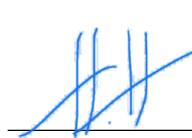


APPROVED BY
Phygitai International FZCO
11 December 2025



CEO
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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
(Drone Racing)

1. Glossary 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.

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” (Phygital Drone Racing).

Drone (quadcopter) is an unmanned aerial vehicle, remotely controlled by a participant athlete in the Competition, and compliant with the Technical Rules.

Drone Racing Rules are the rules of the Drone Racing sport (unmanned aerial vehicle).

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.

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.

Landing Area is a location where drones land after completing their flight.

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

Pit Zone is an area where pilots must be stationed to prepare for flights.

Pit Stop Area is a designated area where technicians provide adjustments and repairs for the drones competing in the race.

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.

Regulatory Documents are the Technical Rules, the 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 as other documents, approved by the Organizer governing certain areas in organizing and holding the Competition.

Referee is an authorized person responsible for ensuring compliance with the Sports Rules (sports disciplines), and the Competition Activities Rules.

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”.

Start Area is a location where pilots do the take-off.

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.

Turtle mode is a feature that allows for the reverse rotation of the engine.

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 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 is held in discipline "Technical Simulator – Unmanned Aircraft Systems Racing" and the "Class 330 – Team Competition" drone race, of the "Drone Racing (Unmanned Aircraft Systems)" sport.
- 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 two (2) athletes, will participate in the competition. For the purpose of organizational support of their participation in the Competition, each Team is entitled to nominate no more than 1 (one) persons, who may be coaches, team officials or representatives of administrative and technical personnel. The procedure for the Competition eligibility shall be governed by the Rules and Regulations.
- 3.2. Teams take part in the Competition by way of racing along the circuit (with drones flying the circuit) prepared by the Organizer, against time and as determined by the Organizer.
- 3.3. Each race consists of the following stages:
 - Qualification Stage;
 - Main Stage.
- 3.4. Teams ensure the presence of participants and their representatives as follows:
 - the Qualification Stage: pilots are in the Simulator Zone;
 - the Main Stage: one pilot is in the Drone Control Area, the second pilot is in the Pit Stop Area.

- 3.4.1. The Qualification Stage is conducted as a time trial on the "VelociDrone FPV Simulator" technical simulator using the official "PROJECT399 PRIG 7" drone model, which simulates the main stage track. A licensed copy of the technical simulator will be provided by the Organizer for the duration of the competition.
 - 3.4.2. Qualification held in pairs — 2 teams compete simultaneously.
 - 3.4.3. Each team is allowed 3 (three) attempts to complete the Qualification Stage and achieve their best (fastest) time.
 - 3.4.4. Team members must complete the virtual air-sports track consecutively (in a relay format). Each member is required to complete three (3) laps, resulting in a total of six (6) laps per team. Each pilot must compete on their own personal computer. The order of participation is determined by the team.
 - 3.4.5. The team's result in the Qualification Stage is the total time taken by all team members to complete the virtual air-sports track (including the time required for pilot changeover).
 - 3.4.6. Teams are assigned final rankings in the Qualification Stage based on their achieved results. First place is awarded to the team that completes the track in the least amount of time. The remaining teams are ranked in the following order: the shorter the completion time, the higher the ranking.
- 3.5. The Main Stage is held by elimination system with a participant flying the circuit with a Drone against the clock.
- 3.5.1. Each phase of the main stage consists of team heats, with 4 teams competing in each heat.
Thus, a total of 4 heats are held at the Quarterfinal Stage.
 - 3.5.2. Teams are grouped according to their rankings in the Qualification Stage, and then compete in their respective heats as follows:
 - Group 1: teams ranked 1, 5, 12, 16;
 - Group 2: teams ranked 3, 7, 10, 14;
 - Group 3: teams ranked 2, 6, 11, 15;
 - Group 4: teams ranked 4, 8, 9, 13.
 - 3.5.3. The teams that take 1st and 2nd place in a heat qualify for the Semifinals. A total of 2 heats are held at the Semifinal Stage.
 - 3.5.4. Teams are grouped according to their rankings in the quarterfinal heats, and then compete in their respective heats as follows:
 - Group 1: the teams placed 1st in Groups 1 and 2, as well as the teams placed 2nd in Groups 3 and 4;
 - Group 2: the teams placed 2nd in Groups 1 and 2, as well as the teams placed 1st in Groups 3 and 4.
 - 3.5.5. The teams that take 1st and 2nd place in their heats qualify for the Final.
 - 3.5.6. The team which is the first to complete 50 (fifty) laps of the circuit in the final heat becomes the winner of the Competition.
The remaining places of the Competition are distributed among participants sequentially depending on the time it took them to complete 50 (fifty) laps of the circuit in the final heat (the shorter the time, the higher the place).

- 3.5.7. Participants who did not qualify for the Final are ranked 5th to 8th.
- 3.5.8. If a team is unable to complete 50 (fifty) laps, the team's result will be based on the number of laps completed by the team's pilots.
- 3.5.9. The Main Stage features racing heats with 50 (fifty) laps around the circuit. Each team's athletes are required to complete 25 (twenty-five), with teammates taking turns to compete.
 - 3.5.9.1. The team's first pilot completes the first 25 (twenty-five) laps of the race from the Start Area. Then he/she goes to the team's drone maintenance Pit Stop Area.
 - 3.5.9.2. The team's second pilot starts the race in the team's drone maintenance Pit Stop Area and stays there until the team's first pilot completes 25 (twenty-five) laps. Then he/she goes to the Start Area to replace the first pilot there.
- 3.5.10. Pit stops are allowed for battery replacement or drone repair. A fixed amount of drones to complete 50 (fifty) laps by one teams is 3 units.
- 3.6. The Competition's schedule including the dates, times and locations of Competition races shall be determined by the Organizers and made available for Competition participants well in advance.
- 3.7. In case of legitimate reasons and upon the Organizer's decision, a replacement of an Competition participant within a team is allowed. Replacements for Competition participant must be made at least 24 hours before the start of the competition involving the team, provided that the entry submission requirements are met and the athlete complies with the Regulatory Documents. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) have their performance evaluated by qualified and impartial referees;
- 2) obtain information regarding the results achieved at the Competition;
- 3) address the Chief Panel of Judges through a team representative or a coach.
- 4) If a drone falls, the use of Turtle Mode is permitted for up to 10 seconds following the fall. If the drone does not take off within 10 seconds, using the Turtle Mode for subsequent attempts is prohibited. Turtle Mode is not allowed to be used when the drone is in close proximity to people or competition equipment.
- 5) use voice radio communication within their team after obtaining prior approval for the radio frequency from the Organizer; 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 Organizer requirements;

- 2) adhere to generally accepted standards of behavior, demonstrate a respectful attitude toward Competition Officials, spectators, media representatives, and fellow 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) ensure strict compliance with the order of entering the field of play.
- 6) use the same licensed account and nickname.
- 7) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 8) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;
- 9) wear the team uniform with the agreed-upon team logo, as previously arranged with the Organizer.
- 10) participants are required to land their drones in the designated Landing Area. However, landing in other locations is permitted if necessary to ensure the safety of people or equipment;
- 11) the flight must navigate strictly between obstacles (such as gates, flags, etc.) following the designated trajectory indicated by them.
- 12) if the pilot does not fly the expected way along the circuit, they must return and execute it again in accordance with the circuit flying requirements. If the lap is flown incorrectly, it will not be counted towards the total number of laps flown by the pilot.
- 13) during a flight, the pilots shall undertake all measures possible to ensure the safety of people and equipment.
- 14) all flights not related to the Competition must be approved in advance by the Organizer.
- 15) the participants' entering the circuit shall be agreed upon by the Organizer.
- 16) 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;
- 17) 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 with the competition process, thus disrupting the natural flow of the Match.
- 4) deliberately delay the progress of the Match;
- 5) collude with each other;
- 6) 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;

- 7) 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;
- 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, 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 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.
- 11) activate any drones with installed propellers and connected video transmitters (for pilots not currently participating in the race).
- 12) stand up, walk, speak loudly or interfere in any other way with other pilots or their assistants until the end of the race (for pilots and assistants in the Start Area);
- 13) talk in the Start Area with any persons except for their team members with the help of a headset, during a race;
- 14) engage in any actions that disrupt the normal organization and execution of the Competition, violate eSport Rules, Drone Racing Rules, Technical Rules, the Rules and Regulations, or other Regulatory Documents.

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

5. Drone Technical Requirements

- 5.1. The total weight of the drone (including the battery) must be at least 1000g.
- 5.2. The frame design is provided by the Organizer. Its size shall be 320 +/-1mm (three hundred twenty) millimeters diagonally (including the set of manufactured 3D elements). Structural modifications to the drone components or the frame design, including the 3D elements, are prohibited.
- 5.3. Motor requirements: size 2806.5–2808 (1300 – 1500 Kv).
- 5.4. Flight controller requirements: Flight controllers supporting the latest version of Betaflight (KAACK) firmware are permitted. The RPM limit is 18000.
- 5.5. ESC (Electronic Speed Controller) requirements: The ESC must be rated for at least 50A continuous current (and at least 65A peak current). Support for Bidirectional DShot is mandatory.
- 5.6. Battery requirements: 6S, up to 2200mAh.
- 5.7. Propeller requirements: 6-inch diameter, three-blade (3-blade) propellers.

- 5.8. Drone lighting requirements: A minimum of 100 pcs WS2812B 5050 RGB LEDs (density 144 led/m). LED placement: Evenly distributed on the upper and lower sections of the drone (evenly on each quadcopter arm).
- 5.9. Video transmitter (VTX) requirements: Operating frequency: 5.8 GHz, power: 25mW, HDZero protocol (with the capability for remote VTX power and channel changes).
- 5.10. Only VTX antennas with right-hand circular polarization (RHCP) are permitted.
- 5.11. Participants are required to use a configured Failsafe.
- 5.12. Control system requirements: A transmitter operating on the ExpressLRS protocol at 2.4 GHz, with a power output of up to 250mW.

6. Procedure for Technical Check-In (Admission) of Teams

- 6.1. The procedure for technical check-in of teams and their admission for participation in the Competition shall be governed by the Rules and Regulations with due account of the features stipulated for by this section of Technical Rules.
- 6.2. Competition participants must personally attend the quadcopter registration procedure and must bring their quadcopters with propellers removed, as well as their control systems. The number of quadcopters for registration must not be less than 3 (three) units.
- 6.3. If a pilot arrives late or if their drone does not meet technical requirements, the Organizers reserve the right to refuse their check-in for the race.
- 6.4. In order to take part in the Competition, teams shall submit the drone registration number to the Organizer no later than 14 (fourteen) days before the Competition starts.
- 6.5. Pre-race technical check-in procedure for teams:
 - 6.5.1. Team pilots must follow their team allocation and take their assigned places in the Pit Stop Area.
 - 6.5.2. The referee brigade conducts a thorough technical check-in of each team, ensuring that the drones used meet the following requirements:
 - drone weight;
 - video channel compliance;
 - color of lighting and drone parts;
 - video transmitter power rating;
 - team equipment in Pit Stop Area;
 - amount of batteries.
 - 6.5.3. Once the technical check-in procedure is complete, all teams are required to promptly vacate the Pit Stop Area.

7. Pre-Flight Rules

- 7.1. Prior to takeoff and during the start of the flight, team pilots are required to be in the Start Area.

Any other persons are not allowed into the Start Area.
- 7.2. Prior to takeoff and during the start of the flight, second team pilots must be in the Pit Stop Area.

Any other persons are not allowed into the Pit Stop Area.

- 7.3. Equipment permitted in the Pit-stop zone: three quadcopters that have passed technical registration, tools, a soldering iron, charging stations, a compressed air cylinder (provided by the Organizer), and batteries (four units).
- 7.4. If a pilot observes video signal issues before the start of the flight, they must report it to the Organizer. In this case:
 - The Organizer or Competition officials will verify the functionality of the pilots' receiving equipment by comparing the video signal quality on alternative receiving equipment;
 - If necessary, the Organizer must identify the interfering quadcopter (the quadcopter causing radio interference);
 - The pilot whose quadcopter is causing radio interference will, at the Organizer's direction, swap channels with the pilot they are interfering with (causing radio interference for);
 - If the problem is not resolved after the first channel swap, the pilots must continue swapping channels until acceptable image quality is achieved. The determination of image quality is made by the Organizer.

8. Race Procedure

- 8.1. The first race pilots await their flight in the Start Area.
- 8.2. The second pilots of the teams assume their positions in the Pit Stop Area.
- 8.3. The second pilots bring their drones to the start and check them in the timing system.
- 8.4. Upon the Organizer's request, they will evaluate the quality of the video signal and the operability of the drone by engaging the engines.
- 8.5. Arming the motors without a command will result in a warning.
- 8.6. Pilots must confirm their video quality and readiness to start.
- 8.7. The race begins upon the sound signal (or the referees command).
- 8.8. Pilots follow the designated trajectory set by the Organizer as they navigate the circuit, landing in the Pit Stop Area to replace the battery and, if necessary, repair or replace the drone. After battery replacement and/or drone repair/replacement, the drone is placed in the team's take-off area.
- 8.9. The start shall be made only from take-off areas.
- 8.10. In the event of a drone falling during take-off and the flight being unable to continue, the pilot in the Start Area should activate the diode lighting and engage the drone's paralyze mode. The pilot located in the Pit Stop Area shall place the team's next drone in take-off area and take off when ordered to do so by the referee.
- 8.11. If a team does not complete 25 (twenty-five) laps, its result will be the number of laps the team successfully completed.
- 8.12. A team finishes the race by completing 50 (fifty) laps of the track.
- 8.13. In the quarter-final and semi-final stages, a time limit (control time) for completing the track is set by the Organizer. When this time limit expires, all teams' results are finalized.
- 8.14. In the Main stage, the flight ends 5 minutes after one of the teams completes 50 laps.
- 8.15. At the conclusion of the race, or by the decision of the Chief Judge, the flight is terminated, and landing must be performed in the Landing Zone.

9. Refereeing

- 9.1. The composition of the Brigade of Referees for the Competition matches shall be determined under the procedure stipulated by the Rules and Regulations as well as the Regulatory Documents.
- 9.2. 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.
- 9.3. The referee (Chief 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.

10. Disciplinary offenses and consequences

- 10.1. Undisciplined behavior, as well as any other behavior that goes against the Rules of esports and Drone Racing, will result in consequences such as a warning, removal, or disqualification, set forth in the Rules and Regulations, the technical rules, and Regulatory Documents. 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.
- 10.2. A pilot shall receive a warning for the following violations:
 - unapproved flights not relating to the Competition;
 - entering the circuit without the Organizers' approval;
 - a pilot impeding other pilots;
 - false start (in this case, a re-flight is declared for the entire group);
 - incorrect navigating the circuit resulted in a collision between the drones;
 - incorrect landing after finishing resulted in a drone collision;
 - freestyle elements after finish;
 - failing to navigate the circuit correctly and not correcting the navigation;
 - exceeding the required number of laps in the circuit;
 - unjustified submission of appeal;
 - a pilot not participating in the current flight is in the Pit Area;
 - exiting the circuit trajectory by over 30 (thirty) meters to the side and over 15 (fifteen) meters upward;
 - starting the engines at the takeoff area without authorization;
 - starting the engines on in the Pit Stop Area.
- 10.3. A pilot shall be disqualified for the following violations:
 - activating a drone on a different team's frequency during another pilot's flight;
 - using a video transmitter exceeding the power rating set by the Organizer;
 - the pilot being under the influence of alcohol or other substance;
 - repeated warning for any violation.

- 10.4. 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 Referee Brigade have the right to impose on such a participant one of the sports sanctions stipulated by the esports Rules. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

11. Appeals

- 11.1. The appeal against the race result can only be filed by the Team Captain or representative in the event of a violation of the Regulations, as outlined in the Rules and Regulations.

12. Pit Stop Area Regulations

12.1. Pre-flight rules in Pit Stop Area:

- 12.1.1. Pilots not participating in the race are required to remain in the designated Pit Stop Area for their team.
- 12.1.2. The following equipment is permitted in the Pit Stop Area: 3 (three) drones, charging stations, FPV video receiver, voltage indicator, repair kit (including spare parts, fasteners, tools, and soldering station), team pilot communication devices, 4 (four) 6S batteries.
- 12.1.3. Before the Competition starts, the referees brigade shall check every team's equipment.
- 12.1.4. The equipment for the first flight must be located on the team's table in the Pit-stop zone.
- 12.1.5. Pilots must confirm their readiness for the flight.

12.2. Flight procedure in the Pit Stop Area

- 12.2.1. In order to make a pit stop, team pilots are required to inform the referees in advance of their drone's landing in the Pit Stop Area.
- 12.2.2. Once the team drone has landed in the Pit Stop Area trap and the engine rotation has been turned off, the pilot should proceed to turn off the battery without removing the drone from the Pit Stop Area trap.
- 12.2.3. After the drone's power supply is shut down, all further actions must be performed only on the table within the team's designated Pit Stop Area.
- 12.2.4. Team pilots in the Pit Stop Area:
 - inspect the drone for any signs of damage, and if necessary, replace any damaged propellers and repair any external defects.
 - replace the drone's batteries
 - activate the drone to verify the functionality of the LED lighting.
- 12.2.5. After completing these actions, the team pilots will proceed from the table to the designated take-off area at the Pit Stop Area and ensure that their drones are placed.
- 12.2.6. After conducting a check, the team pilot places the battery in the charging station.
- 12.2.7. If a team's drone breaks down on the circuit and they are unable to fly it to the Pit Stop Area, they must inform a referee of the breakdown and may then fly a backup drone out of the Pit Stop Area.

- 12.2.8. If the drone has a fall and remains on the circuit without being turned off, the team's pilot should deactivate the video signal transmission and inform the second pilot who is not participating in the race. The second pilot of the team is responsible for:
- installing a battery on a backup drone;
 - turning on the drone to check the functionality of its LED lighting.
- 12.2.9. After completing these actions, the team second pilots will proceed from the table to the designated take-off area at the Pit Stop Area and ensure that their drones are placed in a strictly horizontal position.
- 12.2.10. If a team's drone lands in the Pit Stop Area and defects are detected that prevent it from completing the next flight (excluding propeller breakdown and external defects), the pilot must promptly inform a referee of the drone's issues. The pilot will then follow the instructions given by the referee, as outlined in clauses 12.2.7-12.2.9.
- 12.3. Pit Stop Area technical requirements.
- 12.3.1. Battery charging rate: up to 4.5A
- 12.3.2. Battery cell charge: up to 4.2 V
- 12.3.3. Propeller replacement tool: mechanical.
- 12.3.4. Drone spare parts are individual components designed for a specific purpose with a factory-made appearance.
- 12.3.5. Charging stations, with a screen showing battery charging progress.

13. Determination of the Winner and Prize

- 13.1. 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 shall be the team winning the Finals.
- 13.2. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 13.3. The award procedure for the winner and prize winners shall be determined by the Organizer.

14. Final provisions

- 14.1. 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.
- 14.2. Matters not governed by these Technical Rules shall be resolved in accordance with the Rules and Regulations, the decisions made by the Chief Panel of Judges, the WPC Disciplinary Committee, and other applicable Regulatory Documents of the Competition.
- 14.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the Rules and Regulations, 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.