

APPROVED BY
Phygitel International FZCO
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 CEO
Mis Hatt

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 Fighting)

I. GENERAL

1. Glossary and Abbreviations

Athlete/Fighter/Player/Participant is an individual taking part in the Competition including those being listed on the entry form for the Competition.

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

Chief Panel of Judges (CPJ) is an authorized body formed by the Phyigital International FZCO 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 Competitions.

Cutman is a specialist whose job it is to treat wounds inflicted on an athlete during an MMA bout and to apply a bandage/strap to the athlete's hands before the Fight.

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" (Phyigital Fighting. FATAL FURY: City of the Wolves).

Competition Physician is the person who supervises the athletes at the weigh-in for the Competition, as well as at the Competition itself, organizes interaction with the ambulance teams at the Competition, and makes the final decision on the athlete's ability to continue an MMA bout (due to the athlete's injury).

Cornerman is the person who assists an Athlete immediately before the bout, after the bout and during the breaks between rounds of the bout, and has the right to remain inside the martial arts arena.

Fatal Fury: City of the Wolves is a type of the program (Video game) within the fighting sport discipline of the digital stage.

Fight is a bout according to the Technical rules, lasting 3 rounds of 4 minutes each.

Organizer is Phyigital 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.

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

Match is a contest held as part of the Competition between two teams during the time allotted by relevant rules, combining the Digital and Physical stages.

Match point is in Digital stage Winning in-game point given to the win or draw in the round.

Phyigital 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.

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

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

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”.

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 that defines the terms of and procedure for holding the Competition in the Phygital Fighting. FATAL FURY: City of the Wolves.

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 International Multisport Tournament 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 is held in the Phygital Fighting. FATAL FURY: City of the Wolves discipline in compliance with the Regulatory Documents.
- 2.2. The competition is held in accordance with the Regulatory Documents.
- 2.3. 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. Eight (8) Teams compete in the Competition. Each team includes 4 (four) athletes of various weight classes. For the purpose of organizational support of their participation in the Competition, each Team is entitled to nominate no more than 4 (four) persons, who may be coaches, team officials or representatives of administrative and technical personnel. The procedure for admission to the Competition is defined by the Rules and Regulations.
- 3.2. The Organizer form pairs of fighters on its sole discretion.

Fights are held between two athletes, according to the distribution of pairs approved by the Organizer.

During the match, each MMA athlete from the team competes in both the digital stage (Fatal Fury: City of the Wolves) and the physical stage (Fight) against the same opponent from the opposing team.

3.3. Each match is held in 2 stages:

- Stage 1: Digital Stage
- Stage 2: Physical Stage

3.4. **Digital (Fatal Fury: City of the Wolves) Stage**

The digital stage is conducted in accordance with the considering the specifics outlined in the Technical Rules, Rules and Regulations, and other regulatory documents. Athletes compete in Fatal Fury: City of the Wolves in the Field of Play near the octagon. Bouts are conducted 1 on 1 (one on one), in format Best-of-1 set, first to 3 Match Points per set. Maximum round: 5 (five). The duration of one round is 60 seconds. The format of the Competition is LAN.

3.5. **Physical (MMA) Stage**

The Physical stage is held in accordance with the Technical Rules, the Rules and Regulations and other Regulatory Documents.

Fights are held in weight categories:

- 61 kg (men);
- 66 kg (men);
- 70 kg (men);
- 77 kg (men);
- 84 kg (men);
- 93+ kg (men).

The Organizer has the right to change the weight categories on its sole discretion.

MMA fights are held in the format of 3 (three) rounds of 4 (four) minutes each in accordance with the Technical Rules.

3.6. The winner of the Competition is the Team that scores the highest number of points on the sum of 2 Stages. The points are calculated as follows:

3.6.1. **Digital (Fatal Fury: City of the Wolves) Stage**

3.6.1.1. An athlete receives points for each Match point. 2 (two) points for receives Match point for Round Wins. 1 (one) points for receives Match point for Round Draw.

3.6.1.2. Maximum of 6 (six) points per team for the Digital stage per match.

3.6.2. **Physical (MMA) Stage.**

3.6.2.1. Winning early in accordance with the Technical Rules (including knockout, technical knockout, opponent's surrender (submission), opponent's disqualification, Cornerman stopping the Fight, Physician stopping the Fight, opponent's no-show for the Fight (forfeit)) an Athlete gets 7 (seven) points;

- 3.6.2.2. For a victory on points by a unanimous decision of the referees, an athlete gets 6 (six) points;
 - 3.6.2.3. For a victory on points by a split decision of the Referees or by a majority decision of the referees, an athlete gets three (3) points;
 - 3.6.2.4. In case of a tie (by a unanimous decision of the Referees or by a majority decision of the Referees) – each athlete gets 1 (one) point.
 - 3.6.2.5. In case the Fight is declared a No Contest according to the Technical Rules or in case Organizer admits to a refereeing mistake, the points are awarded to the athletes according to the results of each completed round based on the judges' notes. An athlete gets 1 (one) point for winning each of the rounds.
- 3.7. The Organizer establishes and communicates the Competition schedule to the Competition participants, including dates, times, locations of the Competition Matches, in advance of the Competition.
 - 3.8. 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 the competing athlete is allowed on the FoP and no more than 2 team staff members are permitted in the team zone in close proximity to the octagon;
 - during the Physical stage, only the competing athlete is allowed in the octagon, and no more than 2 team staff members are permitted in the team zone in close proximity to the octagon.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) have their performance evaluated by qualified and impartial referees;
- 2) receive full results scored at the Competition, through a Team representative;
- 3) contact the Chief Panel of Judges through a Team representative;
- 4) during the Fight, Athletes have the right to use no more than five (5) minutes to receive medical assistance;
- 5) during the fight, Athletes have the right to refuse to continue the Fight at any stage of the Fight; and
- 6) 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) throughout the Digital Stage, use the game accounts provided by the Organizer. Competition Participants are not allowed to use other accounts;

- 5) The Participants shall be present at the Competition venue accompanied by the coach/official representative of the Team;
- 6) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 7) strictly comply with the order of entering the Competition Field of Play for the Competition, as established by the draw;
- 8) The Competition participants undertake to 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;
- 9) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;
- 10) Athletes competing in the Competition as part of Teams shall comply with the dress code and other requirements for the appearance of the Competition participants, as approved by the Organizer and established by the Technical Rules;
- 11) Use the services of the Cornerman in a Fight before its start, during breaks and after its end;
- 12) If it is impossible to continue a Fight for any reason, immediately inform the Competition Organizers personally or through a representative of the Team;
- 13) 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;
- 14) ensure that participants and team representatives are present only as prescribed by the Regulatory Documents.

4.3. Competition Participants are not allowed to:

- 1) interfere with the work of the referee or his assistants;
- 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 any actions that hinder the normal organization and the course of the Competition, contradicting the Technical Rules, the Rules and Regulations, and other Regulatory documents;
- 6) collude with each other;
- 7) obtain and/or use unauthorized information;
- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any items, inventory, or equipment that are not specified in the Rules and Regulations, Technical Rules, or other Regulatory Documents. This includes any items that may pose a potential danger to the life and/or health of others and/or the participant themselves;

- 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) 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 at any stage of the Competition;
 - rigged Matches in any form;
 - a collusion to share a cash or other prize.

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

5. Refereeing

- 5.1. The composition of the Brigade of the 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 (Chief Referee 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 competition begins.

6. Disciplinary Infractions and Penalties

- 6.1. Undisciplined behavior, as well as any other behavior contrary to the norms and rules provided for by the Rules and Regulations, the Technical Rules, is penalized by a verbal reprimand, 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 commits a violation not expressly provided for in the Rules and Regulations or the Technical Rules, other Regulatory Documents of the Organizer, the Competition 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 Technical Rules, guided by the analogy of the law, the 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 the Matches, as well as undisciplined behavior with regard to opponents, participants, referees and spectators during the Competition may subject the offender to sport sanctions up to disqualification.
- 6.5. Starting a competition with an incomplete roster may lead to the team receiving a forfeit.
- 6.6. 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.

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, in the manner stipulated in the Rules and Regulations.

8. Determination of the Winner and Prize-winners

- 8.1. Teams are rated in the final table according to the number of points scored – from the highest to the lowest. 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 winner of the Competition is the Team with the highest number of points.

In case two or more Teams have equal points, additional performance criteria are taken into account in descending order of importance:

- best result in personal matches (if any);
- greater number of early victories;
- the number of victories in rounds in Fatal Fury: City of the Wolves;
- a lower total body weight.

If all of the above criteria are equal, an additional Fatal Fury: City of the Wolves match is arranged in the BO1 format – to win the Match, the player must win in 2 rounds. The duration of one round is 60 (sixty) seconds. The format of the Competition is LAN.

The team decides which athlete of the team shall participate in such additional match on its sole discretion.

If additional bouts are held for two or four Teams, the pairs for the additional bout are determined by the Organizer by a draw. Then the winner is determined between the Teams according to the Olympic system.

If three or six Teams have equal scores at the time of the draw, one or two Teams (in the case of six equal scores) proceed to the next round automatically.

If five Teams have equal scores at the time of the draw, one Team proceeds to the next round automatically, but in the next round there is another draw among the winners of the previous round, and one of them proceeds to the next round automatically.

- 8.2. The Teams ranked second and third by the number of scored points are recognized prize-winners of the Competition.
- 8.3. The procedure for awarding winners and prize-winners is determined by the Organizer.

II. SPECIAL PROVISIONS

9. Particular features of conducting Digital Stage

- 9.1. Game version: Fatal Fury: City of the Wolves.
- 9.2. Platform: Sony PlayStation 5.

- 9.3. Any non-programmable controllers of the player's choice are allowed. Controller must be Sony PlayStation 5 compatible.
- 9.4. The player's side (Player-1 and Player-2) is determined by the Organizer by draw.
- 9.5. Before the Match, participants may check controller button settings if they wish.
- 9.6. If a round is interrupted for reasons beyond the Teams' control, it will be replayed.
- 9.7. If a round is interrupted due to the fault of one of the players, he is awarded a loss by forfeit in the round. If a Player either intentionally or accidentally pauses the round by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits the current round.
- 9.8. Other Match Settings:
- Game mode: Offline – Versus – Classic Versus
- Round time: 60;
- Arena Select: choosed by Organizer;
- 9.8.1. Another **settings**:
- Edited Colors – Don't apply
- Pause settings – Hold button
- Music sound - OFF
- 9.9. Player settings.
- Character selection, input type "Arcade" or "Smart", S.P.G. meter and control settings are made by participants before the start of the Match. Players shall be solely responsible for completing all settings and checks before the start of the Match.
- 9.10. Assigning button combinations.
- It is allowed to assign any combination of buttons to one button ("hotkeys", "button mapping") through the game menu. Assigning buttons using third-party programs or hardware is prohibited.
- 9.11. Round results and Match point allocation:
- If an athlete knocks out the opponent: the athlete scoring the KO is awarded the round win, and only that athlete receives the Match point.
 - If the round ends when time expires: the round win and the Match point are awarded to the athlete whose character has more remaining health.
 - If the round ends when time expires and both characters have the same health: the round is considered a draw, and both athletes receive a Match point.
 - If the round ends in a double knockout: the round is considered a draw, and both athletes receive a Match point.
- 9.12. Character Selection Rules.
- 9.12.1. The participants (MMA fighters) select a character and must inform the Competition Secretary of their choice no later than two weeks before the Competition.
- 9.12.2. Characters already publicly released may be selected for Matches. If a new character is released, that character may only be selected if it is available at least fourteen (14) days prior to the first day of the Competition.

9.12.3. Forbidden characters: Cristiano Ronaldo, Salvatore Ganacci, Ken Masters, Chun-Li.

10. Features of conducting battles at the Physical stage

10.1. General description of the Competitive process

10.1.1. Position of Participants.

10.1.1.1. In Mixed Martial Arts (MMA) bouts it is allowed to apply the whole arsenal of martial arts techniques and actions, both in the “stance” position and in the “ground” position in accordance with the mixed martial arts (MMA) rules and the Technical Rules.

10.1.1.2. The “stance” position: the participant touches the surface of the martial arts arena only with the feet. Any technical actions initiated in the “stance” position and resulting in a breakaway from the floor surface (a jump kick or a grab of the opponent) shall be equated with the “stance” position.

10.1.1.3. “Ground” position: a bout in the “ground” position begins when any part of the athlete’s body, except for the feet, touches the floor. The “ground” position is when the athlete touches the floor of the martial arts arena with his hand with “pressure” and (or) when the athlete touches the floor with any other part of the body: the athlete's knee or forearm touching the floor is considered the “ground” position without the need for any other part of his body to touch the floor. Kicks to the head are prohibited in this position.

10.1.1.4. In a fight in the “ground” position athletes are allowed to hit the opponent’s head, body, arms and legs with their hands. Elbow blows are allowed on the opponent's body, legs and arms. Knee blows and kicks are allowed on the opponent’s body, legs and arms.

10.1.1.5. “Stance bout”: both participants are in the “stance” position.

10.1.1.6. “Ground bout”: one or both participants are in the “ground” position.

10.1.1.7. Additional Ground Fighting Rules:

10.1.1.7.1. The time on the ground is limited to 1 minute. The time is counted by the referee timekeeper. Upon its expiration a signal is given to the referee, and he lifts the fighters into a stance.

10.1.1.7.2. An exception to the rule defined by clause 10.1.1.6.1 is the case where one of the opponents is in the active phase of a submission or choke hold at the end of the minute allotted for ground work. In that case the fight either ends with an early victory as a result of a submission or choke hold, or if the defending fighter is able to get out of the hold, the referee immediately lifts the fighters into a stance.

10.2. The beginning and the end of the bout are determined in accordance with the mixed martial arts (MMA) rules and the Technical Rules.

10.2.1. At the referee's signal, indicated by hand gestures and the vocal command "Fight!", the gong sounds to mark the beginning of the Bout.

- 10.2.2. The fight comes to a halt as soon as the referee commands, "Stop!"
- 10.2.3. The end of the Bout or round is signaled by the sounding of the gong (sound signal of the referee timekeeper) and is duplicated by the Referee's Command "Stop".
- 10.2.4. A bout is considered over if:
- 1) the bout time is out;
 - 2) a knockout is recorded;
 - 3) a technical knockout is recorded;
 - 4) one of the athletes has surrendered, indicating surrender by a pat of the palm or by shouting (yelling), during a submission or choke hold;
 - 5) the Cornermen throw a towel to the martial arts arena;
 - 6) one of the athletes leaves the martial arts arena intentionally without the referee's permission during the bout;
 - 7) one or both athletes are disqualified;
 - 8) an athlete refuses to continue the bout.
- 10.2.5. End of the bout at the decision of the Physician. Once the referee has halted the bout and called upon the Physician to assess an athlete's ability to continue, the Physician's judgment will be conclusive.
- 10.3. The list of permitted actions by athletes during a fight shall be determined in accordance with the Technical Rules. In addition to the list of allowed actions established by the mixed martial arts (MMA) rules, athletes are also allowed:
- elbow strikes to the head, body, arms and legs (including arc strikes) in the "stance" position;
 - elbow strikes to the body, arms and legs (including arc strikes) in the "ground" position.
- 10.3.1. The allowed striking areas shall be determined in accordance with the mixed martial arts (MMA) rules and the Technical Rules.
- 10.4. Prohibited holds and actions are defined in accordance with the mixed martial arts (MMA) rules, with the exception of the holds and cases expressly set out as permitted in these Technical Rules. In addition to the prohibited actions outlined in the mixed martial arts (MMA) rules and the Technical Rules, athletes are also forbidden from executing strikes with elbows in a vertical downward motion, specifically from 12 to 6 o'clock.
- 10.5. Athletes who have received a sufficiently serious injury as a result of violation, may be given, before the decision to continue the fight, up to 5 minutes to recover at the discretion of the referee. In addition, the referee has the right to request a medical consultation, during which the Physician of the Competition will assess the damage caused to the athlete's health and decide whether to continue the fight.
- 10.6. Types of sports sanctions applied for violations of the mixed martial arts (MMA) rules and the
- 10.6.1. Athletes may be subjected to sports sanctions as outlined in the Technical Rules.
 - 10.6.2. The referee evaluates athletes' actions, including determining their intent when committing prohibited actions, in accordance with the Technical Rules.
- 10.7. The rights and obligations of Cornermen are established by the mixed martial arts (MMA) rules and the Technical Rules.

10.8. Weigh-in procedure

- 10.8.1. Referees conduct the weigh-in the day before the Fight, between 9 and 11 am. If an athlete exceeds the weight class, the athlete has the right to be re-weighed within the official weigh-in time window. If, after the specified period of time, the athlete's weight does not correspond to the weight class, in the case of overweight, the sanctions specified in paragraphs 10.8.4 and 10.8.5 shall be imposed on the participants.
- 10.8.2. A video recording shall be made of the final weigh-in result for each Competition participant.
- 10.8.3. Weigh-in dress code for an athlete is shorts, trunks or underpants.
- 10.8.4. If the weight of an athlete exceeds the weight of the established weight class by no more than 1 kilogram, one point is deducted from the participant for each 100 grams of excess weight without applying penalties in monetary form.
- 10.8.5. If the weight of an athlete exceeds the weight of the established weight class by more than 1 kilogram, 5 points are deducted from the participant and he receives a yellow card (-1 point in the referees' notes). In such a situation, the Organizer reserves the right to unilaterally decrease the cash prize by 30% (thirty) for the athlete whose weight exceeds the established weight class and increase the cash prize for their opponent by the same amount.
- 10.8.6. The weigh-in results are entered in the weigh-in report.
- 10.8.7. An athlete only has the right to compete in the Competition in the weight class established for him at the weigh-in.

10.9. Outfitting (Equipment) Requirements

- 10.9.1. The mixed martial arts (MMA) rules and the Technical Rules outline regulations for equipment usage, additional protective gear, and taping, excluding the mandatory outfitting requirements for athletes. The referee shall inspect the athlete's equipment at the Competition. Additional requirements for the uniform (equipment) are also specified in the Rules and Regulations.
- 10.9.2. Mandatory outfitting (equipment) of athletes:
 - long or short athletic shorts without locks, zippers and pockets. This type of equipment is provided by the Organizer;
 - gloves with open fingers weighing four (4) ounces with a rigid wrist lock. The cuff of the glove must have a velcro strap. To increase shock absorption (softening) and reduce the risk of injury, the glove's impact surface filler shall consist of multi-layer foam rubber. This type of equipment is provided by the Organizer;
 - a protective mouth guard for the teeth This type of equipment is not provided by the Organizer and is the responsibility of each participant;
 - a bandage to protect the groin. This type of equipment is not provided by the Organizer and is the responsibility of each participant.

10.10. Fight ring requirements

Fights shall be held in an MMA ring (octagon) for mixed martial arts that meets the requirements of the mixed martial arts (MMA) rules and the Technical Rules.

11. Final provisions

- 11.1. 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.
- 11.2. 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, as well as other applicable Regulatory Documents of the Competition.
- 11.3. 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.