



REGULATIONS

on the ranking system in Phygital Sports

2025/2026 season



APPROVED BY
the WPC Board of director's
on 11 April 2025

AGREED BY
Manager of the Phygital International
on 11 April 2025



Preamble

These Regulations on the ranking system in Phygital Sports (hereinafter referred to as the Regulations) were jointly developed by the **World Phygital Community Limited** (WPC) and **Phygital International DMCC** (hereinafter referred to as PI). The objective is to create a consistent method for assessing the management and hosting of sports competitions in Phygital sports. It seeks to standardize ranking rules and establish procedures for selecting participants in the Games of the Future (hereinafter referred to as Games of the Future or GOTF).

These Regulations define the calculation formulas and the procedure for creating the ranking system.

These Regulations are required for calculating the Club ranking and the Tournament quality rating.

WPC is the legal entity that is the rights holder of the WPC Ecosystem (hereinafter also “the WPC Ecosystem”), unless otherwise stipulated by these Regulations, WPC regulatory documents and/or agreements between WPC and PI.

The WPC Ecosystem includes the WPC Club Ranking and the Phygital Tournament Ecosystem. PI may recognize ranking system and the Phygital Tournament Ecosystem for the purpose of organising and holding Phygital sports tournaments.

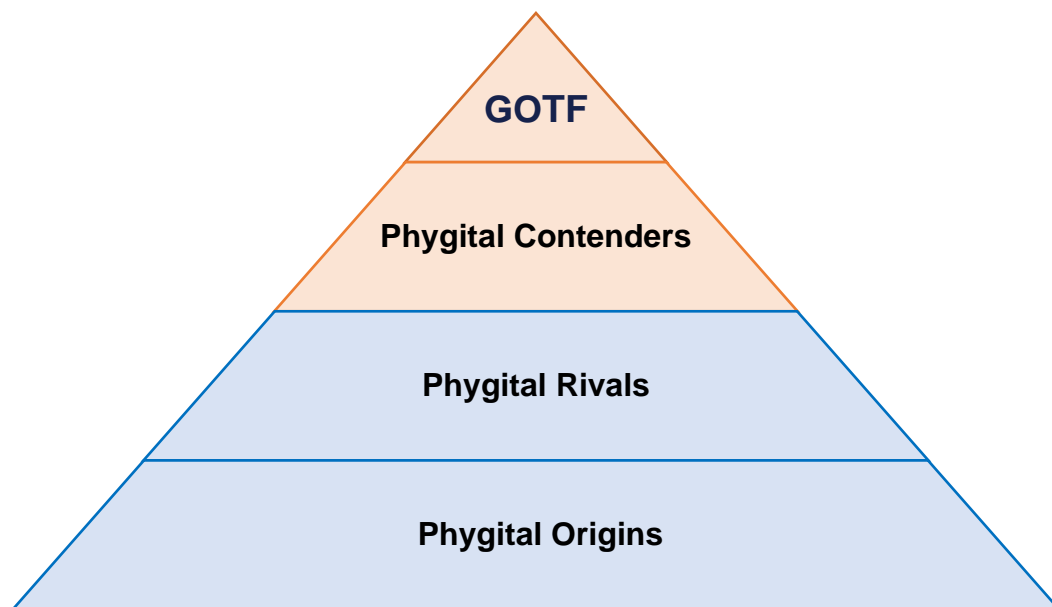
All terms used in these Regulations are employed in the meaning as defined in other WPC regulatory documents, unless expressly provided otherwise by the Regulations or does not follow from its meaning, and can be used with both capital and lowercase letters without affecting their meaning.

All terms used in these Regulations may be used in both the singular and plural forms without affecting their meaning.

All references to individuals in these Regulations may be used in both masculine and feminine forms.

1. General information about the phygital sports ranking system

- 1.1. **The WPC Club Ranking** is a ranking system for Clubs in the Phygital Tournament Ecosystem in order to determine participants in the Games of the Future in 2026 (hereinafter referred to as GOTF, the Games of the Future).
- 1.2. **The Phygital Tournament Ecosystem** is a tournament system managed by the World Phygital Community and Phygital International, and comprised of 4 levels:



Phygital Origins (Regional Qualifiers) are a series of tournaments of the first level of the Phygital Tournament Ecosystem, each of which is held in a certain territorial unit of the WPC member country (city, province, district, region, etc.), according to the results of which ranking points are assigned in accordance with the Regulations.

Phygital Rivals (National Tournaments) are a tournament of the second level of the Phygital Tournament Ecosystem held at the level of the whole WPC member country (without division into territorial units), according to the results of which ranking points are assigned in accordance with the Regulations.

Phygital Contenders (GOTF Qualifiers) are the third level of the Phygital Tournament Ecosystem, within the framework of which the Clubs that did not get to participate in GotF in the order of paragraph 3.2.3 of the Regulations compete with each other for the right to become GOTF participants.

Games of the Future (GOTF) are the fourth level of the Phygital Tournament Ecosystem, the final stage of the international phygital sports competition.



The first two level tournaments are overseen by the World Phygital Community and coordinated by WPC members, while the third and fourth level tournaments fall under the jurisdiction of Phygital International.

The club rankings for **Phygital Origins** and **Phygital Rivals** are calculated by WPC members independently using templates created by Phygital International and validated by the WPC.

GOTF and Phygital Contenders Club rankings are calculated by Phygital International.

The Tournament quality rating is calculated by the WPC.

The tournament quality rating is a ranking system for tournaments, calculated in accordance with these Regulations and forming part of the Club ranking.

- 1.3. **The rankings are updated** twice in one full tournament season. The first update is based on the results of all Phygital Rivals, while the second update is based on the results of GOTF.
- 1.4. For the purpose of the phygital sports ranking system's functioning, the WPC+ Online platform has been created.

WPC+ Online Platform (WPC+ platform) is a centralized digital platform for organizing and managing tournaments. It enables WPC Members to submit applications, oversee tournament operations, invite clubs, and upload required documentation. The platform streamlines participant registration, officiating, scheduling, and results processing, ensuring seamless interaction at all competition stages.

Clubs and athletes must have a Phygital ID in the WPC+ platform.

Phygital ID (ID) is a phygital technical platform's technological system ensuring end-to-end user identification, which has a set of attributes, functions and various interfaces and is digitally linked to all project products.

- 1.5. For the purpose of these Regulations the term "**Club**" means a group of athletes in a discipline that has a registered ID in the WPC+ platform (for the purposes of these Regulations, the term "Club" shall also mean the term "Team" within the meaning of the WPC regulatory documents). Clubs that meet the requirements of these Regulations may be part of the phygital sports ranking system.
 - 1.5.1. Club has the right to create only one account in the WPC+ platform.
 - 1.5.2. Clubs from the same city cannot be registered with the same name. In case of the same name, the name of the subsequent club must be supplemented with numbers or special symbols identifying this club.

- 1.5.3. The Club manager is responsible for filling out the information about the club. When submitting an application for the tournament, the Club manager confirms the information provided in the account in the WPC+ platform and is responsible for the accuracy of the information provided.

If a Club (Club manager) creates another team, it must have a different name and different athletes (players) with different IDs.
- 1.5.4. In case of providing false information or If Club creates several accounts, the WPC member and / or WPC have the right to disqualify such Club (and / or the Club manager) and / or suspend it (him) from participation in future tournaments for up to 5 years, and / or cancel the results of such Club in tournaments of any level.
- 1.5.5. Other requirements regarding the Club's participation in the phygital sports ranking system and Phygital Tournament Ecosystem are regulated by these Regulations, other WPC / PI regulatory documents and technical rules of the tournament.
- 1.6. For the purpose of these Regulations the term "**Athlete**" means an individual with a unique ID registered in the WCP+ platform with verified data (WPC member responsibility).
 - 1.6.1. An athlete can only play for one Club per tournament season, with no limit on the number of tournaments. The WPC member is responsible for ensuring that this requirement is met.
 - 1.6.2. An athlete cannot change Club within a tournament season. The WPC member is responsible for ensuring that this requirement is met.
 - 1.6.3. An athlete does not have the right to compete in tournaments of different ecosystems within one tournament season, but only in tournaments of one ecosystem (of one WPC member).
 - 1.6.4. Within one tournament season, an Athlete has the right to participate only in tournaments of one selected discipline, i.e. if he took part in a Phygital Basketball tournament, he cannot take part in a Phygital Football tournament.
 - 1.6.5. An Athlete has the right to create only one account in the WPC+ platform
 - 1.6.6. When creating an account in the WPC+ platform, the Athlete confirms the information specified in the account and is responsible for the accuracy of the information specified (the Club manager is also responsible for the accuracy of the information provided).
 - 1.6.7. In case of providing false information or If an Athlete creates several accounts, the WPC member and / or WPC have the right to disqualify such



Athlete (and / or Club) and / or suspend him (it) from participation in future tournaments for up to 5 years, and / or cancel the results of such Club in tournaments of any level.

If an Athlete creates another account with invalid data and/or changed personal data and registers for another Club, this athlete, the Clubs he played for will be disqualified and all their results will be cancelled; WPC member who committed this violation will be deprived of the right to perform this discipline in the next tournament season.

- 1.6.8. Other requirements regarding the Athlete's participation in the phygital sports ranking system and Phygital Tournament Ecosystem are regulated by these Regulations, other WPC / PI regulatory documents and technical rules of the tournament.

2. The ranking calculation procedure

2.1. The Phygital International Club ranking is determined by the Clubs' tournament performances in the Phygital International Ecosystem. The club ranking also depends on the Tournament quality rating and the class of phygital athletes the club enrolls.

The club ranking is calculated using the formula:
 $CR=(ResPO+ResPP+ResPC+ResGOTF)*TQR/100$

CR means Club Ranking.

ResPO means the Club's performance in Phygital Origins.

ResPP means the Club's performance in Phygital Rivals.

ResPC means the Club's performance in Phygital Contenders.

ResGOTF means the Club's performance in GOTF.

TQR means Tournament quality rating.

2.2. All indicators are calculated using the Procedure for awarding Phygital International Ranking Points (Appendix 1).

2.3. The club ranking is calculated individually for each discipline of phygital sports. The club ranking is determined based on the disciplines of phygital sports outlined in paragraph 4 of Appendix 1 of these Regulations. The Phygital International management has the authority to modify the list of phygital sports disciplines.

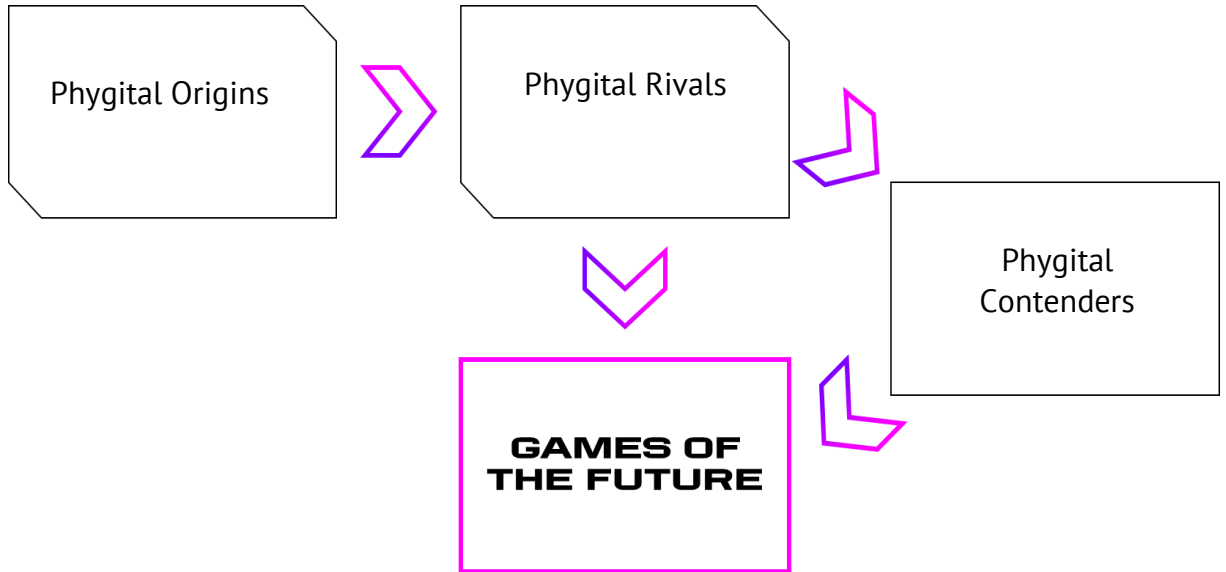
2.4. If two or more clubs have equal points at the general rating, the advantage is given to the club based on the following criteria in sequential order:

- less number of defeats in all matches of the tournament;
- greater number of wins in regular time of all matches of the tournament;
- greater number of class P+ players in the team;
- greater number of class P players in the team;
- greater number of subscribers on a single social media platform of the club;
- higher Tournament quality rating in which the Club participated;
- if all the above criteria are equal, the placement of Clubs is decided by draw.

2.5. The tournament quality rating is calculated only if Club participated in a Phygital Origins and/or a Phygital Rivals. If Club has not participated in any ranking tournaments, its Tournament quality rating is "0".

3. The procedure for determining GOTF participants

3.1. GOTF participants are determined in the order as illustrated in the diagram below:



3.2. The transition from one level of the tournament to another is determined by the following rules:

- 3.2.1. The transition of Clubs from one level to another must be governed by these Regulations, the Technical Rules of the tournaments, and conducted based on the sporting principle, while also considering the ranking points earned by the Club.
- 3.2.2. Upon completion of all Phygital Rivals of WPC members by **February 6, 2026** on the official worldphygital.org website publishes ranking information in the following order:
 - Tournament quality rating;
 - The club ranking of each WPC member in each phygital sports discipline (the final position of all Clubs based on the results of Phygital Origins and Phygital Rivals);
 - Summary ranking of Clubs of all WPC members in each phygital sports discipline (summary ranking of all Clubs that participated in Phygital Origins and Phygital Rivals).

Tournament ranking is that summary ranking, which includes 1 (one) top Club from each WPC member, namely, either the winner of the Phygital Rivals, or the highest-rated Club of each WPC member. Which Club included in the Tournament ranking is determined by the WPC member himself or based on the results of the Grand Final of the Phygital Rivals (an additional match within the Phygital Rivals between the winner of the Phygital Rivals and the leader of the ranking of the WPC member). If the winner of the

Phygital Rivals is the top-ranked Club, then only they have the right to enter the Tournament ranking.

After the ranking has been published, there will be a period of 5 business days to challenge the ranking data. No claims will be accepted after this period.

3.2.3. The top 2 (two) Clubs in the Tournament ranking of all WPC members in each phygital sports discipline from the core program are qualified to compete in GOTF. The remaining clubs in the Tournament rankings for each phygital sports discipline from the core program are eligible to participate in Phygital Contenders, as long as there are no more than 24 such clubs. If there are over 24 Clubs, the right to participate in Phygital Contenders goes to Clubs ranked 3rd to 26th in the Tournament.

Phygital International will receive information about the WPC member as a GOTF participant, so that the PI may enter into agreement with the WPC member in connection with its participation in GOTF.

3.2.4. Clubs are eligible for the aforementioned rights only if at least 70% of their athlete roster remains unchanged from the participants registered for the Phygital Rivals.

3.2.5. The eligibility criteria for the number of clubs participating in GOTF and Phygital Contenders can be adjusted at the discretion of Phygital International's management.

3.3. The lists of participants for GOTF and Phygital Contenders are governed by Appendix 3 to these Regulations.

3.4. The ranking information, reflecting the outcomes of GOTF, will be published on the official worldphygital.org website within 1 (one) week after the tournament concludes. The publication will include the following:

- Summary ranking of all Clubs in each phygital sports discipline (comprising all Clubs that participated in the tournaments of the Phygital International Ecosystem);
- The final GOTF ranking for each phygital sports discipline (based on the ranking of GOTF participants).

3.5. The champions of GOTF and the highest-ranking Club in the Final GOTF standings for each phygital sports discipline have the opportunity to compete in the next GOTF in the same phygital sports discipline, as long as at least 50% of their athletes from the previous GOTF registration are retained. If a GOTF champion is also the top-rated Club, then the second-ranked Club in the Final GOTF ranking is granted the same privilege.



3.6. The eligibility criteria for the number of clubs participating in the next GOTF can be adjusted at the discretion of Phygital International's management.

4. The procedure for conducting **Phyigital Origins** and **Phyigital Rivals**

4.1. The procedure for conducting **Phyigital Origins** of WPC members in each of the disciplines is governed by the following rules:

4.1.1. The number of mandatory tournaments for **Phyigital Origins** in each phyigital sports discipline is determined based on the country's population:

- Countries with populations up to 50 million* must organize and hold at least 2 tournaments, each with the participation of a minimum of 8 Clubs. The tournament must be held in accordance with the format specified in Appendix 2;
- Countries with populations over 50 million* must organize and hold at least 4 tournaments, each with the participation of a minimum of 8 Clubs. The tournament must be held in accordance with the format specified in Appendix 2.

4.1.2. There is no limit to the number of Clubs participating in **Phyigital Origins** for each phyigital sports discipline.

4.1.3. Each Club has the possibility to take part in an unlimited number of **Phyigital Origins** of an ecosystem of one WPC member. If a Club participates in more than one tournament, its best result will be taken into account for the ranking (results will not be aggregated).

4.1.4. A **Phyigital Origins** is not required for a WPC member to host a **Phyigital Rivals**.

4.1.5. If a WPC member fails to meet the criteria, established in these Regulations, their **Phyigital Origins** will not be rated, and consequently, the results will not be factored into the Club Ranking or the Tournament quality rating.

4.2. The procedure for conducting **Phyigital Rivals** of WPC members in each phyigital sports discipline is governed by the following rules:

4.2.1. The number of Clubs participating in the **Phyigital Rivals** for each phyigital sports discipline is determined according to the country's population:

- For countries with a population of up to 50 million people* the **Phyigital Rivals** is held with the participation of either 8 or 16 Clubs. The tournament must be held in accordance with the format specified in Appendix 2;
- For countries with a population of over 50 million people* the **Phyigital Rivals** is held with the participation of either 16 or 32 Clubs, except for

Phygital Shooter. Regardless of the population, all Phygital Shooter tournaments can be played with 8 clubs. The tournament must be held in accordance with the format specified in Appendix 2.

- 4.2.2. During a single tournament season, each WPC member is granted the right to hold only one Phygital Rivals and one Grand Final (if necessary) for phygital sports discipline.
- 4.2.3. Each Club is limited to participating in only one Phygital Rivals by one tournament season, and it can be any hosting nation taking into account the restrictions provided for in paragraph 4.2.5.
- 4.2.4. The right to participate in a Phygital Rivals must be determined by the sports results, specifically the performance displayed by the Club in Phygital Origins.

All winners of the Phygital Origins must compete in the Phygital Rivals; the remaining slots are allocated following the sports principle, based on the Clubs' rankings in the Phygital Origins. If the Clubs are tied in position, the Clubs are selected for the Phygital Rivals according to their ranking. If the Clubs have the same rating, then the decision to participate in the Phygital Rivals is made by the WPC member.

- 4.2.5. If Club has earned the right to participate in a Phygital Rivals through participation in a Phygital Origins held by one of the WPC members, then it does not have the right to participate in a Phygital Rivals held by another WPC member.

Moreover, if Club took part in a Phygital Origins of one WPC member and did not receive the right to participate in a Phygital Rivals, then such Club still does not have the right to participate in a Phygital Rivals held by another WPC member.

- 4.2.6. A WPC member can host a Phygital Rivals without Phygital Origins.
- 4.2.7. If a WPC member fails to meet the criteria, established in these Regulations, the Phygital Rivals will not be rated, and consequently, the results will not be factored into the Club Ranking or the Tournament quality rating.
- 4.3. WPC member can only hold tournaments (Phygital Origins and Phygital Rivals) in the country where WPC member is registered.
- 4.4. All tournaments shall be organized within the timeframes and taking into account the dates established in these Regulations.
- 4.5. All tournaments shall be organized using the WPC+ platform. The procedure and conditions for working with the platform are established by the additional guideline.

- 4.5.1. The WPC member must generate a link in the WPC+ platform and publish it on its resources (official website, social networks) and keep it active throughout the tournament registration period (the link to the tournament registration will also be published on the official WPC website).
- 4.5.2. The right to determine the participants of the tournament remains with the WPC member and such WPC member may invite the participants who have registered via the open link if the WPC member does not have enough teams to meet the requirements of the Regulations.
- 4.6. At each Phygital Origins and Phygital Rivals a technical broadcast (streaming) or video recording of the entire competition must be carried out. The technical details and the procedure for conducting such broadcasts (video recordings) are determined by a separate instruction.
- 4.7. WPC member is obliged to send functioning links to all content (must be available for watching) they publish in connection with its activities, including organizing Phygital Origins and Phygital Rivals and release content with a mention of the official GOTF account on the publishing platform (condition for assigning rating points).
- 4.8. A Rating status is assigned to a tournament only if all requirements for its conduct, stipulated by these Regulations and other WPC / PI regulatory documents, are met, including:
 - the tournament application has been approved by the WPC;
 - the tournament's technical rules have been approved by the WPC and the tournament has been conducted in accordance with those rules;
 - the tournament has been registered and held in the WPC+ system; all necessary information has been uploaded into the system (team and referee applications) and reporting documentation (match protocols and tournament grid) has been generated;
 - the requirements for the number of teams have been met;
 - the number of technical defeats does not exceed the established limit;
 - a link to the open registration of teams generated by the WPC+ platform has been published;
 - availability of technical video recording or streaming of all matches of the tournament (link uploaded in the WPC+ platform).

** - Population data for countries is sourced from the World Bank Database (<https://databank.worldbank.org/source/population-estimates-and-projections>) as of the approval date of these Regulations.*

5. Key dates for the ranking system in phygital sports

5.1. The Phygital International Tournament ranking and the WPC member remain in effect from the approval date of these Regulations until the end of GOTF 2026.

5.2. The qualifying round for Games of the Future 2026 must adhere to the following schedule:

- **Application campaign** for Phygital Origins and Phygital Rivals: from May 1, 2025 to July 31, 2025;
- **Phygital Origins:** from August 1, 2025 to December 15, 2025; Phygital Origins must take place and finish before the Phygital Rivals starts;
- **Phygital Rivals:** from August 1, 2025 to December 15, 2025;
- **Phygital Contenders:** the first half of 2026, with dates approved by Phygital International following the announcement by the host city;
- **GOTF:** dates are finalized by Phygital International after the GOTF 2026 schedule is approved.

5.3. Herewith, Phygital Origins and Phygital Rivals must be organized considering the following deadlines:

Tournament preparation:

- Approval of technical rules at least 60 days before the start of the tournament;
- Creation of the tournament page on WPC+ platform no later than 45 days before the start of the competition and publication of an open link on the WPC member's own resource;
- Finalize team applications and approve participants no later than 14 days before the start of the tournament;
- Drawing and approval of the tournament calendar no later than 7 days before the start of the tournament;
- Provide to WPC the social media handles of the Clubs participating in the Phygital Origins and Phygital Rivals (along with the updated social media handles of the WPC Member) no later than 7 days before the start of the tournament.

Reporting documentation:

- Upload and finalize the sports reporting documentation (protocols, tournament grids, technical video) in the WPC+ platform within 3 working days after the end of the tournament (date of the final match);
- Upload all marketing documentation and content (videos, photos, publications, coverage report, etc.) within 3 calendar days after the end of the tournament (date of the final match).



General deadlines:

- Notification of technical rules agreement and review of tournament applications – response within 3 working days, both from WPC member and WPC;
- General questions regarding the organization of tournaments - reply within 3 working days, both from WPC member and the WPC.

6. Final provisions

- 6.1. These regulations take effect upon approval by the WPC in cooperation with Phygital International.
- 6.2. In case of disputes, the official interpretation of these Provisions is performed by the competent authorities of WPC and Phygital International, respectively.
- 6.3. Amendments and additions to these Regulations are approved by the WPC in cooperation with Phygital International and take effect upon approval, unless specified otherwise by the relevant decision.

The procedure for awarding Phygital International ranking points

1. The Clubs' performance in the tournaments of the Phygital International Ecosystem

The Clubs' performance in the tournaments of the Phygital International Ecosystem is determined by aggregating the points earned according to Tables 1 and 2.

1.1. Club Event Scores

Nº	Per event	Phygital Origins, points	Phygital Rivals, points	Phygital Contenders, points	GOTF, points
1.	At least one club's social media platform with at least 20K followers.	5			
2.	At least one player with at least 10K followers on a single social media platform.	5			
3.	At least one club's social media with at least 30K followers.		5		
4.	At least one player with at least 15K followers on a single social media platform.		5		
5.	At least one club's social media with at least 70K followers.			5	
6.	At least one player with at least 35K followers on a single social media platform.			5	
7.	At least one club's social media with at least 100K followers.				5
8.	At least one player with at least 50K followers on a single social media platform.				5
9.	For each player in class P (see table 6)	3	3	3	3
10.	For each player in class P+ (see table 6)	6	6	6	6

Table 1

1.2. Tournament Event Scores

Nº	Per event	Phygital Origins, points	Phygital Rivals, points	Phygital Contenders, points	GOTF, points
1.	Winning a match in regulation time	2	4	6	8
2.	Winning a match in a penalty shootout/free throws (if allowed by the rules of the phygital sports discipline)	1.5	3	4.5	6
3.	Losing a match in a penalty shootout/free throws (if allowed by the rules of the phygital sports discipline)	0.5	1	1.5	2
4.	The Club advanced to the next round of the tournament (no points are awarded for participating in the 3rd place match)	2	4	6	8
5.	Winning the tournament	5	10	15	25

Table 2

2. Tournament quality rating

2.1. Tournament level Points

Nº	Per event	Phyigital Origins	Phyigital Rivals
		Points	Points
1.	Number of disciplines in which tournaments were held with the participation of more than 80 teams*	5	
2.	Number of disciplines in which tournaments were held with the participation of more than 120 teams*	10	
3.	At least one placement of an open athlete registration link on a third party resource (local print media, web resources, etc.)**	10	10
4.	Number of disciplines for which tournaments were held in accordance with the WPC Rulebook approved technical rules template	5	5
5.	Number of disciplines for which tournaments were held in accordance with the WPC Rulebook approved key requirements	5	5
6.	Number of disciplines, where referees licensed by relevant national federations were employed. If no federation exists, work experience at national tournaments must be verified		5
7.	Number of disciplines with a prize pool of at least \$2,500 and its distribution among all participants		5

Table 3

- 1) For an action marked *, concerning the number of participants in the Phyigital Origins, is not summed with the previous event; only 1 of the 2 should be selected.
- 2) For an action marked ** a score is given once - either for posting an open link to Phyigital Origins tournaments, or for posting an open link to Phyigital Rivals tournaments (in case Phyigital Origins was not held).

2.2. Marketing and PR points

Nº	Per event	Phygital Origins	Phygital Rivals
		Points	Points
1.	Number of Phygital Origins tournaments that adhered to WPC branding requirements	1	
2.	Number of Phygital Origins, where minimum 5 photos capturing each competition day were posted on WPC member's social media accounts on at least 3 social media platforms with GOTF official accounts tagged	1	
3.	Number of tournaments with live broadcast of the final match, with commentators during game as well as pack-shot (static caption) in between parts of the match. A recording of the broadcast must also be available publicly online	5	5
4.	Number of tournaments with live broadcasting of <u>all matches</u> of all stages with broadcast computer graphics, commentators and analytics studios. A recording of the broadcast must also be available publicly online	10	10
5.	A highlight video (1-3 minutes) that demonstrates WPC member's seasonal activities, created in accordance with WPC branding requirements, and shared on WPC members social channels on at least 3 social media platforms, with GOTF account tagged***	3	6
6.	Number of Phygital Rivals adhered to WPC branding requirements		5
7.	Number of Phygital Rivals where minimum 15 photos capturing each competition day were posted on WPC member's social media accounts on at least 3 social media platforms, with GOTF official account tagged		5

8.	Number of Phygital Rivals where highlight video (1–3 minutes) of each competition day was posted on WPC member's social media accounts in line with WPC branding requirements, with GOTF account tagged		10
9.	Number of Phygital Rivals where a social media video post about the WPC member's tournament has gained at least 1000 views and the official GOTF account was tagged		5
10.	Number of tournaments where a media coverage report with at least 5 publications was submitted to WPC Press team maximum 72 hours after the tournament ends		5

Table 4

1) For an action marked *** a score is given maximum once for Phygital Origins part of the season and once for Phygital Rivals part of the season.

3. Classification of phygital athletes

For computing the Phygital International Club ranking, the Classification of phygital athletes from Table 5 is used.

Nº	Sport class of a phygital athlete	Short title	Sport class allocation
1.	Beginner	B	To all participants of the Phygital Origins
2.	Amateur	A	To all participants of the Phygital Rivals
3.	Semi-professional	S	All participants in Phygital Contenders
4.	Professional	P	To all GOTF participants
5.	Professional +	P+	To all celebrity participants (winners of the World Championships, major international competitions, continental tournaments, esports tournaments at Tier-1 level and participants of specialized global tournaments, continental contests; recognized figures in the sports, etc.). This status is exclusively assigned by the decision of the CMP WPC on its own discretion

Table 5

4. Phygital sports disciplines

Phygital sports disciplines included in the ranking calculation:

- Phygital Football;
- Phygital Basketball;
- Phygital Shooter;
- Phygital Dancing.

Formats of Phygital Origins and Phygital Rivals for WPC members

1. The format of the Phygital Origins

1.1. Phygital Origins can be held in the following formats:

- Single elimination is a system where a participant is eliminated from the tournament after the first loss. It ensures the winner is identified in the minimum number of rounds and contributes to intense competition in the tournament.
- Round Robin is a group stage system where each tournament participant competes against every other participant during the round.
- GSL format without a decisive 5 matches is a group stage system where each club plays at least two games. In this format, only 4 clubs can participate in a group. In this system, clubs are paired in a group, and the winning club in the first match advances to the top bracket, while the losing club goes to the bottom.

1.2. The format of each Phygital Origins can include either a Single Elimination format, or a combination of 2 formats - Round Robin and Single Elimination, or GSL and Single Elimination.

1.3. The format of each Phygital Origins must necessarily include the single elimination format, starting from the 1/4 finals, in accordance with Table 1 of Appendix 2.

1.4. In accordance with Table 1 of Appendix 1, at Phygital Origins, the accrual of ranking points for the Clubs begins only from the 1/4 finals.

1.5. Notes for Phygital Origins and Phygital Rivals:

- Phygital Origins and Phygital Rivals must be conducted in accordance with the Rules of Phygital Sports and Technical Rules.
- For GSL format tournaments:
 - no more than 2 technical defeats are allowed for 8-team tournaments;
 - no more than 4 technical defeats are allowed for 16-team tournaments;
 - no more than 8 technical defeats are allowed for 32-team tournaments.
- For Round Robin tournaments:
 - no more than 3 technical defeats are allowed for 8-team tournaments;
 - no more than 6 technical defeats are allowed for 16-team tournaments.

Single Elimination format, starting from the 1/4 finals

Quarter-final				Semi-final				3-rd place				Final			
	1	Result	Penalty												
-	Team 1	0	0												
-	Team 2	0	0		5	Result	Penalty								
				-	Winner 1	0	0								
	2	Result	Penalty	-	Winner 2	0	0								
-	Team 3	0	0												
-	Team 4	0	0						7	Result	Penalty		8	Penalty	Result
								-	Loser5	0	0	-	Winner 5	0	0
	3	Result	Penalty					-	Loser6	0	0	-	Winner 6	0	0
-	Team 5	0	0												
-	Team 6	0	0		6	Result	Penalty								
				-	Winner 3	0	0								
	4	Result	Penalty	-	Winner 4	0	0								
-	Team 7	0	0												
-	Team 8	0	0												

Table 1

2. The format of the Phygital Rivals

2.1. The “GSL without a 5th Match” format of Phygital Rivals for 8 Clubs (for Phygital Football, Phygital Basketball and Phygital Dancing)

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

Table 2

2.2. The Round Robin format of Phygital Rivals for 8 Clubs (for Phygital Shooter)

		Group stage*					Play-off		
		Round 1	Round 2	Round 3		Semifinals	3rd place	Final	
		1	5	9					
A	Team 1	Team 1	Team 1	Team 3					
	Team 2	Team 4	Team 2	Team 1	13	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			15	16	
		3	7	11			Loser 13	Winner 13	
		Team 5	Team 5	Team 7			Loser 14	Winner 14	
B	Team 5	Team 8	Team 6	Team 5					
	Team 6	4	8	12	14	1st place B			
	Team 7	Team 6	Team 8	Team 6		2nd place A			
	Team 8	Team 7	Team 7	Team 8					

Table 3



2.3. The “GSL without a 5th Match” format of Phygital Rivals for 16 Clubs (for Phygital Football, Phygital Basketball and Phygital Dancing)

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															
	-	Team 3	0	0	-	Loser 1	0	0															
Group B	-	3	Score	Pen	-	12	Score	Pen	-	17	Score	Pen	-	21	Score	Pen							
	-	Team 5	0	0	-	Winner 3	0	0	-	Winner 9	0	0	-	Winner 15	0	0							
	-	Team 6	0	0	-	Winner 4	0	0	-	Winner 10	0	0	-	Winner 16	0	0	-	25	Score	Pen			
	-	Team 7	0	0	-	Loser 3	0	0	-	Winner 11	0	0	-	Winner 17	0	0	-	Winner 21	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 12	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			
	-	Team 11	0	0	-	Loser 5	0	0	-	Winner 14	0	0	-	Winner 12	0	0	-	Loser 25	0	0			
Group D	-	7	Score	Pen	-	16	Score	Pen	-	20	Score	Pen	-	24	Score	Pen	-	Loser 26	0	0			
	-	Team 13	0	0	-	Winner 7	0	0	-	Winner 15	0	0	-	Winner 20	0	0	-	Winner 26	0	0			
	-	Team 14	0	0	-	Winner 8	0	0	-	Winner 16	0	0	-	Winner 18	0	0	-	Winner 27	0	0			
	-	Team 15	0	0	-	Loser 7	0	0	-	Winner 17	0	0	-	Winner 22	0	0	-	Winner 28	0	0			

Table 4

2.4. The Round Robin format of Phygital Rivals for 16 Clubs (for Phygital Shooter)

		Group stage*			Play-off				
		Round 1	Round 2	Round 3	Quarter-final	Semi-final	3rd place	Final	
A	Team 1	1 Team 1	9 Team 1	17 Team 3	25 1st place A 2nd place B				
	Team 2	Team 4	Team 2	Team 1					
	Team 3	2 Team 2	10 Team 4	18 Team 2					
	Team 4	Team 3	Team 3	Team 4					
B	Team 5	3 Team 5	11 Team 5	19 Team 7	26 1st place B 2nd place A	29 Winner 25 Winner 27			
	Team 6	Team 8	Team 6	Team 5					
	Team 7	4 Team 6	12 Team 8	20 Team 6					
	Team 8	Team 7	Team 7	Team 8					
C	Team 9	5 Team 9	13 Team 9	21 Team 11	27 1st place C 2nd place D	30 Winner 26 Winner 28			
	Team 10	Team 12	Team 10	Team 9					
	Team 11	6 Team 10	14 Team 12	22 Team 10					
	Team 12	Team 11	Team 11	Team 12					
D	Team 13	7 Team 13	15 Team 13	23 Team 15	28 1st place D 2nd place C				
	Team 14	Team 16	Team 14	Team 13					
	Team 15	8 Team 14	16 Team 16	24 Team 14					
	Team 16	Team 15	Team 15	Team 16					
							15 Loser 29 Loser 30	16 Winner 29 Winner 30	

Table 5



2.5. The “GSL without a 5th Match” format of Phygital Rivals for 32 Clubs (for Phygital Football, Phygital Basketball and Phygital Dancing)

		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								
	-	Team 21	0	0	-	Winner 11	0	0	-	Loser 32	0	0	-	Winner 29	0	0								
	-	Team 22	0	0	-	Winner 12	0	0	-	Winner 23	0	0	-	Winner 39	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																

Table 6

List of participants in GOTF and Phygital Contenders

1. List of Phygital Contenders participants

- 1.1. The list of participants in Phygital Contenders is compiled based on the Tournament ranking of all WPC members. If there are more than 26 participants, Clubs ranked below 27th place will not participate in Phygital Contenders, or an additional tournament will be held at the discretion of PI.
- 1.2. If there are fewer than 26 participants in the Tournament ranking of all WPC members, PI may choose to reduce the number of participants in Phygital Contenders, or PI reserves the right to invite third-party clubs to participate in this tournament.

List of Phygital Contenders participants

Nº	Participant
1	3rd place in the Tournament rankings among all WPC members
2	4th place in the Tournament rankings among all WPC members
3	5th place in the Tournament rankings among all WPC members
4	6th place in the Tournament rankings among all WPC members
5	7th place in the Tournament rankings among all WPC members
6	8th place in the Tournament rankings among all WPC members
7	9th place in the Tournament rankings among all WPC members
8	10th place in the Tournament rankings among all WPC members
9	11th place in the Tournament rankings among all WPC members
10	12th place in the Tournament rankings among all WPC members
11	13rd place in the Tournament rankings among all WPC members
12	14th place in the Tournament rankings among all WPC members

Nº	Participant
13	15th place in the Tournament rankings among all WPC members
14	16th place in the Tournament rankings among all WPC members
15	17th place in the Tournament rankings among all WPC members
16	18th place in the Tournament rankings among all WPC members
17	19th place in the Tournament rankings among all WPC members
18	20th place in the Tournament rankings among all WPC members
19	21st place in the Tournament rankings among all WPC members
20	22nd place in the Tournament rankings among all WPC members
21	23rd place in the Tournament rankings among all WPC members
22	24th place in the Tournament rankings among all WPC members
23	25rd place in the Tournament rankings among all WPC members
24	26th place in the Tournament rankings among all WPC members

Table 1

2. List of GOTF participants

2.1. The following Clubs are eligible to participate in GOTF:

- Host City clubs that meet PI requirements;
- Clubs eligible to participate based on the results of Phygital Rivals;
- Clubs eligible to participate based on the results of Phygital Contenders.
- Clubs that have received direct invitations from PI.

2.2. Clubs from clause 2.1. that did not participate in Phygital Contenders receive an additional 100 Club ranking points.

The List of GOTF participants

Nº	Participant
1.	Host City Club
2.	Host City Club
3.	1st place in the Tournament rankings among all WPC members
4.	2nd place in the Tournament rankings among all WPC members
5.	1st place of Phygital Contenders
6.	2nd place of Phygital Contenders
7.	3rd place of Phygital Contenders
8.	4th place of Phygital Contenders
9.	The best Club according to Phygital Contenders ranking*
10.	2nd Best Club by Phygital Contenders ranking*
11.	Invite PI
12.	Invite PI
13.	Invite PI
14.	Invite PI
15.	Invite PI
16.	Invite PI
*- If the highest-rated Clubs are those that took 1st to 4th places in Phygital Contenders, then the next highest-rated Clubs will be taken into account.	

Table 2