


A tall, vertical trophy with a flag on top, set against a dark blue background. The trophy is made of a light-colored material, possibly wood or metal, and has a flag attached to the top. The background is a solid dark blue color.

REGULATIONS

on the ranking system in Phygital Sports



APPROVED BY
the WPC Board of director's
_____ 2024

AGREED BY
_____ of the Phygital International
_____ 2024

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 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 ranking of WPC members.

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

The PI Ecosystem includes the Pi Club Ranking and the PI Tournament Ecosystem.

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.

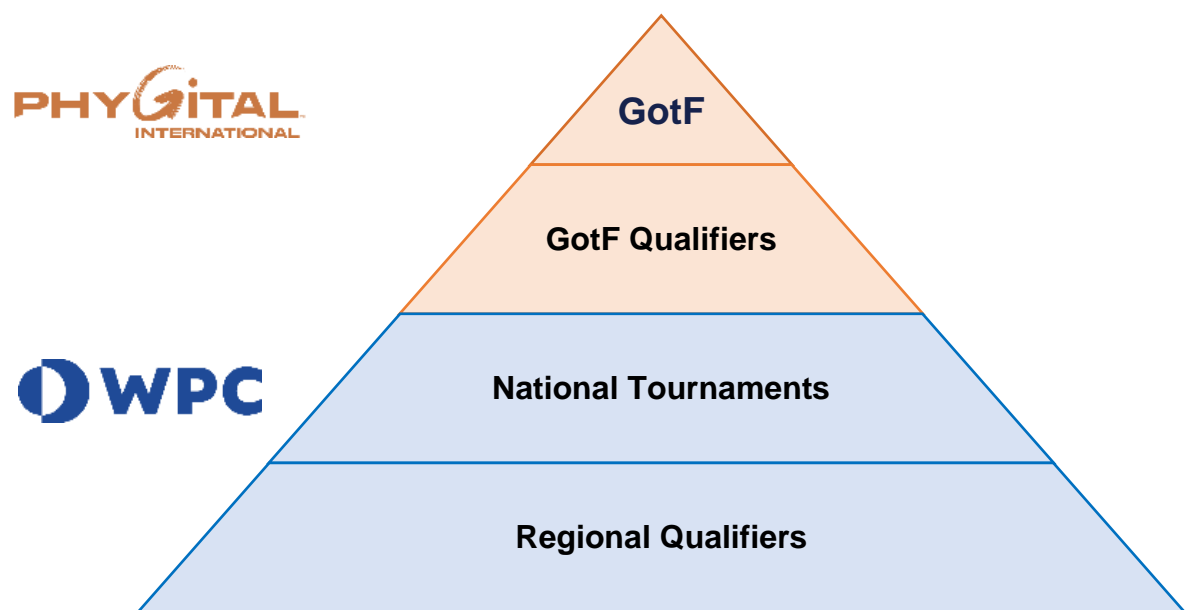
1. General information about the phygital sports ranking system

1.1. **The Phygital International Club Ranking** is a ranking system for Clubs in the Phygital International Tournament Ecosystem in order to determine participants in the Games of the Future in 2025 (hereinafter referred to as GotF, Games of the Future).

The term “Club” is used within the meaning set out in the WPC regulatory documents. For the purposes of these Regulations, the term “Club” shall also mean the term “Team” within the meaning of the WPC regulatory documents.

All Clubs that have participated in Phygital International Ecosystem tournaments are included in the ranking.

1.2. **The Phygital International Tournament Ecosystem** is a tournament system managed by the World Phygital Community and Phygital International, and comprised of 4 levels:



Regional Qualifiers are a series of tournaments of the first level of the PI 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.

National Tournaments are a tournament of the second level of the PI 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.

GotF Qualifiers (Games of the Future Qualifiers) are the third level of the PI 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.

GotF (Games of the Future 2025) are the fourth level of the PI 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 Regional Qualifiers and National Tournaments are calculated by WPC members independently using templates created by Phygital International and validated by the WPC.

GotF and GotF Qualifiers Club rankings are calculated by Phygital International.

The rankings of the WPC members are calculated by the WPC.

Ranking of the WPC members is a ranking system for WPC members, calculated in accordance with these Regulations and forming part of the Club ranking.

- 1.3. **The rankings are updated** twice in one full cycle. The first update is based on the results of all national tournaments, while the second update is based on the results of GotF.

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 WPC member ranking and the class of phygital athletes the club enrolls.

**The club ranking is calculated using the formula:
 $CR=(ResRQ+ResNT+ResMT+ResGotF)*MR/100$**

CR means Club Ranking.

ResRQ means the Club's performance in regional Qualifiers.

ResNQ means the Club's performance in national Qualifiers.

ResMT means the Club's performance in GotF Qualifiers.

ResGotF means the Club's performance in GotF.

MR means WPC member ranking (if the Club has no WPC members, then MR=100).

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

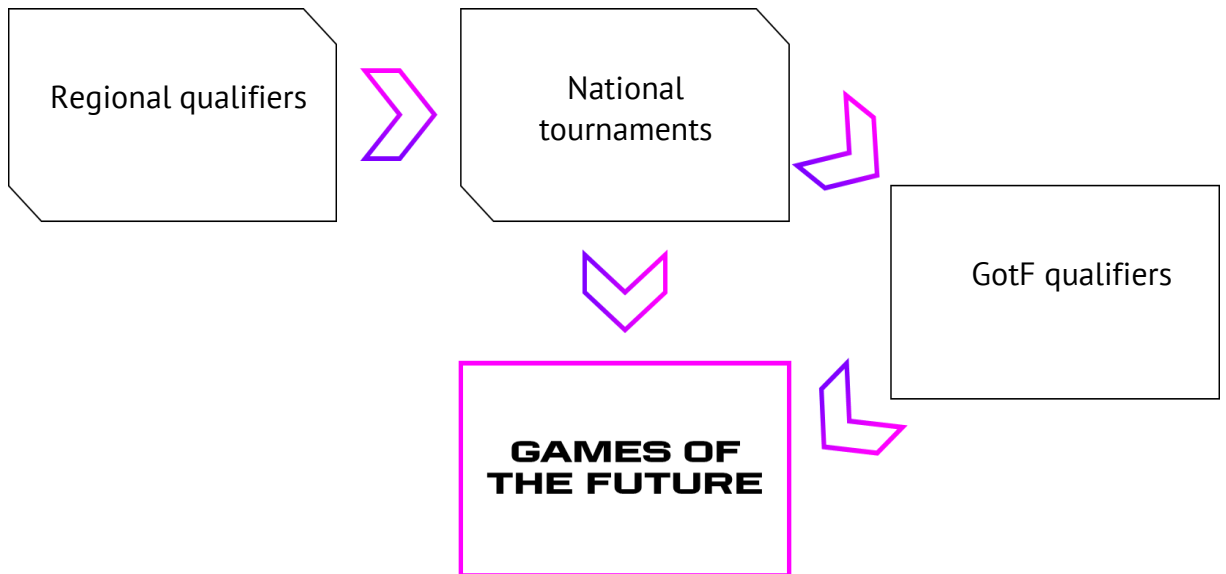
2.3. The club ranking is calculated individually for each discipline of phygital sports. The club ranking is determined based on the disciplines of phygital sports outlined in paragraph 4 of Appendix 1 of these Regulations. The Phygital International management has the authority to modify the list of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

2.4. The WPC member ranking is calculated only for members who have participated in a Regional Qualifiers and/or a National Tournament. If a WPC member has not participated in any ranking tournaments, their WPC member ranking is "0".

2.5. If a WPC member conducts regional qualifications and national tournaments outside the dates specified in clause 5 of these Regulations, their WPC member ranking is "80".

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 National Tournaments of WPC members by February 10, 2025 on the official gofuture.games website publishes ranking information in the following order:

- Ranking of WPC members;
- The club ranking of each WPC member in each phygital sports discipline (the final position of all Clubs based on the results of regional Qualifiers and national tournaments);
- Summary ranking of Clubs of all WPC members in each phygital sports discipline (summary ranking of all Clubs that participated in regional Qualifiers and national tournaments);
- The tournament ranking of all WPC members in each phygital sports discipline

Tournament ranking is that summary ranking, which includes 1 (one) top Club from each WPC member, namely, either the winner of the National tournament, 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 National Tournament (an additional match within the National Tournament between the winner of the National Tournament and the leader of the ranking of the WPC member). If the winner of the national tournament is the top-ranked Club, then only they have the right to enter the Tournament ranking.

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 GotF Qualifiers, as long as there are no more than 24 such clubs. If there are over 24 Clubs, the right to participate in GotF Qualifiers goes to Clubs ranked 3rd to 26th in the Tournament.

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 national tournament.

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

3.3. The lists of participants for GotF and GotF Qualifiers are governed by Appendix 3 to these Regulations.

3.4. The ranking information, reflecting the outcomes of GotF, will be published on the official gofuture.games 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 regional Qualifiers and National tournaments

4.1. The procedure for conducting regional Qualifiers of WPC members in each of the disciplines is governed by the following rules:

4.1.1. The number of mandatory tournaments for regional Qualifiers in each phygital sports discipline is determined based on the country's population:

- Countries with populations up to 10 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 10 million* must organize and hold at least 6 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 regional Qualifiers tournaments for each phygital sports discipline.

4.1.3. Each Club is limited to participating in only one tournament of the regional Qualifiers by one cycle.

4.1.4. During a single cycle, each WPC member is granted the right to organize only one regional Qualifiers event in each phygital sports discipline. The ranking does not consider other tournaments, such as regional Qualifiers, interregional tournaments, and additional events.

4.1.5. A regional Qualifiers is not required for a WPC member to host a national tournament.

4.1.6. If a WPC member fails to meet the above-mentioned criteria, their regional Qualifiers will not be rated, and consequently, the results will not be factored into the Club Ranking or the ranking of WPC members.

4.2. The procedure for conducting National tournaments of WPC members in each phygital sports discipline is governed by the following rules:

4.2.1. The number of Clubs participating in the National tournament for each phygital sports discipline is determined according to the country's population:

- For countries with a population of up to 10 million people* the national tournament 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 10 million people* the national tournament is held with the participation of either 16 or 32 Clubs. The tournament must be held in accordance with the format specified in Appendix 2.
- 4.2.2. During a single cycle, each WPC member is granted the right to hold only one National Tournament and one Grand Final (if necessary) for phygital sports discipline.
 - 4.2.3. Each Club is limited to participating in only one National Tournament by one cycle.
 - 4.2.4. The right to participate in a National Tournament must be determined by the sports results, specifically the performance displayed by the Club in regional Qualifiers.

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

- 4.2.5. A WPC member can host a National Tournament without regional Qualifiers.
- 4.2.5. If a WPC member fails to meet the above-mentioned criteria, the National Tournament will not be rated, and consequently, the results will not be factored into the Club Ranking or the ranking of WPC members.

** - 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 2025.
- 5.2. The qualifying round for Games of the Future 2025 must adhere to the following schedule:
 - Regional Qualifiers:** from October 1, 2024 to November 30, 2024;
 - National tournaments:** from December 1, 2024 to January 30, 2025;
 - GotF Qualifiers:** the first half of 2025, with dates approved by Phygital International following the announcement of the host city;
 - GotF:** dates are finalized by Phygital International after the host city announcement.
- 5.3. To organize and hold Regional Qualifiers, WPC members must inform WPC of their scheduled tournaments by September 1, 2024. Tournament information is presented in a format approved by the WPC. To organize and hold National Tournaments, WPC members must inform WPC of their scheduled tournaments by November 1, 2024. Tournament information is presented in a format approved by the WPC.
- 5.4. For Club Ranking accounting, a WPC member must submit the ranking calculation using the template by Phygital International within 3 days after the Regional Qualifiers and/or National Tournament concludes. If the data is not submitted within the specified period, WPC and Phygital International reserve the right not to acknowledge this tournament as a rated one.
- 5.5. A WPC member organizing Regional Qualifying and National Tournaments outside the dates specified in clause 5.2 will be assessed in accordance with clause 2.5 of these Regulations.

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.

Club Event Scores

#	Per event	Regional Qualifiers, points	National tournament, points	GotF Qualifiers, points	GotF, points
1	At least one club's social media platform with at least 20K followers.	10			
2	At least one player with at least 10K followers on a single social media platform.	10			
3	At least one club's social media with at least 30K followers.		10		
4	At least one player with at least 15K followers on a single social media platform.		10		
5	At least one club's social media with at least 70K followers.			10	
6	At least one player with at least 35K followers on a single social media platform.			10	
7	At least one club's social media with at least 100K followers.				10
8	At least one player with at least 50K followers on a single social media platform.				10
9	For each player in class P (see table 6)	5	5	5	5
10	For each player in class P+ (see table 6)	10	10	10	10

Table 1

Tournament Event Scores

#	Per event	Regional Qualifiers, points	National tournament, points	GotF Qualifiers, 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. WPC member ranking

Each registered WPC member starts with 100 points. For every finished event as per Tables 3-5, a WPC member earns points. Whereas if events in the "General Events" category are not fulfilled, WPC members will have points deducted according to Table 3.

General events

#	Per event	Points
1	The existence of a distinct legal entity registered as the Federation of phygital sports	3
2	The existence of a WPC federation/member website with current information and an updated news feed	2
3	Maintaining a presence on at least 3 active club accounts across three distinct social media platforms (with a minimum of 3 posts per month on each account)	3
4	The secondment (flight, accommodation, meals) for at least one of the WPC delegates has been arranged. These points are earned only when a WPC member is willing to delegate; if the delegate declines, points are still allocated to the WPC member	2

Table 3

Tournament Event Scores

#	Per event	Regional Qualifier, points	National Tournament, points
1	Number of core discipline, with over 80 clubs participating in competitions*	5	
2	Number of core discipline, with over 120 clubs participating in competitions*	10	
3	Number of core discipline of phygital sports, in which competitions were held	10	5
4	Number of optional discipline of phygital sports, in which competitions were held	3	1
5	Number of core disciplines meeting the technical rules of PI tournaments	5	5
6	Number of core disciplines meeting the key requirements of PI tournaments		5
7	Number of core disciplines, where referees licensed by relevant national federations were employed. If no federation exists, work experience at national tournaments must be verified		5
8	Number of core disciplines with a prize pool of at least \$2,500 and its distribution among all participants		5

Event co * pertaining to the number of regional Qualifiers participants is not linked with the previous event, only one of the two is chosen.

Table 4

Rankings for Marketing and PR

#	Per event (only for core disciplines)	Regional Qualifier, points	National Tournament, points
1	Number of tournaments of Regional Qualifiers, where the tournament adhered to WPC branding requirements (only the disciplines of phygital sports conducted by members of the WPC will be evaluated)	1	
2	Number of tournaments of Regional Qualifiers, where the tournament provided at least 100 spectator seats	1	
3	Number of tournaments of Regional Qualifier broadcasted on the platforms of a WPC member (using at least 1 camera)	3	
4	Number of tournaments of Regional Qualifiers, where photo reports were submitted in line with PI requirements (posting at least 5 photos on club social media accounts and tagging the official GotF account on the competition day)	1	
5	Number of National Tournaments, where the tournament adhered to WPC branding requirements (only the disciplines of phygital sports conducted by members of the WPC will be evaluated)		5
6	Number of National Tournaments, where the tournament provided at least 300 spectator seats		5
7	Number of National Tournaments broadcasted on the platforms of a WPC member (using 3 or more cameras)		8
8	Number of National Tournaments, where photo reports were submitted in line with PI requirements (posting at least 15 photos on club social media accounts and tagging the official GotF account on the competition day)		5
9	Number of National Tournaments, where highlights were shared in line with PI requirements (posting 1-3 minute highlight videos of the competition day on club's YouTube channel and social media accounts with the official GotF account tagged)		5

Table 5

3. Classification of phygital athletes

For computing the Phygital International Club ranking, the Classification of phygital athletes from Table 6 is used.

#	Sport class of a phygital athlete	Short title	Sport class allocation
1	Beginner	B	To all participants of the Regional Qualifiers
2	Amateur	A	To all participants of the National Tournaments
3	Semi-professional	S	All participants in GotF Qualifiers
4	Professional	P	To all GotF participants
5	Professional +	P+	To all celebrity participants (participants in specialized global tournaments, continental contests, recognized figures in the phygital sports disciplines, etc.). This status is exclusively assigned by the decision of the CMP PI.

Table 6

4. Classification of phygital sports disciplines

To calculate the Phygital International Club ranking and the WPC Member ranking, the following Classification of the disciplines of phygital sports is used:

4.1. Core phygital sports disciplines included in the ranking calculation for Club rankings:

- Phygital football;
- Phygital basketball;
- Phygital shooter;
- Phygital dancing.

4.2. Optional phygital sports disciplines included in the ranking calculation only for WPC Members rankings:

- Phygital racing
- Phygital hockey;
- Phygital BMX;
- Phygital skateboarding;
- Phygital fighting;
- Indoor cycling.

Formats of regional Qualifiers and national tournaments for WPC members

1. Format of regional Qualifiers

1.1. Regional Qualifiers 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 regional Qualifiers tournament 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 regional Qualifiers tournament 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 regional Qualifiers, the accrual of ranking points for the Clubs begins only from the 1/4 finals.

1.5. Regional Qualifiers and National Tournaments must be conducted in accordance with the Rules of Phygital Sports and Technical Rules.

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								
				-	Winner 2	0	0								
	2	Result	Penalty												
-	Team 3	0	0												
-	Team 4	0	0												
									7	Result	Penalty				
								-	Loser5	0	0	-	8	Penalty	Result
								-	Loser6	0	0	-	Winner 5	0	0
												-	Winner 6	0	0
	3	Result	Penalty												
-	Team 5	0	0												
-	Team 6	0	0												
					6	Result	Penalty								
				-	Winner 3	0	0								
				-	Winner 4	0	0								
	4	Result	Penalty												
-	Team 7	0	0												
-	Team 8	0	0												

Table 1

2. The format of the National Tournaments

2.1. The format of National tournaments 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										
Group A		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			
Group B		3	Score	Pen		8	Score	Pen	10	Score	Pen	12	Score	Pen				
	-	Team 5	0	0	-	Winner 3	0	0	-	Loser 7	0	0	-	Winner 8	0	0		
	-	Team 6	0	0	-	Winner 4	0	0	-	Winner 6	0	0	-	Winner 9	0	0		
Group B		4	Score	Pen		6	Score	Pen										
	-	Team 7	0	0	-	Loser 3	0	0										
	-	Team 8	0	0	-	Loser 4	0	0										
												13	Score	Pen				
												Loser 11	0	0	-	Winner 11	0	0
												Loser 12	0	0	-	Winner 12	0	0

Table 2

2.2. The format of National tournaments 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	13			
	Team 2	Team 4	Team 2	Team 1				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	
						Loser 13	Winner 13	
		3	7	11		Loser 14	Winner 14	
B	Team 5	Team 5	Team 5	Team 7	14			
	Team 6	Team 8	Team 6	Team 5				1st place B
	Team 7	4	8	12	2nd place A			
	Team 8	Team 6	Team 8	Team 6				
		Team 7	Team 7	Team 8				

Table 3



2.3. The format of National tournaments 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											
		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											
	-	Team 5	0	0	-	Winner 3	0	0											
	-	Team 6	0	0	-	Winner 4	0	0	-	Loser 12	0	0	-	Winner 15	0	0			
		4	Score	Pen		10	Score	Pen		17	Score	Pen		21	Score	Pen			
-	Team 7	0	0	-	Loser 3	0	0	-	Winner 9	0	0	-	Winner 17	0	0				
-	Team 8	0	0	-	Loser 4	0	0	-	Winner 10	0	0	-	Winner 18	0	0	-	Winner 21	0	0
	5	Score	Pen		15	Score	Pen		18	Score	Pen		22	Score	Pen		25	Score	Pen
-	Team 9	0	0	-	Winner 5	0	0	-	Loser 11	0	0	-	Winner 16	0	0	-	Winner 22	0	0
-	Team 10	0	0	-	Winner 6	0	0	-	Winner 13	0	0	-	Winner 19	0	0	-	Winner 23	0	0
	6	Score	Pen		13	Score	Pen		19	Score	Pen		23	Score	Pen		26	Score	Pen
-	Team 11	0	0	-	Loser 5	0	0	-	Loser 16	0	0	-	Winner 11	0	0	-	Winner 24	0	0
-	Team 12	0	0	-	Loser 6	0	0	-	Winner 14	0	0	-	Winner 20	0	0	-	Loser 25	0	0
	7	Score	Pen		16	Score	Pen		20	Score	Pen		24	Score	Pen		27	Score	Pen
-	Team 13	0	0	-	Winner 7	0	0	-	Loser 15	0	0	-	Winner 12	0	0	-	Loser 26	0	0
-	Team 14	0	0	-	Winner 8	0	0	-	Winner 14	0	0	-	Winner 20	0	0	-	Winner 26	0	0
	8	Score	Pen		14	Score	Pen		23	Score	Pen		26	Score	Pen		28	Score	Pen
-	Team 15	0	0	-	Loser 7	0	0	-	Winner 11	0	0	-	Winner 23	0	0	-	Winner 25	0	0
-	Team 16	0	0	-	Loser 8	0	0	-	Winner 13	0	0	-	Winner 19	0	0	-	Winner 26	0	0

Table 4

2.4. The format of National tournaments 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 format of National tournaments 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												
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	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
																- Loser 53	0	0
Group I	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
																- Loser 54	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						
	- 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						
Group L	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 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												

Table 6

2.6. The format of National tournaments for 32 Clubs (for Phygital shooter)

		Group stage*			Play-off									
		Round 1	Round 2	Round 3	1/8 final	Quarter-final	Semi-final	3rd place	Final					
A	Team 1 Team 2 Team 3 Team 4	1 Team 1 Team 4	17 Team 1 Team 2	33 Team 3 Team 1	49 1st place A 2nd place B									
		2 Team 2 Team 3	18 Team 4 Team 3	34 Team 2 Team 4										
		3 Team 5 Team 8	19 Team 5 Team 6	35 Team 7 Team 5	50 1st place B 2nd place A									
		4 Team 6 Team 7	20 Team 8 Team 7	36 Team 6 Team 8										
B	Team 5 Team 6 Team 7 Team 8	5 Team 9 Team 12	21 Team 9 Team 10	37 Team 11 Team 9	51 1st place C 2nd place D									
		6 Team 10 Team 11	22 Team 12 Team 11	38 Team 10 Team 12							57 Winner 49 Winner 51			
		7 Team 13 Team 16	23 Team 13 Team 14	39 Team 15 Team 13	52 1st place D 2nd place C							58 Winner 50 Winner 52	61 Winner 57 Winner 59	63 Loser 61 Loser 62
		8 Team 14 Team 15	24 Team 16 Team 15	40 Team 14 Team 16										
C	Team 9 Team 10 Team 11 Team 12	9 Team 17 Team 20	25 Team 17 Team 18	41 Team 19 Team 17	53 1st place E 2nd place F	59 Winner 53 Winner 55	62 Winner 58 Winner 60							
		10 Team 18 Team 19	26 Team 20 Team 19	42 Team 18 Team 20										
		D	Team 13 Team 14 Team 15 Team 16	11 Team 21 Team 24	27 Team 21 Team 22	43 Team 23 Team 21	54 1st place F 2nd place E	60 Winner 54 Winner 56						
				12 Team 22 Team 23	28 Team 24 Team 23	44 Team 22 Team 24								
E	Team 17 Team 18 Team 19 Team 20			13 Team 25 Team 28	29 Team 25 Team 26	45 Team 27 Team 25	55 1st place G 2nd place H							
				14 Team 26 Team 27	30 Team 28 Team 27	46 Team 26 Team 28								
		F	Team 21 Team 22 Team 23 Team 24	15 Team 29 Team 32	31 Team 29 Team 30	47 Team 31 Team 29	56 1st place H 2nd place G							
				16 Team 30 Team 31	32 Team 32 Team 31	48 Team 30 Team 32								

Table 7

List of participants in GotF and GotF Qualifiers

1. List of GotF Qualifiers participants

- 1.1. The list of participants in GotF Qualifiers 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 GotF Qualifiers, 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 GotF Qualifiers, or PI reserves the right to invite third-party clubs to participate in this tournament.

List of GotF Qualifiers participants

#	Participant	#	Participant
1	3rd place in the Tournament rankings among all WPC members	13	15th place in the Tournament rankings among all WPC members
2	4th place in the Tournament rankings among all WPC members	14	16th place in the Tournament rankings among all WPC members
3	5th place in the Tournament rankings among all WPC members	15	17th place in the Tournament rankings among all WPC members
4	6th place in the Tournament rankings among all WPC members	16	18th place in the Tournament rankings among all WPC members
5	7th place in the Tournament rankings among all WPC members	17	19th place in the Tournament rankings among all WPC members
6	8th place in the Tournament rankings among all WPC members	18	20th place in the Tournament rankings among all WPC members
7	9th place in the Tournament rankings among all WPC members	19	21st place in the Tournament rankings among all WPC members
8	10th place in the Tournament rankings among all WPC members	20	22nd place in the Tournament rankings among all WPC members
9	11th place in the Tournament rankings among all WPC members	21	23rd place in the Tournament rankings among all WPC members
10	12th place in the Tournament rankings among all WPC members	22	24th place in the Tournament rankings among all WPC members
11	13rd place in the Tournament rankings among all WPC members	23	25rd place in the Tournament rankings among all WPC members
12	14th place in the Tournament rankings among all WPC members	24	26th place in the Tournament rankings among all WPC members/Winner of the additional GotF 24 tournament*

* - Applies only to phygital football and phygital basketball

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 national tournaments for WPC members;
- Clubs eligible to participate based on the results of GotF Qualifiers;
- Clubs that have received direct invitations from PI.

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

The List of GotF participants

#	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 GotF Qualifiers
6	2nd place of GotF Qualifiers
7	3rd place of GotF Qualifiers
8	4th place of GotF Qualifiers
9	The best Club according to GotF Qualifiers ranking*
10	2nd Best Club by GotF Qualifiers 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 GotF Qualifiers, then the next highest-rated Clubs will be taken into account.	

Table 2