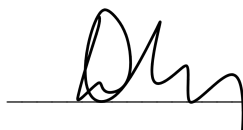


APPROVED BY
Phygitel International FZCO
11 December 2025



CEO
/ Nis Hatt

APPROVED BY
World Phygitel Community Limited
12 Dec 2025 2025



CEO
/ Daniel Merkley

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 Dancing)

1. Terms and Abbreviations

Athlete/Player/Participant is an individual participating in the Competitions, 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 International Multisport Competition to be held in Abu Dhabi, UAE, from December 14, 2025, to December 23, 2025, titled “GAMES OF THE FUTURE” (Phygit al Dancing. Just Dance).

Double Elimination system is a competition format in which a participant who loses a match for the first time is placed into the lower bracket, and upon losing for the second time is eliminated from further participation in the competition.

Ingame participant’s ID – ID number of the Participants game account.

Just Dance is a type of program (video game) of the sports discipline “Phygit al 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 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 Phygit al 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.

Phygit al 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 Phygit al Sport (including Rules of Phygit al Dancing), 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.

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 Phygit al Sports are the official rules of the of the Phygit al Sports, approved by the WPC.

Technical Rules are a regulatory document approved by the Organizer, defining the conditions and procedures for holding Competitions in the discipline Phygit al Dancing. Just Dance.

WPC, or World Phygit al 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 Phygit al 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 International multisport tournament Games of the Future 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 Phygital Dancing. Just Dance, following the WPC Rules of Phygital Sport (including the Rules of Phygital 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 Competition play matches against each other using the Double Elimination (Olympic system with elimination after two defeats), starting from the 1/8 finals stage. The matches are held in accordance with the approved grid (Appendix No. 2).
- 3.3. The teams compete in Double Elimination matches in the Bo3 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 5 (five) 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. 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 for selecting tracks is as follows:

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

- 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 semifinal 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 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) 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 2 (two) 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 sport, 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 sport, 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 a cash or other prize.

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 (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 that goes against standards and requirements set forth in the Rules and Regulations, the technical rules, and 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 Rules of physical sport. 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 2025 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. 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 winner of the Competition is the team that wins the Grand Final. The team that loses the Grand Final takes second place.
- 9.2. The team that loses the Losers Final takes third place.
- 9.3. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 9.4. The award procedure for the winner and prize winners shall be determined by the Organizer.

10. Compulsory uniform (equipment)

- T-short with long or short sleeves;
- Jeans, trousers, sports clothes;
- Neutral color (black or white) equipment is allowed.

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

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

12. Final provisions

- 12.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer 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 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 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	Leila	Cheb Salama	MEDIUM
6	JD 17	Carnaval Boom	Latino Sunset	HIGH
7	JD 17	Run the night	Gigi Rowe	HIGH
8	JD 18	Sayonara	Wanko Ni Mero Mero	HIGH
9	JD 18	Sugar Dance	The Just Dance Band	EASY
10	JD 18	Got That	Gigi Rowe	EASY
11	JD 18	All You Gotta Do	The Just Dance Band	EASY
12	JD 18	In The Hall Of The Pixel King	Dancing Bros.	MEDIUM
13	JD 18	Keep On Moving	Michelle Delamor	MEDIUM
14	JD 19	Fire On The Floor	Michelle Delamor	MEDIUM
15	JD 19	New Reality	Gigi Rowe	HIGH
16	JD 20	MA ITŪ	Stella Mwangi	HIGH
17	JD 21	Yameen Yasar	DJ Absi	EXTREME

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 Dancing)

Tournament bracket

1/8 final		Winners Quarterfinal		Winners Semifinal		Winners Final		Grand Final	
1	Result								
Team 1	0								
Team 2	0								
2	Result								
Team 3	0								
Team 4	0								
3	Result								
Team 5	0								
Team 6	0								
4	Result								
Team 7	0								
Team 8	0								
5	Result								
Team 9	0								
Team 10	0								
6	Result								
Team 11	0								
Team 12	0								
7	Result								
Team 13	0								
Team 14	0								
8	Result								
Team 15	0								
Team 16	0								
Losers Round 1		Losers Round 2		Losers Round 3		Losers Round 4		Losers Semifinal	
9	Result	20	Result			25	Result		
Loser 1	0	Loser 16	0			Loser 23	0		
Loser 2	0	Winner 9	0	22	Result	Winner 22	0	27	Result
				Winner 20	0			Winner 25	0
				Winner 19	0			Winner 26	0
10	Result	19	Result						
Loser 3	0	Loser 15	0						
Loser 4	0	Winner 10	0						
11	Result	18	Result						
Loser 5	0	Loser 14	0	21	Result				
Loser 6	0	Winner 11	0	Winner 18	0	26	Result		
				Winner 17	0	Loser 24	0		
						Winner 21	0		
12	Result	17	Result						
Loser 7	0	Loser 13	0						
Loser 8	0	Winner 12	0						