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TECHNICAL RULES
of the International Multisport Tournament
“GAMES OF THE FUTURE”
to be held for a period
from December 14, 2025, to December 23, 2025,
in Abu Dhabi, UAE

(Phygitel Shooter)

I. GENERAL

1. Terms and Abbreviations

Athlete/Player/Participant 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 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 International Multisport Competition to be held in Abu Dhabi, UAE, from December 14, 2025, to December 23, 2025, titled “GAMES OF THE FUTURE” (Discipline “Phygital Shooter. CS 2”).

Counter-Strike 2 (CS2) is a type of program (video game) of the sports discipline “Phygital Shooter”.

Ingame participant's ID – ID number of the Participants 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.

Laser tag is a type of competition activity, a team-based military-tactical team game that uses laser guns (taggers) and sensors (hit detectors) worn by participants to record hits when shot by the opposing team's laser weapon.

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

Nickname – the name of the participant, which is used in the game.

Organizer is Phygital 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.

Phygital 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 another Regulatory Documents.

Regulatory Documents are the Rules and Regulations, the WPC Rules of Phygital Sport (including Rules of Phygital Shooter), the Technical Rules, the WPC Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Referee Panels, 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.

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

Rules and Regulations are the rules and regulations of the International Multisport Competition to be held in Abu Dhabi, UAE, from December 14, 2025, to December 23, 2025, titled “GAMES OF THE FUTURE”.

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

Team is a group of Athletes, who have been admitted to participate in the Competitions 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 “Phygital Shooter. CS 2”.

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 Sport internationally.

WPC Discipline mean Phygital Shooter, Phygital Basketball, Phygital Football, Phygital Dancing.

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 WPC Disciplinary Regulations.

WPC Disciplinary Regulations are 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 terms and definitions provided in the Technical Rules 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 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 Games of the Future 2025 (December 14 - 23, Abu Dhabi, United Arab Emirates) in its entirety when applicable.

Other terms and definitions not covered in the Glossary are used in the meaning provided by the Regulatory Documents.

2. General Provisions

- 2.1. The Competition will take place in the discipline of Phygital Shooter. CS 2, following the WPC Rules of Phygital Sport (including the Rules of Phygital Shooter), 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.
- 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 System

- 3.1. There are eight (8) teams competing in the Competition, with at least 5 (five) and no more than 7 (seven) athletes in each team. 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 personnel. The procedure for admission to the Competition is defined by the Rules and Regulations.

- 3.2. The teams participating in the Competition are divided into 2 (two) group of 4 teams, in which they compete in round-robin matches. During the group stage, teams earn points based on their performance in each match. In the final group stage standings, in each group 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. The Organizer determines the group composition and schedule of group stage matches through a draw.

At the conclusion of the group stage, if two or more teams have equal points, the advantage is given to the team based on the following criteria in sequential order:

- victories in head-to-head matches between these teams;
- greater number of wins in all group stage matches;
- greater number of wins in the Digital stage games in all group stage matches;
- greater number of wins in the Physical stage games in all group stage matches;
- greater number of frags in both stages in all group stage matches;
- if all the above criteria are equal, the placement of teams is decided by draw.

The top two teams from each group will advance to the next stage of the competition (playoff), where they will compete in a knockout format, starting from the 1/2 final (semi-final) stage in the following order:

- semi-final;
- 3rd place match;
- Final.

The top team from Group A will advance to the semi-finals to face off against the second-place team from Group B. The top team from Group B will advance to the semi-finals to face off against the second-place team from Group A.

Teams play semi-final matches to get through to the final. The winners of semi-final matches proceed to the final, while losers play a match for the third place. The winner of the final match becomes the champion of the Competition.

The tournament matches are played following the fixed bracket.

- 3.3. All group stage matches in the Competition consist of both the Digital and Physical stages, while playoff matches involve the Digital stage and, if needed, the Physical stage.

Teams are required to adhere to the following rules regarding the presence of participants and their representatives on the field of play:

- during the Digital stage, only 5 competing athletes and their coach are permitted on the FoP;
- during the Physical stage, only 5 competing athletes are permitted on the FoP. The coach and substitutes must be present in the team area near the FoP.

3.4. Stages of competition

3.4.1. Group stage

In every group stage match, teams can earn between 0 and 3 points. A team is awarded 1 point for winning each game in both the Digital and Physical stages.

3.4.1.1. Digital stage of the group stage (type of program: CS2).

The CS2 digital stage of the group stage is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. In the event that both teams have won an equal number of rounds (12 each) at the end of the game (map), an overtime will be initiated in a "best of 6" (mp_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. In overtimes teams do not pick the sides. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). After the 3rd overtime round, the teams swap sides. Teams continue to compete in overtimes until the winner is determined.

The duration of one game round (on map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (maps) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

3.4.1.2. Physical Stage (Laser Tag).

The Physical stage of the group stage is held in accordance with the Technical Rules and other Regulatory Documents of the Organizer. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format. The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

3.4.1.3. The break between stages is 15 (fifteen) minutes.

3.4.1.4. The match winner is determined by the team that accumulates a total of 2 or 3 points throughout both stages.

3.4.2. Playoff

3.4.2.1. Digital stage of the playoffs (type of program: CS2).

The Digital stage of CS2 in the playoff is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. In the event that both teams have won an equal number of rounds at the end of the game (map), an overtime will be initiated in a "best of 6" (mp_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). After the 3rd overtime round, the teams swap sides. Teams continue to compete in overtimes until the winner is determined.

The duration of one game round (on map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (map) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

3.4.2.2. Physical stage of the playoffs (type of program: Laser Tag).

The Physical stage of the playoffs is only held in the event of a 1:1 tie in the Digital stage.

The Physical stage of the playoffs is held in accordance with the Technical Rules and other Regulatory Documents. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format.

The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

The break between stages is 15 (fifteen) minutes.

3.4.2.3. Determining the winner of the match

If there is no pending arbitration by the Chief Panel of Judges or the WPC Disciplinary Committee, and in accordance with the WPC Disciplinary Regulations and Regulatory Documents, a team that secures two victories in games (maps) by the end of the Digital stage will be declared the winner of the match with a score of 2:0.

In the event of a 1:1 tie at the end of the Digital stage, the match proceeds to the Physical stage for further determination.

If a Physical stage occurs, the team that emerges victorious in the Physical stage with a final score of 2:1 is declared the winner of the match.

- 3.5. The competition schedule, which includes the dates, times, and locations of the matches, is established by the Organizer and communicated to the participants well in advance of the competition.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) be judged correctly, fairly and in accordance with the rules of a respective discipline.
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach; and
- 4) address the WPC Disciplinary Committee according to 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 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) 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 FoP, 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) in Digital stage competitor shall use the same license account and the same nickname.
- 9) in the Physical stage participants shall wear the same uniform. At the same time the participants have the right to use personal headgear: bandanas, caps without brims or hair bands, and they have the right to additionally wear elbow and knee protection, gloves, etc.
- 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;
- 12) upon request of the Organizer or Referees, provide the Ingame participant's ID and Nickname.

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) commit other actions that hinder the normal organization and progress of the Competition, contrary to the Rules of Phygital Sports, provisions of the Technical Rules, other Regulatory Documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information (including watching the live broadcast of the Competition);
- 8) 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 a cash or other prize.
- 9) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
 - 10) 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;
 - 11) In Digital stage - use any software that affects the in-game mechanics, including software designed to change in-game parameters in order to give an advantage and (or) create obstacles to the normal course of the match to the opponent.
 - 12) use any items, equipment or gear which are not provided for by the Rules of the Phygital Sports, the Technical Rules or other regulatory documents which pose a potential hazard to the life and/or health of others and/or the participant himself/herself;
 - 13) in Physical stage - use electronic or mechanical gadgets and/or sound or voice amplifiers to communicate with other persons during any round of the game;
 - 14) in Physical stage - use any equipment, such as laser sight-pointers, flashlights, or additional laser tag devices, that could potentially cause harm to other participants, unless specifically provided or approved by the Organizer.
- 4.3.1. Coaches are prohibited from interacting or talking with athletes during the match except during tactical timeouts and/or “freezetime” in the digital stage or physical stage.
 - 4.4. The list of prohibited actions is not comprehensive; additional prohibitions may be outlined by the Technical Rules and other Regulatory Documents.
 - 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 accessories are left for storage in a special area.
 - 4.6. During the digital stage of match – 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 digital stage - participants are prohibited from using CS2 Agent skins
 - 4.8. During the digital stage - participants are prohibited from using weapon skins with images, inscriptions, tags, etc. that violate the rules of competition and ethics norms.
 - 4.9. Participants are prohibited from changing their in-game Nickname during the competition.

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 the 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 (Head Referee 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 1 hour before the Competition begins.

6. Disciplinary Infractions and Penalties

- 6.1. Undisciplined behavior, as well as any other behavior contrary to the Rules of Phygital Sports, norms and rules stipulated by the 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 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 imposed by the Rules of Phygital Sports. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.
- 6.3. If the start or recommencement of the match is delayed by more than 10 minutes, the participant may be awarded a Technical forfeit.
- 6.4. 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.
- 6.5. Participants who have the 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.
- 6.6. The Competition referee has the right to caution participants for the following infractions:
- committing prohibited moves and actions in the video game or during a Physical stage, the use of forbidden characters and items, glitches and bugs (if such were found out after playing back the recorded video of the game - a decision is made to cancel the match results and award a forfeit to the offending party);
 - stopping a video game;
 - quitting a video game or stopping a laser tag match before the end of the final round without permission of the Competition referee;
 - insulting players/teams, referees, the Organizer, use of foul language, as well as making negative and offensive remarks about the players/teams, referees or the Organizer;
 - aggressive behavior;
 - immoral/unsportsmanlike conduct and other undisciplined behavior.
- 6.7. The Competition referee has the right to award a forfeit to a team for the following infractions:
- infractions of the Technical Rules for which there is no sanction in the form of a caution;
 - a repeated infraction as stipulated by Paragraph 6.6 of the Technical Rules.
- 6.8. Supplementary grounds for liability for violations during the Physical stage are outlined in the penalty table (Appendix No. 2), which is an integral part of these Technical Regulations.
- 6.9. If a player violates multiple different rules listed in the penalty table (Appendix No. 2) simultaneously, they will receive the summary penalty as outlined in the penalty table.

Therefore, if a player breaches two rules simultaneously, they will incur the summary penalty points as per the penalty table.

For instance, the first fowl will result in a 25% reduction in HP, while the second fowl will lead to a 50% drop, leaving the player to begin the next round with a 75% decrease in HP.

If a player violates three or more rules at the same time:

First time in this match - they are disqualified for the next round.

Repeat situation in this match - they are disqualified for the entire match.

- 6.10. If a player who has violated the rules is replaced at the end of the round, the penalty points in the next round are transferred to a player on the team participating in the round, as determined by the team.
- 6.11. If a player violates the rules in the final round of the Physical stage, the penalty carries over to the next match. This means that the player will start the first round of the Physical stage in the next match with the penalty already taken into account.
- 6.12. In the event that the violation is significant to the outcome of the round (e.g. resulted in the round being won), the head referee may decide to replay the round or award the round to the opposing team.

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 Regulatory Documents.

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 WPC Disciplinary Regulations and the Regulatory Documents, the Competition Winner is the team that wins the finals. The team that loses the final Match is ranked 2nd, the team that wins the Third Place Match is ranked 3rd.
- 8.2. The teams that secure second and third place in the Competition are honored as prize-winners of the Competition.
- 8.3. Award procedure for the winner and prize winners shall be determined by the Organizer.

II. SPECIAL PROVISIONS

9. The specifics of the Digital stage (type of CS2 program)

- 9.1. The latest, up-to-date licensed version of the CS2 video game is used for the Competition.
- 9.2. The competition is held on the maps: Ancient, Dust2, Inferno, Mirage, Nuke, Overpass, Train.

The map pool may be adjusted based on the current selection of competition maps approved by the game publisher for the duration of the Competition.

- 9.3. The map selection system requires team captains to take turns banning one map for use in the match until only two maps are left to be played for the corresponding match. The map ban order for the match is determined by a "Coin Flip" procedure to decide which team bans first. The winner of the "Coin Flip" procedure chooses which of the participants will be first.

The procedure for picks / bans maps is as follows:

- First team – bans map №1
 - Second team – bans map №2
 - First team – bans map №3
 - Second team – bans map №4
 - First team – bans map №5
 - Second team – picks map №1 (first game)
 - First team – picks map №2 (second game)
- 9.4. To determine the starting side for the first round of each map of the match, a knife round is played at the beginning of each map of the match, and the winner of the knife round gets to choose their preferred side. The knife round is not part of the regular rounds and does not count towards the match score.
- The winner of a knife round is the team that neutralizes all characters on the opposing team.
 - If, by the end of the knife round, all characters on the opposing team have not been neutralized, the winner of the knife round is the team with the most health points remaining.
 - If both teams have the same summary number of health points remaining, the knife round is replayed.
- 9.5. After the knife round, the match transitions to the selected map to begin the game.
- 9.6. Match settings:
- Rounds: best out of 24 (mp_maxrounds 24);
 - Round time: 1 minute 55 seconds (mp_roundtime 1.92);
 - Starting money: 800 US dollars (mp_startmoney 800);
 - Freeze time: 20 seconds (mp_freezetime 20);
 - Buy time: 20 seconds (mp_buytime 20);
 - Bomb explosion timer: 40 seconds (mp_c4timer 40);
 - Overtimes: best of 6 (mp_overtime_maxrounds 6);
 - Overtime start money: \$12,500 (mp_overtime_startmoney 12,500);
 - Round restart delay: 5 seconds (mp_round_restart_delay 5);
 - Overtime break: disabled;
 - Prohibited items: none (mp_items_prohibited "").
- 9.7. At the end of the first 12 rounds, the teams swap sides.
- 9.8. If one team wins 13 rounds in the game, they become the game winner.
- 9.9. The competition is held using equipment provided by the Competition Organizer. With the referees' permission, players are permitted to use their own peripherals such as keyboards and mice.
- 9.10. During the Digital stage, a coach (behind the players) and five players registered for this stage are allowed to the platform.

9.11. Only the participants of the Competition and the official referees of the Competition who are registered for the current match are allowed in the game lobby.

9.12. Pauses in the Digital Stage:

9.12.1. Athletes may only pause the game for the reasons listed below and must immediately inform their opponents of the reason for the pause. Acceptable reasons include the following:

- Tactical time-out;
- Technical pause (unintentional disconnection, or hardware malfunction, or software problem: for example, problems with the monitor power supply, failure of peripheral devices, or a game crash).

9.12.2. A tactical time-out is set by the command "!pause" in the in-game chat.

9.12.3. Number and duration of tactical time-outs: no more than 4 tactical time-outs of 30 seconds each. During overtime, teams receive another 1 tactical time-out of 30 seconds.

9.12.4. A technical pause is requested by the command "!tech" in the in-game chat. The pause is set before the start of the next round, or during the "freezetime" of the current round. At the direction of the referees, if necessary, the duration of the technical pause can be set until the technical problem is resolved.

9.12.5. Resumption of the game (removal of the pause) is allowed only after receiving confirmation of the readiness of the opposing team to continue the game and with the permission of the referees. Resumption of the game is requested by the command "!unpause" in the in-game chat.

9.12.6. Behavior of participants during a technical pause.

While the technical problem is being resolved, athletes are prohibited from:

- Communicating with each other about tactics or strategy;
- Receiving tips from the coach;
- Using additional software or devices.

9.12.7. Requesting a technical pause without a good reason (for example, intentional delay, "incomprehensible error") may be regarded as unsportsmanlike behavior.

9.12.8. Uncoordinated lifting of the pause without confirmation from the referee or the opposing team is a violation (warning).

9.13. Technical problems in digital stage:

9.13.1. Before the start of the stage, teams are required to check all necessary game aspects (skins, loading errors, etc.) and the functionality of the necessary software (video game, communication and social program) and settings, and the functionality of the equipment. At the request of the referee, no later than 2 minutes before the end of the time for setting up and connecting to the game server, athletes must confirm their readiness. In case of problems related to the settings, the team may receive a sports sanction.

9.13.2. In case of technical problems for one of the teams during the game, athletes are required to stop the game either at the beginning of the current round («Freezetime») or at its end and contact the referees for further instructions.

9.13.3. If the connection is broken before the start of the round (during "Freezetime") - the game is suspended.

- 9.13.4. If the connection is broken after the start of a round, the game continues until the end of the round; the decision to replay the round is made by the referees in each individual case.

10. The specifics of the Physical stage (Laser tag)

10.1. The Physical stage takes place in the "Digital Flame Activation" format.

- 10.1.1. "Digital Flame Activation" is a match format in which each of the two competing teams plays on defense or offence in a given round.

The size of the FoP for the Physical stage in the "Digital Fire Activation" format is as follows:

- Length: 48 meters;
- Width: 33 meters.

The specified dimensions of the FoP only pertain to the competition field area and do not encompass any auxiliary or technical rooms and zones.

- 10.1.2. Two (2) teams compete in the match, with five (5) athletes in each team. The team has the right to change the athlete roster to play the round before the start of the corresponding round. Maximum number of substitutions: 2 (two). A player who has been substituted cannot return to the match as a substitute. Only participants registered for the corresponding match can take part in the Physical stage.

- 10.1.3. The team that played on offense in the last round at the Digital match stage, plays on defense at the Physical stage. When changing sides, the teams also change the colors of the tactical helmet and load bearing vest/armor vest indicators.

- 10.1.4. The goal of the offensive team in the round is to "activate the digital flame" at one of the specially designated objects on the playground within the allotted time. The goal of the defensive team is to defend the designated objects and prevent the activation of the digital flame.

- 10.1.5. The offensive team wins if it has succeeded in "activating the digital flame" in the allotted time of the round.

- 10.1.6. The defensive team wins if the opposing team has failed to "activate the digital flame" in the allotted time of the round.

- 10.1.7. If one of the teams has deactivated all players of the opposing team, such a team wins the round.

- 10.1.8. At the end of the first 5 rounds, the teams swap sides.

- 10.1.9. A round ends ahead of time in the following cases:

- all players of a team have been deactivated;
- an offensive team has "activated the digital flame" at one of the specially designated objects;
- a defensive team has "deactivated the digital flame" at one of the specially designated objects;

- 10.1.10. A player's standard equipment includes a tactical helmet, a load bearing vest/armor vest with kill sensors, two taggers and a one-point belt. Each player receives 100 health points (HP), 1 life (cannot be revived after being deactivated).

Each player must have a number which has to be put down on the match application form and also displayed on the player's equipment elements. The number must be a different color from the uniform and be easily readable. Preferable elements where the number can be displayed are a tactical helmet and the load bearing vest/armor vest.

All participants must ensure that their personal equipment adheres to the Equipment Requirements outlined in these Technical Regulations.

10.1.11. Once deactivated a player must sit down on the floor in a playground spot where he/she will minimally interfere with the game process and put the tagger next to him/her. In the case of deactivation in an open space or on the scene where the game process is fully ongoing (shooting takes place between two or more players), the deactivated player must assess the situation and remain in place or move to a point where he/she will minimally interfere with the proceedings. Having taken a position, such a player should remain in it until the end of the round.

10.1.12. Activation and deactivation of the Digital flame

- Activation and/or deactivation is done by entering a password and firing a confirmation shot (to avoid activation and/or deactivation from being done by a deactivated player);
- Before the start of a round, the Organizer sets the activation and deactivation passwords and communicates them to all Match participants. The password must contain four (4) characters;
- Time set to detonation is 40 (forty) seconds.

10.1.13. Before the start of the Physical stage, each team is equipped with taggers, also known as "guns" or "assault rifles" (7 pieces), with the following characteristics:

Parameters	Automatic gun/Assault rifle
<i>Number of cartridges</i>	10
<i>Number of bullets in a cartridge</i>	30
<i>Firing mode</i>	automatic
<i>Rate of fire (shots per minute)</i>	550
<i>Damage</i>	30
<i>Reload time (seconds)</i>	3
<i>IR (infrared) power</i>	1%-100%*
<i>Barrel-mounted kill sensor</i>	On (damage)
<i>Friendly fire</i>	off
<i>Shock (seconds)</i>	0.1 sec
<i>Invulnerability (seconds)</i>	0.5 sec

10.2. Pauses in the Physical Stage:

10.2.1. The physical stage can be stopped only for the following reasons:

- Tactical time-out between rounds taken by one of the teams;
- Technical pause - equipment malfunction or software problem (e.g. failure of devices or technical failure).

- 10.2.2. 10.3.2. Number and duration of tactical time-outs: no more than 2 tactical time-outs of 60 seconds each.
- 10.2.3. 10.3.3. To take a tactical time-out, the coach or team captain informs the referee in the starting area before the start of the round, during the break between rounds ("free time").
- 10.2.4. A technical pause is established by the referees depending on the need and the situation before the start of the round.
- 10.2.5. **Violations related to the use of pauses:**
- 10.2.5.1. Requesting a pause without a valid reason (e.g. intentional time-wasting, "incomprehensible error") may be considered unsportsmanlike behavior.
- 10.2.6. The pause time countdown begins from the moment it is announced by the referee. The referee monitors compliance with the pause time. Exceeding the pause time without a valid reason may result in sporting sanctions.
- 10.2.7. All technical and tactical pauses must also be immediately confirmed by the competition referee.

10.3. Technical problems in Physical stage:

- 10.3.1. Before the start of the stage, teams are required to check all necessary game aspects, the functionality of the equipment and perform a sighting. At the request of the referee, no later than 2 minutes before the end of the time for preparation and equipment of sports equipment, athletes must confirm readiness. In case of problems associated with ignoring the check of sports equipment, the team may receive a sports sanction from a warning to a technical defeat in the stage, depending on the situation.
- 10.3.2. In case of technical problems with a participant, participant must immediately contact the referee at the end of the round in the starting area for further instructions on actions. The round continues. The decision to replay the round is made by the referees in each individual case.
- 10.3.3. If an athlete fails to inform the referees about technical problems that subsequently give an advantage in the game, the participant/team may receive a sporting sanction from a warning to a technical defeat in the stage, depending on the situation.
- 10.3.4. Participants' behavior during a technical break - while a technical problem is being fixed, athletes are prohibited from:
 - 10.3.4.1. Leaving/going beyond the start zone.
 - 10.3.4.2. Using mobile devices and additional means of communication regardless of their purpose.

11. Uniform (Equipment) Requirements

11.1. Compulsory uniform (equipment)

Digital and Physical stages

- Two T-shirts with long or short sleeves;
- One T-shirt must be of a light color and the other of a dark color;
- Sports pants;
- All team members must wear same design T-shirts and sports pants;

- Sneakers;
- One set of uniform is used for both stages .

Participants are responsible for providing their own equipment for the Digital stage, while the Organizer will supply all equipment for the Physical stage, with the exception of footwear.

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

- All participants' uniforms must be suitable for performance in the discipline and may not display any signs, text or combination of symbols that could be offensive.
- when displaying advertising logos on the uniform, it is important to ensure a minimum distance of at least five centimeters between each logo. Additionally, all advertising logos must be coordinated with the Organizer at the time of applying for participation to ensure proper placement;
- the equipment must be free from any religious or political inscriptions or images.

11.3. The Organizer establishes any additional requirements for participants' outfitting and advertisement placement.

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 WPC Rules of Phygital Sport, 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 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.

Appendix 1
to the Technical Rules
of the International Multisport Tournament “GAMES OF THE FUTURE”
to be held for a period from December 14, 2025, to December 23, 2025,
in Abu Dhabi, UAE
(Phygital Shooter)

Tournament bracket

Group Stage																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																															
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Appendix 2
to the Technical Rules
of the International Multisport Tournament “GAMES OF THE FUTURE”
to be held for a period from December 14, 2025, to December 23, 2025,
in Abu Dhabi, UAE
(Phygital Shooter)

Physical stage Penalty table

#	Type of violation	Penalty
1	Closing the sensors: Firing at the opponent while being impossible to be hit in return, which may be achieved (including, but not limited to) by one of the following methods: • Intentional covering of one or more sensors with a hand or any material that interferes with the passage of beams. • Intentional covering of one or more hit sensors with the tagger. • Taking positions or moving with the body bent backwards towards the opponent or facing away from the opponent. • Shooting from a lying position on the back. • Shooting from a lying position on the back or side. • Concealing hit sensors from the opponent behind cover while keeping the body exposed when firing toward a potential opponent. • Using teammates (or opponents) to block hit sensors. • Using deactivated athletes to block hit sensors. • The tagger dimension (barrel) is above the lower level of the armband.	First and subsequent violations: - 25% HP in the next round
2	Changing the configuration of the playing field.	First and subsequent violations: - 25% HP in the next round
3	False start (leaving the base area or turning the head before the start signal).	First and subsequent violations: - 25% HP in the next round
4	Movement of an athlete after being deactivated.	First and subsequent violations: - 25% HP in the next round
5	A deactivated athlete remaining in the digital flame planting zone.	First and subsequent violations: - 25% HP in the next round

6	Boosting (an athlete climbing onto the shoulders of another athlete on command, or helping another athlete to climb onto cover, etc.) is prohibited	First and subsequent violations: - 25% HP in the next round
7	Climbing onto any surfaces (covers)	First and subsequent violations: - 25% HP in the next round
8	Any movement/rotation of the digital flame device (only the control panel may be touched during defusing; rotating the case is not allowed)	First and subsequent violations: - 25% HP in the next round
9	Crossing the boundary line of the playing field by an athlete.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
10	Intentional turning off of the tactical helmet, armband, vest, or tagger.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
11	Exchange of taggers, tactical armbands, or vests between teammates during a round.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
12	Talking by a player after deactivation or any other action that transmits information about the field situation to their team.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
13	Use of foul language.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
14	Dangerous play (physical contact, concealing hit sensors behind cover without concealing the body while firing at an opponent, etc.).	- 50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end

		of the match and misses the next match of the team (Digital and Physical stages)
15	Unsportsmanlike conduct (insults, physical contact, damaging equipment, unauthorized modification of game kit characteristics or settings).	- 50% HP in the next round. If unauthorized players or staff enter the FoP, one player on the team participating in the round will have their HP reduced by 50% in the next round (player to be determined by the team). In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
16	Unauthorized modification of the characteristics of the game kit by players.	50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
17	Entering the playing field by a disqualified or non-participating athlete with the intent to influence the course of the match without the referee's permission results in removal until the end of the match.	
18	In case of neutralization, the athlete must sit down on the floor at the nearest point of the field where they will minimally interfere with the game process and place the tagger on their knees or under themselves without applying physical pressure to the equipment. Hands must remain on the surface (floor/knees/equipment). *It is forbidden to keep a finger on the trigger or the weapon grip *In the case of neutralization in open space or in an area where active gameplay is ongoing (shootout between two or more athletes), the athlete must assess the situation and either remain in place or move to a point where they will minimally interfere with the game. Once in position, the athlete must remain there until the end of the round	First and subsequent violations: - 25% HP in the next round