

# Organizing Phygital Basketball Rivals Season 2025/26

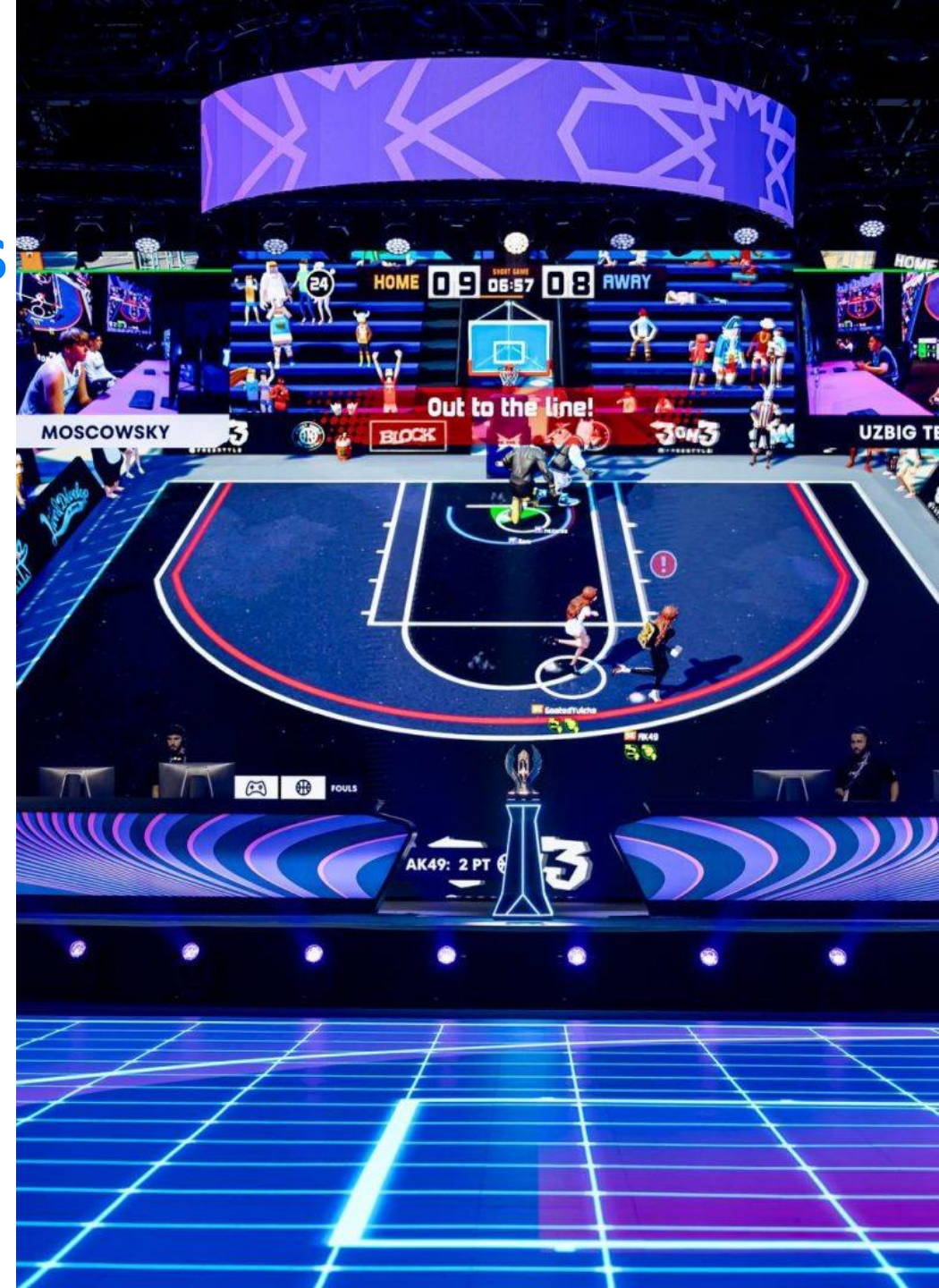
## Requirements, Best Practices & Q&A

**Presenter:**

**Aleksandar Isajlović**

**SERBIAN PHYGITAL FEDERATION**

**14.01.2026**





# CONTENT

## REQUIREMENTS

TOURNAMENTS STRUCTURE

ORGANIZATIONAL ROLES

TECHNICAL & VENUE REQUIREMENTS

PLATFORM AND REPORTING (WPC+)

BRANDING & MEDIA REQUIREMENTS

## BEST PRACTICES

PROVEN ORGANIZER WORKFLOWS

COMMON ISSUES & SOLUTIONS

TIMELINE CHECKLIST

## Q&A

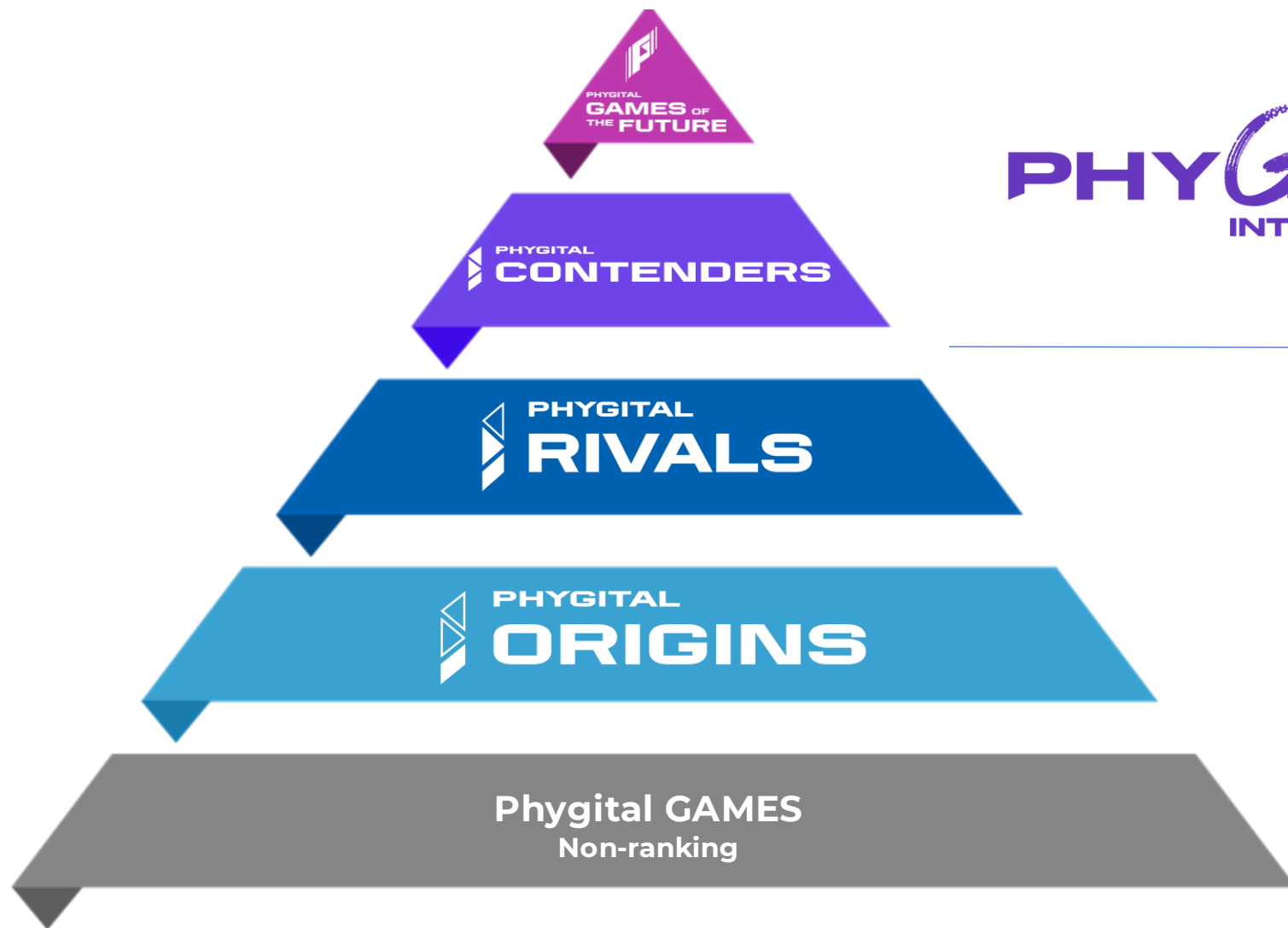
OPEN DISCUSSION & CLARIFICATIONS



**GOTF 2026  
Astana**



# WPC TOURNAMENTS ECOSYSTEM



PHYGITAL<sup>™</sup>  
INTERNATIONAL

 **WPC** World  
Phygital  
Community



# STEPS TO APPROVE RANKING TOURNAMENTS

1	Apply for Ranking	<ul style="list-style-type: none"><li>• <b>Submit your tournament application</b> between <b>May 1– September 15, 2025</b> through the “WPC+” platform</li><li>• Include key details like dates, location, discipline, and format</li></ul>
2	Approve Technical Rules	<ul style="list-style-type: none"><li>• <b>Send technical rules</b> to WPC for review and approval</li><li>• Approved at least 60 days before tournament start (the deadline is advisory)</li></ul>
3	Create Tournament Page	<ul style="list-style-type: none"><li>• <b>Create your tournament page</b> on “WPC+” platform</li><li>• <b>Publish the registration link</b> on your website and social media</li><li>• At least 45 days before the tournament (the deadline is advisory)</li></ul>
4	Finalize Team Registration	<ul style="list-style-type: none"><li>• <b>Close team applications</b>, approve team lists, and draw the tournament calendar</li><li>• Complete this no later than 7 days before the tournament (the deadline is advisory)</li></ul>
5	Conduct and Promote	<ul style="list-style-type: none"><li>• <b>Hold the tournament</b> according to approved technical rules</li><li>• <b>Stream or record</b> all matches</li><li>• <b>Promote content</b> and tag the official GOTF account</li></ul>
6	Upload Reports	<ul style="list-style-type: none"><li>• <b>Upload results</b> to the “WPC+” platform within 3 working days (the deadline is advisory) (grids, videos, photos and media)</li></ul>

Once verified, your tournament will receive the official ranking

# PHYGITAL RIVALS

## KEY TOURNAMENTS REQUIREMENTS



### Qualification pathway

- Obligatory to qualify for Phygitual Contenders and GOTF



### Disciplines

- Only ranking disciplines are allowed



### Athlete and Club Rules

- Athletes must be 16+ years old
- An athlete can play for only one Club and only one discipline per season
- Small Countries (<50M): 8 teams min
- Big Countries (50M+): 16 teams min
- Phygitual Shooter: 8 or 16 teams for all



### Venue Requirements

- Must be a safe and sport-specific facility
- Tournament must be held in the WPC Member's registered country



### Application and Timing

- Tournament must be created and managed in “WPC+” platform
- Open registration link must be published on official resources
- Teams from any country may participate
- **Application period:** May 1 – September 15, 2025
- **Tournament dates:** August 1 – March 15, 2026



### Post-Tournament Reporting

- Upload tournament documents, match grids, photos and videos to “WPC+” within 3 working days



### Tournament Setup

- One tournament per discipline per country per season
- Start with GSL Format (Round Robin for Phygitual Shooter), then Single Elimination from play-offs



### Branding and Media Requirements

- Full match recording or live stream is mandatory
- Tournament must follow Phygitual Rivals branding requirements



# WPC



ONLINE PLATFORM



# TORNAMENTS FORMAT / STRUCTURE

- **TECHINICAL RULES**
  - VENUE, GAME VERSION, SETTINGS, HARDWARE, COURT, PHYSICAL AND DIGITAL PART RULES AND REGULATIONS
- **FORMAT: GSL (WITHOUT 5TH MATCH)**
  - GROUP STAGE
  - PLAYOFF
  - FINALS
- **MATCH STRUCTURE**
  - DIGITAL + PHYSICAL
  - FINAL RESULTS



# TORNAMENTS FORMAT / STRUCTURE

- **SPORTING & REGULATORY ELEMENTS**
  - TEAM COMPOSITION
  - ELIGIBILITY
  - REFEREE AUTHORITY
- **SCORING & VALIDATION**
  - DIGITAL SCORE
  - PHYSICAL SCORE
  - FINAL CONFIRMATION IN WPC+
  - SIGNED PROTOCOL





# KEY ORGANIZATIONS ROLES

- TOURNAMENT ORGANIZER
- HEAD REFEREE (PHYSICAL)
- PHYSICAL REFEREE
- DIGITAL REFEREE
- TECHNICAL SUPPORT (LIVE STREAM)
- MEDIA & REPORTING RESPONSIBLE



# KEY ORGANIZATIONS ROLES



# TECHNICAL & VENUE REQUIREMENTS

## **DIGITAL PART**

- CONSOLES / PCS MEETING OFFICIAL SPECIFICATIONS
- STABLE AND RELIABLE INTERNET CONNECTION
- OFFICIAL GAME VERSION AND APPROVED SETTINGS
- CONTROLLERS WITH BACKUP UNITS AVAILABLE

## **PHYSICAL PART**

- OFFICIAL BASKETBALL COURT
- FUNCTIONAL SCOREBOARD
- CERTIFIED BASKETBALL REFEREES
- MEDICAL SUPPORT



# TECHNICAL & VENUE REQUIREMENTS EXAMPLE



# TECHNICAL & VENUE REQUIREMENTS EXAMPLE



# PLATFORM & REPORTING (WPC+)

- TOURNAMENT MUST BE CREATED IN WPC+
- CORRECT PHASE SETUP AND SCHEDULING
- MATCH PROTOCOLS GENERATED VIA PLATFORM
- PROTOCOLS MUST BE SIGNED BY:
  - HEAD REFEREE
  - MATCH SECRETARY

## UPLOAD REQUIRED MATERIALS:

- OFFICIAL MATCH REPORTS
- BRANDING AND MEDIA ASSETS



# PLATFORM & REPORTING (WPC+) EXAMPLE

Nº43SerbiaPhygital Basketball

DOCUMENTS

APPLICATION

Approved

Accepted

Technical rules

To proceed, [download the technical rules template](#), fill in the information about your tournament, and send it to [competition@worldphygital.org](mailto:competition@worldphygital.org) for approval.

GENERAL

Country \*

Season \*

Disciplines \*

Tournament Level \*

Serbia

2025/26

Phygital Basketball

Rivals

Application Deadline

September 30, 2025

TOURNAMENT

Tournament Name \*

Phygital Rivals : Serbia - Basketball

Start Date \*

End Date \*

Number of Clubs that will be participating \*

08/15/2025

08/15/2025

8

Attention!

The rating tournaments of the 2025/26 season must be held in the period from August 1, 2025, to March 15, 2026.

Person in charge of the tournament

First Name \*

Last Name \*

Phone Number \*

E-mail \*

Aleksandar

Isajlovic

+0605553753

aleksandar@phygital.

Venue

Name the city that will be hosting the tournament \*

Name of the Venue \*

Address of the Venue \*

Belgrad

Dunk Shop 3x3 Court

Bulevar Vudroa Vilsona 14, TC Galerija BW, Belgrade

TECHNICAL RULES

TR Rivals -Basketball Serbia.pdf

Updated: 08.07.25 13:48

0.90mb

Download

Completed

Phygital Basketball

2025/26

Phygital Rivals : Serbia - Basketball

15.08.2025 - 15.08.2025

Serbia, Belgrad, Bulevar Vudroa Vilsona 14, TC Galerija BW, Belgrade

INFO

TEAMS

REFEREES

SCHEDULE

DOCUMENTS

REPORTING

RANKING

SETTINGS

## ReportingAccepted

Please note:  
You have 30 days to upload the necessary documents.  
After clicking Send to Review, the section will be locked for editing.  
Please double-check everything before submitting!

Deadline: Sep 15, 2025 22:59  
Main Submission: Aug 28, 2025 17:00

Tournament Protocol\*

Match Reports\*

Tournament Grid

Teams

Referees

Venue Photo

Videolinks\*

Technical Rules

Open Links

Marketing & PR

TOURNAMENT PROTOCOL

SIGNED TOURNAMENT PROTOCOL

The Protocol has been generated. You can see it below.

Sign and scan

b8b58f7e-131a-465b-a764-44d30d0b21...

Updated: 25.08.25 15:55

1.20mb

GENERATED PROTOCOL

The Roster of the Participants

The Winner and Prize-Winners

Competition Results

Final

WPC

COMPETITION REPORT AND SCORE SHEET OF THE PHYGITAL BASKETBALL

Phygital Rivals : Serbia - Basketball

Venue: Dunk Shop 3x3 Court, Belgrad

2025-08-15



# PLATFORM & REPORTING (WPC+) EXAMPLE

**MATCH REPORT AND SCORE SHEET  
OF THE PHYGITAL BASKETBALL**

Phygital Rivals : Serbia - Basketball

Venue : Bulevar Vudroa Vilsona 14 , TC Galerija BW , Belgrade , Belgrad ,

2025-08-15

Match #14 Start Time	Competition Stage
16:30	Final

**Team 1 Entry Form**

PartizanPhygital				
Nº	Full name	Nickname	Digital stage 1 – player 1, 2 – player 2	Physical stage S – start
3	Mladen Pavlovic	Djomba		
31	Petar Panic	Pana	2	S
55	Uros Lukovic	Luki	1	S

**Team 1 Officials**

#	Full name	Position
1	Jovana Cvetkovski	

The team at the Digital stage \_\_\_\_\_

Jersey Color at the Digital stage Black

Jersey Color at the Physical stage Black

Team Representative: \_\_\_\_\_ / \_\_\_\_\_  
(signature) (printname)

**Team 1 Characters**

Player	Character
Uros Lukovic	LeBron James
Petar Panic	Kevin Durant

Team Representative: \_\_\_\_\_ / \_\_\_\_\_      Team Representative: \_\_\_\_\_ / \_\_\_\_\_  
(signature) (printname) (signature) (printname)



# PLATFORM & REPORTING (WPC+) EXAMPLE

## Team 2 Entry Form

Vozdovac				
Nº	Full name	Nickname	Digital stage 1 – player 1, 2 – player 2	Physical stage S – start
1	Uros Ilic	Suki	2	S
93	Dusan Hukic	Huka	1	S

## Team 2 Officials

#	Full name	Position
1	Srdjan Antic	

The team at the Digital stage \_\_\_\_\_

Jersey Color at the Digital stage White

Jersey Color at the Physical stage Yellow

Team Representative: \_\_\_\_\_ / \_\_\_\_\_  
(signature) (printname)

## Team 2 Characters

Player	Character
Dusan Hukic	Vince Carter
Uros Ilic	Tracy McGrady

Team Representative: \_\_\_\_\_ / \_\_\_\_\_  
(signature) (printname)

Team Representative: \_\_\_\_\_ / \_\_\_\_\_  
(signature) (printname)

## The Brigade of Referees

Position	Full name
Head Referee	Petar Jankovic
Physical stage Referee	Antonije Lukovic
Digital stage Referee	Aleksandar Isajlovic
Secretary	Jovan Vujosevic
Timekeeper	Vladimir Marinkovic

	Signature	Full name
Head Referee		Petar Jankovic
Secretary		Jovan Vujosevic



# PLATFORM & REPORTING (WPC+) EXAMPLE

## The Match Result

### DIGITALSTAGE

Partizan Phygital 16:19 Vozdovac

Performance of Partizan Phygital Athletes

Nº	Athlete	Scored Points
55	Uros Lukovic Luki	4
31	Petar Panic Pana	12

Performance of Vozdovac Athletes

Nº	Athlete	Scored Points
1	Uros Ilic Suki	11
93	Dusan Hukic Huka	8

### PHYSICALSTAGE

Partizan Phygital 16:16 Vozdovac

Live Score

PartizanPhygital		Vozdovac		PartizanPhygital		Vozdovac	
55	1	1			22	22	
55	2	2	1		23	23	
	3	3	1		24	24	
31	4	4			25	25	
55	5	5	93		26	26	
55	6	6	1		27	27	
55	7	7	93		28	28	
55	8	8			29	29	
31	9	9	1		30	30	
55	10	10			31	31	
55	11	11	1		32	32	
55	12	12			33	33	
55	13	13	1		34	34	
31	14	14	1		35	35	
31	15	15			36	36	
55	16	16	1		37	37	
	17	17			38	38	
	18	18			39	39	
	19	19			40	40	
	20	20			41	41	
	21	21			42	42	



# PLATFORM & REPORTING (WPC+) EXAMPLE

☐ Time-out☐ Time-out

## TEAM FOULS

Partizan Phygital

X				

Vozdovac

X	X	X	X	X
X				

## A SERIES OF FREE THROWS

Partizan Phygital 0 : 0 Vozdovac

Team	Total
Partizan Phygital	0
Vozdovac	0

Partizan Phygital			Vozdovac		
Athlete	Unsportsmanlike fouls		Athlete	Unsportsmanlike fouls	
Mladen Pavlovic Djomba			Uros Ilic Suki		
Petar Panic Pana			Dusan Hukic Huka		
Uros Lukovic Luki					

## Disqualifications

Team	Nº	Full 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

Stage / sub-stage	Partizan Phygital	Vozdovac
Digital stage	16	19
Physical stage	16	16
A series of free throws	0	0
RESULT	32	35

Other Comments: \_\_\_\_\_

	Signature	Full name
Head Referee		Petar Jankovic
Secretary		Jovan Vujosevic



# BRANDING & MEDIA REQUIREMENTS

- STRICT ADHERENCE TO WPC BRANDING GUIDELINES
- CLEAR VISIBILITY OF LOGOS AND BANNERS
- PHOTO AND VIDEO COVERAGE DURING THE EVENT
- POST-EVENT REPORT MUST INCLUDE:
  - EVENT PHOTOS
  - HIGHLIGHT VIDEO
  - MEDIA AND COVERAGE LINKS



## BRANDING & MEDIA REQUIREMENTS



## BRANDING & MEDIA REQUIREMENTS



## BEST PRACTICES FOR ORGANIZERS

- TEST ALL EQUIPMENT BEFORE EVENT DAY
- RUN A FULL TEST MATCH (DIGITAL + PHYSICAL)
- BRIEF REFEREES AND PLAYERS IN ADVANCE
- PREPARE BACKUP SOLUTIONS FOR ALL CRITICAL SYSTEMS
- COMMUNICATE WITH WPC SUPPORT EARLY AND PROACTIVELY



# BEST PRACTICES

## COMMON ISSUES & SOLUTIONS

- ADVANCED SCORING NOT AVAILABLE ON WPC+  
IMMEDIATELY CONTACT WPC SUPPORT AND DOCUMENT THE ISSUE
- PLATFORM PHASE INCORRECT  
DOUBLE-CHECK TOURNAMENT STRUCTURE BEFORE MATCH START
- MISSING GENERATED MATCH PROTOCOLS  
USE HANDWRITTEN REPORTS AND UPLOAD LATER
- INTERNET ISSUES  
PREPARE MOBILE HOTSPOT OR SECONDARY CONNECTION



# BEST PRACTICES

## TIMELINE CHECKLIST

- 2–3 WEEKS BEFORE EVENT

- CREATE AND CONFIGURE TOURNAMENT IN WPC+

- 1 WEEK BEFORE EVENT

- TECHNICAL CHECK AND REFEREE BRIEFING

- EVENT DAY

- EXECUTION, MONITORING AND LIVE REPORTING

- 1–3 DAYS AFTER EVENT

- UPLOAD ALL REPORTS AND MEDIA MATERIALS





# BEST PRACTICES

## KEY TAKEAWAYS

- PREPARATION IS CRITICAL FOR SUCCESS
- PLATFORM ACCURACY DIRECTLY IMPACTS VALIDATION
- COMMUNICATION WITH WPC IS ESSENTIAL
- PROPER DOCUMENTATION PROTECTS ORGANIZERS





# KEY DOCUMENTS

	 DESCRIPTION	 LINKS TO DOCS
<b>WPC Rulebook</b>	<ul style="list-style-type: none"><li>• Competition and technical rules</li><li>• Ethics, anti-doping, refereeing standards</li><li>• Venue and equipment requirements</li></ul>	<a href="#">Rulebook</a>
<b>WPC Ranking System</b>	<ul style="list-style-type: none"><li>• Club and tournament rankings</li><li>• GOTF qualification rules</li></ul>	<a href="#">Ranking System</a>
<b>WPC Branding Guidelines</b>	<ul style="list-style-type: none"><li>• Logo and branding rules</li><li>• Event and promotion standards</li></ul>	<a href="#">Branding Guidelines</a> <i>in Member Account on WPC website — login required</i>
<b>“WPC+” platform guideline</b>	<ul style="list-style-type: none"><li>• Tournament setup and registration</li><li>• Athlete and club account management</li></ul>	<a href="#">YouTube link</a>



# KEY CONTACTS

	 <b>ROLE</b>	 <b>E-MAIL</b>
<b>Competition</b>	<ul style="list-style-type: none"><li>• Phygital RIVALS &amp; ORIGINS management</li><li>• Technical rules &amp; match formats</li><li>• Rankings and regulations coordination</li></ul>	<a href="mailto:competition@worldphygital.org">competition@worldphygital.org</a>
<b>Business Development</b>	<ul style="list-style-type: none"><li>• Phygital GAMES management</li><li>• WPC member relations support</li></ul>	<a href="mailto:membership@worldphygital.org">membership@worldphygital.org</a>
<b>Marketing and Communications</b>	<ul style="list-style-type: none"><li>• Branding and promo activities</li><li>• Visual materials coordination</li></ul>	<a href="mailto:marketing@worldphygital.org">marketing@worldphygital.org</a>
<b>WPC+ Online Platform Support</b>	<ul style="list-style-type: none"><li>• “WPC+” platform setup and support</li><li>• Tournament registration process support</li></ul>	<a href="mailto:support@rslts.com">support@rslts.com</a>
<b>WPC Web-site Coordinator</b>	<ul style="list-style-type: none"><li>• Website technical support</li></ul>	<a href="mailto:admin@worldphygital.org">admin@worldphygital.org</a>



# QUESTION & ANSWERS

- **OPEN QUESTIONS FROM PARTICIPANTS**
  - PRACTICAL SCENARIOS AND CLARIFICATIONS
  - TECHNICAL, ORGANIZATIONAL AND PLATFORM CASES
- **GUIDED DISCUSSION:**
  - HOW DO WE HANDLE TECHNICAL ISSUES?
  - WHO HAS FINAL DECISION AUTHORITY?
  - WHAT IS REQUIRED FOR OFFICIAL VALIDATION?
- **FOR FOLLOW-UP:**
  - WPC SUPPORT CHANNEL
  - OFFICIAL COMMUNICATION CONTACTS

