

APPROVED BY
Phygitel International FZCO
15 May 2026



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CEO

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15 May 2026

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TECHNICAL RULES

Phygitel Contenders Astana 2026
to be held for a period
from June 08, 2026, to June 15, 2026,
in Astana, Kazakhstan

(Phygitel Dancing)

1. Terms and Abbreviations

Agreement is the Host City Agreement concerning the organization and holding of Phygital Contenders Astana 2026 and the Games of the Future 2026 (Games of the Future 2026) signed between PI and PI's counterparties.

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 set up by PI to ensure compliance with the Regulatory Documents as a whole, as well as the organization of sports refereeing of the Phygital Contenders Astana 2026 during its organizing and holding.

Competition Disciplines (Disciplines) are a set of Sports (Sports disciplines) in which the Phygital Contenders Astana 2026 is organized and held in accordance with the Rules and Regulations.

GotF 2026 is the International Multisport Competition to be held in Astana, Kazakhstan, titled "GAMES OF THE FUTURE". For the purposes of the Rules and Regulations and the Regulatory Documents, "Games of the Future International Multisport Competitions" shall be recognized as being an identical name for the GotF 2026.

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

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

Official Phygital Contenders Astana 2026 website is gofuture.games.

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 Contenders Astana 2026 is a sports competition to be held from June 08, 2026 to June 15, 2026 in Astana, Kazakhstan. For the purposes of the Rules and Regulations and the Regulatory Documents, the name shall be recognized as being an identical name for the Phygital Contenders Astana 2026.

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.

PI is Phygital International FZCO.

Referee is an authorized person responsible for ensuring compliance with the Rules and Regulations.

Referee Panel is an authorized body that is set up by PI to organize direct refereeing of one of the Competition Disciplines and ensure compliance with the Regulatory Documents when holding the Phygital Contenders Astana 2026 in specific Sports (Sports disciplines).

Regulatory Documents are the Rules and Regulations, the Rules of Sports (Sports disciplines), the Technical Rules, the WPC Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Referee Panels of the Phygital Contenders Astana 2026, the WPC Code of Ethics, the

PI Code of Ethics, decisions awarded by the Chief Panel of Judges & the WPC Disciplinary Committee, as well as other documents approved by PI concerning certain areas of the organization and holding of the Phygital Contenders Astana 2026.

approved by the Organizer governing certain areas in organizing and holding the Competition.

Rules and Regulations are these Rules and Regulations of the Phygital Contenders Astana 2026.

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

Rules of Sports (Sports disciplines) are the rules governing the Sports (Sports disciplines) in which the Phygital Contenders Astana 2026 is organized and held, as recognized by PI.

Single Elimination system is a system of holding the competition, where a competition participant is eliminated from the competition after losing a match.

Sports (Sports disciplines) are sports (sports disciplines) recognized by PI in which the Phygital Contenders Astana 2026 is organized and held; the list of Sports (Sports disciplines) shall be approved by PI.

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 regulatory documents approved by PI that define the conditions and procedure for conducting the Phygital Contenders Astana 2026 in the given Sports (Sports disciplines) or their combinations in the interdisciplinary double-event format.

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 means 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 the Disciplinary Rules and Regulations approved by WPC.

WPC Tournament Ranking of Clubs per Discipline (WPC Rank) is the rankings of the clubs that won ranking-status Phygital Rivals tournaments, or were the highest-rated club from each WPC member based on ranking-status tournaments, are placed 1st to 20th in Phygital Football, 1st to 14th in Phygital Basketball, and 1st to 19th in Phygital Dancing. Clubs ranked 1st to 4th will qualify directly for GOTF 2026. Clubs ranked 5th or below will participate in the Phygital Contenders for a chance to earn a spot at GOTF 2026.

All terms and definitions provided in the Glossary may appear in the Rules and Regulations with both uppercase and lowercase letters without prejudice to their meaning.

The terms and definitions provided in the text of the Rules and Regulations can be used in both singular and plural form without prejudice to their meaning.

All references to individuals, as outlined in the Rules and Regulations, are intended to be inclusive of both masculine and feminine genders.

For Technical Rules purposes, the term Competition refers to the entirety of the Phygital Contenders Astana 2026 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, 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. Fourteen (14) 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. Competition format:

3.2.1. The Teams holding positions 6–19 in the WPC Tournament Ranking of Clubs per Discipline in Phygital Dancing shall participate in Phygital Contenders 2026 Astana. Competition is held in 2 stages: the Preliminary stage and the Playoff stage.

3.2.2. Match format

3.2.2.1. In the Preliminary stage: The participants play 3 tracks. After that, summary total score earned in three tracks (songs) for each participant.

3.2.2.2. In playoff stage: The teams compete in Single Elimination matches in the Bo3 format (up to two wins).

3.2.3. In the Preliminary stage: The Teams are divided into pairs:

WPC rank 6 – WPC rank 19, WPC rank 7 – WPC rank 18, WPC rank 8 – WPC rank 17, WPC rank 9 – WPC rank 16, WPC rank 10 – WPC rank 15, WPC rank 11 – WPC rank 14, WPC rank 12 – WPC rank 13.

If the actual quantity of participants who compete has changed, the pairs of participants may be reviewed at the discretion of the organizer.

In the final Preliminary stage standings, in group teams are ranked according to the summary total score earned in three tracks (songs), with the top-ranked team having the most points and the bottom-ranked team having the fewest.

In case of equality of total score points between two or more teams at the end of the Preliminary stage, these teams play 1 additional track (song) which choosing random from available for execution in the Preliminary stage to determine the best participant.

3.2.4. Team ranked 1st to 8th advance to the Playoff stage of the Competitions where they will complete in matches using the Single Elimination System, starting from the 1/4 final in the following order:

- 1/4 final;
- 1/2 final;
- 3rd place match;

- Final match.

The tournament matches are played following the fixed bracket (as outlined in Appendix 2).

- 3.2.4.1. Teams ranked 1st to 8th in the Preliminary stage advance directly to the 1/4 finals and are paired as follows:

1st rank place (R1) plays against 8th rank place (R8), while 4th rank place (R4) plays against 5th rank place (R5), and 3rd rank place (R3) plays against 6th rank place (R6), while 2nd rank place (R2) plays against 7th rank place (R7).

These teams compete in the 1/4 final stage in order to progress to the 1/2 finals. Teams play 1/2 final matches to get through to the final. The winners of 1/2 final matches proceed to the Final match, while losers play a match for the third place. The team winning the Final match becomes the Competition winner

- 3.3. 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.

- 3.4. For each match in playoff stage, 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 in playoff stage 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

- 3.5. In playoff stage: 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.

- 3.6. The scoring procedures and protocol for participants are established by Just Dance's in-game algorithms, with calculations performed automatically by the software.

- 3.7. 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 physical 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 Match start.

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 phygital 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 with 2023, 2024, 2025, 2026 Edition + Just Dance Plus, licensed, latest current version.
- 8.2. Game console: Nintendo Switch 2. In addition to the console, a set of 3 left and 3 right Joecons for Nintendo switch 2 is provided.
- 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. The Joecon type selection procedure takes place in 2 stages.
- 8.5.1. The first stage is to determine the type of Joecon for each participant (right or left). 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 type of Joecon is as follows:
- First participant - Choose type of Joecon for him
 - Second participant - Choose type of Joecon for him
- 8.5.2. The second stage is to determine the Joecon for each participant from the suggested options (3 right and 3 left). 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 Joecon is as follows:

- First participant - Choose Joecon for him
- Second participant - Choose Joecon for him

- 8.6. The position of the participant on the stage (left or right) is determined by the "Coin Flip" procedure. The winner of the "Coin Flip" procedure chooses side on the stage (left or right).
- 8.7. Participants are forbidden from pausing their own track (song) or the track of another participant while performing to the track.

9. Determination of the Winner and Prize-winners

- 9.1. If there is no pending arbitration by the Chief Panel of Judges or the WPC Disciplinary Committee, according to the WPC Disciplinary Regulations and the Regulatory Documents, the Competition winner is the team winning the Final match. The team losing the Final match takes the second place, the team winning the Third Place Match takes the third place, the team losing the Third Place Match takes the fourth place.
- 9.2. Award procedure for the winner and prize winners shall be determined by the Organizer.
- 9.3. As the Competition has the status of the Games of the Future Qualifier (Phygital Contenders Astana 2026) according to the WPC Tournament ranking, the following conditions applies:
- The team placed 1st receives the right to be the GOTF participant.
 - The team placed 2nd receives the right to be the GOTF participant.
 - The team placed 3rd receives the right to be the GOTF participant.
 - The team placed 4th receives the right to be the GOTF participant.
- 9.4. The best two team according to the Competition ranking receives the right to be the GOTF participant.
- 9.5. If the highest-rated teams are those that took 1st to 4th places in the Competition, then the next highest-rated teams will be taken into account accordingly.

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 “Phygital Contenders Astana 2026”
to be held for a period from June 08, 2026, to June 15, 2026,
in Astana, Kazakhstan
(Phygital Dancing)

Track (song) list

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

Appendix 2
to the Technical Rules
of the International Multisport Tournament “Phygital Contenders Astana 2026”
to be held for a period from June 08, 2026, to June 15, 2026,
in Astana, Kazakhstan
(Phygital Dancing)

Tournament bracket

Phygital Dancing

Preliminary Stage				
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Preliminary stage P1	Track 1	Track 2	Track 3	Score
WPC Rank #6				0
WPC Rank #19				0

Preliminary stage P2	Track 1	Track 2	Track 3	Score
WPC Rank #7				0
WPC Rank #18				0

Preliminary stage P3	Track 1	Track 2	Track 3	Score
WPC Rank #8				0
WPC Rank #17				0

Preliminary stage P4	Track 1	Track 2	Track 3	Score
WPC Rank #9				0
WPC Rank #16				0

Preliminary stage P5	Track 1	Track 2	Track 3	Score
WPC Rank #10				0
WPC Rank #15				0

Preliminary stage P6	Track 1	Track 2	Track 3	Score
WPC Rank #11				0
WPC Rank #14				0

Preliminary stage P7	Track 1	Track 2	Track 3	Score
WPC Rank #12				0
WPC Rank #13				0

1/4 Final		
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	M1	Score
R1		0
R8		0

	M2	Score
R4		0
R5		0

	M3	Score
R3		0
R6		0

	M4	Score
R2		0
R7		0

1/2 Final	
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M5	Score
Winner 1	0
Winner 2	0

M6	Score
Winner 3	0
Winner 4	0

3rd place	
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M7	Score
Loser 5	0
Loser 6	0

Final	
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M8	Score
Winner 5	0
Winner 6	0