

APPROVED BY
Phygitai International FZCO
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CEO
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TECHNICAL RULES
of the International Multisport Tournament
“GAMES OF THE FUTURE”

to be held for a period
from July 25, 2026, to August 10, 2026,
in Astana, Kazakhstan

(MOBA PC)

1. Terms and Abbreviations

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

Captain is one of the Athletes of the Team, who communicates with the organizers of the competitions on behalf of the Team.

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.

Competition is the “**MOBA PC. Dota 2**” competitive discipline conducted under the official auspices of the International Multisport Competition “GAMES OF THE FUTURE”, scheduled to be held in Astana, Kazakhstan, from July 25, 2026, to August 10, 2026.

Dota 2 is a type of program (a videogame) on the MOBA PC.

GSL is a system of holding the Competition, most often used in groups of four (4) Teams. The Team that wins twice takes 1st place in the group. Then the Teams that lost the first round meet. The losing Team takes the last place. The remaining two (2) Teams compete for 2nd and 3rd places in the group.

Ingame Participant's ID means ID number of the Participant's game account.

LAN is a format for hosting a Competition or its stage where Participants compete in specially equipped FoP in the same or adjacent rooms under the direct control of the Referees.

Match is a sports contest held as part of the competitions between Athletes of two Teams.

Nickname is the name of the Participant, which is used in the game.

Organizer is Phygital International FZCO (PI), a company duly incorporated and existing under the laws of the United Arab Emirates, having trade license number DMCC-861365, with its registered office at Unit No: 802-006, Platinum Tower, Plot No: JLT-PH1-I2, Jumeirah Lakes Towers, P.O. Box 450297, Dubai, United Arab Emirates.

Referee is an authorized person responsible for ensuring compliance with the Rules and Regulations, the Technical Rules and other Regulatory Documents.

Regulatory Documents are the Rules and Regulations, the Technical Rules, the PI Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Referee Panels, the WPC Code of Ethics, the PI Code of Ethics, decisions issued by the Chief Panel of Judges and the WPC Disciplinary Committee, as well other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

Rules and Regulations are the rules and regulations of the International Multisport Competition to be held in Astana, Kazakhstan, from July 25, 2026, to August 10, 2026, titled “GAMES OF THE FUTURE”.

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

Team is a group of Athletes, who have been admitted to participate in the Competition and who are competing in accordance with the Rules and Regulations.

Technical Rules are a regulatory document approved by the Organizer, defining the conditions and procedures for holding competitions in the “**MOBA PC. Dota 2**” sports discipline.

WPC, or World Phygital Community Limited, is a non-profit, non-governmental organization registered in Hong Kong (Business Registration No. 75641205, Chapter 622 of the Laws of Hong Kong). It provides direction and oversight for introducing and promoting Phygital Sports internationally.

WPC Disciplinary Committee is the disciplinary authority of WPC, which applies sanctions to individual subjects of Phygital Sports in accordance with the procedure provided for by the PI Disciplinary Regulations.

PI Disciplinary Regulations are the Disciplinary Rules and Regulations approved by PI.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning. The use of capitalization in headings and subheadings shall not confer any additional meaning to the terms used therein, and such headings are for convenience only.

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

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

For the purposes of the Technical Rules, the term “**Competition**” denotes the entire International Multisport Competition “GAMES OF THE FUTURE,” which is scheduled to take place in Astana, Kazakhstan, from July 25, 2026, to August 10, 2026, where applicable.

Other terms and definitions not included in the Glossary are to be interpreted according to the definitions provided in the Regulatory Documents.

2. General Provisions

- 2.1. The Competition is held in the “MOBA PC. Dota 2” sports discipline in compliance with the Regulatory Documents.
- 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 official communication channels during the Competition include the game lobby or direct personal communication between the Participants (Team representatives) and Competition officials.

3. Competition Organization System

- 3.1. Sixteen (16) Teams, each with up to six (6) Athletes, will participate in the Competition. For the purpose of organizational support of their participation in the Competition, each Team is entitled to engage no more than three (3) people, who may include coaches, Team officials, representatives of administrative and technical staff. The procedure for admission to the Competition is defined by the Rules and Regulations.
- 3.2. Teams participating in the Competition are divided into four groups of 4 Teams, where Matches are played in the “GSL without a 5th Match” format. The Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3th advance to the next stage of the Competition where they will compete in Matches using the Single Elimination system, starting from 1/8 final in the following order:
 - 1/8 final (Round of 16);

- 1/4 final (QF);
- 1/2 final (SF);
- 3rd place Match;
- Final Match.

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

3.2.1. The “GSL without a 5th Match” format is a system of Matches in the group stage, in which all group members play 2 Matches in the following order:

- in the 1st round, the group members are divided into pairs by draw;
- the winners of each Match advance to the second round to compete for 1st place in their respective groups. The winner of this Match takes 1st place in the group; the loser moves on to the 3rd stage to play for 2nd place;
- the Teams that lost in the first round compete against each other in the second round for the 3rd and 4th place positions in the group. The winner of this Match takes 3rd place in the group, while the loser takes 4th place in the group;

3.2.2. Teams ranked 1st in groups advance directly to the 1/4 finals.

The 2nd and 3rd place Teams in each group advance to the 1/8 finals and are paired as follows: 2nd place Group A plays against 3rd place Group B, while 2nd place Group B plays against 3rd place Group A, and 2nd place Group C plays against 3rd place Group D, while 2nd place Group D plays against 3rd place Group C. The winner of A2 - B3 advances to the 1/4 finals to face the winner of Group D, while the winner of B2 - A3 advances to the winner of Group C. The winner of C2 - D3 advances to the winner of Group B, and the winner of D2 - C3 advances to the winner of Group A.

The Teams compete in the 1/4 final stage in order to progress to the 1/2 finals. Teams play 1/2 final Matches to get through to the Final Match. The winners of 1/2 final Matches proceed to the Final Match, while losers play a Match for the 3rd place. The Team winning the Final Match becomes the Competition winner.

3.2.3. Teams must ensure that Participants and their representatives are present in the following order: only five (5) Athletes participating in the Match shall be placed on the FoP. The coach is only allowed on the FoP during picks or bans.

3.3. Depending on the program type each Match is held in the following manner:

3.3.1. Dota 2:

Dota 2 Matches are held in accordance with Technical Rules, Rules and Regulations and other Regulatory Documents. Matches are held in the 5x5 (five on five) format, in the Bo3 format. The Final is played in the Bo5 format. The Competition format is LAN.

To participate in the Matches, Teams must field 5 (five) Athletes for the starting lineup, with 1 (one) additional Team member serving as a substitute. Substitutions are allowed between Matches. Substitutions between games (maps) are prohibited, unless absolutely necessary due to a Player's injury, illness, or other extenuating circumstances, and only with the explicit consent of the Organizer.

- 3.4. The Organizer establishes and communicates the Competition schedule, including dates, times, locations of the Matches, and the lineups for the 1/2 final pairs, well in advance of the Competition.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) have their performance evaluated by qualified and impartial Referees;
- 2) access their competition results through a designated Team representative;
- 3) contact the Chief Panel of Judges through a Team representative or a coach; and
- 4) address the WPC Disciplinary Committee according to the established process outlined in the PI Disciplinary Regulations and the Regulatory Documents.

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) throughout the Competition, use their personal gaming accounts that were specified in the application to participate in the Competition; using third-party gaming accounts is not allowed, as well as using multiple gaming accounts and transferring them to third parties;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the Referees related directly to the Competition procedure;
- 6) strictly comply with the order of entering the Competition Field of Play for the Competition, as established by the draw;
- 7) comply with the rules set forth in the license agreement of the respective video game developers. The Competition Participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 8) Athletes participating in the Competition as part of Teams shall comply with safety, equipment operation and anti-doping regulations;
- 9) comply with the dress code and other requirements for the appearance of the Competition Participants, as approved by the Organizer;
- 10) follow the rules of good sportsmanship and fair play;
- 11) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign and provide any required information if needed;
- 12) ensure that Participants and Team representatives are present only as prescribed by the Regulatory Documents;

- 13) upon request of the Organizer or Referees, provide the Ingame Participant's ID, Ingame Team's ID, Nickname;
- 14) Ingame Nickname must match the Nickname;
- 15) Players must always remain seated during a Match and not leave their seats until given explicit permission from a Referee.

4.3. Competition Participants are not allowed to:

- 1) interfere with the work of the Referee or his assistants;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way with the process of the game, disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) commit other actions that hinder the normal organization and progress of the Competition, contrary to the provisions of the Technical Rules, Rules and Regulations, other Regulatory Documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information (including watching the live broadcast of the Competition);
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use multiple accounts in the Competition by a single Participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;
- 10) place bets at bookmakers or engage in interactive betting on competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) use any items, equipment or gear which are not provided for by the Rules and Regulations, the Technical Rules or other Regulatory Documents of the Competition and which pose a potential hazard to the life and/or health of others and/or the Participant himself/herself;
- 12) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of wrongful influence include, but are not limited to:
 - intentional loss for any reason;
 - playing for the benefit of another Participant to help that Participant;
 - rigged Matches in any form;
 - a collusion to share cash or other prizes.

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

- 4.4.** During Competition Matches, Team coaches are only allowed to communicate with their Team at the character drafting (draft pick) stage. Outside this period, they are not allowed to communicate with Players. Any Teams found violating this rule will be penalized, including possible disqualification from the competition.

- 4.5. During the Match, Participants are prohibited from having mobile phones, electronic and smart devices, electronic or mechanical watches, jewelry and other items at the discretion of the Referee that were not provided by the organizer. This equipment and these accessories are left for storage in a special area.
- 4.6. During the draft (the stage of choosing heroes) – Participants can use only paper media. The use of laptops, smartphones and other devices that were not provided by the Organizer is prohibited.
- 4.7. During the draft (the stage of choosing heroes) - Players are prohibited from using any third-party services (for example, dotabuff, dota2protracker and others).
- 4.8. Participants are prohibited from changing their Nickname during the Competition.
- 4.9. Players are not allowed to watch their own and other broadcasts during an ongoing Match. This rule applies from the moment the Match lobby is created. It includes connecting Participants to the lobby, waiting for the lobby to start, selecting characters, game loading, conducting the Match, and any pauses during gameplay, and is in effect until the game is officially over and the game end summary message is displayed.

Broadcasts include live video streams (including, but not limited to, broadcast platforms such as Twitch, YouTube Live, HuoMao, Douyu, Facebook, etc.), DotaTV channels, streaming chats (including, but not limited to, Twitch chat), and text based live reporting threads (e.g., Liquiddota.com).

5. Refereeing

- 5.1. The composition of the Brigade of Referees for Competition Matches shall be determined as stipulated by the Rules and Regulations and other Regulatory Documents.
- 5.2. 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.
- 5.3. The Referee (Referee Lead of the Sports Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating Teams no later than 1 hour before the Match starts.

6. Disciplinary Infractions and Penalties

- 6.1. Undisciplined behavior, as well as any other behavior contrary to the norms and rules stipulated by the Rules and Regulations, Technical Rules, is punishable by a caution, sending-off or disqualification. The Regulatory Documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If a Competition Participant violates a rule not explicitly outlined in the Rules and Regulations or the Technical Rules, and other Regulatory Documents, the Organizer, the Chief Panel of Judges, the Panel of Judges, the Brigade of Referees have the right to impose on such a Participant one of the sports sanctions stipulated by the Rules. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.
- 6.3. If a Match start or a Match course is delayed by more than 10 minutes, the Participant may be awarded a forfeit.

- 6.4. Intentional disruption of Matches as well as undisciplined behavior during the Competition may subject the offender to sporting sanctions, including disqualification.
- 6.5. Sending an excessive number of messages (flood) to the in-game ‘chat’ can lead to sports sanctions being imposed on the sender, from a caution to disqualification, depending on the number and frequency of messages sent.
- 6.6. Participants who have a record of being blocked by the publisher and/or manufacturer of a video game, and who have been caught cheating, including for the use of banned software, and who have a reputation that will adversely affect the public perception of the Competition, may not be allowed to participate, or may be disqualified without the right to appeal.

7. Appeals

- 7.1. An appeal against the result of a Match may be filed by the Captain or a representative of the Team in connection with a violation of the Regulatory Documents of the Competition, in the manner stipulated in the Rules and Regulations.

8. Determination of the Winner and Prize-winners

- 8.1. If there is no pending arbitration by the Chief Panel of Judges or the WPC Disciplinary Committee, according to the PI Disciplinary Regulations and the Regulatory Documents, the winner of the Competition shall be the Team winning the Final Match in the respective program type. The losing Team of the Final Match of the respective program takes second place; the Team that won the Match for third place of the respective program takes third place.
- 8.2. The Teams that secure second and third place in the Competition are honored as prize-winners of the Competition.
- 8.3. The award procedure for the winner and prize-winners shall be determined by the Organizer.

9. The specifics of holding Dota 2 Matches

- 9.1. The game lobby is created by the Match Referee.

Only the Participants of the Competition registered for the current Match and the Officials of the Competition may enter the game lobby. Any other person may enter the Competition lobby only with the permission of the Organizer.
- 9.2. Game lobby settings:
 - Game Mode – Captains Mode;
 - Server Location – Stockholm. Server location can be changed by the Referee’s decision;
 - Spectator – Enabled;
 - DotaTV Delay – 2 min;
 - Pausing – Unlimited;
 - Coach Availability – Disable.
- 9.3. Selecting the side and the order of the pick / ban priority:
 - 9.3.1. For Match format Bo3 (best of three).

First Game: Selected by a “Coin Toss”. The winner of the «Coin Toss» chooses the side or order of picks for which their Team will participate in the first game. Then the other Team makes a selection from the remaining choices.

Second Game: The order of priorities between the Teams is reversed. The loser of the «Coin Toss» in first game chooses the side (radiant or dire) or order of picks for which their Team will participate in the second game. Then the other Team makes a selection from the remaining choices.

Third Game: Selected by a “Coin Toss”. The winner of the «Coin Toss» chooses the side or order of picks for which their Team will participate in the third game. Then the other Team makes a selection from the remaining choices.

9.3.2. For Match format Bo5 (best of five).

First Game: Selected by a “Coin Toss”. The winner of the «Coin Toss» chooses the side or order of picks for which their Team will participate in the first game. Then the other Team makes a selection from the remaining choices.

Second Game: The order of priorities between the Teams is reversed. The loser of the «Coin Toss» in the first game chooses the side (radiant or dire) or the order of picks for which their Team will participate in the second game. Then the other Team makes a selection from the remaining choices.

Third Game: Selected by a “Coin Toss”. The winner of the «Coin Toss» chooses the side or order of picks for which their Team will participate in the third game. Then the other Team makes a selection from the remaining choices.

Fourth Game: The order of priorities between the Teams is reversed. The loser of the «Coin Toss» in first game chooses the side (radiant or dire) or order of picks for which their Team will participate in the third game. Then the other Team makes a selection from the remaining choices.

Fifth Game: Selected by a “Coin Toss”. The winner of the «Coin Toss» chooses the side or order of picks for which their Team will participate in the fifth game. Then the other Team makes a selection from the remaining choices.

9.4. Participants of the Competition are responsible for their actions/inactions in the game. If a Player accidentally leaves the game or picks the wrong character, skill or item, it shall not be deemed as a valid reason for a Match remake.

9.5. Determining the winner of the game:

9.5.1. The winner is the Team that destroyed the opponent's throne. The Team can admit defeat in the game early. To do this, it must surrender according to the in-game mechanics.

9.5.2. If a Team requests a “surrender” (for example by writing “gg” or “ggwp”) in a game that is not yet finished, the Team loses that game.

9.6. Pauses:

9.6.1. Only technical pauses are possible in the game. Possible reasons for setting a technical pause:

- Disconnection of one or more Participants;
- Complete or partial loss of control over the hero by a Participant due to client/network lags;
- Technical problems with the equipment;

- Technical problems with the Participants' voice communication channel.
- 9.6.2. After a pause is established, the Team informs the Referee of the reason for the pause.
- 9.6.3. Resumption of the game (removal of the pause) is permitted only after receiving confirmation of the opposing Team's readiness to continue the game and with the permission of the Referee.
- 9.6.4. During the technical pause, Team Participants shall not leave their playing places without the permission of the Referees.
- 9.6.5. During the technical pause, Team Participants are not allowed to remove their headsets without the permission of the Referees.
- 9.7. Technical issues:
 - 9.7.1. If the connection with the server is broken (disconnected) by a Participant who is selecting and banning characters in the character selection and banning stage (picks and bans) and if it is impossible for this Participant to quickly reconnect, including if the opportunity to make one of the selections or bans is missed, the game lobby is created anew. In this case, the Participants who are selecting and banning characters will have to repeat all the selections and bans made before the departure.
 - 9.7.2. If the connection with the server is broken (disconnected) by one or more Participants, the game is put on a technical pause. If it is impossible to restore the connection for all Participants after the allotted time for the pause has expired, the decision to continue or replay the game is made by the Referee Lead .
 - 9.7.3. If a critical error is detected, the Referee Lead decides whether to continue or replay the game.
 - 9.7.4. In case of replaying the game: selected and banned characters (picks and bans) are saved.
- 9.8. Teams that abuse a gameplay bug may be subject to sanctions in accordance with the Technical Rules.
 If a Team discovers a game-affecting bug during a Match, it must pause the game and inform the Referees.
- 9.9. Matches start at the time set by the Organizer.
- 9.10. A 10-minute break is announced after the completion of each game (map). If the Competition Match end time coincides with the subsequent Match start time, the next Match will be postponed until the previous Match is completed and the 10-minute break expires.
- 9.11. Teams must join the Lobby 10 minutes before the start of each Match and 10 minutes before playing the next game (map).
- 9.12. Any Team that doesn't have all 5 (five) starting lineup Players present in the lobby by the scheduled Match or game (map) start time can be subject to sanctions according to the following rules by decision of the Referee Lead:
 - 3-minute delay: -30 seconds Reserve time on pick/ban procedure;
 - 5-minute delay: -70 seconds Reserve time on pick/ban procedure;
 - 10-minute delay: -110 seconds Reserve time on pick/ban procedure.

- 9.13. If the delay is due to force majeure circumstances beyond the Team's control, the Team may be exempt from sanctions at the Organizer's (Referees') discretion.

10. Compulsory uniform (equipment)

- T-shirt with long or short sleeves;
- Jeans or trousers;
- All Team members must wear the same design T-shirts and trousers (jeans);
- Track suit trousers are not allowed;
- Neutral-colored (black or white) equipment is allowed.

11. Slogans, statements, images and advertising on the Equipment

- 11.1. All Participants' uniforms (equipment) must be suitable for performance in the discipline and may not display any signs, text or combination of symbols that could be offensive.
- 11.2. Uniform (equipment) must not have any kind of religious, political statements and/or images displayed on it.
- 11.3. The Organizer determines the Participant's uniform (equipment) and sets the requirements for placing advertisements and sponsor/partner integrations. All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Rules and Regulations.

12. Final provisions

- 12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer's decision. Participants will not receive additional notification of such revisions.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with Rules and Regulations, the Rules of the respective Types of sports (sports disciplines) / Types of competition activities, the decisions made by the Chief Panel of Judges, the WPC Disciplinary Committee, and other applicable Regulatory Documents of the Competition.
- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, Rules and Regulations, the Rules of the respective Types of sports (sports disciplines) / Types of competition activities, 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 (Chief Panel of Judges). This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

Appendix 1
to the Technical Rules
of the International Multisport Tournament “GAMES OF THE FUTURE”
to be held for a period from July 25, 2026, to August 10, 2026,
in Astana, Kazakhstan
(MOBA PC)

Tournament bracket

MOBA PC

Group Stage					Round of 16	QF	SF	3-rd place	Final
1st round		2nd round							
Group A	M01	Score	M11	Score					
	Team 1	0	Winner M01	0					
	Team 2	0	Winner M03	0					
	M03	Score	M09	Score					
	Team 3	0	Loser M01	0					
	Team 4	0	Loser M03	0					
Group B	M02	Score	M12	Score					
	Team 5	0	Winner M02	0					
	Team 6	0	Winner M04	0					
	M04	Score	M10	Score					
	Team 7	0	Loser M02	0					
	Team 8	0	Loser M04	0					
Group C	M05	Score	M15	Score					
	Team 9	0	Winner M05	0					
	Team 10	0	Winner M07	0					
	M07	Score	M13	Score					
	Team 11	0	Loser M05	0					
	Team 12	0	Loser M07	0					
Group D	M06	Score	M16	Score					
	Team 13	0	Winner M06	0					
	Team 14	0	Winner M08	0					
	M08	Score	M14	Score					
	Team 15	0	Loser M06	0					
	Team 16	0	Loser M08	0					
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