniform (Equipment) Requirements**

11.1. Compulsory uniform (equipment)

11.1.1. Jerseys. For all team members, there is one common rule – jerseys must be tucked into the shorts.

11.1.2. Shorts.

11.1.3. Special undergarment

11.1.4. Socks of a dominant color for all team members. The socks must be visible.

11.1.5. Sneakers of any color combination. Flashing lights, reflective materials, or other decorations are not permitted.

11.1.6. Equipment colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Jerseys must be of the same color category, both front and back.
- Shorts may not match the color of the jerseys. but must be of the same color on both sides.
- Undergarment must be the same color as the shorts and jerseys, if visible during the game.
- The "home" team must wear light jerseys, and the "away" team must wear dark jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

11.1.8. Slogans, statements, images and advertising on the Equipment

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal undergarments



(vests, undershorts/tights) that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the competition organizer. Other sports equipment requirements are established by the Regulatory documents.

#### 11.1.8. Numbering on the equipment

Each team member must wear a jersey with single-color numbers displayed on the front and back, contrasting with the color of the jersey.

All numbers must be distinctly visible and:

- numbers on the back must be at least 15 cm in height;
- numbers on the front must be at least 5 cm in height;
- The width of the numbers must be at least two centimeters.
- teams are only allowed numbers 0 and 00, as well as from 1 to 99;
- players on a team may not have duplicate numbers;
- any advertising or a logo must be placed at least 5 cm from the number.

11.2. All equipment used by players must be suitable for the game. Any equipment intended to increase a player's height, stretchability, or provide any other undeserved advantage is not allowed.

11.2.1. Players must not wear equipment (articles) that can cause injury to other players.

11.2.2. The following is not permitted:

- Finger, hand, wrist, elbow, or forearm protection, helmets, plaster casts, or bandages made of leather, plastic, flexible (soft) plastic, metal, or any other hard material, even if covered with soft padding.
- Articles that could cut or cause abrasions (fingernails must be closely cut)

11.3. Hair accessories and jewelry

11.3.1. The following is permitted:

- Protective equipment for the shoulder joint, shoulder, thigh, or shin, made of sufficiently soft material.
- Compression sleeves and socks.
- Headgear. It must not partially or fully cover any part of the face (eyes, nose, lips, etc.) and must be safe for both the player wearing it and other players. Headgear must not have opening or closing elements around the face and/or neck, or protruding elements.
- Knee pads, if properly covered;
- Protective equipment for injured noses, even if made of hard material;
- Glasses so long as they do not pose any risk to other players;
- Wristbands and headbands with a maximum width of 10 (ten) cm, made of textile fabric.
- Tapes for hands, shoulders, legs, etc.
- Ankle braces.

## **12. Final provisions**

- 12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

1. The teams participating in the Competition are divided into four groups of 4 teams, which play matches in the "GSL without the 5th match" format. The GOF Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the quarter finals in the following order:

- quarter final;
- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 2).

2. The "GSL without a 5th Match" format is a system of matches at the group stage, in which all group members play 2 matches in the following order:

- in the 1st round, the group members are divided into pairs by draw;
- the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
- the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.

3. Teams ranked 1st in groups advance directly to the quarterfinals.

The left side of the tournament bracket is formed by teams from groups A and B, while the right side is formed by teams from groups C and D.

Teams play the 1/4 finals to advance to the semifinals. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.

### Tournament bracket

Group Stage				Quarter-final			Semi-final			3-rd place			Final						
1st stage				2nd stage			3rd stage												
Group A	1	Score	Pen	11	Score	Pen													
	- Team 1	0	0	- Winner 1	0	0													
	- Team 2	0	0	- Winner 2	0	0													
	2	Score	Pen	9	Score	Pen													
- Team 3	0	0	- Loser 1	0	0														
- Team 4	0	0	- Loser 2	0	0														
Group B	3	Score	Pen	12	Score	Pen	17	Score	Pen	21	Score	Pen							
	- Team 5	0	0	- Winner 3	0	0	- Loser 12	0	0	- Winner 15	0	0							
	- Team 6	0	0	- Winner 4	0	0	- Winner 9	0	0	- Winner 17	0	0							
	4	Score	Pen	10	Score	Pen	18	Score	Pen	22	Score	Pen	25	Score	Pen				
- Team 7	0	0	- Loser 3	0	0	- Loser 11	0	0	- Winner 16	0	0	- Winner 21	0	0					
- Team 8	0	0	- Loser 4	0	0	- Winner 10	0	0	- Winner 18	0	0	- Winner 22	0	0					
Group C	5	Score	Pen	15	Score	Pen	19	Score	Pen	23	Score	Pen	26	Score	Pen				
	- Team 9	0	0	- Winner 5	0	0	- Loser 16	0	0	- Winner 11	0	0	- Winner 23	0	0				
	- Team 10	0	0	- Winner 6	0	0	- Winner 13	0	0	- Winner 19	0	0	- Winner 24	0	0				
	6	Score	Pen	13	Score	Pen	20	Score	Pen	24	Score	Pen							
- Team 11	0	0	- Loser 5	0	0	- Loser 15	0	0	- Winner 12	0	0								
- Team 12	0	0	- Loser 6	0	0	- Winner 14	0	0	- Winner 20	0	0								
Group D	7	Score	Pen	16	Score	Pen													
	- Team 13	0	0	- Winner 7	0	0													
	- Team 14	0	0	- Winner 8	0	0													
	8	Score	Pen	14	Score	Pen													
- Team 15	0	0	- Loser 7	0	0														
- Team 16	0	0	- Loser 8	0	0														
										27			Score	Pen	28			Score	Pen
													- Loser 25	0	0	- Winner 25	0	0	
													- Loser 26	0	0	- Winner 26	0	0	



**TECHNICAL RULES FOR  
PHYGITAL BASKETBALL.  
32 TEAMS**

## GUIDELINES

### on how to fill in the blanks in the Technical Rules of Phygital Basketball

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital basketball.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital basketball by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.1 of Article 8, specify the name of the gaming platform(PlayStation 4, PlayStation 5, Xbox, etc.).
9. In paragraph 9.1.1 of Article 9, specify:
  - the width of the FOP in meters (according to the rules of Phygital basketball, the permissible limits are from 09 to 11 meters. Specify an exact figure within these limits);
  - the length of the FOP in meters (according to the rules of Phygital basketball, the permissible limits are from 12 to 15 meters. Specify an exact figure within these limits).
10. In paragraph 9.1.2 of Article 9, specify:
  - the height of the ring above the FOP floor in millimeters (according to the rules of Phygital basketball, 3,050 millimeters or, in the case where a support with an adjustable ring height is used, the height of the ring is determined by the competition organizer and is specified in the Technical Rules);
  - the diameter of the ring in millimeters (according to the rules of Phygital basketball, the permissible limits are from 450 to 459 millimeters. Specify an exact figure within these limits);
  - the horizontal size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,800

millimeters (+ a maximum of 30 millimeters). Specify an exact figure within this limit);

- the vertical size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,050 millimeters (+ a maximum of 20 millimeters). Specify an exact figure within this limit).

11. In paragraph 9.1.4 of Article 9, specify:

- the circumference of the ball in millimeters (according to the rules of Phygital basketball, the permissible limits are from 720 to 740 millimeters. Specify an exact figure within these limits);
- the weight of the ball at match start in grams (according to the rules of Phygital basketball, the permissible limits are from 580 to 620 grams. Specify an exact figure within these limits).


12. In paragraph 9.2.1 of Article 9, specify the total maximum allowable pre-match warm-up time for the teams.

13. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.



**TECHNICAL RULES**  
of the   
(Phygital Basketball)



## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Basketball), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**Organizer** is [REDACTED].

**Rules of Phygital Basketball** are the rules of the of the Phygital basketball, approved by the WPC.

**Competition** is the [REDACTED].

**Technical Rules** are a regulatory document approved by the Organizer, defining the conditions and procedures for holding Competition.

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Basketball in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Basketball) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 32 (thirty-two) teams participating in the Competition, with at least 2 (two) and no more than 4 (four) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform;
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:
    - [REDACTED]
  - The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in

case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
    - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
    - are similar or identical to the nicknames of other participants or the names of other teams;
    - are similar or identical to the nicknames of the Competition officials;
    - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. Each match includes two stages:
- 3.3.1. Digital Stage**
- The Digital stage is held in accordance with the Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents. The Digital stage is held in the 2x2 format (two players in each team).
- 3.3.2. Physical Stage**
- The Physical stage matches are played in accordance with Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents.
- Each team is represented by 2 (two) athletes in a match. The remaining athlete in the team is a substitute and may enter the game during the match under the procedure set forth in the Rules of Phygital Basketball.
- 3.3.3. There is a 5 (five) minute break between the stages.
- 3.3.4. The results of the draw determine the “home” (team on the left or top depending on the bracket visualization) and “away” (team on the right or bottom depending on the bracket visualization) teams in the matches.
- 3.3.5. For each match, a team may nominate no more than 3 (three) athletes from the total tournament entry list.
- 3.4. The winner of a match consisting of 2 (two) stages shall be determined by the sum of points scored at the Digital and Physical stages. If there is a tie, the winner of the match is determined in a series of post-match free throws in accordance with the Technical Rules. As per the Rules of Phygital Basketball, a free throw is an opportunity given to a player to score one point, uncontested, from a position behind the free-throw line and inside the semicircle.
- 3.5. The referee holds a draw that determines which team will have the first throw.

A series of post-match free throws includes three throws by each team. Throws shall be performed by teams alternately. There is no rebound during the series of post-match free throws. Only the player making the throw and the referee may be present on the court during the throws.

If, before both teams make three throws each, one of them throws more balls into the basket than the other team could score even after the three throws, the free throw series is stopped.

If, after both teams have made three throws, both teams have the same number of baskets, the free throw series shall be continued in the same order until one of the teams scores one more ball than the other, with the same number of throws made.

All throws shall be made by different players; a player may re-throw only after all eligible players have made their throws.

Each free throw in a series of free throws shall be carried out in accordance with the Rules of Phygital Basketball.

The player making the free throw shall:

- Take a position behind the free-throw line and inside the semicircle.
- Use any method of executing a free throw so that the ball enters the basket from above the ring or touches the ring.

The winner of the series of post-match free throws and the corresponding match is the team whose players scored more balls during the series of post-match free throws with the same number of throws made.

- 3.6. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.7. If there are valid reasons, a Competition participant in a Team may be substituted by the Organizer's decision. Participants may be replaced no later than 24 hours prior to the start of the Competition in which the Team participates, provided that they comply with the requirements for submission of the Application Form. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.8. Teams must ensure that participants and their representatives are present in the following order:
  - At the Digital stage: only 2 (two) athletes, who are taking part in the corresponding stage, are present at the FoP.
  - At the Physical stage: only outfield players are present at the FoP while the substitute player is seated on the bench. The team's officials are not allowed into the FoP and on the bench.

#### **4. Participants' Rights and Liabilities**

##### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach.

##### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) only enter the FoP wearing the uniform (equipment) in accordance with Clause 11 of these Technical Rules;
- 5) attend the Competition venue accompanied by the coach/official representative of the Team;
- 6) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 7) strictly comply with the order of entering the Field of Play, as established by the draw;
- 8) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 9) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;
- 10) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 11) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 12) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

##### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;

- 3) interfere in any way with the competition process disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate Rules of Phygital Basketball, provisions of these Technical Rules and other Regulatory documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Basketball, the Technical Rules or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for the Competition matches shall be determined under the procedure stipulated by the Regulatory documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.

- 5.4. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

## **6. Disciplinary Infractions and penalties**

- 6.1. If a Competition participant commits a violation that is not directly provided for by the Rules of Phygital Basketball and (or) these Technical Rules, the Organizers of the Competition have the right to impose on such a participant one of the sports sanctions provided for by the Rules of Phygital Basketball, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.
- 6.2. If the start or recommencement of the match is delayed by more than 10 minutes, the team may be awarded a forfeit.
- 6.3. Intentional disruption of matches may result in sports sanctions being imposed on the violator, up to disqualification.
- 6.4. Misconduct shall be punished with a caution or a sending-off.
- 6.5. Undisciplined behavior through interrupting the gameplay by pressing the PS button. If committed once, is punishable by a Caution. If committed repeatedly by an athlete of the same team, one of the mentioned offences is punishable by sending off the athlete who committed such repeated offence. In this case, the team has the right to replace the dismissed athlete with another team member included in the application form as a substitute player to participate at the Digital Stage.

Commitment of one of the violations mentioned in this paragraph by an athlete of the team for the third time is punishable by awarding the team a forfeit at the Digital stage of the match with a score of 0:15.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.



- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for Holding Digital Stage**

- 8.1. The gaming platform of the Competition is the  , equipped with the NBA 2K25 game, licensed, the latest current version;
- 8.2. Competition Game Mode – PLAY NOW / BLACKTOP / 2 VS 2;
- 8.3. Court Size – Half Court;
- 8.4. 2K Arena camera;
- 8.5. Difficulty level: Hall of fame.
- 8.6. There are no restrictions on the rules of the game in defense and offense, any techniques provided by the game can be used for winning the game;
- 8.7. Teams can choose any character whose rating does not exceed 97 from the All-Time team list (NBA and Classic team lists are forbidden to choose from) to participate in the Digital Stage.
- 8.8. Teams must select characters for the game no later than 1 hour before the Match starts and indicate this information in the starting lineups, as well as inform the Secretary or Referee about their choice in the presence of the participants. The character selection priority is determined by a draw conducted by the Chief Referee of the Discipline or a representative of the Chief Panel of Judges in the presence of both teams' representatives.
- 8.9. At the Digital stage, the first ball possession is automatically determined by the sports simulator.
- 8.10. Teams play in the 2x2 format.

The Digital stage ends after one of the teams scores 19 (nineteen) points. If one of the teams scores 19 (nineteen) points, but the point difference with the opposing team does not reach two points, the Digital stage still ends. If a team scores 20 (twenty) points, this score is also recorded, and the Digital stage ends.
- 8.11. In case of player disconnection (network disconnect, bug, etc.), there must be a match remake with the score preserved at the moment of disconnection.
- 8.12. In case of a remake, the team compositions must remain the same. Ball possession also remains with the team that had it before the disconnection.
- 8.13. Participants are required to disable in-game messages, and enabling in-game messages is prohibited.



## 9. Technical Rules for Holding the Physical Stage

- 9.1. Court and ball
  - 9.1.1. The game is played on a 3x3 court with one basket. The playing surface of a standard 3x3 court has dimensions of [REDACTED] m (width) x [REDACTED] m (length) (parameters cannot contradict the Rules of Phygital Basketball). The court shall have an area marked the same way as on a traditional basketball court, including a free throw line (5.80 m), a 2-point line (6.75 m) and "a no-charge semicircle under the basket where collision fouls are not called".
  - 9.1.2. The height of the ring above the court: [REDACTED]; the diameter of the ring: [REDACTED]; the size of the shield: [REDACTED] (horizontally) [REDACTED] (vertically), including the frame (the parameters cannot contradict the Rules of Phygital Basketball).
  - 9.1.3. Safety area along the perimeter of the entire Field of Play must be at least 2 meters.
  - 9.1.4. A ball corresponding to the Rules of Phygital Basketball shall be used for the game. The circumference of the ball: [REDACTED]; the weight of the ball at the start of the match: [REDACTED] (the parameters cannot contradict the Rules of Phygital Basketball).
- 9.2. The beginning of the Physical stage
  - 9.2.1. Both teams shall warm-up simultaneously prior to the game. The total warm-up time of the teams shall not exceed [REDACTED] minutes.
  - 9.2.2. The referee of the Physical stage must perform a coin toss before the start of the stage to decide which team gets first possession of the ball. The team that wins the coin toss gets the ball first at the Physical stage.
  - 9.2.3. The Physical stage must begin with 2 (two) players from each team on the court.
  - 9.2.4. The score of the Physical stage starts with the score recorded at the end of the Digital stage.
- 9.3. Playing time/Winner of a game
  - 9.3.1. The match ends either with one of the teams scoring 39 (thirty nine) points or with the game time (one 7-minute half) expiring. The clock shall be stopped during dead ball and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as the ball is in the offensive team's hands). If one of the teams scores forty (40) points, this score is also fixed and the match ends.
  - 9.3.2. In the event that no team has scored 39 points and the Physical stage time has expired, the team that has scored more points by the end of the Main Time wins the match. In case of a tie in the total score at the end of the Main time, the winner is determined in accordance with these Rules.
  - 9.3.3. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

9.3.4. A team shall lose by default (due to a lack of players) if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

9.3.5. A team losing by default or a forfeit shall be disqualified from the Competition.

## **10. Determination of the Winner and Prize Winners**

10.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.

10.2. The teams that secure second and third place in the Competition will be recognized as prize winners.

10.3. Award procedure for the winner and prize-winners shall be determined as follows: [REDACTED].

## **11. Uniform (Equipment) Requirements**

11.1. Compulsory uniform (equipment)

11.1.1. Jerseys. For all team members, there is one common rule – jerseys must be tucked into the shorts.

11.1.2. Shorts.

11.1.3. Special undergarment

11.1.4. Socks of a dominant color for all team members. The socks must be visible.

11.1.5. Sneakers of any color combination. Flashing lights, reflective materials, or other decorations are not permitted.

11.1.6. Equipment colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Jerseys must be of the same color category, both front and back.
- Shorts may not match the color of the jerseys. but must be of the same color on both sides.
- Undergarment must be the same color as the shorts and jerseys, if visible during the game.
- The "home" team must wear light jerseys, and the "away" team must wear dark jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

11.1.7. Slogans, statements, images and advertising on the Equipment

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal undergarments

(vests, undershorts/tights) that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the competition organizer. Other sports equipment requirements are established by the Regulatory documents.

#### 11.1.8. Numbering on the equipment

Each team member must wear a jersey with single-color numbers displayed on the front and back, contrasting with the color of the jersey.

All numbers must be distinctly visible and:

- numbers on the back must be at least 15 cm in height;
- numbers on the front must be at least 5 cm in height;
- The width of the numbers must be at least two centimeters.
- teams are only allowed numbers 0 and 00, as well as from 1 to 99;
- players on a team may not have duplicate numbers;
- any advertising or a logo must be placed at least 5 cm from the number.

11.2. All equipment used by players must be suitable for the game. Any equipment intended to increase a player's height, stretchability, or provide any other undeserved advantage is not allowed.

11.2.1. Players must not wear equipment (articles) that can cause injury to other players.

11.2.2. The following is not permitted:

- Finger, hand, wrist, elbow, or forearm protection, helmets, plaster casts, or bandages made of leather, plastic, flexible (soft) plastic, metal, or any other hard material, even if covered with soft padding.
- Articles that could cut or cause abrasions (fingernails must be closely cut)

11.3. Hair accessories and jewelry

11.3.1. The following is permitted:

- Protective equipment for the shoulder joint, shoulder, thigh, or shin, made of sufficiently soft material.
- Compression sleeves and socks.
- Headgear. It must not partially or fully cover any part of the face (eyes, nose, lips, etc.) and must be safe for both the player wearing it and other players. Headgear must not have opening or closing elements around the face and/or neck, or protruding elements.
- Knee pads, if properly covered;
- Protective equipment for injured noses, even if made of hard material;
- Glasses so long as they do not pose any risk to other players;
- Wristbands and headbands with a maximum width of 10 (ten) cm, made of textile fabric.
- Tapes for hands, shoulders, legs, etc.
- Ankle braces.

## **12. Final provisions**

- 12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygital Sport, and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

1. Teams participating in the Competition are divided into eight groups of 4 teams, where matches are played in the “GSL without a 5th match” format the Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the 1/8 finals in the following order:

- 1/8 final
- quarter final;
- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 2).

2. The “GSL without a 5th Match” format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the 1/8 finals.

The teams compete in the 1/8 final stage to progress to the quarterfinals. The teams compete in the quarterfinal stage to progress to the semifinals. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place.

The team winning the Final match becomes the Competition winner.

**Tournament bracket**

Group Stage				1/8 final	Quarter-final	Semi-final	3-rd place	Final									
1st stage		2nd stage							3rd stage								
Group A	1	Score	Pen*	25	Score	Pen	-										
	- Team 1	0	0						- Winner 1	0	0						
	- Team 2	0	0	- Winner 2	0	0											
	2	Score	Pen	17	Score	Pen	-										
- Team 3	0	0	- Loser 1						0	0							
- Team 4	0	0	- Loser 2	0	0												
Group B	3	Score	Pen	26	Score	Pen	-										
	- Team 5	0	0						- Winner 3	0	0						
	- Team 6	0	0	- Winner 4	0	0											
	4	Score	Pen	18	Score	Pen	-										
- Team 7	0	0	- Loser 3						0	0							
- Team 8	0	0	- Loser 4	0	0												
Group C	5	Score	Pen	27	Score	Pen	33	Score	Pen	-	41	Score	Pen	-			
	- Team 9	0	0													- Winner 5	0
	- Team 10	0	0	- Winner 6	0	0	- Winner 17	0	0	- Winner 33	0	0					
	6	Score	Pen	19	Score	Pen	34	Score	Pen	-	42	Score	Pen	-			
- Team 11	0	0	- Loser 5													0	0
- Team 12	0	0	- Loser 6	0	0	- Winner 18	0	0	- Winner 34	0	0						
Group D	7	Score	Pen	28	Score	Pen	35	Score	Pen	-	43	Score	Pen	-	49	Score	Pen
	- Team 13	0	0														
	- Team 14	0	0	- Winner 8	0	0	- Winner 19	0	0	- Winner 35	0	0	- Winner 42	0	0		
	8	Score	Pen	20	Score	Pen	36	Score	Pen	-	44	Score	Pen	-	50	Score	Pen
- Team 15	0	0	- Loser 7														
- Team 16	0	0	- Loser 8	0	0	- Winner 20	0	0	- Winner 36	0	0	- Winner 44	0	0	- Winner 50	0	0
Group E	9	Score	Pen	29	Score	Pen	37	Score	Pen	-	45	Score	Pen	-	51	Score	Pen
	- Team 17	0	0														
	- Team 18	0	0	- Winner 10	0	0	- Winner 21	0	0	- Winner 37	0	0	- Winner 46	0	0		
	10	Score	Pen	21	Score	Pen	38	Score	Pen	-	46	Score	Pen	-	52	Score	Pen
- Team 19	0	0	- Loser 9														
- Team 20	0	0	- Loser 10	0	0	- Winner 22	0	0	- Winner 38	0	0	- Winner 48	0	0			
Group F	11	Score	Pen	30	Score	Pen	39	Score	Pen	-	47	Score	Pen	-	53	Score	Pen
	- Team 21	0	0														
	- Team 22	0	0	- Winner 12	0	0	- Winner 23	0	0	- Winner 39	0	0	- Winner 50	0	0		
	12	Score	Pen	22	Score	Pen	40	Score	Pen	-	48	Score	Pen	-	54	Score	Pen
- Team 23	0	0	- Loser 11														
- Team 24	0	0	- Loser 12	0	0	- Winner 24	0	0	- Winner 40	0	0	- Winner 52	0	0			
Group G	13	Score	Pen	31	Score	Pen	-										
	- Team 25	0	0														
	- Team 26	0	0	- Winner 14	0	0											
	14	Score	Pen	23	Score	Pen	-										
- Team 27	0	0	- Loser 13														
- Team 28	0	0	- Loser 14	0	0												
Group H	15	Score	Pen	32	Score	Pen	-										
	- Team 29	0	0														
	- Team 30	0	0	- Winner 16	0	0											
	16	Score	Pen	24	Score	Pen	-										
- Team 31	0	0	- Loser 15														
- Team 32	0	0	- Loser 16	0	0												



**TECHNICAL RULES FOR  
PHYGITAL FOOTBALL.**

**GENERAL**

**GUIDELINES**  
**on how to fill in the blanks in the Technical Rules of**  
**Phygital Football**

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital Football.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital Football by completing the phrase "Competition is the...".
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In paragraph 3.1 of Article 3, specify:
  - the number of teams participating in the competition;
  - the number of athletes in the team;
  - the number of goalkeepers in the team;
  - the number of persons (staff) that the team can hire (coaches, team officials, representatives of administrative or technical staff).
8. In subparagraph 3 of paragraph 3.1 of Article 3, specify the minimum age of the athlete to participate in the competition.
9. In subparagraph 6 of paragraph 3.1 of Article 3, specify:
  - deadline (the number of days before the start of the competition) for submitting an application for participation in the competition;
  - an e-mail address the participants can use to send an application for participation in the competition.
10. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
11. In paragraph 3.3.3 of Article 3, specify in minutes the duration of the break between the competition stages.
12. In paragraph 8.1 of Article 8, specify name of the sports simulator version.
13. In paragraph 8.2 of Article 8, specify the name of the gaming platform.



14. In paragraph 9.7.2 of Article 9, specify:
  - the pitch length in meters (according to the Rules of Phygital Football the permissible limits are from 26 meters to 50 meters Specify an exact figure within these limits);
  - the pitch width in meters (according to the Rules of Phygital Football the permissible limits are from 14 meters to 30 meters Specify an exact figure within these limits).
15. In article 9, paragraph 9.7.4, specify the goal width (according to the rules of Phygital Football, the width of the goal is 3 meters, but by the decision of the organizer may be set at 5 meters. Specify an exact figure).
16. In paragraph 9.8 of Article 9, specify:
  - the ball circumference (according to the Rules of Phygital Football, permissible limits are 68 cm (27 inches) to 70 cm (28 inches). Specify an exact figure within these limits);
  - the ball weight (according to the Rules of Phygital Football, permissible limits are 410 g (14 oz) to 450 g (16 oz). Specify an exact figure within these limits);
  - air pressure inside the ball (according to the Rules of Phygital Football, permissible limits are 0.6-1.1 atm (600-1100 g/cm<sup>2</sup>) at sea level (8.5 lb/inch<sup>2</sup>-15.6 lb/inch<sup>2</sup>). Specify an exact figure within these limits).
17. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.

**TECHNICAL RULES**  
of the  
(Phygital Football)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competition on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Football), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**The Organizer** is .

**Rules of Phygital Football** are the rules of the Phygital Football, approved by the WPC. Competition is the .

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**Technical Rules** are a regulatory document approved by the Organizer and defining the conditions and procedures for holding Competition.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Football in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Football) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The Competition will be held from                    to                    .
- 2.4. Competition venue:                    .

## 3. Competition Organization System

- 3.1. There are                    teams participating in the Competition, with                    athletes in each team, including                    goalkeepers. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than                    people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age -                    years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by the Organizer;
  - Applications must be submitted no later than                    days prior to the Competition start date via e-mail:                    .
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:                    .
  
- The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted,

as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.

3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.

3.3. Each Match includes two stages:

#### **3.3.1. Digital stage**

The Digital stage is held in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents, in the following format: 4 (four) athletes in each team, with 2 (two) athletes from each team taking part in each half.

The match consists of one game between the teams, in case of a tie the match is considered over, extra time and penalty shootout are not played.

#### **3.3.2. Physical stage**

The Physical stage is played in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in the Technical Rules and other Regulatory documents. A total of 5 (five) athletes from each team take part in a stage: 4 (four) outfield players and 1 (one) goalkeeper, while 3 (three) athletes from a team are substitutes – 2 (two) outfield players and 1 (one) goalkeeper. During the stage, substitutes may enter the FoP in the order determined by the Futsal Rules.

3.3.3. There is a                    minute break between the stages.

3.3.4. In accordance with draw results, 'home' (team on the left or on top, depending on bracket representation) and 'away' (team on the right or at the bottom, depending on bracket representation) teams in matches are determined.

3.3.5. For every match, a team must enter at least 2 (two) goalkeepers from the overall entry list for the Competition. If one of the goalkeepers gets injured, only one goalkeeper may be put on the roster for a match.

3.4. The winner of the Match, which consists of 2 (two) stages, is determined by the sum of goals scored at the Digital and Physical stages. In case the number of goals scored and goals conceded are equal, the winner is decided by conducting a series of penalty kicks in accordance with the Rules of Phygital Football. Teams take three kicks each from the six-meter mark. If, after both teams have executed

three kicks, the score is tied, penalty kicks will continue until one team has scored one more goal than the other with the same number of shots taken.

- 3.5. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.6. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Competition Participants may be substituted no later than 24 hours before the start of the Competition with the participation of the team, subject to compliance with the requirements for the submission of the Application, as well as the compliance of the athlete with the requirements of the Regulatory documents. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.7. Teams must ensure that participants and their representatives are present in the following order:
  - at the Digital stage: the whole team is present at the FoP: 2 (two) athletes participating at the corresponding stage are seated at the game console while the rest of the team - behind their backs. The team's staff is not allowed into the FoP.
  - at the Physical stage: outfield players are present at the FoP: substitutes and at most 2 (two) team's staff are seated on the bench.

## **4. Competition Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) to access their competition results through a designated team representative;
- 3) to contact the Chief Panel of Judges through a team representative or a coach

### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) when participating in the Digital stage, the Competition Participants shall use PlayStation Network (PSN) gaming accounts provided by the Organizer. Competition Participants are not allowed to use other accounts.
- 5) during a match only appear on the FoP wearing the sports equipment in accordance with the equipment requirements set forth in Clause 11 of these Technical Rules;

- 6) attend the Competition venue accompanied by the coach/official representative of the Team;
- 7) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 8) strictly comply with the order of entering the Competition FoP for the Competition Program, as established by the draw;
- 9) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) Athletes participating in the Competition as part of teams shall comply with safety, gear operation and anti-doping regulations;
- 11) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 13) when filling out the starting lineup write down the names of two players who are the Team's goalkeepers;
- 14) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate provisions of these Technical Rules and other Regulatory documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Football, the Technical Rules or other Regulatory documents and

which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.

- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties (relatives, friends, or acquaintances);
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not exhaustive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for Competition matches shall be determined under the procedure stipulated by the Regulatory Documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.4. The referee (Chief Referee of the Sports Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the competition begins.

## **6. Disciplinary Infractions and penalties**

### **6.1. Digital stage**

- 6.1.1. If a Competition Participant commits an infraction not expressly provided for by the Rules of Phygital Football and (or) these Technical Rules, the Organizer has the right to impose on such a participant one of the sports sanctions stipulated by the Rules of Phygital Football, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.
- 6.1.2. Undisciplined behavior is punishable by a caution (yellow card) or a sending-off (red card).



6.1.3. Undisciplined behavior that expressed itself in interrupting the gaming process by way of pressing the PS button, as well as skipping the goal auto replay in case of a single foul is punished with an oral warning. A second commitment of one of the above fouls by a same-team athlete is punished with a warning (yellow card), and the third one with the corresponding player being sent off (red card). In this case, the team has the right to replace the dismissed athlete with another team member, not included in the application form for the match.

6.1.4. A player who was shown two yellow cards at the Digital stage is given a red card and is suspended from the next match.

6.1.5. A player who was directly shown a red card at the Digital stage for a “sports offense” is suspended from the next match.

## **6.2. Physical stage**

6.2.1. A player who was directly shown a red card at the Physical stage for a “sports offense” is suspended from the next match.

6.2.2. A player who was shown two yellow cards at the Physical stage is suspended from the next match.

6.2.3. A player who was shown a red card at the Physical stage for “unsportsmanlike conduct” per the Rules of Phygital Football (hitting the opponent with a hand, threatening the opponent’s life, threatening a referee’s life, explicit disagreement with the referee’s actions, etc.) shall be disqualified until the end of the Competition.

## **6.3. General**

6.3.1. If a match start or a match course is delayed by more than 10 minutes, the participant may be awarded a forfeit.

6.3.2. Intentional disruption of matches may subject the offender to sports sanctions including disqualification.

6.3.3. Yellow cards received in the Digital and Physical Stages are summed up and if a player receives a yellow card in the Digital Stage and a yellow card in the Physical Stage, he is given a red card and misses the next match.

6.3.4. A player who receives a red card during a match must leave the area adjacent to the Field of Play and the Technical Area.

6.3.5. A red and a yellow card can only be shown to a player, substitute or team official.

## 7. Appeals

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## 8. Technical Rules for Holding Digital Stage

- 8.1. The sports simulator version: \_\_\_\_\_, licenses, the latest one available.
- 8.2. Console: Sony \_\_\_\_\_.
- 8.3. In-game messages shall be disabled.
- 8.4. It is prohibited to press the PS button during a match with an opponent.
- 8.5. Game mode: Volta. Game type: single match, 5x5 (five on five) format.
- 8.6. In-game settings:
  - Half length: 3 minutes.
  - Break: 2 minutes.
  - Difficulty level: legendary.
  - Competitor mode: off
  - Team's general rating: 95
  - Difficulty level: Legend;
  - Game speed: normal;
  - Stadium design: Musqueam with perimeter barriers;
  - Ball: standard;
  - Indicator: player name bar;
  - Player indicator size: default;
  - Player indicator fade: on;

- Player based difficulty indicator: on;
  - Time/score display: on.
- 8.7. The teams prohibited for selection:
- Soccer Aid;
  - MLS All-Star.
- 8.8. A team is permitted a maximum delay of ten (10) minutes after the start time of the Digital stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 8.9. The “home” team in a match is the team selected first in a draw to take part in the respective match. The right to kick off is determined automatically by the sports simulator.

## **9. Technical Rules for Holding the Physical Stage**

- 9.1. Game time: two (2) halves of “clean time” (in case the game is interrupted the play clock of the current time also stops and resumes only when the game resumes) five (5) minutes long each. The interval between the halves is 3 (three) minutes.
- 9.2. At the beginning of the Physical Stage, kick-off is done by the team that kicked off at the Digital Stage.
- 9.3. A team is permitted a maximum delay of ten (10) minutes after the start time of the Physical stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 9.4. During the Physical Stage, it is forbidden to deliberately hold the ball near the boards. For the first-time foul, a team’s player receives an oral caution; for the second time he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.5. During the Physical Stage, it is forbidden to intentionally clear the ball out of bounds. For the first-time foul, a team’s player receives an oral caution; for the second time he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.6. If the ball is out of bounds, the game is suspended; the ball is put back into the game by the goalkeeper of the team opposing the one whose player was the last to touch the ball before it went out of bounds. The above return of the ball into the game is done by the goalkeeper by hand from within their penalty area.
- 9.7. Requirements to the pitch.
- 9.7.1. A match is held on a rectangular pitch in accordance with the requirements set forth in these Rules.
- 9.7.2. Pitch size.
- |                             |         |
|-----------------------------|---------|
| Pitch length (touch lines): | meters; |
| pitch width (goal lines):   | meters. |

### 9.7.3. Equipping the pitch with perimeter barriers

The pitch is bounded by perimeter barriers belonging to the pitch area which they bound and which do not allow the ball to go out of play. The height of the perimeter barriers above the pitch surface must be at least 1 meter. The design of the barriers shall provide for gates to enter/exit the pitch area.

The design of the barriers shall ensure the safety of persons inside the pitch area, including by being smooth and flat, free of irregularities and bumps that could be hazardous to the life and health of those inside the pitch.

### 9.7.4. Gate size

The distance (inside measurement) between the posts (bars) is \_\_\_\_\_ m and the distance from the bottom edge of the crossbar to the ground is 2 m.

9.7.5. The football pitch must have an even (without indentations, holes or bumps), dense, continuous, uniform and single-color pitch. The turf of the pitch must be formed from an artificial surfacing (of green color).

9.7.6. The football pitch must have a clear and even marking, 10-12 cm wide. No other markings must be visible on the football pitch.

9.8. All balls used for playing the matches, must:

- be spherical;
- be made from a material that complies with the relevant requirements;
- have a circumference of between \_\_\_\_\_ cm ( \_\_\_\_\_ inches) and \_\_\_\_\_ cm ( \_\_\_\_\_ inches);
- weigh between \_\_\_\_\_ g ( \_\_\_\_\_ ounces) and \_\_\_\_\_ g ( \_\_\_\_\_ ounces) in weight at the start of the match;
- have a pressure equal to \_\_\_\_\_ atm ( \_\_\_\_\_ g/cm<sup>2</sup>) at sea level ( \_\_\_\_\_ lbs/inch<sup>2</sup> – \_\_\_\_\_ lbs/inch<sup>2</sup>).

## 10. Determination of the Winner and Prize Winners

10.1. The Competition winner is the team winning the final. The team that loses the final Match takes the second place, the team winning the Third Place Match takes the third place.

10.2. The teams that secure second and third places in the Competition are honored as prize-winners of the Competition.

10.3. Award procedure for the winner and prize-winners shall be determined as follows:

## 11. Uniform (Equipment) Requirements

11.1. Compulsory uniform (equipment)

11.1.1. a jersey with sleeves;

11.1.2. shorts (goalkeepers may wear tracksuit bottoms);

11.1.3. socks (tape or any material applied or worn externally must be the same color as that part of the socks it is applied to or covers);

11.1.4. shin guards (these must be made of a suitable material to provide reasonable protection and covered by the socks);

11.1.5. footwear (cleats) for playing on artificial turf (footwear (cleats) sole design must be as shown in Pic. 1 and Pic. 2:



(Pic. 1)



(Pic. 2)

(Footwear (cleats) sole design may not be as shown in Pic. 3 and Pic. 4:



(Pic. 3)



(Pic. 4)

## 11.2. Equipment (uniform) colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Each goalkeeper must wear colors that are distinguishable from the other players and the match officials.
- If two goalkeepers' jerseys are the same color and neither has another jersey, the referees allow the match to be played.
- Undershirts must be a single color which is the same color as the main color of the jersey sleeve or must feature a pattern/colors which exactly replicate(s) the jersey sleeve.
- Compression undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts - players of the same team must wear the same colors.
- The "home" team must wear dark jerseys, and the "away" team must wear light jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

### 11.3. Slogans, statements, images and advertising on the uniform (equipment)

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal vests and undershorts/tights that show political, religious, personal slogans, statements or images, or any other types of advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the Organizer. Other sports uniform (equipment) requirements are established by the Rules and Regulations.

### 11.4. Numbering on the equipment

- The player numbering principle is normally from 1 to 15, with number 1 reserved for a goalkeeper unless stipulated otherwise in the Regulatory documents and/or by a decision of the Organizer (Chief Panel of Judges).
- The number of each player must be visible on their back and be distinguishable from the main color of the jersey.
- A number under which the player was registered for the Competition must be mandatorily 25 cm high (excluding the border), placed on the jersey's back and centered. For striped or multi-color jerseys the personal number must be placed inside a rectangular-shaped insert of a solid single color.

## 12. Final provisions

12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will come into effect immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.

12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.

12.3. If necessary, in the event of discrepancies between the norms of the Technical Rules, WPC Rules of Phygital Sport and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

*WPC Note: outlined below is the format recommended by the WPC for a 16-team competition. In the case of a Competition with a different number of teams and using a different system, please describe it in Appendix 1 (below) in a similar form or contact the WPC*

1. Teams participating in the Competition are divided into two groups of 4 teams, where matches are played in the “GSL without a 5th match” format the Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the quarter finals in the following order:

- quarter final;
- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 1).

2. The “GSL without a 5th Match” format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the quarterfinals.

The left side of the tournament bracket is formed by teams from groups A and B, while the right side is formed by teams from groups C and D.

The teams compete in the quarterfinal stage to progress to the semifinals. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.

Tournament bracket

Group Stage				Quarter-final				Semi-final				3-rd place				Final					
1st stage				2nd stage				3rd stage													
Group A	1	Score	Pen	11	Score	Pen															
	- Team 1	0	0	- Winner 1	0	0															
	- Team 2	0	0	- Winner 2	0	0															
	2	Score	Pen	9	Score	Pen															
- Team 3	0	0	- Loser 1	0	0																
- Team 4	0	0	- Loser 2	0	0																
Group B	3	Score	Pen	12	Score	Pen	17	Score	Pen	21	Score	Pen									
	- Team 5	0	0	- Winner 3	0	0	- Loser 12	0	0	- Winner 15	0	0									
	- Team 6	0	0	- Winner 4	0	0	- Winner 9	0	0	- Winner 17	0	0									
	4	Score	Pen	10	Score	Pen	18	Score	Pen	22	Score	Pen	25	Score	Pen						
- Team 7	0	0	- Loser 3	0	0	- Loser 11	0	0	- Winner 16	0	0	- Winner 21	0	0							
- Team 8	0	0	- Loser 4	0	0	- Winner 10	0	0	- Winner 18	0	0	- Winner 22	0	0	27	Score	Pen	28	Score	Pen	
Group C	5	Score	Pen	15	Score	Pen	19	Score	Pen	23	Score	Pen	26	Score	Pen	- Loser 25	0	0	- Winner 25	0	0
	- Team 9	0	0	- Winner 5	0	0	- Loser 16	0	0	- Winner 11	0	0	- Winner 23	0	0	- Loser 26	0	0	- Winner 26	0	0
	- Team 10	0	0	- Winner 6	0	0	- Winner 13	0	0	- Winner 19	0	0	- Winner 24	0	0						
	6	Score	Pen	13	Score	Pen	20	Score	Pen	24	Score	Pen									
- Team 11	0	0	- Loser 5	0	0	- Loser 15	0	0	- Winner 12	0	0										
- Team 12	0	0	- Loser 6	0	0	- Winner 14	0	0	- Winner 20	0	0										
Group D	7	Score	Pen	16	Score	Pen															
	- Team 13	0	0	- Winner 7	0	0															
	- Team 14	0	0	- Winner 8	0	0															
	8	Score	Pen	14	Score	Pen															
- Team 15	0	0	- Loser 7	0	0																
- Team 16	0	0	- Loser 8	0	0																





**TECHNICAL RULES FOR  
PHYGITAL FOOTBALL.**

**8 TEAMS**

**GUIDELINES**  
**on how to fill in the blanks in the Technical Rules of**  
**Phyigital Football**

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phyigital Football.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phyigital Football by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.2 of Article 8, specify the name of the gaming platform (PlayStation 4, PlayStation 5, Xbox, etc.).
9. In paragraph 9.7.2 of Article 9, specify:
  - the pitch length in meters (according to the Rules of Phyigital Football the permissible limits are from 26 meters to 50 meters Specify an exact figure within these limits);
  - the pitch width in meters (according to the Rules of Phyigital Football the permissible limits are from 14 meters to 30 meters Specify an exact figure within these limits).
10. In article 9, paragraph 9.7.4, specify the goal width (according to the rules of Phyigital Football, the width of the goal is 3 meters, but by the decision of the organizer may be set at 5 meters. Specify an exact figure).
11. In paragraph 9.8 of Article 9, specify:
  - the ball circumference (according to the Rules of Phyigital Football, permissible limits are 68 cm (27 inches) to 70 cm (28 inches). Specify an exact figure within these limits);
  - the ball weight (according to the Rules of Phyigital Football, permissible limits are 410 g (14 oz) to 450 g (16 oz). Specify an exact figure within these limits);
  - air pressure inside the ball (according to the Rules of Phyigital Football, permissible limits are 0.6-1.1 atm (600-1100 g/cm<sup>2</sup>) at sea level (8.5 lb/inch<sup>2</sup>-15.6 lb/inch<sup>2</sup>). Specify an exact figure within these limits).

12. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.



**TECHNICAL RULES**  
of the   
(Phygital Football)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competition on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Football), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**The Organizer** is [REDACTED].

**Rules of Phygital Football** are the rules of the Phygital Football, approved by the WPC. Competition is the [REDACTED].

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**Technical Rules** are a regulatory document approved by the Organizer and defining the conditions and procedures for holding Competition.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Football in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Football) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 8 (eight) teams participating in the Competition, with at least 5 (five) and no more than 8 (eight) athletes in each team, including at least 1 (one) goalkeeper. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by the Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform.
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:  
[REDACTED]
- The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted,

as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.

3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.

3.3. Each Match includes two stages:

#### **3.3.1. Digital stage**

The Digital stage is held in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents, in the following format: 4 (four) athletes in each team, with 2 (two) athletes from each team taking part in each part of the stage. The Digital Stage is 7 minutes in length and consists of two parts in which different pairs of athletes from the same team play. At the end of 3.5 minutes of the stage, the referee instructs the teams to pause the video game during the next break in the game to change the pairs of athletes. If there is no break after 4 minutes of play, the referee shall instruct the teams to pause the video game to make a substitution of pairs of athletes. The break for changing pairs of athletes is 1 minute. The time is controlled by the referees.

The match consists of one game between the teams, in case of a tie the match is considered over, extra time and penalty shootout are not played.

#### **3.3.2. Physical stage**

The Physical stage is played in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in the Technical Rules and other Regulatory documents. A total of 5 (five) athletes from each team take part in a stage: 4 (four) outfield players and 1 (one) goalkeeper, while 3 (three) athletes from a team are substitutes – 2 (two) outfield players and 1 (one) goalkeeper. During the stage, substitutes may enter the FoP in the order determined by the Futsal Rules.

3.3.3. There is a 5 (five) minute break between the stages.

3.3.4. In accordance with draw results, 'home' (team on the left or on top, depending on bracket representation) and 'away' (team on the right or at the bottom, depending on bracket representation) teams in matches are determined.

3.3.5. For every match, a team must enter at least 2 (two) goalkeepers from the overall entry list for the Competition. If one of the goalkeepers gets injured, only one goalkeeper may be put on the roster for a match.

- 3.4. The winner of the Match, which consists of 2 (two) stages, is determined by the sum of goals scored at the Digital and Physical stages. In case the number of goals scored and goals conceded are equal, the winner is decided by conducting a series of penalty kicks in accordance with the Rules of Phygital Football. Teams take three kicks each from the six-meter mark. If, after both teams have executed three kicks, the score is tied, penalty kicks will continue until one team has scored one more goal than the other with the same number of shots taken.
- 3.5. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.6. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Competition Participants may be substituted no later than 24 hours before the start of the Competition with the participation of the team, subject to compliance with the requirements for the submission of the Application, as well as the compliance of the athlete with the requirements of the Regulatory documents. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.7. Teams must ensure that participants and their representatives are present in the following order:
  - at the Digital stage: the whole team is present at the FoP: 2 (two) athletes participating at the corresponding stage are seated at the game console while the rest of the team - behind their backs. The team's staff is not allowed into the FoP.
  - at the Physical stage: outfield players are present at the FoP: substitutes and at most 2 (two) team's staff are seated on the bench.

#### **4. Competition Participants' Rights and Liabilities**

##### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) to access their competition results through a designated team representative;
- 3) to contact the Chief Panel of Judges through a team representative or a coach

##### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;



- 4) when participating in the Digital stage, the Competition Participants shall use PlayStation Network (PSN) gaming accounts provided by the Organizer. Competition Participants are not allowed to use other accounts.
- 5) during a match only appear on the FoP wearing the sports equipment in accordance with the equipment requirements set forth in Clause 11 of these Technical Rules;
- 6) attend the Competition venue accompanied by the coach/official representative of the Team;
- 7) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 8) strictly comply with the order of entering the Competition FoP for the Competition Program, as established by the draw;
- 9) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) Athletes participating in the Competition as part of teams shall comply with safety, gear operation and anti-doping regulations;
- 11) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 13) when filling out the starting lineup write down the names of two players who are the Team's goalkeepers;
- 14) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate provisions of these Technical Rules and other Regulatory documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;

- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Football, the Technical Rules or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties (relatives, friends, or acquaintances);
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not exhaustive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for Competition matches shall be determined under the procedure stipulated by the Regulatory Documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.4. The referee (Chief Referee of the Sports Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the competition begins.

## **6. Disciplinary Infractions and penalties**

### **6.1. Digital stage**

- 6.1.1. If a Competition Participant commits an infraction not expressly provided for by the Rules of Phygital Football and (or) these Technical Rules, the Organizer has the right to impose on such a participant one of the sports sanctions stipulated

by the Rules of Phygital Football, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.

- 6.1.2. Undisciplined behavior is punishable by a caution (yellow card) or a sending-off (red card).
- 6.1.3. Undisciplined behavior that expressed itself in interrupting the gaming process by way of pressing the PS button, as well as skipping the goal auto replay in case of a single foul is punished with an oral warning. A second commitment of one of the above fouls by a same-team athlete is punished with a warning (yellow card), and the third one with the corresponding player being sent off (red card). In this case, the team has the right to replace the dismissed athlete with another team member, not included in the application form for the match.
- 6.1.4. A player who was shown two yellow cards at the Digital stage is given a red card and is suspended from the next match.
- 6.1.5. A player who was directly shown a red card at the Digital stage for a “sports offense” is suspended from the next match.

## **6.2. Physical stage**

- 6.2.1. A player who was directly shown a red card at the Physical stage for a “sports offense” is suspended from the next match.
- 6.2.2. A player who was shown two yellow cards at the Physical stage is suspended from the next match.
- 6.2.3. A player who was shown a red card at the Physical stage for “unsportsmanlike conduct” per the Rules of Phygital Football (hitting the opponent with a hand, threatening the opponent’s life, threatening a referee’s life, explicit disagreement with the referee’s actions, etc.) shall be disqualified until the end of the Competition.

## **6.3. General**

- 6.3.1. If a match start or a match course is delayed by more than 10 minutes, the participant may be awarded a forfeit.
- 6.3.2. Intentional disruption of matches may subject the offender to sports sanctions including disqualification.
- 6.3.3. Yellow cards received in the Digital and Physical Stages are summed up and if a player receives a yellow card in the Digital Stage and a yellow card in the Physical Stage, he is given a red card and misses the next match.
- 6.3.4. A player who receives a red card during a match must leave the area adjacent to the Field of Play and the Technical Area.
- 6.3.5. A red and a yellow card can only be shown to a player, substitute or team official.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for Holding Digital Stage**

- 8.1. The sports simulator version: EA FC 25, licenses, the latest one available.
- 8.2. Console: .
- 8.3. In-game messages shall be disabled.
- 8.4. It is prohibited to press the PS button during a match with an opponent.
- 8.5. Game mode: Rush. Game type: single match.
- 8.6. In-game settings:
  - Stage length: 7 minutes;
  - Break for changing pairs of athletes: 1 minute;
  - Difficulty level: legendary;
  - Competitor mode: off;
  - Team's general rating: 95;
  - Game speed: normal;
  - Player indicator: player name bar;
  - Player indicator size: default;
  - Player indicator fade: on;
  - Player based difficulty indicator: on;
  - Time/score display: on.
- 8.7. The reams prohibited for selection:

- Soccer Aid;
- MLS All-Star.

- 8.8. A team is permitted a maximum delay of ten (10) minutes after the start time of the Digital stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 8.9. The “home” team in a match is the team selected first in a draw to take part in the respective match. The right to kick off is determined automatically by the sports simulator.

## **9. Technical Rules for Holding the Physical Stage**

- 9.1. Game time: two (2) halves of “clean time” (in case the game is interrupted the play clock of the current time also stops and resumes only when the game resumes) five (5) minutes long each. The interval between the halves is 3 (three) minutes.
- 9.2. At the beginning of the Physical Stage, kick-off is done by the team that kicked off at the Digital Stage.
- 9.3. A team is permitted a maximum delay of ten (10) minutes after the start time of the Physical stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 9.4. During the Physical Stage, it is forbidden to deliberately hold the ball near the boards. For the first-time foul, a team’s player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.5. During the Physical Stage, it is forbidden to intentionally clear the ball out of bounds. For the first-time foul, a team’s player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.6. If the ball is out of bounds, the game is suspended; the ball is put back into the game by the goalkeeper of the team opposing the one whose player was the last to touch the ball before it went out of bounds. The above return of the ball into the game is done by the goalkeeper by hand from within their penalty area.
- 9.7. Requirements to the pitch.
- 9.7.1. A match is held on a rectangular pitch in accordance with the requirements set forth in these Rules.
- 9.7.2. Pitch size.
- Pitch length (touch lines):  meters; pitch width (goal lines):  meters.
- 9.7.3. Equipping the pitch with perimeter barriers
- The pitch is bounded by perimeter barriers belonging to the pitch area which they bound and which do not allow the ball to go out of play. The height of the

perimeter barriers above the pitch surface must be at least 1 meter. The design of the barriers shall provide for gates to enter/exit the pitch area.

The design of the barriers shall ensure the safety of persons inside the pitch area, including by being smooth and flat, free of irregularities and bumps that could be hazardous to the life and health of those inside the pitch.

#### 9.7.4. Gate size

The distance (inside measurement) between the posts (bars) is [REDACTED] m and the distance from the bottom edge of the crossbar to the ground is 2 m.

9.7.5. The football pitch must have an even (without indentations, holes or bumps), dense, continuous, uniform and single-color pitch. The turf of the pitch must be formed from an artificial surfacing (of green color).

9.7.6. The football pitch must have a clear and even marking, 10-12 cm wide, in accordance with Appendix 2 hereto. No other markings except for those specified in Appendix 2 must be visible on the football pitch.

9.8. All balls used for playing the matches, must:

- be spherical;
- be made from a material that complies with the relevant requirements;
- have a circumference of between [REDACTED] cm ([REDACTED] inches) and [REDACTED] cm ([REDACTED] inches);
- weigh between [REDACTED] g ([REDACTED] ounces) and [REDACTED] g ([REDACTED] ounces) in weight at the start of the match;
- have a pressure equal to [REDACTED] atm ([REDACTED] g/cm<sup>2</sup>) at sea level ([REDACTED] lbs/inch<sup>2</sup> – [REDACTED] lbs/inch<sup>2</sup>).

## 10. Determination of the Winner and Prize Winners

10.1. The Competition winner is the team winning the final. The team that loses the final Match takes the second place, the team winning the Third Place Match takes the third place.

10.2. The teams that secure second and third places in the Competition are honored as prize-winners of the Competition.

10.3. Award procedure for the winner and prize-winners shall be determined as follows: [REDACTED]

## 11. Uniform (Equipment) Requirements

11.1. Compulsory uniform (equipment)

11.1.1. a jersey with sleeves;

11.1.2. shorts (goalkeepers may wear tracksuit bottoms);

11.1.3. socks (tape or any material applied or worn externally must be the same color as that part of the socks it is applied to or covers);

11.1.4. shin guards (these must be made of a suitable material to provide reasonable protection and covered by the socks);

11.1.5. footwear (cleats) for playing on artificial turf (footwear (cleats) sole design must be as shown in Pic. 1 and Pic. 2:



(Pic. 1)



(Pic. 2)

(Footwear (cleats) sole design may not be as shown in Pic. 3 and Pic. 4:



(Pic. 3)



(Pic. 4)

## 11.2. Equipment (uniform) colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Each goalkeeper must wear colors that are distinguishable from the other players and the match officials.
- If two goalkeepers' jerseys are the same color and neither has another jersey, the referees allow the match to be played.
- Undershirts must be a single color which is the same color as the main color of the jersey sleeve or must feature a pattern/colors which exactly replicate(s) the jersey sleeve.
- Compression undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts - players of the same team must wear the same colors.
- The "home" team must wear dark jerseys, and the "away" team must wear light jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

## 11.3. Slogans, statements, images and advertising on the uniform (equipment)

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal vests and undershorts/tights that show political, religious, personal slogans, statements



or images, or any other types of advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the Organizer. Other sports uniform (equipment) requirements are established by the Rules and Regulations.

#### 11.4. Numbering on the equipment

- The player numbering principle is normally from 1 to 15, with number 1 reserved for a goalkeeper unless stipulated otherwise in the Regulatory documents and/or by a decision of the Organizer (Chief Panel of Judges).
- The number of each player must be visible on their back and be distinguishable from the main color of the jersey.
- A number under which the player was registered for the Competition must be mandatorily 25 cm high (excluding the border), placed on the jersey's back and centered. For striped or multi-color jerseys the personal number must be placed inside a rectangular-shaped insert of a solid single color.

## 12. Final provisions

12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will come into effect immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.

12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.

12.3. If necessary, in the event of discrepancies between the norms of the Technical Rules, WPC Rules of Phygital Sport and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.



### Competition format

1. Teams participating in the Competition are divided into two groups of 4 teams, where matches are played in the “GSL without a 5th match” format the Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the semifinals in the following order:
  - semifinal;
  - 3rd place match;
  - Final.The tournament matches are played following the fixed bracket (as outlined in Appendix 2).
2. The “GSL without a 5th Match” format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the semifinals.

Teams play semifinal matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.

### Tournament bracket

		Group Stage						Semi-final		3-rd place		Final			
		1st stage		2nd stage		3rd stage									
<b>Group A</b>		1	Score		7	Score									
	-	Team 1	0	-	Winner 1	0									
	-	Team 2	0	-	Winner 2	0									
		2	Score		5	Score		9	Score		11	Score			
-	Team 3	0	-	Loser 1	0	-	Loser 8	0	-	Winner 7	0				
-	Team 4	0	-	Loser 2	0	-	Winner 5	0	-	Winner 10	0				
<b>Group B</b>		3	Score		8	Score		10	Score		12	Score			
	-	Team 5	0	-	Winner 3	0	-	Loser 7	0	-	Winner 8	0			
	-	Team 6	0	-	Winner 4	0	-	Winner 6	0	-	Winner 9	0			
		4	Score		6	Score									
	-	Team 7	0	-	Loser 3	0									
	-	Team 8	0	-	Loser 4	0									
										13	Score		14	Score	
										-	Loser 11	0	-	Winner 11	0
										-	Loser 12	0	-	Winner 12	0



**TECHNICAL RULES FOR  
PHYGITAL FOOTBALL.  
16 TEAMS**

**GUIDELINES**  
**on how to fill in the blanks in the Technical Rules of**  
**Phyigital Football**

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phyigital Football.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in Phyigital Football by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.2 of Article 8, specify the name of the gaming platform (PlayStation 4, PlayStation 5, Xbox, etc.).
9. In paragraph 9.7.2 of Article 9, specify:
  - the pitch length in meters (according to the Rules of Phyigital Football the permissible limits are from 26 meters to 50 meters Specify an exact figure within these limits);
  - the pitch width in meters (according to the Rules of Phyigital Football the permissible limits are from 14 meters to 30 meters Specify an exact figure within these limits).
10. In article 9, paragraph 9.7.4, specify the goal width (according to the rules of Phyigital Football, the width of the goal is 3 meters, but by the decision of the organizer may be set at 5 meters. Specify an exact figure).
11. In paragraph 9.8 of Article 9, specify:
  - the ball circumference (according to the Rules of Phyigital Football, permissible limits are 68 cm (27 inches) to 70 cm (28 inches). Specify an exact figure within these limits);
  - the ball weight (according to the Rules of Phyigital Football, permissible limits are 410 g (14 oz) to 450 g (16 oz). Specify an exact figure within these limits);
  - air pressure inside the ball (according to the Rules of Phyigital Football, permissible limits are 0.6-1.1 atm (600-1100 g/cm<sup>2</sup>) at sea level (8.5 lb/inch<sup>2</sup>-15.6 lb/inch<sup>2</sup>). Specify an exact figure within these limits).

12. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.



**TECHNICAL RULES**  
of the   
(Phygital Football)

## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competition on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Football), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**The Organizer** is [REDACTED].

**Rules of Phygital Football** are the rules of the Phygital Football, approved by the WPC. Competition is the [REDACTED].

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**Technical Rules** are a regulatory document approved by the Organizer and defining the conditions and procedures for holding Competition.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Football in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Football) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 16 (sixteen) teams participating in the Competition, with at least 5 (five) and no more than 8 (eight) athletes in each team, including at least 1 (one) goalkeeper. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by the Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform;
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:  
[REDACTED]
- The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted,



as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.

3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.

3.3. Each Match includes two stages:

### **3.3.1. Digital stage**

The Digital stage is held in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents, in the following format: 4 (four) athletes in each team, with 2 (two) athletes from each team taking part in each part of the stage. The Digital Stage is 7 minutes in length and consists of two parts in which different pairs of athletes from the same team play. At the end of 3.5 minutes of the stage, the referee instructs the teams to pause the video game during the next break in the game to change the pairs of athletes. If there is no break after 4 minutes of play, the referee shall instruct the teams to pause the video game to make a substitution of pairs of athletes. The break for changing pairs of athletes is 1 minute. The time is controlled by the referees.

The match consists of one game between the teams, in case of a tie the match is considered over, extra time and penalty shootout are not played.

### **3.3.2. Physical stage**

The Physical stage is played in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in the Technical Rules and other Regulatory documents. A total of 5 (five) athletes from each team take part in a stage: 4 (four) outfield players and 1 (one) goalkeeper, while 3 (three) athletes from a team are substitutes – 2 (two) outfield players and 1 (one) goalkeeper. During the stage, substitutes may enter the FoP in the order determined by the Futsal Rules.

3.3.3. There is a 5 (five) minute break between the stages.

3.3.4. In accordance with draw results, 'home' (team on the left or on top, depending on bracket representation) and 'away' (team on the right or at the bottom, depending on bracket representation) teams in matches are determined.

3.3.5. For every match, a team must enter at least 2 (two) goalkeepers from the overall entry list for the Competition. If one of the goalkeepers gets injured, only one goalkeeper may be put on the roster for a match.

- 3.4. The winner of the Match, which consists of 2 (two) stages, is determined by the sum of goals scored at the Digital and Physical stages. In case the number of goals scored and goals conceded are equal, the winner is decided by conducting a series of penalty kicks in accordance with the Rules of Phygital Football. Teams take three kicks each from the six-meter mark. If, after both teams have executed three kicks, the score is tied, penalty kicks will continue until one team has scored one more goal than the other with the same number of shots taken.
- 3.5. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.6. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Competition Participants may be substituted no later than 24 hours before the start of the Competition with the participation of the team, subject to compliance with the requirements for the submission of the Application, as well as the compliance of the athlete with the requirements of the Regulatory documents. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.7. Teams must ensure that participants and their representatives are present in the following order:
  - at the Digital stage: the whole team is present at the FoP: 2 (two) athletes participating at the corresponding stage are seated at the game console while the rest of the team - behind their backs. The team's staff is not allowed into the FoP.
  - at the Physical stage: outfield players are present at the FoP: substitutes and at most 2 (two) team's staff are seated on the bench.

#### **4. Competition Participants' Rights and Liabilities**

##### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) to access their competition results through a designated team representative;
- 3) to contact the Chief Panel of Judges through a team representative or a coach

##### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;

- 4) when participating in the Digital stage, the Competition Participants shall use PlayStation Network (PSN) gaming accounts provided by the Organizer. Competition Participants are not allowed to use other accounts.
- 5) during a match only appear on the FoP wearing the sports equipment in accordance with the equipment requirements set forth in Clause 11 of these Technical Rules;
- 6) attend the Competition venue accompanied by the coach/official representative of the Team;
- 7) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 8) strictly comply with the order of entering the Competition FoP for the Competition Program, as established by the draw;
- 9) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) Athletes participating in the Competition as part of teams shall comply with safety, gear operation and anti-doping regulations;
- 11) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 13) when filling out the starting lineup write down the names of two players who are the Team's goalkeepers;
- 14) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate provisions of these Technical Rules and other Regulatory documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;

- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Football, the Technical Rules or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties (relatives, friends, or acquaintances);
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not exhaustive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for Competition matches shall be determined under the procedure stipulated by the Regulatory Documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.4. The referee (Chief Referee of the Sports Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the competition begins.

## **6. Disciplinary Infractions and penalties**

### **6.1. Digital stage**

- 6.1.1. If a Competition Participant commits an infraction not expressly provided for by the Rules of Phygital Football and (or) these Technical Rules, the Organizer has the right to impose on such a participant one of the sports sanctions stipulated

by the Rules of Phygital Football, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.

- 6.1.2. Undisciplined behavior is punishable by a caution (yellow card) or a sending-off (red card).
- 6.1.3. Undisciplined behavior that expressed itself in interrupting the gaming process by way of pressing the PS button, as well as skipping the goal auto replay in case of a single foul is punished with an oral warning. A second commitment of one of the above fouls by a same-team athlete is punished with a warning (yellow card), and the third one with the corresponding player being sent off (red card). In this case, the team has the right to replace the dismissed athlete with another team member, not included in the application form for the match.
- 6.1.4. A player who was shown two yellow cards at the Digital stage is given a red card and is suspended from the next match.
- 6.1.5. A player who was directly shown a red card at the Digital stage for a “sports offense” is suspended from the next match.

## **6.2. Physical stage**

- 6.2.1. A player who was directly shown a red card at the Physical stage for a “sports offense” is suspended from the next match.
- 6.2.2. A player who was shown two yellow cards at the Physical stage is suspended from the next match.
- 6.2.3. A player who was shown a red card at the Physical stage for “unsportsmanlike conduct” per the Rules of Phygital Football (hitting the opponent with a hand, threatening the opponent’s life, threatening a referee’s life, explicit disagreement with the referee’s actions, etc.) shall be disqualified until the end of the Competition.

## **6.3. General**

- 6.3.1. If a match start or a match course is delayed by more than 10 minutes, the participant may be awarded a forfeit.
- 6.3.2. Intentional disruption of matches may subject the offender to sports sanctions including disqualification.
- 6.3.3. Yellow cards received in the Digital and Physical Stages are summed up and if a player receives a yellow card in the Digital Stage and a yellow card in the Physical Stage, he is given a red card and misses the next match.
- 6.3.4. A player who receives a red card during a match must leave the area adjacent to the Field of Play and the Technical Area.
- 6.3.5. A red and a yellow card can only be shown to a player, substitute or team official.

## 7. Appeals

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:
  - violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## 8. Technical Rules for Holding Digital Stage

- 8.1. The sports simulator version: EA FC 25, licenses, the latest one available.
- 8.2. Console: .
- 8.3. In-game messages shall be disabled.
- 8.4. It is prohibited to press the PS button during a match with an opponent.
- 8.5. Game mode: Rush. Game type: single match.
- 8.6. In-game settings:
  - Stage length: 7 minutes;
  - Break for changing pairs of athletes: 1 minute;
  - Difficulty level: legendary;
  - Competitor mode: off;
  - Team's general rating: 95;
  - Game speed: normal;
  - Player indicator: player name bar;
  - Player indicator size: default;
  - Player indicator fade: on;
  - Player based difficulty indicator: on;
  - Time/score display: on.
- 8.7. The teams prohibited for selection:
  - Soccer Aid;
  - MLS All-Star.

- 8.8. A team is permitted a maximum delay of ten (10) minutes after the start time of the Digital stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 8.9. The “home” team in a match is the team selected first in a draw to take part in the respective match. The right to kick off is determined automatically by the sports simulator.

## **9. Technical Rules for Holding the Physical Stage**

- 9.1. Game time: two (2) halves of “clean time” (in case the game is interrupted the play clock of the current time also stops and resumes only when the game resumes) five (5) minutes long each. The interval between the halves is 3 (three) minutes.
- 9.2. At the beginning of the Physical Stage, kick-off is done by the team that kicked off at the Digital Stage.
- 9.3. A team is permitted a maximum delay of ten (10) minutes after the start time of the Physical stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 9.4. During the Physical Stage, it is forbidden to deliberately hold the ball near the boards. For the first-time foul, a team’s player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.5. During the Physical Stage, it is forbidden to intentionally clear the ball out of bounds. For the first-time foul, a team’s player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.6. If the ball is out of bounds, the game is suspended; the ball is put back into the game by the goalkeeper of the team opposing the one whose player was the last to touch the ball before it went out of bounds. The above return of the ball into the game is done by the goalkeeper by hand from within their penalty area.
- 9.7. Requirements to the pitch.
  - 9.7.1. A match is held on a rectangular pitch in accordance with the requirements set forth in these Rules.
  - 9.7.2. Pitch size.

Pitch length (touch lines):  meters; pitch width (goal lines):  meters.
  - 9.7.3. Equipping the pitch with perimeter barriers

The pitch is bounded by perimeter barriers belonging to the pitch area which they bound and which do not allow the ball to go out of play. The height of the perimeter barriers above the pitch surface must be at least 1 meter. The design of the barriers shall provide for gates to enter/exit the pitch area.



The design of the barriers shall ensure the safety of persons inside the pitch area, including by being smooth and flat, free of irregularities and bumps that could be hazardous to the life and health of those inside the pitch.

#### 9.7.4. Gate size

The distance (inside measurement) between the posts (bars) is [REDACTED] m and the distance from the bottom edge of the crossbar to the ground is 2 m.

9.7.5. The football pitch must have an even (without indentations, holes or bumps), dense, continuous, uniform and single-color pitch. The turf of the pitch must be formed from an artificial surfacing (of green color).

9.7.6. The football pitch must have a clear and even marking, 10-12 cm wide, in accordance with Appendix 2 hereto. No other markings except for those specified in Appendix 2 must be visible on the football pitch.

9.8. All balls used for playing the matches, must:

- be spherical;
- be made from a material that complies with the relevant requirements;
- have a circumference of between [REDACTED] cm ([REDACTED] inches) and [REDACTED] cm ([REDACTED] inches);
- weigh between [REDACTED] g ([REDACTED] ounces) and [REDACTED] g ([REDACTED] ounces) in weight at the start of the match;
- have a pressure equal to [REDACTED] atm ([REDACTED] g/cm<sup>2</sup>) at sea level ([REDACTED] lbs/inch<sup>2</sup> – [REDACTED] lbs/inch<sup>2</sup>).

## 10. Determination of the Winner and Prize Winners

10.1. The Competition winner is the team winning the final. The team that loses the final Match takes the second place, the team winning the Third Place Match takes the third place.

10.2. The teams that secure second and third places in the Competition are honored as prize-winners of the Competition.

10.3. Award procedure for the winner and prize-winners shall be determined as follows: [REDACTED]

## 11. Uniform (Equipment) Requirements

11.1. Compulsory uniform (equipment)

11.1.1. a jersey with sleeves;

11.1.2. shorts (goalkeepers may wear tracksuit bottoms);

11.1.3. socks (tape or any material applied or worn externally must be the same color as that part of the socks it is applied to or covers);

11.1.4. shin guards (these must be made of a suitable material to provide reasonable protection and covered by the socks);



11.1.5. footwear (cleats) for playing on artificial turf (footwear (cleats) sole design must be as shown in Pic. 1 and Pic. 2:



(Pic. 1)



(Pic. 2)

(Footwear (cleats) sole design may not be as shown in Pic. 3 and Pic. 4:



(Pic. 3)



(Pic. 4)

11.2. Equipment (uniform) colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Each goalkeeper must wear colors that are distinguishable from the other players and the match officials.
- If two goalkeepers' jerseys are the same color and neither has another jersey, the referees allow the match to be played.
- Undershirts must be a single color which is the same color as the main color of the jersey sleeve or must feature a pattern/colors which exactly replicate(s) the jersey sleeve.
- Compression undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts - players of the same team must wear the same colors.
- The "home" team must wear dark jerseys, and the "away" team must wear light jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

11.3. Slogans, statements, images and advertising on the uniform (equipment)

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal vests and undershorts/tights that show political, religious, personal slogans, statements or images, or any other types of advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the

Organizer. Other sports uniform (equipment) requirements are established by the Rules and Regulations.

#### 11.4. Numbering on the equipment

- The player numbering principle is normally from 1 to 15, with number 1 reserved for a goalkeeper unless stipulated otherwise in the Regulatory documents and/or by a decision of the Organizer (Chief Panel of Judges).
- The number of each player must be visible on their back and be distinguishable from the main color of the jersey.
- A number under which the player was registered for the Competition must be mandatorily 25 cm high (excluding the border), placed on the jersey's back and centered. For striped or multi-color jerseys the personal number must be placed inside a rectangular-shaped insert of a solid single color.

## 12. Final provisions

12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will come into effect immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.

12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.

12.3. If necessary, in the event of discrepancies between the norms of the Technical Rules, WPC Rules of Phygital Sport and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

### Competition format

1. Teams participating in the Competition are divided into four groups of 4 teams, where matches are played in the “GSL without a 5th match” format the Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the quarter finals in the following order:

- quarter final;
- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 1).

2. The “GSL without a 5th Match” format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the quarterfinals.

The left side of the tournament bracket is formed by teams from groups A and B, while the right side is formed by teams from groups C and D.

The teams compete in the quarterfinal stage to progress to the semifinals. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.

Tournament bracket

Group Stage				Quarter-final			Semi-final			3-rd place			Final						
1st stage				2nd stage			3rd stage												
Group A		1	Score	Pen		11	Score	Pen											
	-	Team 1	0	0	-	Winner 1	0	0											
	-	Team 2	0	0	-	Winner 2	0	0											
		2	Score	Pen		9	Score	Pen											
-	Team 3	0	0	-	Loser 1	0	0												
-	Team 4	0	0	-	Loser 2	0	0												
Group B		3	Score	Pen		12	Score	Pen		17	Score	Pen		21	Score	Pen			
	-	Team 5	0	0	-	Winner 3	0	0	-	Loser 12	0	0	-	Winner 15	0	0			
	-	Team 6	0	0	-	Winner 4	0	0	-	Winner 9	0	0	-	Winner 17	0	0			
		4	Score	Pen		10	Score	Pen		18	Score	Pen		22	Score	Pen			
-	Team 7	0	0	-	Loser 3	0	0	-	Loser 11	0	0	-	Winner 16	0	0				
-	Team 8	0	0	-	Loser 4	0	0	-	Winner 10	0	0	-	Winner 18	0	0				
Group C		5	Score	Pen		15	Score	Pen		19	Score	Pen		23	Score	Pen			
	-	Team 9	0	0	-	Winner 5	0	0	-	Loser 16	0	0	-	Winner 11	0	0			
	-	Team 10	0	0	-	Winner 6	0	0	-	Winner 13	0	0	-	Winner 19	0	0			
		6	Score	Pen		13	Score	Pen		20	Score	Pen		24	Score	Pen			
-	Team 11	0	0	-	Loser 5	0	0	-	Loser 15	0	0	-	Winner 12	0	0				
-	Team 12	0	0	-	Loser 6	0	0	-	Winner 14	0	0	-	Winner 20	0	0				
Group D		7	Score	Pen		16	Score	Pen											
	-	Team 13	0	0	-	Winner 7	0	0											
	-	Team 14	0	0	-	Winner 8	0	0											
		8	Score	Pen		14	Score	Pen											
-	Team 15	0	0	-	Loser 7	0	0												
-	Team 16	0	0	-	Loser 8	0	0												
													27	Score	Pen				
													-	Loser 25	0	0			
													-	Loser 26	0	0			
																28	Score	Pen	
																-	Winner 25	0	0
																-	Winner 26	0	0





**TECHNICAL RULES FOR  
PHYGITAL FOOTBALL.**

**32 TEAMS**

**GUIDELINES**  
**on how to fill in the blanks in the Technical Rules of**  
**Phygital Football**

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital Football.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase "The Organizer is..."
4. In the terms and abbreviations section: give the full name of the sports competition in Phygital Football by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
8. In paragraph 8.2 of Article 8, specify the name of the gaming platform (PlayStation 4, PlayStation 5, Xbox, etc.).
9. In paragraph 9.7.2 of Article 9, specify:
  - the pitch length in meters (according to the Rules of Phygital Football the permissible limits are from 26 meters to 50 meters Specify an exact figure within these limits);
  - the pitch width in meters (according to the Rules of Phygital Football the permissible limits are from 14 meters to 30 meters Specify an exact figure within these limits).
10. In article 9, paragraph 9.7.4, specify the goal width (according to the rules of Phygital Football, the width of the goal is 3 meters, but by the decision of the organizer may be set at 5 meters. Specify an exact figure).
11. In paragraph 9.8 of Article 9, specify:
  - the ball circumference (according to the Rules of Phygital Football, permissible limits are 68 cm (27 inches) to 70 cm (28 inches). Specify an exact figure within these limits);
  - the ball weight (according to the Rules of Phygital Football, permissible limits are 410 g (14 oz) to 450 g (16 oz). Specify an exact figure within these limits);
  - air pressure inside the ball (according to the Rules of Phygital Football, permissible limits are 0.6-1.1 atm (600-1100 g/cm<sup>2</sup>) at sea level (8.5 lb/inch<sup>2</sup>-15.6 lb/inch<sup>2</sup>). Specify an exact figure within these limits).

12. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.



**TECHNICAL RULES**  
of the   
(Phygital Football)



## 1. Terms and Abbreviations

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

**Player/Participant/Athlete** is an individual participating in the Competitions, including those who have submitted an application for the Competition.

**Captain** is one of the athletes of the Team, who communicates with the organizers of the Competition on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions.

**Match** is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

**Regulatory documents** are the WPC Rules of Phygital Sport (including Rules of Phygital Football), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

**The Organizer** is [REDACTED].

**Rules of Phygital Football** are the rules of the Phygital Football, approved by the WPC. Competition is the [REDACTED].

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**Technical Rules** are a regulatory document approved by the Organizer and defining the conditions and procedures for holding Competition.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

## 2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital Football in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Football) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The Competition will be held from [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition Organization System

- 3.1. There are 32 (thirty-two) teams participating in the Competition, with at least 5 (five) and no more than 8 (eight) athletes in each team, including at least 1 (one) goalkeeper. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
  - the roster of the Competition participants is compiled and approved by the Organizer;
  - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
  - Competition participation is allowed for persons who have reached the minimum age - 16 years at the time of filing the application for participation in the Competition;
  - persons recognizing the Regulatory documents are allowed to participate in the Competition;
  - Application for participation in the Competition is submitted per the form approved by the Organizer;
  - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform;
  - List of documents (personal and medical) that must be provided with the Application:
    - identification (ID)
    - other documents:  
[REDACTED]
  - The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted,

as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.

- The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
  - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
  - are similar or identical to the nicknames of other participants or the names of other teams;
  - are similar or identical to the nicknames of the Competition officials;
  - have an obscene, indecent, offensive or provocative meaning.

3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.

3.3. Each Match includes two stages:

#### **3.3.1. Digital stage**

The Digital stage is held in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents, in the following format: 4 (four) athletes in each team, with 2 (two) athletes from each team taking part in each part of the stage. The Digital Stage is 7 minutes in length and consists of two parts in which different pairs of athletes from the same team play. At the end of 3.5 minutes of the stage, the referee instructs the teams to pause the video game during the next break in the game to change the pairs of athletes. If there is no break after 4 minutes of play, the referee shall instruct the teams to pause the video game to make a substitution of pairs of athletes. The break for changing pairs of athletes is 1 minute. The time is controlled by the referees.

The match consists of one game between the teams, in case of a tie the match is considered over, extra time and penalty shootout are not played.

#### **3.3.2. Physical stage**

The Physical stage is played in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in the Technical Rules and other Regulatory documents. A total of 5 (five) athletes from each team take part in a stage: 4 (four) outfield players and 1 (one) goalkeeper, while 3 (three) athletes from a team are substitutes – 2 (two) outfield players and 1 (one) goalkeeper. During the stage, substitutes may enter the FoP in the order determined by the Futsal Rules.

3.3.3. There is a 5 (five) minute break between the stages.

3.3.4. In accordance with draw results, 'home' (team on the left or on top, depending on bracket representation) and 'away' (team on the right or at the bottom, depending on bracket representation) teams in matches are determined.

3.3.5. For every match, a team must enter at least 2 (two) goalkeepers from the overall entry list for the Competition. If one of the goalkeepers gets injured, only one goalkeeper may be put on the roster for a match.

- 3.4. The winner of the Match, which consists of 2 (two) stages, is determined by the sum of goals scored at the Digital and Physical stages. In case the number of goals scored and goals conceded are equal, the winner is decided by conducting a series of penalty kicks in accordance with the Rules of Phygital Football. Teams take three kicks each from the six-meter mark. If, after both teams have executed three kicks, the score is tied, penalty kicks will continue until one team has scored one more goal than the other with the same number of shots taken.
- 3.5. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.6. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Competition Participants may be substituted no later than 24 hours before the start of the Competition with the participation of the team, subject to compliance with the requirements for the submission of the Application, as well as the compliance of the athlete with the requirements of the Regulatory documents. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.7. Teams must ensure that participants and their representatives are present in the following order:
  - at the Digital stage: the whole team is present at the FoP: 2 (two) athletes participating at the corresponding stage are seated at the game console while the rest of the team - behind their backs. The team's staff is not allowed into the FoP.
  - at the Physical stage: outfield players are present at the FoP: substitutes and at most 2 (two) team's staff are seated on the bench.

#### **4. Competition Participants' Rights and Liabilities**

##### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) to access their competition results through a designated team representative;
- 3) to contact the Chief Panel of Judges through a team representative or a coach

##### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;

- 4) when participating in the Digital stage, the Competition Participants shall use PlayStation Network (PSN) gaming accounts provided by the Organizer. Competition Participants are not allowed to use other accounts.
- 5) during a match only appear on the FoP wearing the sports equipment in accordance with the equipment requirements set forth in Clause 11 of these Technical Rules;
- 6) attend the Competition venue accompanied by the coach/official representative of the Team;
- 7) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 8) strictly comply with the order of entering the Competition FoP for the Competition Program, as established by the draw;
- 9) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) Athletes participating in the Competition as part of teams shall comply with safety, gear operation and anti-doping regulations;
- 11) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 13) when filling out the starting lineup write down the names of two players who are the Team's goalkeepers;
- 14) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

#### **4.3. Competition Participants are not allowed to:**

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate provisions of these Technical Rules and other Regulatory documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;

- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Football, the Technical Rules or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties (relatives, friends, or acquaintances);
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
  - intentional loss for any reason;
  - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
  - rigged Matches in any form;
  - a collusion to share a cash or other prize.

The list of prohibited actions is not exhaustive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

## **5. Refereeing**

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee matches. The composition of the Brigade of Referees for Competition matches shall be determined under the procedure stipulated by the Regulatory Documents.
- 5.3. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.
- 5.4. The referee (Chief Referee of the Sports Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the competition begins.

## **6. Disciplinary Infractions and penalties**

### **6.1. Digital stage**

- 6.1.1. If a Competition Participant commits an infraction not expressly provided for by the Rules of Phygital Football and (or) these Technical Rules, the Organizer has the right to impose on such a participant one of the sports sanctions stipulated

by the Rules of Phygital Football, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.

- 6.1.2. Undisciplined behavior is punishable by a caution (yellow card) or a sending-off (red card).
- 6.1.3. Undisciplined behavior that expressed itself in interrupting the gaming process by way of pressing the PS button, as well as skipping the goal auto replay in case of a single foul is punished with an oral warning. A second commitment of one of the above fouls by a same-team athlete is punished with a warning (yellow card), and the third one with the corresponding player being sent off (red card). In this case, the team has the right to replace the dismissed athlete with another team member, not included in the application form for the match.
- 6.1.4. A player who was shown two yellow cards at the Digital stage is given a red card and is suspended from the next match.
- 6.1.5. A player who was directly shown a red card at the Digital stage for a “sports offense” is suspended from the next match.

## **6.2. Physical stage**

- 6.2.1. A player who was directly shown a red card at the Physical stage for a “sports offense” is suspended from the next match.
- 6.2.2. A player who was shown two yellow cards at the Physical stage is suspended from the next match.
- 6.2.3. A player who was shown a red card at the Physical stage for “unsportsmanlike conduct” per the Rules of Phygital Football (hitting the opponent with a hand, threatening the opponent’s life, threatening a referee's life, explicit disagreement with the referee’s actions, etc.) shall be disqualified until the end of the Competition.

## **6.3. General**

- 6.3.1. If a match start or a match course is delayed by more than 10 minutes, the participant may be awarded a forfeit.
- 6.3.2. Intentional disruption of matches may subject the offender to sports sanctions including disqualification.
- 6.3.3. Yellow cards received in the Digital and Physical Stages are summed up and if a player receives a yellow card in the Digital Stage and a yellow card in the Physical Stage, he is given a red card and misses the next match.
- 6.3.4. A player who receives a red card during a match must leave the area adjacent to the Field of Play and the Technical Area.
- 6.3.5. A red and a yellow card can only be shown to a player, substitute or team official.

## **7. Appeals**

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:



- violation of an article and a paragraph of the WPC Rules of Phygital Sport;
  - absence of equal conditions for athletes during a sport activity;
  - wrongful actions of the referee(s);
  - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

## **8. Technical Rules for Holding Digital Stage**

- 8.1. The sports simulator version: EA FC 25, licenses, the latest one available.
- 8.2. Console: .
- 8.3. In-game messages shall be disabled.
- 8.4. It is prohibited to press the PS button during a match with an opponent.
- 8.5. Game mode: Rush. Game type: single match.
- 8.6. In-game settings:
- Stage length: 7 minutes;
  - Break for changing pairs of athletes: 1 minute;
  - Difficulty level: legendary;
  - Competitor mode: off;
  - Team's general rating: 95;
  - Game speed: normal;
  - Player indicator: player name bar;
  - Player indicator size: default;
  - Player indicator fade: on;
  - Player based difficulty indicator: on;
  - Time/score display: on.
- 8.7. The teams prohibited for selection:
- Soccer Aid;
  - MLS All-Star.
- 8.8. A team is permitted a maximum delay of ten (10) minutes after the start time of the Digital stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.



- 8.9. The “home” team in a match is the team selected first in a draw to take part in the respective match. The right to kick off is determined automatically by the sports simulator.

## **9. Technical Rules for Holding the Physical Stage**

- 9.1. Game time: two (2) halves of “clean time” (in case the game is interrupted the play clock of the current time also stops and resumes only when the game resumes) five (5) minutes long each. The interval between the halves is 3 (three) minutes.
- 9.2. At the beginning of the Physical Stage, kick-off is done by the team that kicked off at the Digital Stage.
- 9.3. A team is permitted a maximum delay of ten (10) minutes after the start time of the Physical stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 9.4. During the Physical Stage, it is forbidden to deliberately hold the ball near the boards. For the first-time foul, a team’s player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.5. During the Physical Stage, it is forbidden to intentionally clear the ball out of bounds. For the first-time foul, a team’s player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.6. If the ball is out of bounds, the game is suspended; the ball is put back into the game by the goalkeeper of the team opposing the one whose player was the last to touch the ball before it went out of bounds. The above return of the ball into the game is done by the goalkeeper by hand from within their penalty area.
- 9.7. Requirements to the pitch.
- 9.7.1. A match is held on a rectangular pitch in accordance with the requirements set forth in these Rules.
- 9.7.2. Pitch size.
- Pitch length (touch lines):  meters; pitch width (goal lines):  meters.
- 9.7.3. Equipping the pitch with perimeter barriers
- The pitch is bounded by perimeter barriers belonging to the pitch area which they bound and which do not allow the ball to go out of play. The height of the perimeter barriers above the pitch surface must be at least 1 meter. The design of the barriers shall provide for gates to enter/exit the pitch area.
- The design of the barriers shall ensure the safety of persons inside the pitch area, including by being smooth and flat, free of irregularities and bumps that could be hazardous to the life and health of those inside the pitch.

#### 9.7.4. Gate size

The distance (inside measurement) between the posts (bars) is [REDACTED] m and the distance from the bottom edge of the crossbar to the ground is 2 m.

9.7.5. The football pitch must have an even (without indentations, holes or bumps), dense, continuous, uniform and single-color pitch. The turf of the pitch must be formed from an artificial surfacing (of green color).

9.7.6. The football pitch must have a clear and even marking, 10-12 cm wide, in accordance with Appendix 2 hereto. No other markings except for those specified in Appendix 2 must be visible on the football pitch.

9.8. All balls used for playing the matches, must:

- be spherical;
- be made from a material that complies with the relevant requirements;
- have a circumference of between [REDACTED] cm ([REDACTED] inches) and [REDACTED] cm ([REDACTED] inches);
- weigh between [REDACTED] g ([REDACTED] ounces) and [REDACTED] g ([REDACTED] ounces) in weight at the start of the match;
- have a pressure equal to [REDACTED] atm ([REDACTED] g/cm<sup>2</sup>) at sea level ([REDACTED] lbs/inch<sup>2</sup> – [REDACTED] lbs/inch<sup>2</sup>).

### **10. Determination of the Winner and Prize Winners**

10.1. The Competition winner is the team winning the final. The team that loses the final Match takes the second place, the team winning the Third Place Match takes the third place.

10.2. The teams that secure second and third places in the Competition are honored as prize-winners of the Competition.

10.3. Award procedure for the winner and prize-winners shall be determined as follows: [REDACTED]

### **11. Uniform (Equipment) Requirements**

11.1. Compulsory uniform (equipment)

11.1.1. a jersey with sleeves;

11.1.2. shorts (goalkeepers may wear tracksuit bottoms);

11.1.3. socks (tape or any material applied or worn externally must be the same color as that part of the socks it is applied to or covers);

11.1.4. shin guards (these must be made of a suitable material to provide reasonable protection and covered by the socks);

11.1.5. footwear (cleats) for playing on artificial turf (footwear (cleats) sole design must be as shown in Pic. 1 and Pic. 2:



(Pic. 1)



(Pic. 2)

(Footwear (cleats) sole design may not be as shown in Pic. 3 and Pic. 4:



(Pic. 3)



(Pic. 4)

### 11.2. Equipment (uniform) colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Each goalkeeper must wear colors that are distinguishable from the other players and the match officials.
- If two goalkeepers' jerseys are the same color and neither has another jersey, the referees allow the match to be played.
- Undershirts must be a single color which is the same color as the main color of the jersey sleeve or must feature a pattern/colors which exactly replicate(s) the jersey sleeve.
- Compression undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts - players of the same team must wear the same colors.
- The "home" team must wear dark jerseys, and the "away" team must wear light jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

### 11.3. Slogans, statements, images and advertising on the uniform (equipment)

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal vests and undershorts/tights that show political, religious, personal slogans, statements or images, or any other types of advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the Organizer. Other sports uniform (equipment) requirements are established by the Rules and Regulations.

#### 11.4. Numbering on the equipment

- The player numbering principle is normally from 1 to 15, with number 1 reserved for a goalkeeper unless stipulated otherwise in the Regulatory documents and/or by a decision of the Organizer (Chief Panel of Judges).
- The number of each player must be visible on their back and be distinguishable from the main color of the jersey.
- A number under which the player was registered for the Competition must be mandatorily 25 cm high (excluding the border), placed on the jersey's back and centered. For striped or multi-color jerseys the personal number must be placed inside a rectangular-shaped insert of a solid single color.

### **12. Final provisions**

- 12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will come into effect immediately upon approval, unless otherwise stated by the Organizer's decision without additional notification sent to participants.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Rules, WPC Rules of Phygital Sport and other Regulatory documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

**Competition format**

1. Teams participating in the Competition are divided into eight groups of 4 teams, where matches are played in the “GSL without a 5th match” format the Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the 1/8 finals in the following order:

- 1/8 final
- quarter final;
- semifinal;
- 3rd place match;
- Final.

The tournament matches are played following the fixed bracket (as outlined in Appendix 2).

2. The “GSL without a 5th Match” format is a system of matches at the group stage, in which all group members play 2 matches in the following order:
  - in the 1st round, the group members are divided into pairs by draw;
  - the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
  - the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.
3. Teams ranked 1st in groups advance directly to the 1/8 finals.

The teams compete in the 1/8 final stage to progress to the quarterfinals. The teams compete in the quarterfinal stage to progress to the semifinals. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.

### Tournament bracket

				Group Stage						1/8 final			Quarter-final			Semi-final			3-rd place			Final				
				1st stage			2nd stage			3rd stage																
Group A	-	1	Score	Pen	-	25	Score	Pen																		
	-	Team 1	0	0	-	Winner 1	0	0																		
	-	Team 2	0	0	-	Winner 2	0	0																		
		2	Score	Pen	-	17	Score	Pen																		
	-	Team 3	0	0	-	Loser 1	0	0																		
	-	Team 4	0	0	-	Loser 2	0	0																		
Group B		3	Score	Pen	-	26	Score	Pen																		
	-	Team 5	0	0	-	Winner 3	0	0																		
	-	Team 6	0	0	-	Winner 4	0	0																		
		4	Score	Pen	-	18	Score	Pen																		
	-	Team 7	0	0	-	Loser 3	0	0																		
	-	Team 8	0	0	-	Loser 4	0	0																		
Group C		5	Score	Pen	-	27	Score	Pen	-	33	Score	Pen	-	41	Score	Pen										
	-	Team 9	0	0	-	Winner 5	0	0	-	Loser 26	0	0	-	Winner 27	0	0										
	-	Team 10	0	0	-	Winner 6	0	0	-	Winner 17	0	0	-	Winner 33	0	0										
		6	Score	Pen	-	19	Score	Pen	-	34	Score	Pen	-	42	Score	Pen										
	-	Team 11	0	0	-	Loser 5	0	0	-	Loser 25	0	0	-	Winner 28	0	0										
	-	Team 12	0	0	-	Loser 6	0	0	-	Winner 18	0	0	-	Winner 34	0	0										
Group D		7	Score	Pen	-	28	Score	Pen	-	35	Score	Pen	-	43	Score	Pen	-	49	Score	Pen						
	-	Team 13	0	0	-	Winner 7	0	0	-	Loser 28	0	0	-	Winner 25	0	0	-	Winner 41	0	0						
	-	Team 14	0	0	-	Winner 8	0	0	-	Winner 19	0	0	-	Winner 35	0	0	-	Winner 42	0	0						
		8	Score	Pen	-	20	Score	Pen	-	36	Score	Pen	-	44	Score	Pen	-	50	Score	Pen	-	53	Score	Pen		
	-	Team 15	0	0	-	Loser 7	0	0	-	Loser 27	0	0	-	Winner 26	0	0	-	Winner 43	0	0	-	Winner 49	0	0		
	-	Team 16	0	0	-	Loser 8	0	0	-	Winner 20	0	0	-	Winner 36	0	0	-	Winner 44	0	0	-	Winner 50	0	0		
Group E		9	Score	Pen	-	29	Score	Pen	-	37	Score	Pen	-	45	Score	Pen	-	51	Score	Pen	-	54	Score	Pen		
	-	Team 17	0	0	-	Winner 9	0	0	-	Loser 30	0	0	-	Winner 31	0	0	-	Winner 45	0	0	-	Winner 51	0	0		
	-	Team 18	0	0	-	Winner 10	0	0	-	Winner 21	0	0	-	Winner 37	0	0	-	Winner 46	0	0	-	Winner 52	0	0		
		10	Score	Pen	-	21	Score	Pen	-	38	Score	Pen	-	46	Score	Pen	-	52	Score	Pen	-	55	Score	Pen		
	-	Team 19	0	0	-	Loser 9	0	0	-	Loser 29	0	0	-	Winner 32	0	0	-	Winner 47	0	0	-	Loser 53	0	0		
	-	Team 20	0	0	-	Loser 10	0	0	-	Winner 22	0	0	-	Winner 38	0	0	-	Winner 48	0	0	-	Loser 54	0	0		
Group F		11	Score	Pen	-	30	Score	Pen	-	39	Score	Pen	-	47	Score	Pen	-	56	Score	Pen	-	56	Score	Pen		
	-	Team 21	0	0	-	Winner 11	0	0	-	Loser 32	0	0	-	Winner 29	0	0	-	Winner 53	0	0	-	Winner 53	0	0		
	-	Team 22	0	0	-	Winner 12	0	0	-	Winner 23	0	0	-	Winner 39	0	0	-	Winner 54	0	0	-	Winner 54	0	0		
		12	Score	Pen	-	22	Score	Pen	-	40	Score	Pen	-	48	Score	Pen	-									
	-	Team 23	0	0	-	Loser 11	0	0	-	Loser 31	0	0	-	Winner 30	0	0	-									
	-	Team 24	0	0	-	Loser 12	0	0	-	Winner 24	0	0	-	Winner 40	0	0	-									
Group G		13	Score	Pen	-	31	Score	Pen																		
	-	Team 25	0	0	-	Winner 13	0	0																		
	-	Team 26	0	0	-	Winner 14	0	0																		
		14	Score	Pen	-	23	Score	Pen																		
	-	Team 27	0	0	-	Loser 13	0	0																		
	-	Team 28	0	0	-	Loser 14	0	0																		
Group H		15	Score	Pen	-	32	Score	Pen																		
	-	Team 29	0	0	-	Winner 15	0	0																		
	-	Team 30	0	0	-	Winner 16	0	0																		
		16	Score	Pen	-	24	Score	Pen																		
	-	Team 31	0	0	-	Loser 15	0	0																		
	-	Team 32	0	0	-	Loser 16	0	0																		



**MATCH AND COMPETITION REPORTS  
TEMPLATES  
(PHYGITAL DANCING)**

**MATCH REPORT AND SCORE SHEET**  
**OF THE**  
**(Phygital Dancing)**

Venue:

Event format: \_\_\_\_\_ 202\_

Match start time	Competition Stage

**TEAM 1 ENTRY FORM**

<i>Team 1 (name, country)</i>		
Game No.	Full name	Nickname

Athlete \_\_\_\_\_ / \_\_\_\_\_ /  
(signature) (print name)

**TEAM 2 ENTRY FORM**

<i>Team 2 (name, country)</i>		
Game No.	Full name	Nickname

Athlete \_\_\_\_\_ / \_\_\_\_\_ /  
(signature) (print name)



**THE COMPOSITION OF THE BRIGADE OF REFEREES**

Position	Full name
Referee	
Physical Stage referees	
Secretary	

	Signature	Full name
Referee		
Secretary		

**Determining the match tracks (the order for track removal by teams)**

N o.	Track title	Team 1	Team 2
1.		x	
2.			x
3.		x	
4.			x
5.			
6.			
7.			
8.			
9.			
10.			
11.			

Referee: \_\_\_\_\_//\_\_\_\_\_

Secretary: \_\_\_\_\_//\_\_\_\_\_

### THE FINAL MATCH RESULT

Match result: *Team 1* \_\_: \_\_ *Team 2*

Team 1			Team 2	
<i>Result</i>	<i>points</i>	<b>Round 1</b>	<i>points</i>	<i>Result</i>
		<i>Track title</i>		
<i>Result</i>	<i>points</i>	<b>Round 2</b>	<i>points</i>	<i>Result</i>
		<i>Track title</i>		
<i>Result</i>	<i>points</i>	<b>Round 3</b>	<i>points</i>	<i>Result</i>
		<i>Track title</i>		
<b><i>Victory/Defeat</i></b>		<b>THE MATCH RESULT</b>	<b><i>Victory/Defeat</i></b>	

### PENALTIES

Team	No.	Full name, nickname	Reason	CONSEQUENCES	Time

### DISQUALIFICATIONS

Team	No.	Athlete	Time	Reason

**Other comments:**

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	Signature	Full name
<b>Referee</b>		
<b>Secretary</b>		

**COMPETITION REPORT AND SCORE SHEET  
OF THE****(Phyigital Dancing)**

Venue:

\_\_\_\_\_, 202\_

Event format:

**THE ROSTER OF THE PARTICIPANTS**

No.	Team	Country
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

Referee:

\_\_\_\_//\_\_\_\_

Secretary:

\_\_\_\_//\_\_\_\_

### THE WINNER AND PRIZE-WINNERS

	NAME OF THE TEAM
<b>1<sup>st</sup> PLACE</b>	
<b>2<sup>nd</sup> PLACE</b>	
<b>3<sup>rd</sup> PLACE</b>	
<b>4<sup>th</sup> PLACE</b>	
<b>PLACES 5-8</b>	
<b>PLACES 9-16</b>	

Referee: \_\_\_\_\_//\_\_\_\_\_

Secretary: \_\_\_\_\_//\_\_\_\_\_

**COMPETITION RESULTS****Qualifying stage**

<b>Place</b>	<b>Team</b>	<b>Scored points</b>
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

Referee:

\_\_\_\_\_//\_\_\_\_\_

Secretary:

\_\_\_\_\_//\_\_\_\_\_

**1/8 finals****Match 1**

<b>Results</b>	
<b>Victory</b>	

**Match 2**

<b>Results</b>	
<b>Victory</b>	

**Match 3**

<b>Results</b>	
<b>Victory</b>	

**Match 4**

<b>Results</b>	
<b>Victory</b>	

**Match 5**

<b>Results</b>	
<b>Victory</b>	

**Match 6**

<b>Results</b>	
<b>Victory</b>	

**Match 7**

<b>Results</b>	
<b>Victory</b>	

**Match 8**

<b>Results</b>	
<b>Victory</b>	

Referee:

\_\_\_\_\_//\_\_\_\_\_

Secretary:

\_\_\_\_\_//\_\_\_\_\_

### Quarter final

#### Match 1

<b>Results</b>	
<b>Victory</b>	

#### Match 2

<b>Results</b>	
<b>Victory</b>	

#### Match 3

<b>Results</b>	
<b>Victory</b>	

#### Match 4

<b>Results</b>	
<b>Victory</b>	

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_

### Semifinal

#### Match 1

<b>Results</b>	
<b>Victory</b>	

#### Match 2

<b>Results</b>	
<b>Victory</b>	

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_



### 3rd place match

<b>Results</b>	
<b>Victory</b>	

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_

**Final**

<b>Results</b>	
<b>Victory</b>	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		



**MATCH AND COMPETITION REPORTS  
TEMPLATES  
(PHYGITAL SHOOTER)**

## MATCH REPORT AND SCORE SHEET OF THE

**(Phygital Shooter)**

Venue: \_\_\_\_\_, 202\_.

Match start time	Competition Stage

Type of program:

### TEAM 1 ENTRY FORM

<i>Team 1 (name, country)</i>				
Game No.	Full name	Nickname	Digital stage (S - start)	Physical stage (S - start)

### TEAM 1 OFFICIALS

No.	Full name	Position
<b>1</b>		
<b>2</b>		
<b>3</b>		

Team Representative \_\_\_\_\_ / \_\_\_\_\_ /  
(signature) (print name)

**TEAM 2 ENTRY FORM**

<i>Team 1 (name, country)</i>				
Game No.	Full name	Nickname	Digital stage (S - start)	Physical stage (S - start)

**TEAM 2 OFFICIALS**

No.	Full name	Position
<b>1</b>		
<b>2</b>		
<b>3</b>		

Team Representative \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_  
 (signature)      (print name)

**THE COMPOSITION OF THE BRIGADE OF REFEREES**

Position	Full name
Referee	
Digital stage referees	
Secretary	

	Signature	Full name
Referee		
Secretary		

**MAP SELECTION**

Team 1	Ban and peak of the maps	Team 2

**Referee:** \_\_\_\_\_//\_\_\_\_\_

**Secretary:** \_\_\_\_\_//\_\_\_\_\_

### Digital stage

Match result: *Team 1* \_\_:\_\_ *Team 2*

Game	Game duration	Round	Team 1	Team 2
1		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		
		10		
		11		
		12		
		13		
		14		
		15		
		16		
		17		
		18		
		19		
		20		
		21		
		22		
		23		
		24		
<b>Game result</b>				

Game	Game duration	Round	Team 1	Team 2
2		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		
		10		
		11		
		12		
		13		
		14		
		15		
		16		
		17		
		18		
		19		
		20		
		21		
		22		
		23		
		24		
<b>Game result</b>				

### Overtime

Game	Game duration	Round	Team 1	Team 2
1		1		
		2		
		3		
		4		
		5		
		6		
<b>Game result</b>				



### Physical stage

Match result: *Team 1* \_\_:\_\_ *Team 2*

Game	Game duration	Round	Team 1	Team 2
1		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		
		10		
		11		
Game result				

Other comments:

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	Signature	Full name
Referee		
Secretary		

### THE FINAL MATCH RESULT

Game No.	Game duration	Game score	Team 1	Team 2
1				
2				
3				
<b>THE MATCH RESULT</b>				

### PENALTIES

Team	No.	Full name, nickname	Reason	Consequences	Time

### DISQUALIFICATIONS

Team	No.	Athlete	Time	Reason

**Other comments:**

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	Signature	Full name
Referee		
Secretary		

**COMPETITION REPORT AND SCORE SHEET  
OF THE**

**(Phygital Shooter)**

Venue:

\_\_\_\_\_, 202\_

Event format:

Type of program:

**THE ROSTER OF THE PARTICIPANTS**

No.	Team	Country
1		
2		
3		
4		
5		
6		
7		
8		

Referee:

\_\_\_\_\_//\_\_\_\_\_

Secretary:

\_\_\_\_\_//\_\_\_\_\_

**THE WINNER AND PRIZE-WINNERS**

	<b>NAME OF THE TEAM</b>	<b>COUNTRY</b>
<b>1<sup>st</sup> PLACE</b>		
<b>2<sup>nd</sup> PLACE</b>		
<b>3<sup>rd</sup> PLACE</b>		
<b>4<sup>th</sup> PLACE</b>		
<b>PLACES 5-6</b>		
<b>PLACES 7-8</b>		

Referee:

\_\_\_\_\_//\_\_\_\_\_

Secretary:

\_\_\_\_\_//\_\_\_\_\_

## COMPETITION RESULTS

### Group A

#### Match 1

Game Number	Results
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

#### Match 2

Game Number	Results
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

#### Match 3

Game Number	Results
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

#### Match 4

Game Number	Results
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

#### Match 5

Game Number	Results
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

#### Match 6

Game Number	Results
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

**Group A's final standings**

Place	Team	W	L
1			
2			
3			
4			

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_

**Group B****Match 1**

<b>Game Number</b>	<b>Results</b>
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

**Match 2**

<b>Game Number</b>	<b>Results</b>
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

**Match 3**

<b>Game Number</b>	<b>Results</b>
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

**Match 4**

<b>Game Number</b>	<b>Results</b>
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

**Match 5**

<b>Game Number</b>	<b>Results</b>
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

**Match 6**

<b>Game Number</b>	<b>Results</b>
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

**Group B's final standings**

Place	Team	W	L
1			
2			
3			
4			

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_



## Playoffs

### Semifinal. Match 1

Game Number	Results
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

### Semifinal. Match 2

Game Number	Results
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

	Signature	Full name
<b>Referee</b>		
<b>Secretary</b>		

### 3rd place match

<b>Game Number</b>	<b>Results</b>
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		

**Final**

<b>Game Number</b>	<b>Results</b>
Game 1. Digital stage	
Game 2. Digital stage	
Game 3. Physical stage	
<b>Result</b>	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		



**MATCH AND COMPETITION REPORTS  
TEMPLATES  
(PHYGITAL BASKETBALL)**

**MATCH REPORT AND SCORE SHEET  
OF THE  
(Phygital Basketball)**

Venue \_\_\_\_\_

Match start time	Competition Stage

**TEAM 1 ENTRY FORM**

<i>Team 1 (name, country)</i>				
Game #	Full name	Nickname	Digital Stage (1 – player 1 /, player 2)	Physical stage (S – start, R – replacement)
1				
2				
3				

**TEAM 1 OFFICIALS**

#	Full name	Position
1		
2		
3		

The team at the Digital stage \_\_\_\_\_

Jersey's color at the Digital stage \_\_\_\_\_

Jersey's color at the Physical stage \_\_\_\_\_

Team Representative \_\_\_\_\_ / \_\_\_\_\_ /  
(signature) (print name)

**Team 1 Characters**

<b>Player</b>	<b>Character</b>
Player 1	
Player 2	

Team Representative \_\_\_\_\_ / \_\_\_\_\_ / Team Representative \_\_\_\_\_ / \_\_\_\_\_ /  
(signature) (print name) (signature) (print name)

### TEAM 2 ENTRY FORM

<i>Team 2 (name, country)</i>				
Game #	Full name	Nickname	Digital Stage (1 – player 1 /, player 2)	Physical stage (S – start, R – replacement)
1				
2				
3				

### TEAM 2 OFFICIALS

#	Full name	Position
1		
2		
3		

The team at the Digital stage \_\_\_\_\_

Jersey's color at the Digital stage \_\_\_\_\_

Jersey's color at the Physical stage \_\_\_\_\_

Team Representative \_\_\_\_\_ / \_\_\_\_\_  
(signature) (print name)

### Team 2 Characters

Player	Character
Player 1	
Player 2	

Team Representative \_\_\_\_\_ / \_\_\_\_\_ / Team Representative \_\_\_\_\_ / \_\_\_\_\_  
(signature) (print name) (signature) (print name)

**THE COMPOSITION OF THE BRIGADE OF REFEREES**

<b>Position</b>	<b>Full name</b>
Referee	
Physical stage referees	
Digital stage referees	
Referee with athletes	
Timekeeper	
Secretaries	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		

### THE MATCH RESULT

Digital stage

Digital stage result: *Team 1* \_\_:\_\_ *Team 2*

#### Performance of Team 1 Players

#	Player	Scored points

#### Performance of Team 2 Players

#	Player	Scored points

Physical stage

Physical stage result: *Team 1* \_\_:\_\_ *Team 2*

#### Live score

<i>Team 1</i>		<i>Team 2</i>		<i>Team 1</i>		<i>Team 2</i>	
	1	1			22	22	
	2	2			23	23	
	3	3			24	24	
	4	4			25	25	
	5	5			26	26	
	6	6			27	27	
	7	7			28	28	
	8	8			29	29	
	9	9			30	30	
	10	10			31	31	
	11	11			32	32	
	12	12			33	33	
	13	13			34	34	
	14	14			35	35	
	15	15			36	36	
	16	16			37	37	
	17	17			38	38	
	18	18			39	39	
	19	19			40	40	



	20	20			41	41	
	21	21			42	42	

**Time-out**

**Team fouls**

1	2	3	4	5
6	7	8	9	10

**Time-out**

**Team fouls**

1	2	3	4	5
6	7	8	9	10

A SERIES OF FREE THROWS

**Match result:** *Team 1* \_\_: \_\_ *Team 2*

A series of free throws		1	2	3	4	5	6	7	8	9
	Team 1									
	Team 2									

Performance of Team 1 Players		Performance of Team 2 Players	
Player	Flagrant fouls	Player	Flagrant fouls

	Signature	Full name
Referee		
Secretary		

### THE FINAL MATCH RESULT

Discipline	Team 1	Team 2
Digital Stage		
Physical stage		
A series of free throws		
<b>RESULT</b>		

### DISQUALIFICATIONS

Team	#	Athlete	Time	Reason

### INJURIES

Full name	Minute of the match	The nature of the injury, causes, diagnosis	What kind of medical aid has been provided

**Other comments:**

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	Signature	Full name
Referee		
Secretary		

**COMPETITION REPORT AND SCORE SHEET  
OF THE  
(Phygital Basketball)**

Venue:

\_\_\_\_\_, 202\_

Event format:

**THE ROSTER OF THE PARTICIPANTS**

#	Team	Country
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

Referee:

\_\_\_\_\_//\_\_\_\_\_

Secretary:

\_\_\_\_\_//\_\_\_\_\_

### THE WINNER AND PRIZE-WINNERS

	NAME OF THE TEAM
<b>1<sup>st</sup> PLACE</b>	
<b>2<sup>nd</sup> PLACE</b>	
<b>3<sup>rd</sup> PLACE</b>	
<b>4<sup>th</sup> PLACE</b>	
<b>PLACES 5-8</b>	
<b>PLACES 9-12</b>	
<b>PLACES 13-16</b>	

Referee: \_\_\_\_\_//\_\_\_\_\_

Secretary: \_\_\_\_\_//\_\_\_\_\_

## COMPETITION RESULTS

### Group A

#### Match 1

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

#### Match 2

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

#### The Winners' Match

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

#### The Losers' Match

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

#### Group A's final standings

Place	Team	W	L	Baskets (Scored - Conceded)
1				
2				
3				
4				

Referee:

Secretary:

\_\_\_\_//\_\_\_\_  
\_\_\_\_//\_\_\_\_

**Group B**
**Match 1**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**Match 2**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**The Winners' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**The Losers' Match**

Stage / sub-stage	Results
Digital Stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**Group B's final standings**

Place	Team	W	L	Baskets (Scored - Conceded)
1				
2				
3				
4				

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_

**Group C**
**Match 1**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**Match 2**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**The Winners' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**The Losers' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**Group C's final standings**

Place	Team	W	L	Baskets (Scored - Conceded)
1				
2				
3				
4				

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_

**Group D**
**Match 1**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**Match 2**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**The Winners' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**The Losers' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

**Group D's final standings**

Place	Team	W	L	Baskets (Scored - Conceded)
1				
2				
3				
4				

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_



## 1/8 FINALS

### 1/8 finals. Match 1

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

### 1/8 finals. Match 2

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

### 1/8 finals. Match 3

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

### 1/8 finals. Match 4

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

	Signature	Full name
Referee		
Secretary		

## QUARTER FINAL

### Quarter final. Match 1

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

### Quarter final. Match 2

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

### Quarter final. Match 3

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

### Quarter final. Match 4

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

	Signature	Full name
Referee		
Secretary		

## SEMIFINAL

### Semifinal. Match 1

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

### Semifinal. Match 2

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

	Signature	Full name
Referee		
Secretary		

**3RD PLACE MATCH**

<b>Stage / sub-stage</b>	<b>Results</b>
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		

**FINAL**

<b>Stage / sub-stage</b>	<b>Results</b>
Digital stage	
Physical stage	
A series of free throws	
<b>Result</b>	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		



**MATCH AND COMPETITION REPORTS  
TEMPLATES  
(PHYGITAL FOOTBALL)**

**MATCH REPORT AND SCORE SHEET  
OF THE  
(Phygital Football)**

Venue: \_\_\_\_\_

Match start time	Competition Stage

**TEAM 1 ENTRY FORM**

<i>Team 1 (name, country)</i>					
Game #	Full name	Nickname	Role/position (c - captain, g - goalkeeper)	Digital stage (1 - 1st pair /, 2 - 2nd pair)	Physical stage (S - start, R - replacement)
1					
2					
3					
4					
5					
6					
7					
8					

**TEAM 1 OFFICIALS**

#	Full name	Position
1		
2		
3		

The team at the Digital stage \_\_\_\_\_

Uniform's color at the Digital stage \_\_\_\_\_

Uniform's color at the Physical stage \_\_\_\_\_

The color of the goalkeeper's jersey at the Physical stage \_\_\_\_\_

Team Representative \_\_\_\_\_ / \_\_\_\_\_  
(signature) (print name)

### TEAM 2 ENTRY FORM

<i>Team 2 (name, country)</i>					
Game #	Full name	Nickname	Role/position (c - captain, g - goalkeeper)	Digital stage (1 - 1st pair / 2 - 2nd pair)	Physical stage (S - start, R - replacement)
1					
2					
3					
4					
5					
6					
7					
8					

### TEAM 2 OFFICIALS

#	Full name	Position
1		
2		
3		

The team at the Digital stage \_\_\_\_\_

Uniform's color at the Digital stage \_\_\_\_\_

Uniform's color at the Physical stage \_\_\_\_\_

The color of the goalkeeper's jersey at the Physical stage \_\_\_\_\_

Team Representative \_\_\_\_\_ / \_\_\_\_\_  
(signature) (print name)



**THE COMPOSITION OF THE BRIGADE OF REFEREES**

<b>Position</b>	<b>Full name</b>
Referee	
Physical stage referees	
Digital stage referees	
Referee with athletes	
Timekeeper	
Secretaries	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		

## THE MATCH RESULT

### Digital stage

Match result: *Team 1* \_\_: \_\_ *Team 2*

#### Goals

Score	Goal scorer	Scoring pass	The time of the goal scored

### Physical stage

Match result: *Team 1* \_\_: \_\_ *Team 2*

#### Goals

Score	Goal scorer	Scoring pass	The time of the goal scored

### A SERIES OF PENALTY SHOOTOUTS

Match result: *Team 1* \_\_: \_\_ *Team 2*

A series of penalty shootouts		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>
	<b>Team 1</b>									
	<b>Team 2</b>									

### CAUTIONS

Team	#	Player's last name, first name	Min.	Reason

### SENDINGS-OFF

Team	#	Player's last name, first name	Min.	Reason

### INJURIES

Full name	Minute of the match	The nature of the injury, causes, diagnosis	What kind of medical aid has been provided

**THE FINAL MATCH RESULT**

<b>Stage / sub-stage</b>	<b><i>Team 1</i></b>	<b><i>Team 2</i></b>
Digital stage		
Physical stage		
A series of penalty shootouts		
<b>RESULT</b>		

**Other comments:**

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	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		

**THE COMPETITION REPORT AND SCORE SHEET  
OF THE  
(Phygital Football)**

Venue:

\_\_\_\_\_, 202\_

Event format:

**THE ROSTER OF THE PARTICIPANTS**

#	Team	Country
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

Referee:

\_\_\_\_\_//\_\_\_\_\_

Secretary:

\_\_\_\_\_//\_\_\_\_\_

### THE WINNER AND PRIZE-WINNERS

	NAME OF THE TEAM
<b>1<sup>st</sup> PLACE</b>	
<b>2<sup>nd</sup> PLACE</b>	
<b>3<sup>rd</sup> PLACE</b>	
<b>4<sup>th</sup> PLACE</b>	
<b>PLACES 5-8</b>	
<b>PLACES 9-12</b>	
<b>PLACES 13-16</b>	

Referee: \_\_\_\_\_//\_\_\_\_\_

Secretary: \_\_\_\_\_//\_\_\_\_\_

## COMPETITION RESULTS

### Group A

#### Match 1

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

#### Match 2

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

#### The Winners' Match

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

#### The Losers' Match

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

#### Group A's final standings

Place	Team	W	L	Baskets (Scored - Conceded)
1				
2				
3				
4				

Referee:

Secretary:

\_\_\_\_//\_\_\_\_  
\_\_\_\_//\_\_\_\_

**Group B**
**Match 1**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**Match 2**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**The Winners' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**The Losers' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**Group B's final standings**

Place	Team	W	L	Baskets (Scored - Conceded)
1				
2				
3				
4				

**Referee:**

\_\_\_\_\_//\_\_\_\_\_

**Secretary:**

\_\_\_\_\_//\_\_\_\_\_



**Group C**
**Match 1**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**Match 2**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**The Winners' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**The Losers' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**Group C's final standings**

Place	Team	W	L	Baskets (Scored - Conceded)
1				
2				
3				
4				

**Referee:**
**Secretary:**

\_\_\_\_\_/\_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_

**Group D**
**Match 1**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**Match 2**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**The Winners' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**The Losers' Match**

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

**Group D's final standings**

Place	Team	W	L	Baskets (Scored - Conceded)
1				
2				
3				
4				

**Referee:**
**Secretary:**

\_\_\_\_\_/\_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_

## 1/8 FINALS

### 1/8 finals. Match 1

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

### 1/8 finals. Match 2

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

### 1/8 finals. Match 3

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

### 1/8 finals. Match 4

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

	Signature	Full name
Referee		
Secretary		

## QUARTER FINAL

### Quarter final. Match 1

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

### Quarter final. Match 2

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

### Quarter final. Match 3

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

### Quarter final. Match 4

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

	Signature	Full name
Referee		
Secretary		

## SEMIFINAL

### Semifinal. Match 1

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

### Semifinal. Match 2

Stage / sub-stage	Results
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

	Signature	Full name
<b>Referee</b>		
<b>Secretary</b>		

**3RD PLACE MATCH**

<b>Stage / sub-stage</b>	<b>Results</b>
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		

<b>Stage / sub-stage</b>	<b>Results</b>
Digital stage	
Physical stage	
A series of penalty shootouts	
<b>Result</b>	

	<b>Signature</b>	<b>Full name</b>
<b>Referee</b>		
<b>Secretary</b>		



# ETHICS DECLARATION



To the

from \_\_\_\_\_

\_\_\_\_\_ full name

Phone number:

E-mail:

### Ethics Declaration

I,

\_\_\_\_\_

Passport or other ID \_\_\_\_\_

Nº \_\_\_\_\_, issued by \_\_\_\_\_, date of issue: \_\_.\_\_.\_\_\_\_

address of registration: \_\_\_\_\_

*acting freely, knowingly and knowledgeably on my own behalf and in my own interest,*

*following high moral traditions of international sport,*

*denying any unlawful influence on the results of sports competitions as a form of achieving sports results, personal gain or other benefit,*

*turn against any manifestations of rudeness, violence, discrimination, despise and any methods of manipulation (unlawful influence) at the Phyigital Sports competitions and any other Phyigital Sports events (match-fixing, bribing judges, using intimidation methods against a judge or an opponent, using prohibited means, etc.),*

*recognizing that the \_\_\_\_\_ (hereinafter referred to as the Organizer) aims its efforts at spreading the spirit of fair play and combats unlawful influence on the results of sports competitions organized and (or) conducted by it (hereinafter referred to as the Competitions),*

*knowing, recognizing and undertaking to comply with the national legislation of the place where the Competition is held, regulatory documents of the Competitions and the Organizer, provisions of which are aimed at preventing and combating unlawful influence on sports competitions, **in particular undertake:***

- 1.** To comply with ethical standards in the field of sports and, where applicable, WPC Code of ethics, demonstrate respect and good sportsmanship;
- 2.** Not to participate personally, as well as through my relatives or other persons in risk-based games and betting (including sweepstakes, betting companies, etc.) related to the Competitions, as well as to any other official sports competitions in the sports on which the Competitions are held;
- 3.** Not to receive personally or through my relatives and/or other persons any monetary compensation and/or property (non-property) benefits from any legal and/or natural persons for achieving certain results in the Competitions in a non-sports manner, or for trying to influence in any other illegal way the result of the Competition or its individual stage;

4. Not to transmit and not to use insider (not made available to the public) information about the Competitions, which I possess by virtue of my position in sports;
5. Not to induce, encourage or instruct any other person to engage in activities related to betting on the results of the Competitions or any other events associated with the Competitions;
6. Not to perform actions (omissions) aimed at an intentional loss in the Competition for any reason;
7. Not to perform actions (omissions) for the benefit of another participant in order to help this participant at any stage of the Competition;
8. Not to perform actions (omissions) related to "match-fixing" in any way;
9. Not to perform actions (omissions) related to sharing of monetary or other prize of the Competitions in any way;
10. Not to perform actions (omissions) aimed at bribing athletes, sports referees, coaches, sports team managers, other participants or organizers of the Competition (including their employees), forcing or inducing these persons to exert unlawful influence on the Competition or performing these actions by prior collusion with these persons;
11. Not to perform actions (omissions) aimed at obtaining money, securities, other assets, usage of services of a proprietary nature, obtaining other benefits and advantages or prior collusion with other persons in order to exert unlawful influence on the Competition;
12. Not to perform actions (omissions) aimed at unlawful influence on the Competitions in any way and by any means;
13. Not to perform actions aimed at any form of discrimination on whatever grounds, be it race, skin color, gender, culture, language, religion, political opinion or any other opinion, ethics, national or social origin, wealth, property, marital status, sexual orientation or other grounds.
14. Not to perform intentional or repeated unwanted comments, jokes, gestures or touching of a sexual nature that are offensive or unwelcome, or that may create an offensive, hostile or intimidating environment or that may cause harm to any Competition's participant.
15. Compete honestly, respect the rules and regulations of the Competition and refrain from any form of cheating, unethical behavior, violence (both physical and verbal), exploitation, commercialisation and corruption.

I am aware that I may be subject to liability for violation of the above-mentioned rules.

The declaration confirms that I know and understand the contents of all of the above-mentioned documents.

**Date of signing:** \_\_\_\_\_

**Signature:** \_\_\_\_\_/\_\_\_\_\_/

*(signature) (print full name)*



# **ANTI-DOPING DECLARATION**

To the

from \_\_\_\_\_

\_\_\_\_\_ full name

Phone number:

E-mail:

## Anti-Doping Declaration

I,

\_\_\_\_\_

Passport or other ID \_\_\_\_\_

Nº \_\_\_\_\_, issued by \_\_\_\_\_, date of issue: \_\_. \_\_. \_\_

address of registration: \_\_\_\_\_

*acting freely, knowingly and knowledgeably on my own behalf and in my own interest,*

*following high moral traditions of international sport,*

*guided by the effective anti-doping national legislation of the place where the Competition is held, regulatory documents of the Competition the provisions of which are aimed at combating doping,*

*realizing that anti-doping programs are designed to preserve the spirit of sport as the pursuit of superiority through the enhancement of a person's natural talents,*

*recognizing that the \_\_\_\_\_ (hereinafter referred to as the Organizer) aims its efforts at spreading the spirit of fair play, participates in the prevention of doping and combats the use of doping in sports,*

*knowing, recognizing and undertaking to comply with the national legislation of the place where the Competition is held and other regulatory documents in the anti-doping sphere of the Competition or the Organizer, **in particular undertake:***

1. Not to use or attempt to use substances and/or methods prohibited in sport and/or the Organizer's anti-doping rules and regulations;
2. Not to use medications, medical procedures, food supplements, specialized sports nutrition products without a doctor's prescription during competitions, training and at any other time;
3. Not to refuse doping control organized by the Organizer (its authorized organisations);
4. Not to refuse to provide information about my location to participate in doping control organized by the Organizer (its authorized organisations);
5. Not to perform actions (omissions) aimed at falsification of any element of the doping control;
6. To have in possession no prohibited substances and/or prohibited methods recognized as such in international sport and/or the Organizer's rules and regulations;

7. Not to distribute prohibited substances and/or prohibited methods recognized as such in international sport and/or the Organizer's rules and regulations;
8. Not to use or attempt to use prohibited substances or prohibited methods recognized as such in international sport and/or the Organizer's rules and regulations, not to provide any assistance in anti-doping rule's violation or attempted violation;
9. Not to transport, store, use or distribute personally pharmaceuticals, recovery and performance-enhancing agents;
10. Not to use prohibited pharmaceuticals for medical reasons without a proper therapeutic use exemption request. I am aware that an inadequate or untimely therapeutic use exemption request may result in suspension from competition and disqualification.

I am aware that for violation of the national anti-doping legislation of the place where the Competition is held, the regulatory documents of the Competition, the provisions of which are aimed at combating doping, the Organizer's anti-doping rules and regulations, I may be subject to liability for violation of the above-mentioned rules.

The declaration confirms that I know and understand the contents of all of the above-mentioned documents.

**Date of signing:** \_\_\_\_\_

**Signature:** \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_  
*(signature) (print full name)*



**REGULATIONS ON THE CHIEF PANEL  
OF JUDGES AND REFEREE PANELS**

## **REGULATIONS**

ON THE CHIEF PANEL OF JUDGES AND REFEREE PANELS  
OF THE

## Terms and definitions

**The Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to organize sports officiating when organizing and holding the Competition.

**Organizer** is .

**Regulations** are the Regulations on the Chief Panel of Judges and the Referee Panels of the

**WPC Rules of Phygital Sport (Phygital Sports Disciplines)** are the official rules of Phygital Sport (including Phygital Sports Disciplines) whereby the Competition is organized and held, approved by the WPC.

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

**Competition** is .

**Referee Panel** is an authorized body which is set up by the Organizer in order to organize direct refereeing in the phygital multi-sport competition (one of the Disciplines of the competition) and ensure compliance with Regulatory documents when organizing and holding the Competition.

**Brigade of referees** is a group of referees who are directly involved in refereeing a given match / fight / race etc. during the Competition (one of the Disciplines of the competition).

**Referee** is an authorized person responsible for ensuring compliance with the WPC Rules of Phygital Sport.

**Technical Rules** are regulatory documents defining the detailed conditions and procedures for holding the Competition, approved by the Organizer.

**Regulatory documents** are the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Referee Panels of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer related to certain procedures for organizing and holding the Competition.

All terms listed in the Glossary may appear in the Regulations with both uppercase and lowercase letters without prejudice to their intended meaning.

All terms and definitions provided for in the text of the Regulations may be used both in the singular and in the plural without prejudice to their meaning.

All references to natural persons in the Regulations may be used in both masculine and feminine forms.

Other terms and definitions not included in the Glossary are to be interpreted according to the definitions provided in the Regulatory documents.



## **Section 1. General provisions**

1. The text of these Regulations has been developed and approved by the Organizer in order to organize and provide the refereeing at the Competition.
2. These Regulations define the composition, the appointment procedure and the performance of activities by the CPJ and the Referee Panels (where applicable) as well as their scope of authority.
3. In their activities, the CPJ and the Referee Panels shall be guided by this Regulation, the Technical Rules, the WPC Rules of Phygital Sport (Phygital Sports Disciplines) and other Regulatory documents.
4. All decisions awarded by the CPJ shall be final and binding with respect to the Referee Panels and referees of the Competition, Competition participants (both individuals and legal entities), including teams' captains, coaches, representatives and other teams' officials, and also with respect to other persons who, in one way or another, have undertaken to comply with the CPJ's decisions.
5. Referees shall be prohibited from participating in gambling in bookmakers by betting on the results of the Competition and its individual components (matches / fights / races, etc.).
6. The CPJ has the right, if necessary, to make operational decisions on the replacement of referees and/or changing the composition of Referee Panels, Brigades of Referees, which can subsequently be approved by the Organizer.
7. The CPJ has the right to evaluate the work of referees, remove them from the sports refereeing of the Competition and its components (matches / fights / races, etc.).
8. Referees may be suspended from servicing the Competition and its components (matches / fights / races, etc.) for a period determined by the Organizer (CPJ) in case of unsatisfactory performance of their duties in accordance with the requirements of Regulatory documents.

## Section 2. CPJ composition and appointment procedure

1. The CPJ shall consist of 3 (three) members:
  - The Competition's Head Referee – the CPJ Chairperson;
  - The Organizer's representative.
  - The CPJ Secretary.

Where necessary, the Organizer may decide to appoint the Chief Doctor (Doctor) of the Competition to serve on the CPJ.

If necessary, by decision of the CPJ Chairperson, the chief referees of the Phygital Sport Disciplines of the Competition may attend CPJ meetings (applicable to the phygital multi-sport competitions).

The decision of the CPJ may be signed by the corresponding Chief Judge of the Competition Discipline if the Chairperson of the CPJ has authorised him/her to do so.

2. The CPJ names and the number of its members shall be approved by decision of the Organizer. The Organizer has the right to make changes to the CPJ names and/or the number of its members. Any changes in the CPJ names and the number of its members can only be made by decision of the Organizer.

A secretary who is responsible for the technical support, the drawing up and signing (if necessary) of relevant documents may be appointed to serve on the CPJ (as well as on a Referee Panel / Brigade of Referees).

### **Section 3. Referee Panel composition and appointment procedure**

1. To organize refereeing at the phygital multi-sport competitions with two or more Phygital Sport Disciplines within one tournament the Organizer may appoint a Referee Panel from among referees of relevant Phygital Sport Discipline.

The number of Referee Panels shall be determined by the number of Phygital Sport Disciplines in which the competition is organised.

2. The names and the number of members of Referee Panels in competition shall be approved by decision of the Organizer. The Organizer has the right to make changes to the names and/or the number of members of a Referee Panel.
3. The Organizer has the right to appoint additional referees to referee the competition. In this case, the Referee Panels for the competition shall be appointed from among the additional referees of the competition.

## Section 4. CPJ: Scope of Authorities

1. The activities of CPJ shall be guided by this Regulation, the Technical Rules, the WPC Rules of Phygital Sport (Phygital Sports Disciplines) and other Regulatory documents.
2. Within the scope of its competence the CPJ shall:
  - make final decisions on the admission (or non-admission) of the Competition participants to participate in a match / fight / race, etc.;
  - make decisions on imposing sports sanctions against Competition participants in cases stipulated by the Technical Rules, the WPC Rules of Phygital Sport;
  - organize and evaluate the activities of the Competition Referee Panels (if applicable), Brigades of Referees in the Competition and individual referees;
  - review appeals submitted under the procedure provided for by the Technical Rules (including by team representatives) against the results of a match / fight / race, etc;
  - resolve disciplinary issues regarding the Competition Referees;
  - make decisions on dismissing the Competition referees and (or) changing the composition of the Referee Panels in case they fail to perform their duties in a satisfactory manner as stipulated by the Technical Rules, the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Regulations and other Regulatory documents;
  - make final decisions on all disputable issues related to the activities of CPJ, Referee Panels and Brigades of Referees (referees) of the Competition during the course of the Competition;
  - where necessary, define and introduce additional conditions to the Competition and its parts (matches / fights / races, etc.)
  - perform other functions in line with the goals and objectives of the CPJ, not contradicting these Regulations, the Technical Rules, the WPC Rules of Phygital Sport (Phygital Sports Disciplines) and other Regulatory documents.
3. The Head Referee - CPJ Chairperson shall supervise the work of the CPJ. The Head Referee - CPJ Chairperson shall:
  - where necessary, appoint and hold the CPJ meetings during the course of the Competition;
  - sign decisions, protocols and other documents on behalf of the CPJ;
  - sign the final protocol of the Competition;

- within his/her competence, issue binding instructions to Referee Panels related to the organization and provision of refereeing at the Competition;
- appoint a deputy who, in the absence of the Head Referee - CPJ Chairperson has the right to perform his/her duties;
- perform other functions in line with the goals and objectives of the CPJ, not contradicting the Regulations, the Technical Rules, the WPC Rules of Phygital Sport (Phygital Sports Disciplines) and other Regulatory documents.

## **Section 5. Referee Panel: Scope of Authorities**

1. The Referee Panel in a given Competition Discipline (Phyigital Sports Discipline) shall (applicable for phyigital multi-sport competitions):
  - in coordination with the CPJ, determine the names and the number of members to serve on Brigades of Referees at the Competition;
  - appoint Brigades of Referees (referees) to referee certain matches / fights / races etc. of the Competition;
  - determine the work procedure for Brigades of Referees and referees of the Competition;
  - where necessary, in accordance with the Regulatory Documents, conduct an initial draw of the Competition participants in order to seed the contenders for the first matches of the Competition and to further determine the Competition's bracket (the sequence of the Competition participants' meetings with each other). In organizing the draw, the Referee Panel may use special software which ensures random distribution of the Competition participants by pairs to participate in the matches;
  - perform other job duties provided for by the Regulations, the Technical Rules, the WPC Rules of Phyigital Sport (Phyigital Sports Disciplines) and other Regulatory documents.
2. The duties of the Referee Panel shall be carried out by the CPJ in competitions with only one Phyigital Sport Discipline or/if Referee Panel is not appointed.

## **Section 6. Brigade of Referees (Referees): Scope of Authorities**

1. Direct refereeing of individual matches / fights / races, etc. of the Competition shall be performed by a Brigade of Referees, appointed by the Referee Panel (CPJ where applicable) from among the referees of a relevant Phygital Sports Discipline.
2. Refereeing job duties (positions / roles) in a Brigade of Referees (including the assignment of the referee who signs protocols of an individual match / fight / race, etc.) shall be distributed by the Referee Panel (CPJ where applicable) with account for the provisions (where applicable) of the WPC Rules of Phygital Sport (Phygital Sports Disciplines) and the Technical Rules.
3. It is allowed that a single referee be appointed to directly referee the Competition's individual matches / fights / races, etc., if this is expressly stipulated by the Technical Rules and/or the WPC Rules of Phygital Sport (Phygital Sports Disciplines). In this case, the Referee Panel (CPJ where applicable) shall appoint a single referee (a referee) responsible for the direct refereeing of the Competition's individual matches / fights / races, etc.
4. A Referee (Brigade of Referees) refereeing the matches / fights/ races, etc. of the Competition shall:
  - control the match / fight / race, etc.;
  - act as a timekeeper, makes records of the match / fight / race, etc. proceedings and sign the match / fight / race, etc. protocols by including therein information on the sports (disciplinary) sanctions and any other incidents that took place before, during and after the match;
  - where necessary, in accordance with the Regulatory documents, make a draw of the match / fight / race, etc. match participants before the start of a relevant match and (or) a match round by tossing a coin each side of which corresponds to one match participant.
  - during matches / fights / races, etc. in the Competition which involve the use of computer games, check out the game settings or other software settings used in the Competition before each match / fight / race, etc. and (or) a round (lap) for compliance with the Technical Rules, WPC Rules of Phygital Sport (Phygital Sports Disciplines) and other Regulatory Documents;
  - control and / or give the signal for the start of a match / fight / race, etc.;
  - impose sports (disciplinary) sanctions on players, in cases expressly provided for in the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Regulations, the Technical Rules and other Regulatory documents for violating the latter and/or for misconduct;

- stops, suspends or terminates a match / fight / race, etc. because of any violation of its rules or as a result of outside interference, in case such violation or outside interference hinders or suspends its conduct, or prevents the match/ fight/ race, etc. from being completed;
- does not allow any unauthorized persons to enter the field of play (the competition area);
- checks out the Competition areas for being properly equipped for the match / fight / race, etc., to ensure the Competition is refereed in compliance with the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Regulations, the Technical Rules, and other Regulatory documents;
- perform other roles and duties provided for by the Regulations, the WPC Rules of Phygital Sport (Phygital Sports Discipline), the Technical Rules and other Regulatory documents.



## **Section 7. Final provisions**

1. These Regulations shall come into force upon being approved by the Organizer. Amendments and additions to these Regulations shall be approved by the Organizer and shall come into force upon being approved, unless otherwise provided for by the relevant decision of the Organizer, with no additional notice to the participants.
2. Matters not governed by these Regulations shall be resolved in accordance with the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Technical Rules and other applicable Regulatory documents.
3. Where necessary, including in cases of contradictions arising between the provisions of these Regulations, the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Technical Rules and other Regulatory documents, the provisions of the corresponding documents shall be interpreted and the final decision to overcome the corresponding contradictions shall be made by the Organizer guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.

# DISCIPLINARY RULES AND REGULATIONS

WPC revision dated 01 August 2024  
new edition dated 11 April 2025





APPROVED BY  
the WPC Board of director's  
11 April 2025

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## SECTION I. INTRODUCTION

### CHAPTER 1. SCOPE AND EFFECT OF THE RULES AND REGULATIONS

#### Article 1. Terms and Abbreviations

For the purposes of these Rules and Regulations, the following terms shall have the meanings set out below:

**WPC** – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

**Competitions** are Games of the Future, Games of the Future Qualifies, as well as other international Phygital Sport competitions/events and/or its stages, organized and held by the WPC or other organisations under the auspices of the WPC and/or the WPC authorized organisations.

**The Organizer** is WPC by default, and where applicable, the Organizer also means other entities and/or individuals with which the WPC has concluded agreements on the joint organization of Competitions.

**Rules and Regulations** are these Disciplinary Rules and Regulations.

**Competition Venue** is the venue or facility hosting the Competitions.

**WPC Rules of Phygital Sport (Phygital Sports Disciplines)** are the official rules of Phygital Sport (including Phygital Sports Disciplines) in which the Competition is organized and held, approved by WPC.

**Technical Rules** are regulatory documents defining the detailed conditions and procedures for holding Competitions, approved by the Organizer.

**Competition Regulatory Documents** are the WPC Rules of Phygital Sport (Phygital Sports Disciplines), the Technical Rules, decisions of the Chief Panel of Judges and other documents adopted and approved by the Organizer (its authorized persons/bodies) regulating the organization and conduct of the Competition.

**Chief Panel of Judges (CPJ)** is an authorized body formed by the Organizer in order to ensure compliance with Competition's Regulatory Documents throughout the entire Competition and to coordinate sports officiating at the Competition when organizing and holding the Competition.

**Referee Panel** is an authorized body which is set up by the Organizer in order to organize direct refereeing in the phygital multi-sport competition (one of the Disciplines of the competition) and ensure compliance with Regulatory Documents when organizing and holding the Competition.

**Disciplinary Committee** is the disciplinary authority of the WPC, which applies sanctions to individual Subjects of phygital sports in accordance with the procedure provided for by the Disciplinary Rules and Regulations.



**Phyigital Sports Subject** is the WPC, WPC Members, the host region (the host city of the Competition), Phyigital Sports Officials, Club Officials, Officials of the Sports Team and other persons who recognize the Regulatory Documents of the Competitions, in particular: Clubs, Athletes and Sports Teams, Coaches, Referees, users and owners of Competition Venues, spectators (fans) and their associations, as well as other persons and entities whose activities are related to Competitions and who recognize the Competition Regulations.

**Phyigital Sports Officials** are persons performing organizational and regulatory or general and administrative functions in the organization and holding of the Competitions, including their heads (deputy heads), as well as members of collegiate bodies, members of management bodies, committees, commissions, councils, other similar bodies, technical workers, other persons responsible for technical, administrative, organizational issues in the Organizer, Organizing Committee, host region (host city of the Competition).

**Club** is a legal entity that recognizes the Regulatory Documents of the Competition, as well as other regulatory documents of the Organizer, and/or who have declared participation in the Competition in accordance with the procedure established by the Organizer. The term "Club" also refers to a legal entity whose Team and/or Athlete is a participant in the Competition and/or which has declared the Team and/or Athlete for participation in the Competition.

**Sports Team** is a team of Athletes who recognize the Regulatory Documents of the Competition, as well as other regulatory documents of the Organizer, who have joined forces under a single name in order to participate in the Competition, and/or who have declared participation in the Competition in accordance with the procedure established by the Organizer.

**Club Official** is a person who performs organizational and regulatory or general and administrative functions in the Club, including (but not limited to) heads, deputy heads, members of management bodies, committees, commissions, councils, other similar bodies of the Club, coaches, heads (administrators) of teams and other representatives of the Club, Club employees declared (registered) by the Club to participate in the Competitions or accompany athletes declared by the Club to participate in the Competitions, in accordance with the procedure established by the rules and regulations of the Competitions.

**Sports Team Official** is a person who performs organizational and regulatory or general and administrative functions in a Sports Team, including any other representatives of the Sports Team, declared (registered) by the Sports Team in accordance with the procedure established by the rules and regulations of the Competition to participate in the Competitions or accompany athletes who have been declared to participate in competitions.

**Athlete** is an individual who recognizes the Regulatory Documents of the Competition and other regulatory documents of the Organizer, an employee of the Club, as a professional athlete in Phyigital Sport (Phyigital Sports Disciplines), or a member of the Club, and (or) declared by the Club or as part of a Sports Team to participate in the Competition, or declared to participate in the Competition on his/her own.

**Competition Participant** is an Athlete, Club or Sports Team declared to participate in the Competition in accordance with the procedure provided for by the relevant rules and regulations of the Competition.

**Coach** is a person whose main function is to conduct training activities with Athletes and/or who is specified in the Competition entry form as a "coach".

**Referee** is an individual authorized by the Organizer of the Competition to ensure compliance with the Competition Regulatory Documents at the Competition.

**Time "before the Competition"** is the time interval between arrival at the Competition Venue and the territory adjacent thereto and the start of the Competition, which is indicated in accordance with the Competition schedule and (or) as ordered by the Referee.

**"During the Competition"** is the time interval between the start of the Competition and its end (indicated by the Competition schedule and (or) as ordered by the Referee).

**Time "after the Competition"** is the time interval between the end of the Competition as ordered by the Referee and the moment when the person leaves the Competition Venue and the territory adjacent thereto.

**The official website of the WPC** is <https://worldphygital.org/>.

All terms listed in the Glossary may appear in the Rules and Regulations with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the text of the Rules and Regulations can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Rules and Regulations, are intended to be inclusive of both masculine and feminine genders.

Other terms and definitions not included in the Glossary are to be interpreted according to the definitions provided in the Regulatory Documents.

## **Article 2. Scope of the Rules and Regulations**

1. These Rules and Regulations define a list of violations, which entail the application of sports sanctions, the types of sports sanctions, the conditions and procedure for bringing Phygital Sports Subjects to sports responsibility, the procedure for the activities of the WPC's Disciplinary Committee when considering violations and bringing to sports responsibility.
2. These Rules and Regulations establish the general principles and procedure for bringing Phygital Sports Subjects to sports responsibility.

### **Article 3. The Effect of the Rules and Regulations**

1. The Rules and Regulations apply to all Phygital Sports Subjects and to all Competitions. Sports sanctions applied in accordance with the Rules and Regulations shall be valid throughout the territory of the world.
2. The Disciplinary Committee shall examine all violations arising in the Competition system, any issues with regards to applying sports sanctions to sports referees and other Phygital Sports Subjects, and also shall have other powers provided for by the Rules and Regulations and other regulatory documents of the Organizer and the Competition.
3. The Rules and Regulations apply to relations that arise after the Rules and Regulations have come into effect.

The provisions abolishing the illegality of a committed action, mitigating sports sanctions or otherwise improving the circumstances of a person who committed a disciplinary violation shall be retroactive, that is, they shall apply to persons who had committed relevant disciplinary violations before the Rules and Regulations came into effect. The provisions establishing the illegality of a committed action, enhancing sports sanctions or otherwise worsening the circumstances of a person who committed a disciplinary violation shall not be retroactive.

## SECTION II. GENERAL

### CHAPTER 2. DISCIPLINARY VIOLATIONS

#### Article 4. The concept of a disciplinary violation

1. A disciplinary violation shall be recognized as a culpably committed act (action or inaction), for which the Rules and Regulations, the Regulatory Documents of the Competition and other regulatory documents of the Organizer establish sports liability.
2. A disciplinary violation shall be qualified by the Disciplinary Committee.
3. Subjects of a disciplinary violation shall be Phygital Sports Subjects.

#### Article 5. Cumulative disciplinary violations

1. The commission of two or more disciplinary violations shall be recognized as cumulative disciplinary violations, for none of which a person has previously been brought to sports liability, except in cases where the commission of two or more disciplinary violations is provided for by the Rules and Regulations as a circumstance entailing stricter sports sanctions.
2. The commission by a person of one act (action or inaction), liability for which is provided for by two or more articles of the Rules and Regulations, shall also be recognized as cumulative disciplinary violations. In this case, the person shall be brought to sports liability within the limits of a sanction providing for a more severe disciplinary punishment.
3. In the case of cumulative disciplinary violations, the person shall bear sports liability for each violation committed in accordance with the relevant norm of the Rules and Regulations.
4. If a disciplinary violation is provided for by general and special norms, then there shall be no cumulative disciplinary violations, and sports liability shall occur according to a special norm.

#### Article 6. Guilt

1. A person (group of persons) who has committed an act (action or inaction) intentionally or negligently shall be recognized as guilty of committing a disciplinary violation.
2. A legal entity shall be recognized as guilty of committing a disciplinary violation if it is established that it had the opportunity to comply with the rules and regulations for violation of which the Rules and Regulations provide for sports liability, but this entity did not take all measures within its control to comply with them.

3. The person shall bear sports liability regardless of whether a disciplinary violation was committed intentionally or negligently, unless otherwise provided by the Rules and Regulations.

#### **Article 7. Attempted disciplinary violation**

1. An attempted disciplinary violation is recognized as guilty acts committed by a person directly aimed at committing a disciplinary violation, if the disciplinary violation was not accomplished due to circumstances beyond the control of that person.
2. Sports liability for an attempted disciplinary violation shall be applied according to the provision of the Rules and Regulations concerning liability for an accomplished disciplinary violation, with reference to this article.
3. When considering an attempted disciplinary violation, the Disciplinary Committee shall have the right to reduce the sports sanction provided for an accomplished disciplinary violation, while the sanction imposed by the Disciplinary Committee may not be lower than the minimum fine or the term of punishment provided for in the relevant article of the Special Part for an accomplished disciplinary violation.

#### **Article 8. Complicity in a disciplinary violation**

1. Complicity in a disciplinary violation shall be an intentional joint participation of two or more persons in the commission of a disciplinary violation.
2. A person who participates in the commission of a disciplinary violation as a perpetrator, organizer, instigator or accomplice shall be brought to sports liability.
3. A person who is not the subject of a disciplinary violation specifically mentioned in the relevant provision of the Rules and Regulations, who participated in the commission of a disciplinary violation stipulated by this provision, may be brought to sports liability for this disciplinary violation as its organizer, instigator or accomplice.
4. Sports liability in relation to the organizer, instigator or accomplice shall occur according to the provision of the Rules and Regulations stipulating the liability of the subject of a disciplinary violation (perpetrator), with reference to this article.
5. When considering disciplinary violations committed in complicity, the Disciplinary Committee shall have the right to reduce the sports sanction for the organizer, instigator or accomplice stipulated for the commission of such a disciplinary violation, while the sanction imposed by the Disciplinary Committee may not be lower than the minimum fine or the term of punishment stipulated in the Rules and Regulations.
6. In case the perpetrator fails to accomplish the disciplinary violation due to circumstances beyond his/her control, the remaining accomplices shall be brought to sports liability in accordance with the provisions of these Rules and Regulations for attempting to commit a disciplinary violation.

7. A person who, due to circumstances beyond his/his control, has failed to persuade other persons to commit a disciplinary violation may also be held liable for an attempted disciplinary violation.

## **CHAPTER 3. SPORTS SANCTIONS**

### **Article 9. The concept of sports sanctions**

1. A sports sanction shall be a measure of liability of a person for committing a disciplinary violation, applied by the decision of the Disciplinary Committee.
2. A sports sanction stipulated in this chapter may be applied to a person who has committed a disciplinary violation.
3. The types of sports sanctions applied for disciplinary violations are specified in articles 10-27 of the Rules and Regulations.

### **Article 10. General sports sanctions applied to individuals and legal entities**

The following sports sanctions may be applied to individuals and legal entities:

- 1) caution;
- 2) fine;
- 3) cancellation of a scored result in a stage, half-time, period, etc.;
- 4) cancellation of a scored result in a match;
- 5) technical defeat in a stage, half-time, period, etc.;
- 6) technical defeat in a match;
- 7) exclusion from the Competition;
- 8) forfeiture of honors.

### **Article 11. Sports sanctions applied to individuals**

The following sports sanctions may be applied exclusively to individuals:

- 1) sports disqualification;
- 2) a ban on the exercise of a certain function in phygital sports;
- 3) prohibition of any activity related to phygital sports.

### **Article 12. Sanctions applied to legal entities**

Sports sanctions stipulated by Article 10 of the Rules and Regulations may be applied to legal entities, unless otherwise stipulated by the Competition Regulatory Documents.

### **Article 13. Sanctions applied to Sports Teams**

The following sports sanctions may be applied to Sports Teams:

- 1) caution;
- 2) sending-off;

- 3) cancellation of a scored result in a stage, half-time, period, etc.;
- 4) cancellation of a scored result in a match;
- 5) technical defeat in a stage, half-time, period, etc.;
- 6) technical defeat in a match;
- 7) exclusion from the Competition;
- 8) ban on participation in Competitions;
- 9) forfeiture of honors.

#### **Article 14. Caution**

1. A caution is a sports sanction that is applied by the Disciplinary Committee and/or a referee in accordance with the WPC Rules of Phygital Sport, the Technical Rules and shall be expressed in a written reminder to a person or a Sports Team about the essence of a binding rule, involving the threat of applying another, more severe sports sanction in the event of a further violation.
2. A caution may be applied by the Disciplinary Committee for the commission by a person of a minor disciplinary violation for the first time, for which a sports sanction is provided only in the form of a fine, the amount of which shall not exceed \$5,000 (five thousand) US dollars.

#### **Article 15. Fine**

1. A fine is a sports sanction applied by the Disciplinary Committee, which is expressed in monetary punishment and shall be applied for the commission of a disciplinary violation. A fine shall be set and paid in US dollars.
2. The minimum fine amount may not be less than:
  - for legal entities (Clubs, etc.) – \$500 US dollars;
  - for individuals – \$100 US dollars.
3. The maximum amount of a fine may not exceed:
  - for legal entities – \$300,000 US dollars;
  - for individuals – \$60,000 US dollars.However, said maximum fines shall not apply to Article 93 of the Rules and Regulations.
9. A fine applied by the decision of the Disciplinary Committee must be paid within 30 (thirty) days from the date of receipt of the decision.
5. The Club shall be vicariously responsible for the payment of a fine by an individual, if its application included such an individual at the time of the disciplinary violation.
6. All fines collected shall be credited to the Organizer's current account, unless otherwise specified in the Competition rules and regulations. When paying a fine, the payment order shall indicate the number and date of the decision of the Disciplinary Committee that has issued the decision to impose the fine.
7. The amounts of fines for disciplinary violations are specified in the relevant articles of the Special Part of the Rules and Regulations. The fine amount may also be determined by the Regulatory Documents of the Competition or any other regulatory document of



the WPC establishing the sports liability of the Phygital Sports Subjects. Within the limits established in the relevant article of the Special Part of the Rules and Regulations, the Disciplinary Committee shall determine the precise amount of the fine for a committed disciplinary violation, in proportion to the severity of the disciplinary violation, taking into account the identity of the person responsible for the disciplinary violation, the absence of disciplinary violations in the past, the systematic commission of disciplinary violations, the reasons for the commission of disciplinary violations, mitigating and aggravating circumstances as well as other circumstances relevant to the case.

8. The Competition Organizer shall have the right to withhold the amount of the fine from the amount of the monetary prize of the Competition Participant awarded for participation in a particular Competition. In this case, the Organizer shall have the right to pay a cash prize to the Competition Participant less the fine amount.

#### **Article 16. Cancellation of the result of a stage, half-time, period, etc.**

1. The cancellation of the result of a stage, half-time, period, etc. is a sports sanction applied by the Disciplinary Committee, which is expressed in the cancellation of the result scored in a certain stage, half-time, period, etc.
2. The consequence of canceling a result scored in a stage, half-time, period, etc. may include a remake/replay, awarding a technical defeat to one of the participants or both participants in the stage, half-time, period, etc. The consequence of canceling a result scored in a stage, half-time, period, etc. shall be determined by the Rules or Regulations of the Competition, and in cases where the specified documents do not determine the consequences of the cancellation of a result in a stage, half-time, period, etc. – by the decision of the Disciplinary Committee.
3. Cancellation of a result scored in a stage, half-time, period, etc. may be applied both before and after the Organizer approves the results of the Competition. If the specified sanction is applied after the Organizer approves the results of the Competition, the authorized body of the Organizer shall make appropriate changes to the results of the Competition.

#### **Article 17. Cancellation of a match result**

1. The cancellation of a match result is a sports sanction applied by the Disciplinary Committee, which is expressed in the cancellation of the result scored in a certain match.
2. The consequence of the cancellation of a match result may be include a remake/replay, awarding defeat to one of the participants or both participants in the match. The consequence of canceling the result of a match shall be determined by the Rules and Regulations or the rules and regulations of the Competition, and in cases where the specified documents do not determine the consequences of the cancellation of a match result, by the decision of the Disciplinary Committee.



3. Cancellation of a match result may be applied both before and after the Organizer approves the results of the Competition. If the specified sanction is applied after the Organizer approves the results of the Competition, the authorized body of the Organizer shall make appropriate changes to the results of the Competition.

#### **Article 18. Technical defeat in a stage, half-time, period, etc.**

1. A technical defeat in a stage, half-time, period, etc. is a sports sanction applied by the Disciplinary Committee and/or a Referee according to the WPC Rules of Phygital Sport or the Technical Rules, which is expressed in the cancellation of the result of a completed stage, half-time, period, etc., and awarding defeat to a certain Athlete, Club or Sports Team, and a victory in the stage, half-time, period, etc. to his/her opponent, except in the case of awarding a technical defeat to both sides.
2. If a stage, half-time, period, etc. did not take place, then a certain Athlete, Club or Sports Team shall be awarded a defeat without canceling the result of the stage, half-time, period, etc.
3. The Athlete, Club or Sports Team who are awarded a defeat shall be considered to have lost the stage, half-time, period, etc., and the opponent shall be considered to have won, except in cases of awarding a defeat to both parties.
4. In case of awarding a defeat, all sports sanctions applied in the stage, half-time, period, etc. (hereinafter also referred to as the segment of the match) in which the defeat is awarded shall be retained.

#### **Article 19. Technical defeat in a match**

1. A technical defeat in a match is a sports sanction applied by the Disciplinary Committee and/or a Referee according to the WPC Rules of Phygital Sport or the Technical Rules, which is expressed in the cancellation of the result of a played match and awarding defeat to a certain Athlete, Club or Sports Team, and a victory in the match to his/her/its opponent, except in the case of awarding a technical defeat to both sides.
2. If the match did not take place, then a certain Athlete, Club or Sports Team shall be awarded a defeat without canceling the result of the match.
3. The Athlete, Club or Sports Team who are awarded a defeat shall be considered to have lost the match and the opponent shall be considered to have won, except in cases of awarding a defeat to both parties.
4. In case of awarding a defeat, all sports sanctions applied in the match in which the defeat is awarded shall be retained.

## **Article 20. Exclusion from the Competition**

1. Exclusion from the Competition is a sports sanction applied by the Disciplinary Committee, which is expressed in depriving an Athlete, Club or Sports Team of the right to participate in the current and/or future Competition and shall be applied in cases provided for by the Rules and Regulations and Technical Rules.
2. Said sanction shall be applied to a Competition in which a corresponding disciplinary violation has been committed.

## **Article 21. Forfeiture of honors**

1. Forfeiture of the awards won is a sports sanction imposed by Disciplinary Committee, whereby the person to whom such a sanction is imposed must return all awards received from the organizers of the Competition and the organizations holding the Competition (including medals, cups, titles, monetary awards and other prizes).
2. When imposing a sports sanction in the form of forfeiture of the awards won, the Disciplinary Committee shall determine which awards are subject to forfeiture. When imposing a sports sanction in the form of forfeiture of the awards won, the Disciplinary Committee may determine that the relevant person is deprived of the points won, tournament points, etc.
3. The Disciplinary Committee, taking into account the severity of the violation committed, has the right to additionally apply a sports sanction in the form of forfeiture of the awards won to any sports sanction provided for in the relevant article of the Special Part of the Rules and Regulations.

## **Article 22. Sending-off**

Sending-off is a sports sanction that is applied by the Referee to an Athlete or a Sports Team during a Competition in accordance with the WPC Rules of Phygital Sport, the Technical Rules and is expressed in the Referee demanding that the offender leave the venue of the Competition and/or the territory where the officials are. A person who was sent off may be allowed into the spectator seats.

## **Article 23. Sports disqualification**

1. Sports disqualification (disqualification) is a sports sanction that is applied by the Disciplinary Committee (except in cases of automatic disqualification) and is expressed in suspension from participation in Competitions.
2. Disqualification shall be applied to Athletes, Coaches, and Officials of Clubs and Sports Teams.
3. A disqualified person may not be included in the Competition score sheet. A disqualified Official may not perform his/her duties before, during and after the

competition, or be present at the Competition Venue before, during and after the Competition.

4. Disqualification shall be applied for a certain period (days, months, years).

In some cases, taking into account the severity of the violation committed, disqualification can be applied in relation to a specific Competition or to a certain number of Competitions (matches / races, etc.).

5. In the event of an anti-doping rule violation, the period of disqualification shall be determined in accordance with the anti-doping rules.
6. In case of unlawful influence on the result of the Competition, disqualification may be for life.

#### **Article 24. Ban on the exercise of a certain function in phygital sports**

1. The suspension of a person from performing a certain function is a sports sanction applied by the Disciplinary Committee, which is expressed in a ban on the person for a certain period or for life to perform a function directly related to activities in phygital sports.
2. Unless otherwise provided by the decision of the Disciplinary Committee, the suspension of a person from performing a certain function shall not entail a ban on the person for performing other functions directly related to phygital sports.

#### **Article 25. Ban on any activity related to phygital sports**

1. A ban on the exercise of any activity related to phygital sports is a sports sanction applied by the Disciplinary Committee, which is expressed in a ban on a person for a certain period or for life to perform any activity related to phygital sports.
2. A person to whom the specified sanction is applied may not apply for participation in Competitions as an Athlete, Coach, Official or in any other capacity, may not be a referee of Competitions, or perform any other activity in phygital sports.

#### **Article 26. Ban on participation in Competitions**

1. A ban on participation in Competitions is a sports sanction applied by the Disciplinary Committee, which is expressed in suspension from participation in Competitions and shall entail the inability to participate in Competitions.
2. A ban on participation in Competitions shall apply to Clubs and Sports Teams.
3. A ban on participation in Competitions shall be applied for a certain period (days, months, years).

In some cases, taking into account the severity of the violation committed, a ban on participation in Competitions may be applied in relation to a specific Competition or a certain number of Competitions.

### **Article 27. Ban on holding Competitions**

1. A ban on holding Competitions is a sports sanction applied by the Disciplinary Committee, which is expressed in a ban on holding Competitions for a certain period of time.
2. When imposing said sports sanction, the Disciplinary Committee shall determine the number, type and status of Competitions in which it must be implemented.

## **CHAPTER 4. GENERAL RULES FOR THE APPLICATION OF SPORTS SANCTIONS**

### **Article 28. General principles of the application of sports sanctions**

1. A person found guilty of committing a disciplinary violation shall be given a fair punishment within the limits stipulated by the relevant provision of these Rules and Regulations, the Regulatory Documents of the Competition and other regulatory documents of the Organizer establishing sports liability.
2. A sports sanction that is more severe than what is stipulated by the relevant provisions of the Rules and Regulations for a committed disciplinary violation may be applied for the aggregate of disciplinary violations, as well as in case of cancellation of the conditional enforcement of a sports sanction and the cancellation of the suspension of the enforcement of a sports sanction.
3. When applying sports sanctions, the Disciplinary Committee shall take into account:
  - the nature of the disciplinary violation and its severity;
  - the identity of the person guilty of committing a disciplinary violation, the absence of disciplinary violations by the guilty person in the past;
  - the systematic nature of the commission of disciplinary violations;
  - reasons for the commission of the disciplinary violation;
  - mitigating and aggravating circumstances;
  - other circumstances relevant to the application of sports sanctions in the opinion of the Disciplinary Committee.

Mitigating and aggravating circumstances shall be determined by the Disciplinary Committee.

4. Sports sanctions shall be applied by the Disciplinary Committee for violations in any of the available formats of Competitions (including, but not limited to "LAN", "online", "Unified Competitions at Remote Sites"), taking into account their characteristics.

### **Article 29. Application of combined sports sanctions**

In cases provided for by the Rules and Regulations, several sports sanctions may be applied simultaneously by the Disciplinary Committee for the commission of one disciplinary violation.

### **Article 30. Application of sports sanctions in the case of aggregate disciplinary violations**

1. In the case of aggregate disciplinary violations, the person shall bear sports liability for each violation committed, in accordance with the relevant norm of the Rules and Regulations.
2. In the case of aggregate disciplinary violations, sports sanctions shall be applied by absorbing a less severe sports sanction by a more severe one or by partially adding up the applied sports sanctions.
3. The absorption of a less severe sports sanction by a more severe one, as well as the partial addition of applied sports sanctions, shall be possible only with respect to sports sanctions of the same type.

### **Article 31. Conditional prosecution for sports liability**

1. If, when imposing a sports sanction, the Disciplinary Committee, based on the circumstances of the case, concludes that it can be applied without actual enforcement, it shall decide to consider the imposed sports sanction as conditional.
2. A conditional sports sanction may be applied only if, for the corresponding violation specified in the Special Part of the Rules and Regulations, at least two sports sanctions can be applied to a person and one of these sanctions will be of a real nature.
3. When imposing a conditional sports sanction, the Disciplinary Committee shall take into account all factors listed in paragraph 3 of Article 28 of the Rules and Regulations, including the nature and gravity of the disciplinary violation committed, the personality of the perpetrator, including mitigating and aggravating circumstances.
4. When imposing a conditional sports sanction, the Disciplinary Committee shall place the guilty person on probation from three (3) months to two (2) years, during which time the person shall prove by his/her behavior his/her correction.
5. Only the following sports sanctions may be imposed as conditional sanctions: a fine, disqualification, a ban on performing a certain function in Phygital Sports, a ban on performing any Phygital Sport-related activity, a ban on participating in a Competition, a ban on holding a Competition.
6. Commission by a person brought to sports liability during the probationary period of a disciplinary violation, for which the possibility of applying one of the sports sanctions specified in paragraph 5 of this Article is provided, shall entail the cancellation of the conditional enforcement of the sports sanction by the decision of the Disciplinary Committee and its subsequent implementation.
7. In cases of violation of anti-doping rules, conditional sports sanctions may not be applied.

### **Article 32. Statute of limitations on the application of sports sanctions**

1. A person shall not be subject to sports liability and sports sanctions after the expiration of the statute of limitations, which shall be:
  - 1) two years – for disciplinary violations committed before, during, and after the Competition;
  - 2) eight years – for anti-doping rule violations;
  - 3) ten years – for all other disciplinary violations.
2. The calculation of the statute of limitations on the application of sports sanctions shall begin:
  - 1) from the date of the disciplinary violation;
  - 2) in case of repeated commission of disciplinary violations – from the date of the last disciplinary violation;
  - 3) in case of a continuing disciplinary violation – from the date of its termination.
3. The statute of limitations shall not apply if the Disciplinary Committee makes a decision before its expiration.

## **CHAPTER 5. ENFORCEMENT OF SPORTS SANCTIONS**

### **Article 33. Obligation to obey a sports sanction**

1. The obligation to obey the decision issued by the Disciplinary Committee shall be borne by the person with regards to whom said sports sanction was imposed, except as provided for in these Regulations.
2. The obligation to obey the decision shall commence from the moment the decision of the Disciplinary Committee enters into force in accordance with these Rules and Regulations.
3. The obligation to pay a fine imposed by the decision of the Disciplinary Committee on an individual shall be borne by such individual. A Club shall be vicariously responsible for the payment of a fine by an individual in accordance with paragraph 5 of Article 15 of the Rules and Regulations.

### **Article 34. Liability for failure to comply with a sports sanction**

1. For failure to comply with a sports sanction, the person on whom such a sanction has been applied shall be held liable in accordance with the Rules and Regulations.
2. In the case of participation in a Competition of a person to whom a sports sanction has been applied in the form of sending-off, disqualification, a ban on performing a certain function in phygital sports, a ban on performing any activity related to phygital sports,

a ban on participation in Competitions, such participation shall be recognized as unlawful and the results scored by such a person shall be canceled.

3. In case of non-payment of a fine within the time limit established by the Rules and Regulations, the Disciplinary Committee shall have the right to increase the unpaid fine, but not by more than 50% (fifty percent) for each violation of the established payment period.
4. In case of failure to comply with the obligation to compensate costs and expenses in accordance with article 64 of the Rules and Regulations, the Disciplinary Committee shall have the right to impose a fine of up to \$1,000 (one thousand) US dollars on such a person.
5. In other cases of failure by a person to comply with a sports sanction not specified in paragraphs 2, 3 and 4 of this Article, the Disciplinary Committee shall have the right to make one of the following decisions in respect of such a person:
  - 1) to fine an amount not exceeding the maximum amount of the fine provided for by the Rules and Regulations;
  - 2) to increase the previously imposed sports sanction, but not more than twice;
  - 3) to impose a more severe sports sanction provided for by the Rules and Regulations, if such is provided for by the Rules and Regulations.

#### **Article 35. Suspension of the enforcement of a sports sanction**

1. The enforcement of a sports sanction may be suspended by the decision of the Disciplinary Committee if the period of the sports sanction imposed on a person is from one (1) month and not more than six (6) months, and if this is permissible under the circumstances of the case, in particular, taking into account the characteristics of the person on whom the sports sanction was imposed.
2. Only the following sports sanctions may be suspended: disqualification, a ban on performing a certain function by a person in Phygital Sports, a ban on performing any Phygital Sport-related activity, a ban on participating in a Competition, a ban on holding a Competition.
3. A sports sanction may be suspended only at the request of the person concerned and shall be permissible only after completion of at least half of its term. The Disciplinary Committee may not initiate the suspension of a sports sanction on its own.
4. Suspension of a sports sanction shall be unacceptable when a person commits violations provided for in Article 92 of the Rules and Regulations.
5. When suspending a sports sanction, the Disciplinary Committee shall appoint a probation period of three (3) months to two (2) years to the person in respect of whom the sports sanction is suspended.
6. The commission of a disciplinary violation by a person in respect of whom a sports sanction has been suspended during the probation period, for which the possibility of applying one of the sports sanctions specified in paragraph 2 of this article is provided, shall entail the cancellation of the suspension of the decision of the Disciplinary



Committee, while the suspended part of the sports sanction shall be added by the sports sanction imposed for the commission of the new disciplinary violation.

7. If, during the probation period, the person in respect of whom a sports sanction has been suspended does not commit disciplinary violations for which the possibility of imposing one of the sports sanctions stipulated in the Rules and Regulations is provided, then at the end of the probation period, the suspended sports sanction shall be lifted.

#### **Article 36. Exemption from further enforcement of a sports sanction**

1. In special cases, by the decision of the Organizer a person may be exempted from further enforcement of a sports sanction, if this is permissible under the circumstances of the case, in particular, taking into account the characteristics of the person on whom the sports sanction has been imposed.
2. Exemption from further enforcement of a sports sanction shall be allowed at least six (6) months after the actual implementation of the imposed sports sanction, and if the sanction is for life, after five (5) years of the actual implementation of the imposed sports sanction.
3. The Organizer shall have the right to replace the remaining period of enforcement of a sports sanction with a conditional one, and if the sanction is for life, with a conditional term that cannot be less than five (5) years.
4. Only the following sports sanctions may be exempted from: disqualification, a ban on performing a certain function by a person in Phygital Sports, a ban on performing any Phygital Sport-related activity, a ban on participating in Competitions, a ban on holding Competitions.
5. Exemption from further enforcement of a sports sanction imposed on a person for violating anti-doping rules or for exerting unlawful influence on the result of a Competition shall not be allowed.

#### **Article 37. Payment under a sports sanction in the form of a fine by instalments**

At the request of the person concerned and taking into account the financial situation of the person brought to disciplinary liability, the Disciplinary Committee that has issued the decision on the fine may decide on payment of the fine by instalments.



## **SECTION III. DISCIPLINARY COMMITTEES OF THE WPC AND WPC MEMBERS**

### **CHAPTER 6. AUTHORITIES EMPOWERED TO APPLY SPORTS SANCTIONS**

#### **Article 38. Disciplinary Committee**

1. Sports sanctions for disciplinary violations shall be imposed by the Disciplinary Committee in accordance with the procedure provided for in the Rules and Regulations.
2. The Disciplinary Committee shall consider cases of disciplinary violations provided for in the Rules and Regulations, the Regulatory Documents of the Competition, including the Technical Rules, and other regulatory documents of the Organizer.
3. If both the Rules and Regulations and the Technical Rules prescribe sanctions for a disciplinary violation, the sanction provided for in the Rules and Regulations may be applied by the Disciplinary Committee in addition to the sanction imposed by the referees of the Competition during its conduct.

#### **Article 39. Disciplinary Committee of the WPC Member**

1. WPC Members that wish to operate a national disciplinary committee recognized by WPC may establish within their structure appropriate disciplinary committee to deal with cases of disciplinary violations on the Physical Sport competitions on the regional and national level and/or other competitions and sports events organised and/or held under the auspices of relevant WPC Member.
2. Sports sanctions for disciplinary violations shall be imposed by the disciplinary committee of the WPC Member in accordance with the procedure provided for in its disciplinary rules and regulations.
3. The disciplinary rules and regulations of WPC Members shall be implemented on the basis of and by way of example of these Rules and Regulations. The disciplinary rules and regulations of WPC Members shall not contradict the Rules and Regulations of the WPC.
4. The WPC Member shall bear the expenses associated with the activities of the disciplinary committee.

### **CHAPTER 7. GENERAL RULES OF THE DISCIPLINARY COMMITTEE**

#### **Article 40. Composition of the Disciplinary Committee**

1. The Disciplinary Committee shall consist of the Chairperson, his/her deputy (deputies) and other members.
2. The quantitative and personal composition of the Disciplinary Committee shall be approved by the decision of the Organizer for a period of two (2) years.

3. The Chairperson of the Disciplinary Committee must have a higher education in law, work experience in sports organisations in a position related to the legal support of the sports organisation, ensuring the organisation and holding of sports competitions for at least 5 (five) years.
4. Members of the Disciplinary Committee may be the Organizer's employees.

#### **Article 41. Remuneration of members of the Disciplinary Committee**

1. Members of the Disciplinary Committee shall have the right to receive remuneration.
2. The amount of remuneration of the persons referred to in paragraph 1 of this Article shall be approved by the Organizer.
3. In case the Disciplinary Committee considers cases related to the application of sports sanctions within the framework of the Competition, the Organizer of the respective Competition ensures the presence of the Chairman of the Disciplinary Committee in person in order to familiarize the circumstances of the respective cases and to ensure the activity of their consideration. Other members of the Disciplinary Committee are entitled to participate in the meetings via videoconference.

#### **Article 42. Requirements for holding meetings of the Disciplinary Committee**

1. The Disciplinary Committee shall be competent to make decisions if the Chairperson of the Disciplinary Committee and at least two other members are present at its meeting (quorum of the meeting). By the decision of the Chairperson of the Disciplinary Committee, a case may be considered and adjudicated by one of the members (arbitrators) of the Disciplinary Committee or its Chairperson sitting alone.
2. When conducting proceedings by the Disciplinary Committee, attendance of at least one member with a higher education in law shall be required.

#### **Article 43. Independence of the Disciplinary Committee**

1. The Disciplinary Committee shall be independent in making decisions.
2. During the meeting of the Disciplinary Committee, before a decision is made thereby, only members of the Disciplinary Committee and the Secretary may be present in the meeting room.

#### **Article 44. Incompatibility of positions**

1. Members of the Disciplinary Committee may not simultaneously be members of another jurisdictional body, whose powers include consideration of complaints against decisions of the Disciplinary Committee.

2. Members of the Disciplinary Committee may not be members of the Organizer's governing bodies.

#### **Article 45. Challenge to members of the Disciplinary Committee**

1. If there are grounds for challenge specified in paragraph 3 of this Article, a member of the Disciplinary Committee must recuse himself and withdraw from participation in the consideration of the case.
2. A person concerned shall have the right to challenge a member of the Disciplinary Committee if there are grounds for challenge specified in paragraph 3 of this Article. The challenge of a member of the Disciplinary Committee shall be considered in his/her absence by other members of the Disciplinary Committee.
3. Grounds for challenging a member of the Disciplinary Committee shall be:
  - 1) personal interest of the member of the Disciplinary Committee in considering a particular case;
  - 2) direct or indirect dependence of the member of the Disciplinary Committee on any of the parties;
  - 3) participation of the member of the Disciplinary Committee in the consideration of the case under different circumstances and in a different capacity.

#### **Article 46. Confidentiality**

Members of the Disciplinary Committee, Secretaries, parties and other participants in the proceedings may not disclose any information that became known to them during the proceedings without the consent of the other persons involved in the case.

#### **Article 47. Chairperson of the Disciplinary Committee**

1. The Chairperson of the Disciplinary Committee shall, within the limits of his/her competence:
  - 1) have general oversight of the work of the Disciplinary Committee and provide an annual report on the results of the work of the Disciplinary Committee to the Organizer;
  - 2) consider the issue of the commencement of proceedings in the Disciplinary Committee, including determining the date of the meeting of the Disciplinary Committee in the case under consideration;
  - 3) control the implementation of decisions of the Disciplinary Committee;
  - 4) convene and preside over meetings of the Disciplinary Committee;
  - 5) exercise other powers in accordance with the Rules and Regulations.
2. In the absence of the Chairperson of the Disciplinary Committee, his/her powers shall be exercised by the Deputy Chairperson.

#### **Article 48. Secretary of the Disciplinary Committee**

1. The Secretary of the Disciplinary Committee shall be appointed by the by the Organizer on the proposal of the Chairperson. The Secretary of the Disciplinary Committee shall be appointed from outside the Disciplinary Committee and shall attend meetings without the right to vote.
2. The Secretary of the Disciplinary Committee shall:
  - 1) inform the members of the Disciplinary Committee about the date, place and time of the meeting;
  - 2) draft decisions of the Disciplinary Committee;
  - 3) prepare materials for the meeting;
  - 4) summon invited persons to the meetings on the instructions of the Chairperson;
  - 5) as soon as the case materials are received, send copies of the case materials at the earliest (but without fail before the meeting) at the request of the persons in respect of whom disciplinary proceedings are being conducted;
  - 6) inform the persons in respect of whom disciplinary proceedings are being conducted about the date, place and time of the meeting in writing, by sending a message by fax or e-mail, and also inform other interested persons about the date, place and time of the meeting;
  - 7) on the instructions of the chairperson, collect evidence in a case of a disciplinary violation;
  - 8) send the decisions made to the interested parties.

#### **Article 49. Custody of decisions of the Disciplinary Committee**

1. The responsibility for the custody of decisions of the Disciplinary Committee shall rest with its Secretary.
2. Decisions of the Disciplinary Committee shall be kept for five (5) years from the date of their adoption.

### **CHAPTER 8. THE SCOPE OF THE DISCIPLINARY COMMITTEE**

#### **Article 50. General jurisdiction of the Disciplinary Committee**

1. The Disciplinary Committee shall consider disciplinary violations committed before, during and after the Competition.
2. The Disciplinary Committee shall apply the sports sanctions stipulated by the Rules and Regulations for the violations stipulated by the Technical Rules, the Regulatory Documents of the Competitions and other regulatory documents of the Organizer.

### **Article 51. Special jurisdiction of the Disciplinary Committee**

1. The Disciplinary Committee shall:
  - 1) apply sports sanctions for serious disciplinary violations that were not noticed by the Referees;
  - 2) apply sports sanctions for violation of ethical standards established by the relevant regulatory document of the Organizer;
  - 3) apply additional sports sanctions to a person who has committed a disciplinary violation, in addition to those imposed by a Referee.

### **Article 52. Grounds for initiating proceedings in a case of a disciplinary violation**

1. The grounds for initiating proceedings in a case of a disciplinary violation shall data indicating the existence of an event of a disciplinary violation contained in:
  - 1) the Competition score sheet;
  - 2) written statements of the Organizer;
  - 3) written statements of Athletes, Clubs, Officials of Sports Teams and Officials of Clubs, Referees.
2. The Disciplinary Committee shall have the right, on its own initiative, to initiate proceedings on a disciplinary violation and apply sports sanctions on the basis of media materials and other materials obtained from publicly available sources.

## **SECTION IV. PROCEDURAL RULES**

### **CHAPTER 9. GENERAL RULES FOR THE CONSIDERATION OF CASES BY DISCIPLINARY COMMITTEE**

#### **Article 53. Calculation of the terms**

1. The terms provided for in the Rules and Regulations may be calculated in competitions, days, months and years.
2. The course of the procedural term, calculated in days, months and years, shall begin on the day after the date or occurrence of the event that determines its beginning.
3. Terms, calculated in years, shall expire on the corresponding month and date of the last year of the term. Terms, calculated in months, shall expire on the corresponding date of the last month of the term. If the end of the term calculated in months falls on a month that does not have a corresponding date, the term shall expire on the last day of that month. If the end of the term falls on a holiday or a day off, then the specified term shall expire on the next working day. Non-working days (weekends and holidays) during a term shall be included therein.
4. A procedural action for which a certain term is set may be performed up to midnight on the last day of the term. If a complaint or documents were submitted to the postal service organization before midnight of the last day of the term, the term shall not be considered defaulted.
5. If a procedural action must be performed immediately, then the course of the procedural term shall begin immediately with the onset of the date or event that determines its beginning.
6. If a procedural action must be performed directly at the location of the Disciplinary Committee, the term shall expire at the hour when the Organizer's working day ends according to the established rules.

#### **Article 54. Consequences of defaulting on procedural terms**

The right to perform procedural actions shall lapse upon the expiration of the procedural term established by the Rules and Regulations or set by the Disciplinary Committee.

#### **Article 55. Reinstatement and extension of procedural terms**

1. For persons who have missed a procedural term established by the Rules and Regulations for reasons recognized by the Disciplinary Committee as valid, the missed term may be reinstated.

2. An application for the reinstatement of a missed procedural term shall be submitted to the Disciplinary Committee in which the procedural action was to be performed and shall be considered at a meeting. The persons participating in the case shall be notified of the time and place of the meeting, but their failure to appear shall not be an obstacle to resolving the issue of reinstating the term raised before the Disciplinary Committee.
3. The application for the reinstatement of the procedural term shall specify the reasons for missing the procedural term. Documents or other materials confirming the validity of these reasons shall be attached to the application.
4. Concurrently with the filing of an application for the reinstatement of a missed procedural term, the necessary procedural action shall be performed (a complaint has been filed, documents submitted), in respect of which the term has been missed.
5. The procedural terms set by the Disciplinary Committee may be extended by the decision of the Disciplinary Committee itself.

#### **Article 56. The right to participate in a meeting of the Disciplinary Committee**

1. Any person in respect of whom proceedings are being conducted may attend a meeting of the Disciplinary Committee and enjoy all procedural rights specified in paragraph 2 of this Article. The Disciplinary Committee shall ensure that such a person is notified of the date, place and time of the meeting and may not deny such a person the participation in the meeting.
2. When considering the issue, the person in respect of whom the proceedings are being conducted by the Disciplinary Committee shall have the right to:
  - 1) get acquainted with the case materials, including before the date of the meeting, make extracts from and copies of such materials;
  - 2) give explanations;
  - 3) refer to the case materials;
  - 4) present his/her arguments, evidence;
  - 5) demand the presentation of evidence;
  - 6) ask questions to the persons invited to the meeting;
  - 7) challenge.
3. The absence of the person in respect of whom the proceedings are being conducted at a meeting of the Disciplinary Committee shall not affect the legality of the decision, provided that such a person was promptly notified of the meeting and his/her procedural rights, including the right to get acquainted with the case materials and attend the meeting, were ensured.
4. The persons participating in the case and other participants in the proceedings may participate in the meeting by using video conferencing systems, provided that they submit a request to do so and if the Disciplinary Committee has the technical capability of video conferencing.

### **Article 57. Participation of third parties**

Third parties may be involved in the case at the request of a party or at the initiative of the Disciplinary Committee.

### **Article 58. Invitations to meetings**

1. If necessary, the Disciplinary Committee may oblige a person to attend the meeting. In this case, an invitation shall be sent to the person by mail, fax or telegram.
2. The Disciplinary Committee may apply a sports sanction in the form of a fine of up to \$30,000 (thirty thousand) US dollars to a person who is summoned and fails to appear at a meeting of the relevant Disciplinary Committee without valid reasons.

### **Article 59. Obligation to cooperate with the Disciplinary Committee**

1. All persons related to the case under consideration shall cooperate with the Disciplinary Committee to establish all the circumstances of the case, including submitting, at the request of the Disciplinary Committee, the necessary documents, materials, videos, explanations and other available information. When requesting documents, materials, videos, explanations and other information, the Disciplinary Committee shall have the right to set a reasonable term for their provision. Documents and explanations may be sent to the Disciplinary Committee by mail or fax, or in person.
2. The Disciplinary Committee may apply a sports sanction in the form of a fine of up to \$1,000 (one thousand) US dollars to a person who evades cooperation with the relevant Disciplinary Committee, including if he/she has not provided the necessary documents, materials, videos, explanations and other available information upon request.
3. If any persons refuse to cooperate with the Disciplinary Committee, and there are no other ways to obtain the necessary information, the Disciplinary Committee may make a decision on the case based on the available materials.

### **Article 60. Representation**

1. Individuals shall participate in the consideration of a case by the Disciplinary Committee personally or through a legal representative at their own cost, in which case a duly signed power of attorney must be submitted. Personal participation in case by an individual shall not deprive him/her of the right to have a representative in this case. If necessary, at the request of the Disciplinary Committee, the person shall be obliged to attend the meeting in person.
2. Legal entities shall participate in the consideration of a case by the Disciplinary Committee through a person who has the right to act on behalf of the legal entity without a power of attorney, or through a representative at their own cost, in which case a duly signed power of attorney must be submitted.



**Article 61. Language of proceedings**

1. Proceedings in cases arising from the commission of disciplinary violations shall be conducted in English. All documents shall be submitted to the Disciplinary Committee in English. If a document is submitted in a foreign language, the person who submits it shall also submit a notarized translation of the document.
2. A person who does not speak English shall involve an interpreter to participate in the meeting of the Disciplinary Committee.

**Article 62. Amendment of decisions**

1. After making a decision, the Disciplinary Committee that made the decision on the case shall have no right to cancel or amend it, except for reviewing the decision on newly discovered circumstances, and other cases provided for by the Rules and Regulations.
2. The Disciplinary Committee may, on its own initiative or at the request of interested persons, correct technical errors made in a decision (clerical errors, typos, arithmetic errors or other errors of a similar nature). The issue of making corrections to a decision of the Disciplinary Committee shall be considered at its meeting.
3. If the Disciplinary Committee considers the statement specified in paragraph 1 of this Article to be justified, within a period not exceeding thirty (30) calendar days from the date of its receipt, it shall issue a resolution on correcting clerical errors, typos, arithmetic errors or other errors of a similar nature, which shall become an integral part of the decision.

**Article 63. Newly discovered circumstances**

1. A decision of the Disciplinary Committee that has entered into force may be reviewed at the request of an interested person in the event that such a person discovers circumstances, facts and evidence that could significantly affect the decision-making and that could not have been objectively provided earlier.
2. The request for review of a decision on newly discovered circumstances shall be submitted to the relevant Disciplinary Committee within ten (10) working days from the moment the grounds for review are discovered.

**Article 64. Costs and expenses**

1. The Organizer shall bear the expenses associated with the activities of the Disciplinary Committee.
2. By the decision of the Disciplinary Committee, the costs and expenses of the persons participating in a case may be divided equally (or in another proportion) between several persons participating in the case, as well as impose them on one of the specified persons.

3. The Disciplinary Committee making a decision on the merits of the issue shall determine how the costs and expenses will be distributed. The amounts shall be determined by the Disciplinary Committee, and such a decision shall not be subject to appeal.
4. As an exception, the Disciplinary Committee may decide to reduce the amount of costs and expenses or that they are not due at all.

## **CHAPTER 10. EVIDENCE AND PROOF**

### **Article 65. Concept and types of evidence**

1. Evidence in a case of a disciplinary violation shall be any information on the basis of which the Disciplinary Committee determines the presence or absence of circumstances relevant to the case, in reliance upon which the Disciplinary Committee makes a decision.
2. The following shall be accepted as evidence:
  - 1) Competitions' score sheets;
  - 2) statements and explanations of the persons in respect of whom the proceedings are being conducted, witnesses and other persons;
  - 3) audio and video recordings, photos (including screenshots);
  - 4) opinions and explanations of specialists;
  - 5) physical evidence;
  - 6) other evidence relevant to the case.

Explanations of persons participating in the case and other participants in the proceedings obtained through the use of video conferencing systems by the Disciplinary Committee shall also be allowed as evidence.

3. Evidence that is clearly unrelated to the case under consideration may not be taken into account.

### **Article 66. Evaluation of evidence**

The Disciplinary Committee shall evaluate evidence according to their inner conviction, based on a comprehensive, complete and objective study of all the circumstances of the case.

### **Article 67. Competition protocol**

1. Any information contained in a Competition protocol shall be considered reliable until proven otherwise.
2. During the consideration of a case of a disciplinary violation, the Disciplinary Committee shall consider evidence of the unreliability of the information contained in the Competitions' score sheets and take them into account when determining the guilt of a person in committing the disciplinary violation.

**Article 68. Proving**

1. When considering a case of a disciplinary violation, the Disciplinary Committee shall collect evidence on the basis of which it shall make a decision on the guilt or innocence of a person.
2. The person against whom the proceedings are being conducted and other interested persons shall prove the facts to which they refer.
3. In cases involving an anti-doping rule violation, the innocence of the person against whom the proceedings are being conducted shall be proved by the person himself (presumption of guilt).

**CHAPTER 11. DECISIONS OF THE DISCIPLINARY COMMITTEE****Article 69. Making a decision**

1. The ruling of the Disciplinary Committee, by which the case is resolved on the merits, shall be made in the form of a decision.
2. Decisions shall be made by the Disciplinary Committee by a simple majority of votes of the members present at the meeting during the collegial consideration of the case or solely by a member of the Disciplinary Committee, if the Chairperson of the Disciplinary Committee decides to consider the case solely by a member (arbitrator) of the Disciplinary Committee.
3. In case of collegial consideration of the case, every member of the Disciplinary Committee present at the meeting shall take part in voting, except in cases of challenging in accordance with the Rules and Regulations. Absentee voting and proxy voting shall not be allowed. In case of equality of votes, the Chairperson's vote shall be decisive.
4. The Disciplinary Committee shall, on certain issues within its competence, issue rulings in the form of determinations that do not resolve the case on the merits.
5. A determination of the Disciplinary Committee shall be made by the Arbitral Panel Chairperson, the Chairperson of the Disciplinary Committee or his/her deputy; it may not be appealed, and shall be enforced immediately, unless otherwise expressly provided by the Rules and Regulations.
6. The decision of the WPC' Disciplinary Committee is final and binding.

**Article 70. Content of the decision**

1. A decision of the Disciplinary Committee shall indicate:
  - 1) members of the Disciplinary Committee present at the meeting, the Secretary;

- 2) the person in respect of whom the proceedings are being conducted, and information about his/her proper notification of the meeting of the Disciplinary Committee;
  - 3) summary of the circumstances of the committed disciplinary violation;
  - 4) reference to the provisions of the Rules and Regulations and other normative acts that the Disciplinary Committee was guided by;
  - 5) the operative part;
  - 6) the deadline for payment of the fine (if a sports sanction in the form of a fine is applied to the person).
2. Decisions shall be signed by the Chairperson or his/her Deputy, the Secretary of the Disciplinary Committee (and in case of his/her absence – solely by the Chairperson/Deputy Chairperson).

### **Article 71. Entry into force of the decision**

A decision of the Disciplinary Committee shall, as a general rule, enter into force within five (5) working days from the date of sending the operative part of the decision to the person in respect of whom the decision was made, or from the date of publication of information about the decision on the Official Website of the WPC, depending on which of the specified circumstances will occur earlier.

### **Article 72. Publication of the decision**

A decision of the Disciplinary Committee may be published on the Official Website of the WPC.

### **Article 73. Sending of decisions**

1. The Secretary of the Disciplinary Committee shall send the operative part of the decision of the Disciplinary Committee to the person against whom the sports sanction has been applied within seven (7) working days from the date of making the said decision. Having received the operative part of the decision of the Disciplinary Committee, the person against whom the sports sanction has been applied shall have the right to request a full decision within five (5) working days from the date of receipt of the operative part, and the Disciplinary Committee shall provide such a decision within ten (10) working days from the date of receipt of the relevant request.
2. The operative part of the decision of the Disciplinary Committee shall be signed by the Chairperson or his/her Deputy and the Secretary of the Disciplinary Committee.
3. The operative part of the decision or the full decision of the Disciplinary Committee shall be sent by electronic communication (e-mail), and may also be sent by mail, fax or telegram to the addresses provided in writing by interested persons at a meeting of the Disciplinary Committee. In the operative part of the decision or the full decision is sent by e-mail, the person shall be considered to be duly notified if the sender has an electronic confirmation of receipt of the information by the addressee.

4. Decisions of the Disciplinary Committee shall be sent to the persons involved in the case, as well as to other persons whose rights and legitimate interests may be directly affected by the decision.

A decision regarding an Athlete/Coach shall be sent to the Club for which he/she applied to participate in the Competition, and/or to the Athlete/Coach himself/herself, if he/she participated in the Competition in a personal capacity or as part of a Sports Team that is not a Club.

5. The full decision of the Disciplinary Committee, in addition to what is listed in part 1 of Article 70 of the Rules and Regulations, shall also contain:
  - 1) the position of the person in respect of whom the proceedings are being conducted, as well as the position of other interested persons involved in the consideration of the case;
  - 2) the reasoning part, which includes the circumstances established by the Disciplinary Committee and the evidence that was accepted by the Disciplinary Committee in support of the decision, as well as the arguments on which the Disciplinary Committee rejects certain evidence (part 3 of Article 28 of the Rules and Regulations).

## **SECTION V. SPECIAL PART**

### **CHAPTER 12. VIOLATIONS COMMITTED BEFORE, DURING AND AFTER COMPETITIONS**

#### **Article 74. Violations of the WPC Rules of Phygital Sport or the Technical Rules**

Violations of the WPC Rules of Phygital Sport or the Technical Rules shall be penalized by a Referee in the case and in the manner provided for by the relevant Rules, unless otherwise specified in such Rules.

#### **Article 75. Failure to appear at a Competition**

Failure of an Athlete, Club or Sports Team duly applied for participation to appear at the Competition for a disrespectful reason shall be punishable by a fine of no more than \$3,000 (three thousand) US dollars and/or sports disqualification for a period of one (1) month for Athletes; a fine of no more than \$5,000 (five thousand) US dollars and/or a ban on participation in the Competitions for a period of no more than one (1) month for Clubs and Sports Teams.

#### **Article 76. Refusal to continue participating in the Competition**

Refusal of an Athlete, Club or Sports Team to continue participating in the Competition, i.e. unauthorized departure from the Competition Venue without the permission of the Referee before the end of the corresponding segment of a match/match, as well as refusal to continue participating in the Competition or to continue a segment of a match/match until its end when conducting Competitions in the online format (if this is not allowed by the Referee or the Regulatory documents of the Competition) shall be punishable by a fine of no more than \$2,500 (two thousand five hundred) US dollars and/or sports disqualification for a period of no more than one (1) year for Athletes; a fine of no more than \$5,000 (five thousand) US dollars and / or a ban on participation in the Competitions for a period of no more than more than one (1) year for Clubs and Sports Teams.

#### **Article 77. Interference in the course of the Competition**

Intentional interference of an Athlete, a Coach, a Phygital Sports Official, an Official of a Club, an Official of a Sports Team in the course of the Competition shall be punishable by a fine of no more than \$3,000 (three thousand) US dollars and/or sports disqualification for a period of no more than one (1) year for Athletes and Coaches; a fine of no more than \$5,000 (five thousand) US dollars and/or a ban on the person to perform a certain function for a period of no more than one (1) year for Phygital Sports Officials, Club Officials, Sports Teams Officials.

## **Article 78. Violations committed against Referees before, during and after Competitions**

1. The insulting behavior of an Athlete, a Coach, an Official of a Club or an Official of a Sports Team towards a Referee before, during and after Competitions, i.e. the use of profanity, offensive words and expressions, as well as offensive gestures towards Referees, shall be punishable by disqualification for a period of no more than one (1) year. The Disciplinary Committee may also apply a sports sanction in the form of a fine of no more than \$1,000 (one thousand) US dollars to the guilty person.
2. Spitting committed by an Athlete, a Coach, a Club Official or a Sports Team Official at a Referee before, during and after a segment of a match/match shall be punishable by disqualification for a period of no more than one (1) year. The Disciplinary Committee may also apply a sports sanction in the form of a fine of no more than \$1,000 (one thousand) US dollars to the guilty person.
3. An attempt to physically influence a Referee before, during and after Competitions, committed by an Athlete, a Coach, a Club Official or a Sports Team Official, shall be punishable by disqualification for up to one (1) year. The Disciplinary Committee may also apply a sports sanction in the form of a fine of no more than \$1,500 (one thousand five hundred) US dollars to the guilty person.
4. Physical influence on a Referee before, during and after Competitions, committed by an Athlete, a Coach, shall be punishable by disqualification for a period of no more than two (2) years and / or a fine of no more than \$3,000 (three thousand) US dollars; if committed by a Club Official – by a ban on performing a certain function or a ban on carrying out any activity related to phygital sports for a period of no more than two (2) years. The Disciplinary Committee may also apply a sports sanction in the form of a fine of no more than \$5,000 (five thousand) US dollars.

## **Article 79. Unsportsmanlike behavior**

1. Unsportsmanlike behavior of Athletes, Coaches or Phygital Sports Officials, Club Officials, Sports Team Officials before, during and after a Competition, not classified as being a part of other violations of the Rules and Regulations, shall be punishable by a fine of no more than \$5,000 (five thousand) US dollars.
2. Unsportsmanlike behavior, expressed in an Athlete writing an excessive number of messages (flood) in the in-game "chat", shall be punishable by a fine of no more than \$3,000 (three thousand) US dollars.
3. Unsportsmanlike behavior, expressed in intentional violation of the competition process by an Athlete, intentional commission by an Athlete of systematic violations affecting or likely to affect the course of individual matches (segments of matches) and competitions as a whole, shall be punishable by a fine of no more than \$4,000 (four thousand) US dollars and/or disqualification for a period of no more than six (6) months.



## Article 80. Brawl

1. A brawl, i.e. a clash between several persons who are Athletes and/or Phygital Sports Officials, Club Officials, Sports Team Officials, Coaches, accompanied by mutual blows, before, during or after the end of the Competition, shall be punishable by sports disqualification from one (1) month to no more than one (1) a year for Athletes and Coaches; a ban on a person to perform a certain function from one (1) month to no more than one (1) year for Phygital Sports Officials, Club Officials and Sports Team Officials. The Disciplinary Committee may also apply a sports sanction in the form of a fine of no more than \$5,000 (five thousand) US dollars to the guilty person.
2. A mass brawl, i.e. a fight involving more than two persons who are Athletes and/or Phygital Sports Officials, Club Officials, Sports Team Officials, Coaches, shall be punishable by sports disqualification from one (1) year to no more than two (2) years for Athletes and Coaches; a ban on a person to perform a certain function from one (1) year to no more than two (2) years for Phygital Sports Officials, Club Officials and Sports Team Officials. The Disciplinary Committee may also apply a sports sanction in the form of a fine of no more than \$5,000 (five thousand) US dollars to the guilty person.

*Note: A person who tried to prevent a fight, shield others or separate the participants in the brawl shall not be punished.*

## Article 81. Illegal participation in the Competition

Illegal participation in the Competition, i.e. participation in the Competition of an Athlete who has applied on the basis of false documents, not executed in accordance with the established procedure, a disqualified Athlete, as well as other illegal participation in the Competition in violation of the WPC Rules of Phygital Sport, the Technical Rules, Regulatory documents of the Competition and the Rules and Regulations, shall be punishable by sports disqualification from six (6) months to no more than two (2) years and a fine of no more than \$10,000 (ten thousand) US dollars.

## Article 82. Misuse of game accounts

1. The use of several game accounts by an Athlete to participate in a Competition, if this is not expressly permitted by the Technical Rules and other the Regulatory documents of the Competition, as well as the use of an unlicensed game account by an Athlete, shall be punishable by sports disqualification for a period of no more than one (1) year and deprivation of awards won based on the results of the Competitions in which the Athlete used more than one game account. In addition, the results of the matches (as well as stages, half-times, periods, etc.) in which the Athlete guilty of using several game accounts has participated shall be annulled, and the Athlete, Club or Sports Team shall be awarded a technical defeat. The Disciplinary Committee may also apply a sports sanction in the form of a fine of no more than \$10,000 (ten thousand) US dollars to the guilty person.



2. Transfer by an Athlete of the possibility of using his/her game account to participate in a Competition to any third party, shall be punishable by a fine of no more than \$10,000 (ten thousand) US dollars and sports disqualification for a period of no more than one (1) year and deprivation of the awards won as a result of the Competitions in which the Athlete transferred the possibility to use his/her account to participate in the Competition.

If a third party to whom the Athlete has transferred the possibility of using his/her game account to participate in the Competition, is a Phygital Sports Subject, then it can also be punished by sports disqualification for a period of no more than one (1) year and a fine of no more than \$10,000 (ten thousand) US dollars.

### **Article 83. Misuse of third-party programs and devices**

The use by an Athlete of programs, "cheats", "scripts" and (or) devices designed to provide an advantage to himself/herself and (or) create obstacles to the normal course of the game to his/her opponent shall be punishable by a fine of no more than \$10,000 (ten thousand) US dollars and sports disqualification for a period of no more than two (2) years and deprivation of the corresponding awards received by the Athlete following the results of the Competitions during which the Athlete used the specified prohibited programs, scripts and (or) devices. In addition, the results of matches (as well as segments of matches) in which the guilty Athlete participated shall be annulled, and the Athlete, Club or Sports Team shall be awarded a technical defeat.

### **Article 84. Violation of video game rules**

Violation by an Athlete of the video game rules (including the terms of the user or other agreement established by the developer (copyright holder) of the video game), entailing the application of sanctions or other penalties by the developer (copyright holder) of video games (including in the form of blocking the game account of the Athlete), shall be punishable by a fine of no more than \$10,000 (ten thousand) US dollars and sports disqualification for a period of no more than four (4) years.

*Note: The Disciplinary Committee may apply other proportionate sports sanctions provided for in the Rules and Regulations, taking into account the specific circumstances of the case under consideration, including the impact of the reasons that served as the basis for the application of sanctions or other penalties by the developer (copyright holder) of video games, on the results of the Competitions in which the Athlete participated.*

## **CHAPTER 13. VIOLATION OF THE RULES AND REGULATIONS**

### **Article 85. Failure to attend mandatory press conferences and/or interviews**

Failure of an Athlete, Club Official or Sports Team Official to attend a press conference, autograph session, show match and/or interview, which is mandatory to attend in accordance with the Regulatory Documents of the Competition, as well as failure of a Club/Sports Team to send representatives to mandatory press conferences and/or interviews in violation of the Competition Rules and Regulations, shall be punishable by a fine of no more than \$5,000 (five thousand) US dollars.

#### **Article 85.1 Violation of commercial obligations to the Competition Organizer**

Violations by an Athlete, Coach, Club, Sports Team, Club Official, or Official of commercial obligations to the Competition Organizer shall be punishable by a fine of no more than \$10,000 (ten thousand) US dollars for an Athlete, Coach and Club Official; by a fine of no more than \$30,000 (thirty thousand) US dollars for a Club or a Sports Team.

### **Article 86. Violations of Competition Regulatory Documents**

Violations by an Athlete, Coach, Club, Sports Team, Club Official, or Official of the Competition Regulatory Documents that do not fall under the scope of other provisions of the Rules and Regulations shall be punishable by a fine of no more than \$5,000 (five thousand) US dollars for an Athlete, Coach and Club Official; by a fine of no more than \$10,000 (ten thousand) US dollars for a Club or a Sports Team.

## **CHAPTER 14. VIOLATIONS AGAINST THE PERSON, RIGHTS AND FREEDOMS**

### **Article 87. Exerting influence on Athletes, Coaches, Phygital Sports Officials, Club Officials, or Referees in order to have an impact on the result of the Competition**

1. Exerting direct or indirect influence on Athletes, Coaches, Phygital Sports Officials, Club Officials, Sports Team Officials, or Referees in order to have an impact on the result of the Competition shall be punishable by a fine of no more than \$7,000 (seven thousand) US dollars and/or a ban on performing a certain function in phygital sports and/or a ban on performing any activity related to phygital sports for a period from one (1) year to no more than four (4) years.
2. Exerting direct or indirect influence on Athletes, Coaches, Phygital Sports Officials, Club Officials, Sports Team Officials, or Referees in order to have an impact on the result of the Competition, involving a real threat to the life and health, property, relatives and friends of these persons, as well as causing harm to life and health, property, relatives and friends of these persons, shall be punishable by a fine of no more than \$10,000 (ten thousand) US dollars and/or a ban on performing a certain function in phygital sports

and/or a ban on performing any activity related to phygital sports for a period from one (1) year to no more than four (4) years.

**Article 88. Exerting influence on Athletes, Coaches, Phygital Sports Officials, Club Officials, or Referees with no intention to have an impact on the result**

1. Exerting direct or indirect influence on Athletes, Coaches, Phygital Sports Officials, Club Officials, Sports Team Officials, or Referees with no intention to have an impact on the result of the Competition shall be punishable by a fine of no more than \$5,000 (five thousand) US dollars and/or a ban on performing a certain function in phygital sports and/or a ban on performing any activity related to phygital sports for a period from one (1) year to no more than three (3) years.
2. Exerting direct or indirect influence on Athletes, Coaches, Phygital Sports Officials, Club Officials, Sports Team Officials, or Referees with no intention to have an impact on the result of a Competition, involving a real threat to the life and health, property, relatives and friends of these persons, as well as causing harm to life and health, property, relatives and friends of these persons, shall be punishable by a fine of no more than \$10,000 (ten thousand) US dollars and/or a ban on performing a certain function in phygital sports and/or a ban on performing any activity related to phygital sports for a period from one (1) year to no more than four (4) years.

**Article 89. Threat of harm**

A threat of harm to the life and health of Athletes, Coaches, Phygital Sports Officials, Club Officials, Sports Team Officials, or Referees shall be punishable by a fine of no more than \$7,000 (seven thousand) US dollars.

**Article 90. Discrimination and racism, public display of Nazi paraphernalia and symbols**

An insult made by an Athlete, Coach, Club Official, or Sports Team Official of another person on the grounds of race, nationality, skin color, language, religion or origin, as well as demonstrating Nazi paraphernalia/symbols shall be punishable by a fine of no more than \$15,000 (fifteen thousand) US dollars and/or sports disqualification from one (1) year to no more than two (2) years for Athletes and Coaches; a fine of no more than \$50,000 (fifty thousand) US dollars and/or a ban on performing a certain function in phygital sports from one (1) year to no more than two (2) years for Club Officials.

**CHAPTER 15. VIOLATIONS OF PHYGITAL SPORTS MANAGEMENT PROCEDURES**

**Article 91. Forgery of documents and use of forged documents**

Intentional provision of false information, refusal to comply with the requirement to provide any information established by the Competition Regulatory Documents, as well as forgery of documents provided to the Organizer, the use of a deliberately forged document in the implementation of any activity related to phygital sports, as well as the

use of a document obtained in violation of the law in the implementation of any activity related to phygital sports shall be punishable by a ban on performing a certain function or a ban on performing any activity related to phygital sports for a period of at least six (6) months. By the decision of the Disciplinary Committee, a person who has committed forgery and falsification may also be punished with a fine of no more than \$10,000 (ten thousand) US dollars.

## **Article 92. Exerting unlawful influence on the results of the Competition**

1. An attempt to exert unlawful influence on the results of the Competition shall be punishable
  - for individuals – by a fine of no more than \$10,000 (ten thousand) US dollars, and/or disqualification of an Athlete for a period from three (3) months to no more than one (1) year, and/or a ban on performing any activity related to phygital sports by an individual for a period of at least one (1) year;
  - for legal entities – by a fine of no more than \$30,000 (thirty thousand) US dollars.
2. Exerting unlawful influence on the results of the Competition shall be punishable
  - for individuals – by a fine of no more than \$20,000 (twenty thousand) US dollars, disqualification of an Athlete for a period from one (1) year to no more than two (2) years and/or a ban on performing any activity related to phygital sports by an individual for a period from three (3) years to for life;
  - for legal entities – by a fine of no more than \$50,000 (fifty thousand) US dollars and/or deprivation of the awards won.

In addition, the result of the part of the Competition that was unlawfully influenced shall be annulled, and the persons guilty of exerting or attempting to exert unlawful influence on the results of the Competition shall be awarded defeat.

3. In respect of persons who have committed the violations specified in this Article, but voluntarily informed the Organizer about the exertion or attempt to exert unlawful influence on the results of the Competition and actively contributed to the identification of such influence and perpetrators, the Disciplinary Committee may apply less severe sanctions than provided for in parts 1 and 2 of this Article, or at the request of the Organizer these persons may be released from the punishment established by paragraphs 1 and 2 of this Article.
4. To establish the fact of illegal influence on the results of the Competition, a special commission shall be set up, including with the participation of experts. Based on the results of its proceedings, the special commission shall submit an opinion to the Disciplinary Committee as an evidence for decision-making.

## **Article 93. Anti-doping rule violation**

Violation of the established anti-doping rules shall be punishable in accordance with anti-doping regulatory documents and/or regulatory documents of anti-doping organizations.

## **SECTION VI. FINAL AND TRANSITIONAL PROVISIONS**

### **CHAPTER 16. FINAL PROVISIONS**

#### **Article 94. Analogy**

1. In cases when relations falling within the scope of the Rules and Regulations are not directly regulated thereby, the rules regulating similar relations shall be applied to such relations (analogy of law), if it does not contradict their essence.

The Disciplinary Committee may also take into account the normative documents and rules of relevant international sports federations, the WPC Rules of Phygital Sport, the Technical Rules and other documents necessary for the consideration of the case.

2. If it is impossible to use the analogy of the law, the rights and obligations of Disciplinary Committee, Clubs, Athletes, Phygital Sports Officials, Coaches, Referees and other Phygital Sports Subjects shall be determined based on the general principles and meaning of the normative documents of the Competition, the normative documents of the Organizers and applicable sports legislation (analogy of law) and the principles of good faith, reasonableness and fairness.
3. If a person commits an act that is not directly provided for by the Rules and Regulations, but is inherently similar (analogous) to a disciplinary violation for which the Rules and Regulations stipulate sports liability, the Disciplinary Committee may apply to such a person one of the sanctions provided for by the Rules and Regulations, guided by the analogy of statute, analogy of law and the principles of good faith, reasonableness and fairness.

#### **Article 95. Official interpretation**

In case of disputes, the official interpretation of the Rules and Regulations shall be performed by the WPC.

#### **Article 96. Amendments to the Rules and Regulations**

The Rules and Regulations may be amended by the WPC.

#### **Article 97. Date of adoption and entry into force**

These Rules and Regulations shall come into force upon being approved by the WPC.