

APPROVED BY
Phygitai International DMCC

REGULATIONS of the Phygitai Contenders: Abu Dhabi - Football (Phygitai Football)

1. Terms and Abbreviations

The Chief Panel of Judges (CPJ) is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents

throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

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

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

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

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

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

Round-robin is a format for the group stage of a Competition, where each participant competes against every other participant in the group.

Single Elimination system is a system of holding the Competition, where a Competition participant is eliminated from the Competition after losing a match.

The Organizer is Phygital International DMCC.

Rules of Phygital Football are the rules of the Phygital Football, approved by the WPC.

Competition is the Phygital Contenders: Abu Dhabi – Football (Phygital Football).

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

Regulations are a regulatory document approved by the Organizer and defining the conditions and procedures for holding Competition.

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

All terms listed in the Terms and Abbreviations may appear in the Regulations with both uppercase and lowercase letters without any change in their intended meaning.

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

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

2. General Provisions

2.1. The Competition is held in the discipline of Phygital Football in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Football) and other Regulatory documents. If necessary, additional features of the

Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.

- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The Competition will be held from July 23, 2025 to July 30, 2025.
- 2.4. Competition venue: ADNEC Centre Abu Dhabi, Khaleej Al Arabi Street, P.O. Box 5546, Abu Dhabi, United Arab Emirates.
- 2.5. The Organizer has all rights connected with the organization and conducting of the Competition. The Organizer has the right to transfer its rights and obligations to third parties on the basis of corresponding agreements and contracts.
- 2.6. The Organizer and the Host City are obliged to:
 - to carry out activities related to the organization of the Competition in accordance with the procedure and on the terms stipulated by the Host-city Agreement, other agreements concluded by the Organizer and Regulatory Documents;
 - implement measures to counteract illegal influence on the results of the Competition;
 - carry out joint activities to counteract the manifestation of any form of discrimination in the relevant sports (sports disciplines);
 - perform other joint duties stipulated by the Host-city Agreement, other agreements concluded by the Organizer, and Regulatory Documents.
- 2.7. The Organizer's rights and obligations may be adjusted, detailed and/or redistributed in accordance with other Regulatory Documents, the Regulations, the Host-city Agreement and/or other agreements concluded by the Organizer.

3. Competition Organization System

- 3.1. There are 21 (twenty one) teams participating in the Competition, with at least 5 (five) and no more than 8 (eight) athletes in each team, including at least 1 (one) goalkeeper. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 2 (two) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
 - the roster of the Competition participants is compiled and approved by the Organizer and shall be announced by the Organizer in advance;
 - the Organizer has the right to use the Regulations on the ranking system in Phygital Sports to compile the roster of the Competition;
 - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
 - Competition participation is allowed for persons who have reached the minimum age of 16 years at the time of filing the application for participation in the Competition. The written parental consent is required for the participants under 21 years;

- persons recognizing the Regulatory documents are allowed to participate in the Competition;
 - Application for participation in the Competition is submitted per the form approved by the Organizer;
 - Applications must be submitted no later than 14 days prior to the Competition start date via SEQ platform;
 - List of documents (personal and medical) that must be provided with the Application:
 - identification (ID);
 - medical certificate;
 - personal medical insurance.
 - The medical certificate must meet the following requirements:
 - shall confirm that the person is physically fit and free from any communicable or chronic diseases;
 - shall be issued by a recognized and official hospital located in the country where the athlete resides;
 - shall bear the official stamp or seal of the hospital to verify its authenticity.
 - The Organizer has the right to refuse to accept the application in case of violations of the Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Organizer.
 - The Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
 - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
 - are similar or identical to the nicknames of other participants or the names of other teams;
 - are similar or identical to the nicknames of the Competition officials;
 - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Regulations.
- 3.3. Each Match includes two stages:

3.3.1. Digital stage

The Digital stage is held in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in these Regulations and other Regulatory documents, in the following format: 4 (four) athletes in each team, with 2 (two) athletes from each team taking part in each half.

The match consists of one game between the teams, in case of a tie the match is considered over, extra time and penalty shootout are not played.

3.3.2. Physical stage

The Physical stage is played in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in the Regulations and other Regulatory documents. A total of 5 (five) athletes from each team take part in a stage: 4 (four) outfield players and 1 (one) goalkeeper, while 3 (three) athletes from a team are substitutes – 2 (two) outfield players and 1 (one)

goalkeeper. During the stage, substitutes may enter the FoP in the order determined by the Rules of Phygital Football. A match may not start or resume if either team has fewer than three players.

- 3.3.3. There is a 5 (five) minute break between the stages.
- 3.3.4. In accordance with draw results, 'home' (team on the left or on top, depending on bracket representation) and 'away' (team on the right or at the bottom, depending on bracket representation) teams in matches are determined.
- 3.3.5. For every match, a team must enter at least 2 (two) goalkeepers from the overall entry list for the Competition. If one of the goalkeepers gets injured, only one goalkeeper may be put on the roster for a match.
- 3.4. The winner of the Match, which consists of 2 (two) stages, is determined by the sum of goals scored at the Digital and Physical stages. In case the number of goals scored and goals conceded are equal, the winner is decided by conducting a series of penalty kicks in accordance with the Rules of Phygital Football. Teams take three kicks each from the six-meter mark. If, after both teams have executed three kicks, the score is tied, penalty kicks will continue until one team has scored one more goal than the other with the same number of shots taken.
- 3.5. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.6. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Competition Participants may be substituted no later than 24 hours before the start of the Competition with the participation of the team, subject to compliance with the requirements for the submission of the Application, as well as the compliance of the athlete with the requirements of the Regulatory documents. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.7. Teams must ensure that participants and their representatives are present in the following order:
 - at the Digital stage: the whole team is present at the FoP: 2 (two) athletes participating at the corresponding stage are seated at the game console while the rest of the team - behind their backs. The team's staff is not allowed into the FoP.
 - at the Physical stage: outfield players are present at the FoP: substitutes and at most 2 (two) team's staff are seated on the bench.

4. Competition Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) be judged correctly and fairly;
- 2) to access their competition results through a designated team representative;
- 3) to contact the Chief Panel of Judges through a team representative or a coach.

4.2. Competition Participants shall:

- 1) know and follow the Regulatory Documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) when participating in the Digital stage, the Competition Participants shall use PlayStation Network (PSN) gaming accounts provided by the Organizer. Competition Participants are not allowed to use other accounts.
- 5) during a match only appear on the FoP wearing the sports equipment in accordance with the equipment requirements set forth in Clause 11 of these Regulations;
- 6) attend the Competition venue accompanied by the coach/official representative of the Team;
- 7) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 8) strictly comply with the order of entering the Competition FoP for the Competition Program, as established by the draw;
- 9) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) Athletes participating in the Competition as part of teams shall comply with safety, gear operation and anti-doping regulations;
- 11) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Regulations and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 13) when filling out the starting lineup write down the names of two players who are the Team's goalkeepers;
- 14) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

4.3. Competition Participants are not allowed to:

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way in the process of the game disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate provisions of these Regulations and other Regulatory documents.
- 6) collude with each other;

- 7) receive and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, equipment or gear which are not provided for by Rules of Phygital Football, the Regulations or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself;
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties (relatives, friends, or acquaintances);
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
 - intentional loss for any reason;
 - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
 - rigged Matches in any form;
 - a collusion to share a cash or other prize.

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

5. Refereeing

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

6. Unsporting behavior and disciplinary sanctions

6.1. Digital stage

- 6.1.1. If a Competition Participant commits an infraction not expressly provided for by the Rules of Phygital Football and (or) these Regulations, the Organizer has the right to impose on such a participant one of the sports sanctions stipulated by the Rules of Phygital Football, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.

- 6.1.2. Undisciplined behavior is punishable by a caution (yellow card) or a sending-off (red card).
- 6.1.3. Undisciplined behavior that expressed itself in interrupting the gaming process by way of pressing the PS button, as well as skipping the goal auto replay in case of a single foul is punished with an oral warning. A second commitment of one of the above fouls by a same-team athlete is punished with a warning (yellow card), and the third one with the corresponding player being sent off (red card). In this case, the team has the right to replace the dismissed athlete with another team member, not included in the application form for the match.
- 6.1.4. A player who was shown two yellow cards at the Digital stage is given a red card and is suspended from the next match. Also, such player cannot take part in the Physical stage of this particular match, but his team starts Physical stage of the match with 5 (five) players (4 (four) outfield players and 1 (one) goalkeeper).
- 6.1.5. A player who was directly shown a red card at the Digital stage for a “sports offense” is suspended from the next match. Also, such player cannot take part in the Physical stage of this particular match, but his team starts Physical stage of the match with 5 (five) players (4 (four) outfield players and 1 (one) goalkeeper).

6.2. Physical stage

- 6.2.1. A player who was directly shown a red card at the Physical stage for a “sports offense” is sent-off and suspended from the next match.
- 6.2.2. A player who was shown two yellow cards at the Physical stage is sent-off and suspended from the next match.
- 6.2.3. A player who was shown a red card at the Physical stage for “unsportsmanlike conduct” per the Rules of Phygital Football (hitting the opponent with a hand, threatening the opponent's life, threatening a referee's life, explicit disagreement with the referee's actions, etc.) is sent-off and shall be disqualified until the end of the Competition.

6.3. General

- 6.3.1. If a match start or a match course is delayed by more than 10 minutes, the participant may be awarded a forfeit.
- 6.3.2. Intentional disruption of matches may subject the offender to sports sanctions including disqualification.
- 6.3.3. Yellow cards received in the Digital and Physical Stages are summed up and if a player receives a yellow card in the Digital Stage and a yellow card in the Physical Stage, he is given a red card and misses the next match.
- 6.3.4. Sent-off player must leave the area adjacent to the Field of Play and the Technical Area.
- 6.3.5. A substitute may replace a player who is sent off after kick-off and enter the pitch after two minutes of playing time have elapsed following the sending-off (i.e. after their team has served a two-minute numerical reduction), provided that the substitute has the authorization of the timekeeper or the third referee, unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:

- If there are five players against four or four against three and the team with the greater number of players scores a goal, the team with fewer players may be increased by one player.
- If both teams are playing with three or four players and a goal is scored, neither team is increased until it has served its respective two-minute numerical reduction.
- If there are five players playing against three and the team with five players scores a goal, the team with three players may be increased by one player only.
- If the team with fewer players scores a goal, the game continues without any change in the number of players until the two minutes have elapsed, unless the team with the greater number of players subsequently scores a goal in the interim.

6.3.6. A red and a yellow card can only be shown to a player, substitute or team official.

7. Appeals

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

8. Technical rules for Holding Digital Stage

- 8.1. The sports simulator version: EA FC 24, licenses, the latest one available.
- 8.2. Console: Sony PlayStation 5.
- 8.3. In-game messages shall be disabled.
- 8.4. It is prohibited to press the PS button during a match with an opponent.
- 8.5. Game mode: Volta. Game type: single match, 5x5 (five on five) format.
- 8.6. In-game settings:

- Half length: 3 minutes.
 - Break: 2 minutes.
 - Difficulty level: legendary.
 - Competitor mode: off
 - Team's general rating: 95
 - Difficulty level: Legend;
 - Game speed: normal;
 - Stadium design: Musqueam with perimeter barriers;
 - Ball: standard;
 - Indicator: player name bar;
 - Player indicator size: default;
 - Player indicator fade: on;
 - Player based difficulty indicator: on;
 - Time/score display: on;
 - Game Settings – Gameplay - Preset: Competitive.
- 8.7. The teams prohibited for selection:
- Soccer Aid;
 - MLS All-Star.
- 8.8. A team is permitted a maximum delay of ten (10) minutes after the start time of the Digital stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 8.9. The “home” team in a match is the team selected first in a draw to take part in the respective match. The right to kick off is determined automatically by the sports simulator.

9. Technical rules for Holding the Physical Stage

- 9.1. Game time: two (2) halves of “clean time” (in case the game is interrupted the play clock of the current time also stops and resumes only when the game resumes) five (5) minutes long each. The interval between the halves is 3 (three) minutes.
- 9.2. At the beginning of the Physical Stage, kick-off is done by the team that kicked off at the Digital Stage.
- 9.3. A team is permitted a maximum delay of ten (10) minutes after the start time of the Physical stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 9.4. During the Physical Stage, it is forbidden to deliberately hold the ball near the boards. For the first-time foul, a team's player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.5. During the Physical Stage, it is forbidden to intentionally clear the ball out of bounds. For the first-time foul, a team's player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.6. If the ball is out of bounds, the game is suspended; the ball is put back into the game by the goalkeeper of the team opposing the one whose player was the last to touch the ball before it went out of bounds. The above return of the ball into the game is done by the goalkeeper by hand from within their penalty area.

9.7. Requirements to the pitch.

9.7.1. A match is held on a rectangular pitch in accordance with the requirements set forth in these Rules.

9.7.2. Pitch size.

Pitch length (touch lines): 36,5 meters; pitch width (goal lines): 27,5 meters.

9.7.3. Equipping the pitch with perimeter barriers

The pitch is bounded by perimeter barriers belonging to the pitch area which they bound and which do not allow the ball to go out of play. The height of the perimeter barriers above the pitch surface must be at least 1 meter. The design of the barriers shall provide for gates to enter/exit the pitch area.

The design of the barriers shall ensure the safety of persons inside the pitch area, including by being smooth and flat, free of irregularities and bumps that could be hazardous to the life and health of those inside the pitch.

9.7.4. Gate size

The distance (inside measurement) between the posts (bars) is 5 m and the distance from the bottom edge of the crossbar to the ground is 2 m.

9.7.5. The football pitch must have an even (without indentations, holes or bumps), dense, continuous, uniform and single-color pitch. The turf of the pitch must be formed from an artificial surfacing (of green color).

9.7.6. The football pitch must have a clear and even marking, 10-12 cm wide, in accordance with Appendix 2 hereto. No other markings except for those specified in Appendix 2 must be visible on the football pitch.

9.8. All balls used for playing the matches, must:

- be spherical;
- be made from a material that complies with the relevant requirements;
- have a circumference of between 68 cm (27 inches) and 70 cm (28 inches);
- weigh between 410 g (14 ounces) and 450 g (16 ounces) in weight at the start of the match;
- have a pressure equal to 0.6-1.1 atm (600-1,100 g/cm²) at sea level (8.5 lbs/inch² – 15.6 lbs/inch²).

10. Determination of the Winner

10.1. The Competition winner is the team winning the final. The team that loses the final Match takes the second place, the team winning the Third Place Match takes the third place.

10.2. As the Competition has the status of the Games of the Future Qualifier (Phygital Contenders) according to the Regulations on the ranking system, the following conditions applies:

10.2.1. The team placed 1st receives the right to be the 5th GOTF participant.

The team placed 2nd receives the right to be the 6th GOTF participant.

The team placed 3rd receives the right to be the 7th GOTF participant.

The team placed 4th receives the right to be the 8th GOTF participant.

10.2.2. The best team according to the GotF Qualifiers (Phygital Contenders) (the Competition) ranking receives the right to be the 9th GOTF participant.

The second best team according to the GotF Qualifiers (Phygital Contenders) (the Competition) ranking receives the right to be the 10th GOTF participant.

10.2.3. If the highest-rated teams are those that took 1st to 4th places in the Competition, then the next highest-rated teams will be taken into account accordingly.

10.2.4. To activate its right to take part in the Games of the Future the respective team has to keep at least 70% (seventy percent) of its roster without any changes.

11. Uniform (Equipment) Requirements

11.1. Compulsory uniform (equipment)

11.1.1. a jersey with sleeves;

11.1.2. shorts (goalkeepers may wear tracksuit bottoms);

11.1.3. socks (tape or any material applied or worn externally must be the same color as that part of the socks it is applied to or covers);

11.1.4. shin guards (these must be made of a suitable material to provide reasonable protection and covered by the socks);

11.1.5. footwear (cleats) for playing on artificial turf (footwear (cleats) sole design must be as shown in Pic. 1 and Pic. 2:



(Pic. 1)

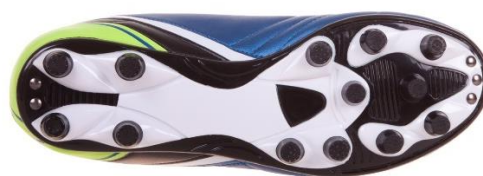


(Pic. 2)

(Footwear (cleats) sole design may not be as shown in Pic. 3 and Pic. 4:



(Pic. 3)



(Pic. 4)

11.2. Equipment (uniform) colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.

- Each goalkeeper must wear colors that are distinguishable from the other players and the match officials.
- If two goalkeepers' jerseys are the same color and neither has another jersey, the referees allow the match to be played.
- Undershirts must be a single color which is the same color as the main color of the jersey sleeve or must feature a pattern/colors which exactly replicate(s) the jersey sleeve.
- Compression undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts - players of the same team must wear the same colors.
- The "home" team must wear dark jerseys, and the "away" team must wear light jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

11.3. Slogans, statements, images and advertising on the uniform (equipment)

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal vests and undershorts/tights that show political, religious, personal slogans, statements or images, or any other types of advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the Organizer. Other sports uniform (equipment) requirements are established by the Regulations.

11.4. Numbering on the equipment

- The player numbering principle is normally from 1 to 15, with number 1 reserved for a goalkeeper unless stipulated otherwise in the Regulatory documents and/or by a decision of the Organizer (Chief Panel of Judges).
- The number of each player must be visible on their back and be distinguishable from the main color of the jersey.
- A number under which the player was registered for the Competition must be mandatorily 25 cm high (excluding the border), placed on the jersey's back and centered. For striped or multi-color jerseys the personal number must be placed inside a rectangular-shaped insert of a solid single color.

12. Financing and commercial rights

- 12.1. The general financing of the organization and conduct of the Competition is carried out by the Organizer, the Host City and in accordance with the Regulations and the terms of the Host-city Agreement and/or other agreements concluded between the Organizer, the Host City and other parties.
- 12.2. Payment for the refereeing activities of the Competition is carried out at the expense of the Organizer and may also be carried by the Host City in accordance with the Host-city Agreement.
- 12.3. In order to finance the organization and conduct of the Competition, the Organizer and Host City have the right to raise funds from sponsors and partners of the Competition in accordance with the procedure provided for in the Host-city Agreement and/or other agreements concluded between the Organizer, the Host City and other parties.
- 12.4. The financing of the Competition on behalf of the Organizer and in order to ensure the fulfillment of the Organizer 's financial obligations may also be

carried out by third parties who are not sponsors/ partners of the Competition (including the Host City).

12.5. The financing of the Competition may also be carried out from other sources not prohibited by the current legislation.

12.6. For the purposes of the Regulations, commercial rights (hereinafter – the Commercial Rights) that arise in connection with the organization of the Competition include the following rights:

- the right to cover by broadcasting the image and/or sound of the Competition by any means and/or using any technology, as well as by recording the specified broadcast and/or photographing the Competition (The right to cover the Competition);
- the right to use the name, logo and other official designations of the Competition for advertising and commercial purposes;
- the right to appoint official sponsors and partners of the Competition, as well as the right to appoint title sponsors of the Competition;
- the right to advertise goods, works and services during the broadcast of the Competition and on sports facilities, including on advertising structures located inside and outside the sports facility;
- the right to organize commercial, informational, advertising and other events;
- other rights directly or indirectly arising from the above rights.

12.7. The Commercial Rights fully belong to the Organizer. The Organizer has the right to independently determine the procedure for the use of Commercial Rights and delegate its rights in whole or in part to third parties. The procedure of transferring the Commercial Rights may be determined by the Organizer in the Host-city Agreement.

12.8. Competition Coverage Right

12.8.1. The right of the Organizer to cover the Competition shall be exercised by the Organizer on its own or by engaging third parties for said purposes in accordance with the established procedure.

12.8.2. The Competition Participants shall respect the Competition Coverage Right and shall not violate the same, in particular they shall:

- cover the Competition on its own or by engaging third parties as agreed with the Organizer, and shall not to interfere in any way with the process of the Organizer's exercise of this right;
- not transfer any intellectual property created during the Competition to third parties (mass media, personal sponsors, partners, etc.) without obtaining a prior consent of the Organizer;
- not change or edit any intellectual property created during the Competition to the extent when they lose their association with the Competition or get associated with third parties, in particular, shall not remove and/or change logos, names and other means of identification of the Competition, the Organizer, sponsors and partners of the Competition and/or the Organizer, as well as shall not add logos, names and other means of identification of third parties, including their sponsors and partners.

12.8.3. In order to facilitate the proper coverage of the Competition, the Participants are to take all reasonable and good faith measures to ensure accurate and proper use of the undistorted official names of the Competition and the Competition emblem (logo), both on its own and in cooperation with third parties, including mass media, in particular when posting information about the Competition.

12.9. Image Rights

12.9.1. When applying for participation in the Competition, the Competition Participants shall:

- grant the Organizer the rights to use, provide (transfer) to third parties, reproduce, on a gratuitous basis, their image (photo, video), including graphic and any other image, as well as appearance and its constituent elements, stylized and photographic images, movements, symbols and other visual attributes of identification; surname, name, patronymic, pseudonym; voice, autograph; any other attributes of identification (hereinafter collectively also referred to as the "Participants' Image Rights"), unless otherwise provided for in the agreement executed with the Competition Participants. These rights may be used for commercial purposes subject to a relevant additional agreement with the Participants.
- provide consent to taking photos and video shooting of the Competition in which he/she takes part and to further public broadcasting and rebroadcasting of the Competition records by any means on the Organizer's on-line resources and by making them publicly available, in particular, for commercial purposes.
- Ensure that all property rights to the intellectual property and any materials covering their participation created during the Competition are transferred to the Organizer.
- Grant the Organizer the right to use the name, logo and other official designations of the team, in particular during the Competition broadcast, on the Sports Facilities and their equipment during the Competition, as well as for information and other non-commercial purposes.

12.9.2. The consent and rights provided for herein shall be granted by the Participants to the Organizer:

- on a non-exclusive basis;
- for commercial, marketing, advertising, information and any other commercial and non-commercial purposes;
- in whole, in part or in any combination;
- without any restrictions as to the territory of use (worldwide) and without limitation as to the results of such use;
- without making any additional payments to the Participants.

12.9.3. The Organizer shall be entitled to use the Participants' Image Rights, as well as the names, logos, trademarks of the teams at its own discretion, (including but not limited to reproduction, distribution, broadcasting, cablecasting, publicizing, processing) and /or by means of any technology (photos, video records), as well as to create any intellectual property using the above mentioned items.

- 12.9.4. The Competition Participants shall not prevent creation and/or use by any means (including but not limited to reproduction, distribution, broadcasting, cablecasting, publicizing, processing) and /or by any technology of images of the Participant(s) (photos, video records), including graphic and any other image, full name (surname, patronymic, name), voice, pseudonym, signature and handwriting samples, external appearance and its components, images of tattoos, stylized and photographic images, tag lines, statements, popular expressions, symbols, movements and other attributes of identification.
- 12.9.5. The Competition Participants shall assist the Organizer in exercising its right to use the Participants' Image Rights and its right to use the names, logos, trademarks of the teams, and shall not impede such lawful use thereof by the Organizer.

12.10. Sponsors, Partners of the Competition and of the Competition Participants

- 12.10.1. The right to appoint official sponsors and partners of the Competition, as well as the right to appoint title sponsors of the Competition shall be exercised by the Organizer on its own or by engaging third parties for said purposes, in accordance with the established procedure.
- 12.10.2. By submitting an application for participation in the Competition, the Competition Participants acknowledge existence of the Organizer's obligations to the sponsors and partners of the Competition and/or the Organizer and guarantee, on their part, performance of actions aimed at the fulfillment of the respective obligations, and shall also refrain from impeding fulfillment thereof, pursuant to the procedure provided for in the Regulatory documents.
- 12.10.3. The Organizer acknowledges the right of the Competition Participants to interact with their personal sponsors and partners and shall ensure the possibility for the Participants to fulfill their obligations to their personal sponsors and partners, subject to the restrictions and requirements stipulated by the Regulations. Interaction of the Competition Participants with their personal sponsors and partners shall not interfere with the exercise of the Organizer's Commercial Rights, cause conflict of sponsors / partners within the product categories, violate the requirements of the effective laws, requirements of the developers (rights holders) of the video games.
- 12.10.4. For the aforesaid purposes, the Competition Participants shall ensure maintenance of exclusive nature of the rights granted by the Organizer to the sponsors and partners of the Competition and/or the Organizer, in particular shall not enter into agreements (contracts, arrangements, etc.) that may limit or prevent use of the rights granted to the sponsors and partners of the Competition and/or the Organizer.
- 12.10.5. The Participants shall make the Organizer aware (in writing) of the list of their sponsors and partners (specifying the name of the counterparty/brand, term of the contract, product category, presence or absence of obligations to ensure exclusivity) at the same time when they apply for participation in the Competition. The Participants shall inform the Organizer about the list of sponsors and partners they have obligations to as of the date of applying for participation in the Competition, as well as about those sponsors and partners which are connected with the obligations that are to be fulfilled

after the application is submitted (for example, during the Competition and as part of the Competition).

12.10.6. During the Competition the Participants undertake to inform the Organizer about the prospective sponsors (partners) before signing relevant agreements with the sponsors (partners) and to execute the relevant agreements with the sponsors (partners) as agreed by the Organizer; they also undertake to inform the Organizer about the owners of any logos / trademarks interested in cooperation with the Participant, sponsoring the Participants during their performance in the Competition and in using their image, clothing, etc. for advertising and other purposes.

12.10.7. The Organizer has the right to exclude participants from the Competition if the sponsors, partners of the respective Participant violate the terms of exclusivity of the sponsors, partners of the Competition and/or the Organizer, the provisions of the effective laws on advertising and/or the requirements of the developers (rightsholders) of video games.

12.10.8. The Participants shall be held solely liable for compliance with the requirements of the laws on advertising and/or the requirements of the developers (rightsholders) of video games in relation to performance of obligations to their personal sponsors and partners.

12.11. Participants' Uniform and Outfit; Additional Equipment/Gear

12.11.1. The Organizer shall approve if it provides the Competition Participants with the uniform and outfit, equipment and gear as required by the specificity of a sports discipline.

If the Organizer does not provide the Participants with the uniform and outfit, equipment and gear, the Participants shall use their personal uniform and outfit, equipment and gear taking into account the peculiarities provided for in the Regulatory documents. The Organizer has the right to determine the manufacturer of personal uniform and outfit, equipment and gear used by the Competition Participants, as well as set other requirements for them.

12.11.2. Along with applying for participation in the Competition, the Participants shall send to the Organizer for approval the designs of the uniform and outfit, equipment and gear specifying all the decorations, including sponsors, partners whose designations are to be placed on the uniform and outfit, equipment and gear. The Organizer has the right to send its comments as regards such designs of the uniform and outfit, equipment and gear and to set a deadline for remedial actions, in particular with regard to placing the designations of sponsors and partners of the Participant. If the Participant fails to remedy the shortcomings within the established timeframe, the Organizer shall have the right to refuse admission to the Competition.

12.11.3. The Organizer has the exclusive right to place no more than 2 logos of the Organizer and/or sponsors, partners of the Competition and/or the Organizer on the front of the uniform and outfit (using the whole space or any part thereof) of the Participants (both on the uniform and outfit provided by the Organizer and on the personal uniform and outfit used by the Competition Participants). To exercise this right, the Organizer may oblige the Competition Participants to provide sets of uniform and outfit to apply on them the logos of the Organizer and/or sponsors, partners of the Competition and/or of the Organizer.

12.11.4. While the Competition is in progress, the Organizer shall control the conformity of the uniform and outfit, equipment and gear of the Participant with the designs and requirements approved by the Organizer. In case the uniform, outfit, equipment or gear does not comply with the previously approved designs, the Organizer shall report this to the Chief Panel of Judges (CPJ). On the basis of the information received, the CPJ has the right to decide to refuse admission of the Participant to the Competition and to apply relevant sanctions, including by awarding a forfeit, if the Participant refuses to eliminate the corresponding violations.

12.11.5. For the purposes of these Regulations, the term “uniform” shall mean any type of uniform used by the Participants (sports, game, training, dress uniforms), unless otherwise expressly provided for in the Regulations and other Regulatory Documents.

For the purposes of the Regulations, the term “outfit” shall mean any personal protective equipment, footwear, other gear (including “devices”: gamepads, keyboards, PC mouse devices, etc.) used by a Participant taking into account the specific nature of a particular Sport (sport discipline), type of competition activity in which such an athlete takes part, unless otherwise expressly provided for in the Regulations, other Regulatory Documents of the Competition.

12.12. Sponsor and Promotional Events, Communications

12.12.1. The Competition Participants shall participate in events related to the Competition (including media events, media days, autograph signing sessions, sponsor activations, promos, etc.) as directed by the Organizer and provided that the sports and training processes are not disrupted, using the approved uniforms, outfit, gear and equipment, shall also participate in the interviews (and flash interviews) as directed by the Organizer. All necessary information shall be communicated by the Organizer to the Participants in writing via the Organizer documents and/or through face-to-face communications between the representatives of the Organizer and the Participants and/or their representatives.

12.12.2. Participants may not perform any activities, communication, undertake any commitments, or other obligations that result or may result in the dissociation of the rights associated with the Competition, namely, that may lead to the violation of the rights of third parties to be associated with the Competition granted to them by the Organizer under agreements.

12.12.3. The Competition Participants undertake not to perform any action (inaction), including making any statements, remarks that may negatively affect the image and goodwill of the Competition and/or the Organizer and any sponsor, advertiser, marketing partner of the Competition and/or the Organizer, shall not insult or disrespect these persons.

12.12.4. During any communications with the mass media representatives (as well as unregistered as such print, television, radio, Internet-publishers, social networks and other media resources), during any public speeches, while participating in the Competition, during any organizational activities of the Organizer (photo sessions, autograph signing sessions, weigh-ins, etc.), as

well as when publishing any content on their Internet social pages, the Competition Participants must avoid judgement (both positive and negative), refrain from behavior and actions of any kind (as well as applying certain tattoos, the use of certain attributes, gestures relating to politics or to any political event: symbols, flags, color combinations; the use of music and other sounds for appropriate purposes, etc.) in relation to any political events, organizations and actions by political actors, and strictly observe the political neutrality principle (Sports beyond Politics), including the principles set out in the Olympic Charter.

13. Safety and medical support

- 13.1. The main goal of ensuring safety is to create conditions for the smooth running of the Competition, to preserve the life and health of participants and spectators, to neutralize threats arising during the preparation stage and throughout the Competition.
- 13.2. The organization of ensuring public order and public safety during the Competition is carried out by the Organizer together with the Host City in cooperation with the owners, users of the Competition venues in accordance with the Regulations on the Competition, the terms of the Host-city Agreement and / or other agreements and with the assistance of the relevant authorities on security issues.
- 13.3. The provision of emergency medical care is carried out by the Host City in accordance with the Host-city Agreement and the current legislation.
- 13.4. Organization of public order and public safety during the Competition shall meet the requirements established by the current legislation.
- 13.5. The Competition is held at sports venues (as well as at facilities / in areas not having the appropriate status), as well as on the sites specially prepared for the Competition that meet the requirements of the regulatory documents on the safety of physical culture and sports events.

14. Final provisions

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

Competition format

1. Teams participating in the Competition are divided into 7 (seven) groups of 3 teams, where matches are played in the “Round Robin” format the Organizer determines the composition of the groups by a draw or according to the Regulations on the ranking system. The teams ranked 1st in the groups and the best team ranked 2nd in one of the groups advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the quarter finals in the following order:
 - quarter final;
 - semifinal;
 - 3rd place match;
 - Final.The tournament matches are played following the fixed bracket (as outlined in Appendix 2).
2. The “Round Robin” format is a system of matches at the group stage, in which all group members play 2 matches. During the group stage, teams earn points based on their performance in each match. In the final group stage standings, teams are ranked according to the total points earned in all group stage matches of the competition, with the top-ranked team having the most points and the bottom-ranked team having the fewest.
3. Teams on the group stage shall be classified according to their win-loss record, namely:
 - 3.1. Winner after the both stages - 3 classification points;
 - 3.2. Winner after series of penalty kicks - 2 classification points;
 - 3.3. Defeat after series of penalty kicks - 1 classification point;
 - 3.4. Defeat after the both stages - 0 classification points.
4. In the event of a tie in points between two or more teams at the conclusion of the group stage, the following criteria are applied sequentially to determine the advantage:
 - 4.1. Result of a head-to-head match
 - If two teams have equal points, the winner of their head-to-head match is placed higher.
 - If three or more teams have equal points, a mini-table of their head-to-head matches shall be formed, and the criteria from point 1 shall be applied again.
 - 4.2. Total goal difference in all matches of the group
 - The team with the highest goal difference between goals scored and conceded takes the higher place.
 - 4.3. Total number of goals scored in all matches of the group
 - The team with the most goals scored in the group is ranked higher.
 - 4.4. Goal difference in the Physical stage (indoor soccer)

- Only the difference of goals scored and conceded in the physical stage matches is compared.

4.5. Goal difference on the digital stage (cyber soccer)

- Only the difference of goals scored and conceded in the matches of the Digital stage is compared.

4.6. Number of goals on the Physical stage

- The team that scored more goals in the Physical stage gets an advantage.

4.7. Number of goals in the Digital stage

- The team that scores more goals in the Digital stage gets the advantage.

4.8. Draw

- If all the above criteria do not allow to determine the place of the team, a random draw under the control of the organizers is applied.

Appendix 2

to the Regulations

Tournament bracket

[illegible]