

APPROVED BY
Phygitel International FZCO
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World Phygitel Community Limited
June 29, 2026



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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

(Phygitel Dancing)

1. Terms and Abbreviations

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

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 **"Phygitel Dancing. Just Dance"** 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 last place. The remaining 2 Teams compete for 2nd and 3rd places in the group.

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

Just Dance is a type of program (video game) of the sports discipline "Phygitel Dancing".

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 Competition between Athletes of two Teams and consists of Digital and Physical Stages.

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

Organizer is Phygitel International FZCO, 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.

Phygitel Sports is a complex competitive activity based on the integration of functional and digital segments, which are implemented either in stages during the competitive process within the framework of one competitive action, united by a combined result or score.

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 WPC Rules of Phygitel Sport (including Rules of Phygitel Basketball), the Technical Rules, the WPC 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".

Rules of Phygitel Sports are the official rules of the Phygitel Sports, approved by WPC.

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 “PhygitaI Dancing. Just Dance” competitive discipline .

WPC, or World PhygitaI 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 PhygitaI Sports internationally.

WPC Discipline means PhygitaI Shooter, PhygitaI Basketball, PhygitaI Football, PhygitaI Dancing.

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

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

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 Technical Rules purposes, the term “**Competition**” refers to the entirety of the International multisport tournament Games of the Future 2026 (July 25-August 10, Astana Kazakhstan) when 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 will take place in the discipline of “PhygitaI Dancing. Just Dance”, following the WPC Rules of PhygitaI Sports (including the Rules of PhygitaI Dancing), any other applicable WPC Regulatory Documents, as well as the Regulatory Documents. If needed, the Organizer and/or the Chief Panel of Judges may establish additional features for the Competition.
- 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.

3. Competition Organization System

- 3.1. Sixteen (16) Teams, each with up to one (1) Athlete, will participate in the Competition. The procedure for admission to the Competition is defined by the Rules and Regulations.
- 3.2. Teams participating in the Event 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 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 2).

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 final 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 losers play a Match for the 3rd place. The Team winning the Final Match becomes the Competition winner.

3.3. The Teams compete in each Matches in the Bo3 (best of three) format (up to two wins).

3.4. For each stage of the Competition, the Organizer provides a list of tracks (songs), in accordance with Appendix No. 1 to the Technical Rules. Tracks (songs) are selected by the Organizer during each stage of the Competition from the corresponding list by drawing lots.

At all stages of the Competition, single tracks (songs) of easy, medium, high or extreme difficulty may be used.

3.5. For each Match, the Participants receive five (5) tracks, randomly selected during the draw. Before the Match, the Participants perform the procedure choice pick / banning of the tracks that will be used during the Match (Clause 8.5).

3.6. The Team that earns the most points from completing a single track (song) wins the game (track).

The Team that wins two games (tracks) secures the Match in the Bo3 format.

- 3.7. The scoring procedures and protocol for Participants are established by Just Dance's in-game algorithms, with calculations performed automatically by the software.
- 3.8. The Competition schedule, including the dates, time and venue of the Matches and 1/2 final pairs and bracket, shall be determined by the Organizer, whereof the Organizer shall notify the Competition Participants in advance.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) be judged correctly and fairly;
- 2) obtain information regarding the results achieved at the Competition;
- 3) address the Chief Panel of Judges through a Team representative;
- 4) use one break not exceeding 2 (two) minutes between tracks (songs) during a Match. The Competition Participant shall notify the Referees of the need for a break after completing their dance to a particular track (song);
- 5) notify the Referees of any technical issues during participation in the Match. If the Referees confirm the presence of technical issues, the Participant has the right to repeat the track (song); and
- 6) address the WPC Disciplinary Committee according to the established process outlined in the WPC Disciplinary Regulations and the Regulatory Documents.

4.2. Competition Participants shall:

- 1) know and follow the Regulatory Documents instructions and the Organizer's 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) follow the rules of good sportsmanship and fair play;
- 4) unconditionally follow all the orders and instructions of the Referees related directly to the Competition procedure;
- 5) strictly comply with the order of entering the Field of Play, as established by the draw; Participants must be prepared for the Match and report their readiness within two minutes of entering the FoP;
- 6) report readiness to proceed with the track (song) within two (2) minutes of completing the respective previous track;
- 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) comply with safety, equipment operation and anti-doping regulations;
- 9) adhere to the dress code and other outfit requirements for Competition Participants as approved by the Organizer;

- 10) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory Documents. They shall also sign it and provide any required information if needed;
- 11) 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 their assistants;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere with the game process, thus disrupting the natural flow of the Match (including crossing the boundary line);
- 4) deliberately delay the progress of the game;
- 5) engage in any actions that disrupt the normal organization and execution of the Competition, violate the Rules of Phygital Sports, Technical Rules, the Rules and Regulations, or other Regulatory Documents;
- 6) collude with each other;
- 7) 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;
- 8) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 9) use of any unauthorized items, inventory, or equipment that is not permitted by the Rules of Phygital Sports, the Rules and Regulations, Technical Rules, or other Regulatory Documents of the Competition, and poses a potential risk to the safety and well-being of others and/or the Participant;
- 10) 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;
 - 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 Rules and other Regulatory Documents.

5. Refereeing

- 5.1. The composition of the Brigade of Referees for Competition Matches will be determined in accordance with the Regulations and other Regulatory Documents of the Organizer.
- 5.2. In the course of the Competition Matches, Referees are strategically positioned adjacent to the Players, ensuring they are situated on various sides to maintain.
- 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 (Referee Lead of the 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 20 minutes before the Match starts.

6. Disciplinary Infractions and Penalties

- 6.1. Undisciplined behavior, as well as any other behavior that goes against standards and requirements set forth in the Rules and Regulations, the Technical Rules, and the Regulatory Documents, will result in consequences such as a warning, removal, 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 the start or recommencement of the Match is delayed by more than 5 minutes, the Participant may be awarded a forfeit in the respective round's Match.
- 6.3. Deliberate interference with Matches and unruly behavior during the Competition may lead to the imposition of sports sanctions, including possible disqualification, for the offender.
- 6.4. Participants may be subject to the following sanctions:
- in case of non-adherence to clause 8.4 of the Technical Rules, the Participant may face a penalty resulting in the deduction of 1,000 points from their track score;
 - in case of non-adherence to clause 8.5 of the Technical Rules, the Participant may face a penalty resulting in the deduction of 1,000 points from their track score;
 - in case of violation of the requirements set forth in sub-clause 2 of clause 4.2 of the Technical Rules, the Participant may be penalized by either a deduction of 1,000 points or a forfeit in the track;
 - If the Referees, after considering a Participant's claim of technical issues as per sub-clause 5, clause 4.1 of the Technical Rules, find no evidence of such problems, the Participant may face a penalty of either a 1,000-point deduction or a forfeit in the track.
- 6.5. If a Competition Participant violates a rule not explicitly outlined in Rules and Regulations or the Technical Rules, and other Regulatory Documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a Participant one of the sports sanctions stipulated by the Regulatory Documents. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

7. Appeals

- 7.1. An appeal against the result of a Match may be filed by the Participant in the event of a violation of the Regulatory Documents, in the manner stipulated in the Regulatory Documents.

8. Technical Rules for conducting Matches

- 8.1. Game version: Just Dance 2026 with 2023, 2024, 2025, 2026 Edition + Just Dance Plus, licensed, latest current version.
- 8.2. Game console: Nintendo Switch 2.
- 8.3. Match settings:
- Game mode: Single Tracks;

- The tracks (songs) list provided by the Organizer is included as Appendix No. 1 to the Technical Rules and is an integral part hereof.

8.4. Turning on/off modifiers and game settings is prohibited.

8.5. Procedure pick / ban track (songs), select Joecon and Participants side on the Stage.

8.5.1. Procedure is take by Coin Flip.

The order of which of the Participants will start procedure first is determined by the "Coin Flip" procedure. The winner of the "Coin Flip" procedure chooses which of the Participants will be first.

The procedure is as follows:

First step: Determinates tracks

- First Participant - bans track №1
- Second Participant - bans track №2
- First Participant – picks track №1
- Second Participant - picks track №2
- Remaining track - is the selected track №3

Second step: Determinates Side on the Stage

- Second Participant – chose side (Left of Right on the Stage)
- Remaining side – is the selected by First Participant

Third step: Determinates Joecon

- First Participant – chose one controller of all controllers.
- Second Participant – chose one controller of the remaining controllers

8.6. The Joecon selection procedure, Participants are given 3 left and 3 right Joycons to chose from.

8.7. Participants are forbidden from pausing their own track (song) or the track of another Participant while performing to the track.

9. Determination of the Winner and Prize-winners

9.1. If there is no pending arbitration by the Chief Panel of Judges or the WPC Disciplinary Committee, according to the WPC Disciplinary Regulations and the Regulatory Documents, the Competition winner is the Team winning the Final Match. The Team losing the Final Match takes the second place, the Team winning the 3rd place Match takes the third place.

9.2. The Teams that secure second and third places in the Competition are honored as prize-winners of the Competition.

9.3. The award procedure for the winner and prize winners shall be determined by the Organizer.

10. Compulsory uniform (equipment)

- T-shirt with long or short sleeves;
- Jeans, trousers, sports clothes;
- 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 the 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 without additional notification sent to Participants.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygital Sports, other Regulatory Documents, the decisions made by the Chief Panel of Judges, the WPC Disciplinary Committee, and other applicable Regulatory Documents. If necessary, the Organizer has the right to use Regulatory Documents and rules of relevant international sports federations.
- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Rules, WPC Rules of Phygital Sports 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.

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
(Phygital Dancing)

Track (song) list

№	Game	Title	Artist	Difficulty level
1	JD 2	Dagomba	Sorcerer	MEDIUM
2	JD 5	Isidora	Bog Bog Orkestar	MEDIUM
3	JD 16	Chiwawa	Wanko Ni Mero Mero	MEDIUM
4	JD 16	Drop The Mambo	Diva Carmina	HIGH
5	JD 17	Carnaval Boom	Latino Sunset	HIGH
6	JD 17	Run the night	Gigi Rowe	HIGH
7	JD 18	In The Hall Of The Pixel King	Dancing Bros.	MEDIUM
8	JD 18	Sayonara	Wanko Ni Mero Mero	HIGH
9	JD 19	New Reality	Gigi Rowe	HIGH
10	JD 20	MA ITŪ	Stella Mwangi	HIGH
11	JD 21	Yameen Yasar	DJ Absi	EXTREME
12	JD 23	If You Wanna Party	The Just Dancers	MEDIUM
13	JD26	Show Me What You Got	Boomborg	MEDIUM

Appendix 2
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
(Phygital Dancing)

Tournament bracket

Phygital Dancing

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 M02	0			
Group B	M02	Score	M09	Score			
	Team 3	0	Loser M01	0			
	Team 4	0	Loser M02	0			
Group C	M03	Score	M12	Score			
	Team 5	0	Winner M03	0			
	Team 6	0	Winner M04	0			
Group D	M04	Score	M10	Score			
	Team 7	0	Loser M03	0			
	Team 8	0	Loser M04	0			
Group A	M05	Score	M15	Score			
	Team 9	0	Winner M05	0			
	Team 10	0	Winner M06	0			
Group B	M06	Score	M13	Score			
	Team 11	0	Loser M05	0			
	Team 12	0	Loser M06	0			
Group C	M07	Score	M16	Score			
	Team 13	0	Winner M07	0			
	Team 14	0	Winner M08	0			
Group D	M08	Score	M14	Score			
	Team 15	0	Loser M07	0			
	Team 16	0	Loser M08	0			
			M17	Score	M21	Score	
			B2 Loser M12	0	C1 Winner M15	0	
			A3 Winner M09	0	Winner M17	0	
			M18	Score	M22	Score	
			A2 Loser M11	0	D1 Winner M16	0	
			B3 Winner M10	0	Winner M18	0	
			M19	Score	M23	Score	
			D2 Loser M16	0	A1 Winner M11	0	
			C3 Winner M13	0	Winner M19	0	
			M20	Score	M24	Score	
			C2 Loser M15	0	B1 Winner M12	0	
			D3 Winner M14	0	Winner M20	0	
					M25	Score	
					Winner M21	0	
					Winner M22	0	
					M26	Score	
					Winner M23	0	
					Winner M24	0	
					M27	Score	
					Loser M25	0	
					Loser M26	0	
					M28	Score	
					Winner M25	0	
					Winner M26	0	