

APPROVED BY
Phygital International FZCO
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RANA



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 Mobile)

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 Mobile. MLBB**" 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.

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 – 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.

Mobile Legends: Bang Bang (MLBB) is a type of program (a videogame) of the MOBA Mobile.

Nickname means 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 Mobile. MLBB**" 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 Mobile. MLBB” 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 3 (three) 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 four (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 3rd in each group advance to the next stage of the Competition, where they will compete in Matches using the Single Elimination system, starting from the 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 and 2nd place in their respective groups. The winner of this Match takes 1st place in the group, while the loser takes 2nd place in the group;
- 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. The winners of 1/2 final Matches proceed to the Final Match, while the 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 (maximum 2 coaches) 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. Mobile Legends: Bang Bang

Mobile Legends Bang Bang Matches are held in accordance with the Technical Rules, Rules and Regulations and other Regulatory Documents. Matches are played in a 5x5 (five on five) format, in a Bo3 format (up to two wins). The Final's format is Bo5 (up to three wins). 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 a 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 and 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, or 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. Participants are prohibited from changing their in-game Nickname during the competition.

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 forfeited unless other sanctions are specified in the Special Part of the Technical Rules.
- 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 Mobile Legends: Bang Bang Matches.

- 9.1. The game lobby is created by the Match Referee.
- 9.2. Only the Participants of the Competition registered for the current Match and the Officials of the Competition are allowed to enter the game lobby.
- 9.3. The Organizer reserves the right to disable specific heroes if their presence could compromise the fairness of the competition.
- 9.4. Match lobby.

The Pick/Ban procedure will be carried out through the "Tournament Mode" function of the client.

The procedure for picking bans is carried out according to the in-game settings of the game mode.

General/Game settings:

- Team size: 5;
- Type of Lobby: Tournament;
- Game type: Draft Pick;
- Allow Spectators: Lobby Only;
- Bans: 10;
- Game server: KZ (139);
- Map: Sanctum Island;
- Featured Gameplay: "Fully random" for each map. The following modes are used:
 - Broken Walls;
 - Dangerous Grass;
 - Flying Cloud;
 - Expanding Rivers.

- 9.5. The right to choose a side and the order of picks.

9.5.1. For the Match format: Bo3 (best of three):

First game: The right to choose a side (the order of picks) is chosen by the “Coin flip”» procedure. The winner of the “Coin flip” procedure chooses the side (pick order) for which his Team will participate in the first game.

Second game: The losing Team in the 1st game chooses the side (pick order).

Third game: The losing Team in the 2nd game chooses the side (pick order).

9.5.2. For the Match format: Bo5 (best of five):

First game: The right to choose a side (the order of picks) is chosen by the “Coin flip” procedure. The winner of the «Coin flip» procedure chooses the side (pick order) for which his Team will participate in the first game.

Second game: The losing Team in the 1st game chooses the side (pick order).

Third game: The losing Team in the 2nd game chooses the side (pick order).

Fourth game: The losing Team in the 3rd game chooses the side (pick order).

Fifth game: The losing Team in the 4th game chooses a side (pick order).

9.6. Pauses:

9.6.1. Only technical pauses are possible in a game.

9.6.2. Possible reasons for setting a pause:

- disconnection of one or more Participants;
- full 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 voice communication channel of the Participants;
- device malfunction;
- internet / network issue (Full disconnections, Full or partial loss of hero control due to lag, Heavy lag that causes input delays). Lag must be truly felt by Players and will be observed by Referees to determine its legitimacy. The latency on the game interface simply increasing in number is not an accurate indication that there are actual lag issues occurring for a Player;
- Phone input delays or FPS drops;
- MLBB ingame bugs;
- Referee or Organizer instruction.

9.6.3. Setting a pause is prohibited during combat between Teams. If a pause is requested at this time, it will be set by the Referees after the end of combat. A combat is defined as follows: at least four (4) Players from opposing Teams have interacted with each other (3 from Team A and 1 from Team B or 2 from each Team).

9.6.4. To request a pause, a Participant must raise his hand and inform the Referee of the request for a pause. After setting a pause, the Participants must explain to the Referee the reason for the pause.

9.6.5. During a pause, in other Participants must:

- Players must remain seated;
- Players may not communicate with Coach, Substitute, Analyst, Manager, or any external person;

- Players may only communicate with the Referee regarding the reason for the pause. During the pause duration, Players are not allowed to communicate with each other or anyone that is not in the Match;
- Players may not use mobile phones, messengers, social media, browser, stream, or any external information source;
- The Referee may initiate a directed pause at any time for technical, broadcast, venue, administrative, safety, or competitive integrity reasons;
- The Game may only be resumed after the Referee confirms that both Teams are ready or determines that the Game must continue.

9.7. Restarting the game.

9.7.1. A Restart or Remake may be granted only by the Referee Lead.

A restart or remake will not be granted for:

- wrong hero pick caused by Player error;
- wrong ban caused by Player error;
- wrong emblem, talent, battle spell, skin, or item setup caused by Player error;
- accidental disconnection caused by Player;
- failure to follow Referee instructions;
- any other issue caused by the Team's own action or inaction.

Before the Game reaches Official Game / Scored Game status, the Referee Lead may order a restart if:

- a Player fails to load into the Game;
- a verified technical issue prevents normal play;
- the lobby settings are incorrect;
- the Game client or server malfunction affects competitive fairness;
- if a remake is ordered after the Pick/Ban phase, the Referee Lead determines whether picks, bans, sides, emblems, spells, and other settings must be preserved or reset.

9.7.2. Participants of the Competition are responsible for their actions/inactions in the game. If a Participant accidentally leaves the game or selects the wrong hero, or performs other actions that prevent the continuation of the game, this is not a valid reason for a replay.

9.7.3. Restarting the game during the pick/ban procedure

Teams may request a game restart during the draft stage in the following cases:

- the Player did not load into the game, the Internet connection was lost;
- the wrong character was selected due to a technical error in the game that the Player was not involved in.

The Team must immediately clearly and distinctly say that they want to restart the game during the draft stage. The draft stage continues if the Team does not give a clear request regarding the restart. The Team must inform the Referee about the erroneous pick before the end of the selection of the next stage, but no longer than 3 seconds after the error was discovered. Players leave the same picks and bans until the official request to restart the pick-ban procedure. If Team 1 requests a game restart, and Team 2 makes their pick/ban choice immediately after the request, Team 2 has the right to change their pick/ban choice. Each Team has the right to only restart the draft stage once in a game.

9.7.4. Restarting a game after completing the pick/ban procedure:

If, after completing the pick/ban procedure and selecting heroes, a Participant encounters technical problems that could prevent him from correctly setting up a character before the game, the game can be restarted to correct these errors. Both Teams must select those heroes during the pick/ban procedure.

9.7.5. Restarting a game in the event of a technical problem:

In the event of a Participant disconnecting or a technical problem, a game restart is allowed by the Referees' decision.

Examples of conditions that do not allow a game restart:

- Any attack or ability affects minions, jungle creeps, buildings, or enemy heroes.
- There is a direct line of sight between Players on opposing Teams.
- Either Team enters the enemy jungle, establishes vision, or casts a skillshot into the enemy jungle, which includes either leaving the “river” or entering a bush connected to the enemy jungle.
- A combat situation occurs. A combat situation is defined as an interaction involving at least four Player from opposing Team. For examples: 3 (three) Players from Team 1 and 1 (one) Player from Team 2, or 2 (two) Players from both Teams.
- The game timer reaches 35 seconds (00:00:35).

9.7.6. In the event of critical problems in the game for continuing the game (for example: a critical error affecting the results of the Match), the game may be restarted by decision of the Referee Lead.

9.8. Determining the winner of the game.

- The winner is the Team that destroyed the opponent’s throne.
- A Team may early admit defeat.

9.9. Bugs:

Teams must immediately report any suspected bug, exploit, or abnormal game behavior to the Referee

A Team may not intentionally trigger, reproduce, abuse, or conceal a bug or exploit.

If a Team becomes aware of a bug and continues to use it to gain an advantage, the Team may receive a Game loss, Match loss, disqualification, or other sporting sanction.

The Referee may instruct Teams to continue playing while the issue is reviewed. Players must continue the Game unless explicitly instructed to stop by the Referee.

10. Compulsory uniform (equipment)

- T-shirt with long or short sleeves;
- Jeans or trousers;
- All Team members must wear 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 Mobile)

Tournament bracket

MOBA Mobile

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	B2	Loser M12	0	C1	Winner M15	0			
	Team 6	0		Winner M04	0	A3	Winner M09	0		Winner 17	0			
	M04	Score		M10	Score									
	Team 7	0		Loser M02	0	A2	Loser M11	0	D1	Winner M16	0			
	Team 8	0		Loser M04	0	B3	Winner M10	0		Winner 18	0			
Group C	M05	Score		M15	Score									
	Team 9	0		Winner M05	0									
	Team 10	0		Winner M07	0	D2	Loser M16	0	A1	Winner M11	0			
	M07	Score		M13	Score									
	Team 11	0		Loser M05	0	C2	Loser M15	0		Winner M19	0			
	Team 12	0		Loser M07	0	D3	Winner M14	0	B1	Winner M12	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									
				M17		Score	M21		Score					
				B2		Loser M12	0	C1		Winner M15	0			
				A3		Winner M09	0			Winner 17	0			
				M18		Score	M22		Score	M25		Score		
				A2		Loser M11	0	D1		Winner M16	0	Winner M21	0	
				B3		Winner M10	0			Winner 18	0	Winner M22	0	
				M19		Score	M23		Score	M26		Score		
				D2		Loser M16	0	A1		Winner M11	0	Winner M23	0	
				C3		Winner M13	0			Winner M19	0	Winner M24	0	
				M20		Score	M24		Score					
				C2		Loser M15	0	B1		Winner M12	0			
				D3		Winner M14	0			Winner M20	0			
											M27		Score	
											Loser M25		0	
											Loser M26		0	
													M28	Score
											Winner M25		0	
											Winner M26		0	