

APPROVED BY
Phygital International FZCO
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RANA

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TECHNICAL RULES
of the International Multisport Tournament
“GAMES OF THE FUTURE”

to be held for a period
from July 25, 2026, to August 10, 2026,
in Astana, Kazakhstan

(Battle Royale)

1. Terms and Abbreviations

Athlete/Player/Participant is an individual participating in the Competition, including those who have submitted an application for the Competition.

Bug means an error, flaw, failure, fault or other technical issue that produces an incorrect or unexpected result, or otherwise causes PUBG BATTLEGROUNDS and/or a hardware device to behave in unintended ways.

Captain is one of the Athletes of the Team, who communicates with the organizers of the competitions on behalf of the Team.

Chief Panel of Judges (CPJ) is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory Documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

Competition is the "**Battle Royale. PUBG BATTLEGROUNDS**" competitive discipline conducted under the official auspices of the International Multisport Competition "GAMES OF THE FUTURE", scheduled to be held in Astana, Kazakhstan, from July 25, 2026, to August 10, 2026.

Kill means an occurrence where one Player entirely depletes the HP of another Player. This count showed after the Match (game / map) ended on the scoring screen.

Ingame Participant's ID means ID number of the Participant's game account.

Intentional Disconnection means a Player losing connection to PUBG BATTLEGROUNDS due to the Player's actions or inaction. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

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.

Leaderboard means the in-game leaderboard for each Session.

Match (game / map) means a single instance of competition within PUBG BATTLEGROUNDS that is played until a Player or Team achieves last-surviving status in the Match.

Nickname is the name of the Participant, which is used in the game.

Organizer is Phygital International FZCO (PI), a company duly incorporated and existing under the laws of the United Arab Emirates, having trade license number DMCC-861365, with its registered office at Unit No: 802-006, Platinum Tower, Plot No: JLT-PH1-I2, Jumeirah Lakes Towers, P.O. Box 450297, Dubai, United Arab Emirates.

Phygital Sports is a complex competitive activity based on the integration of functional and digital segments, which are implemented either in stages during the competitive process within the framework of one competitive action, united by a combined result or score.

PUBG BATTLEGROUNDS is a type of program (a videogame) of the Battle Royale sports discipline of the eSports.

Placement (Rank) means the position that the Team took based on the results of the Match (game/ map) (without score by Kill). For example - last-surviving Team is Rank #1/Placement #1.

Placement Points (Rank Points) means the points that the Team took on Placement (Rank), without Kill.

Regulatory Documents are the Rules and Regulations, the Technical Rules, the PI Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Referee Panels, the WPC Code of

Ethics, the PI Code of Ethics, 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.

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 Astana, Kazakhstan, from July 25, 2026, to August 10, 2026, titled “GAMES OF THE FUTURE”.

Server Crash means all Players losing connection to PUBG BATTLEGROUNDS due to an issue with the game server.

Session means a set of Matches that is played until a winner or multiple winners are determined by one of the following methods: completion or winning of a set number of Matches and according to the Competition organization system stated by the Technical Rules.

Team is a group of Athletes, who have been admitted to participate in the Competition and who are competing in accordance with the Rules and Regulations.

Technical Rules are a regulatory document approved by the Organizer, defining the conditions and procedures for holding competitions in the “Battle Royale. PUBG BATTLEGROUNDS” sports discipline.

Unintentional Disconnection means a Player losing connection to PUBG PATTLEGROUNDS due to problems or issues with the game client, platform, network, or PC.

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 Sports internationally.

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 PI Disciplinary Regulations.

PI Disciplinary Regulations are the Disciplinary Rules and Regulations approved by PI.

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 use of capitalization in headings and subheadings shall not confer any additional meaning to the terms used therein, and such headings are for convenience only.

The terms and definitions provided in the Technical Rules 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 the purposes of the Technical Rules, the term “**Competition**” denotes the entire International Multisport Competition “GAMES OF THE FUTURE,” which is scheduled to take place in Astana, Kazakhstan, from July 25, 2026, to August 10, 2026, where 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 the “Battle Royale. PUBG BATTLEGROUNDS” sports discipline in compliance with the Regulatory Documents.
- 2.2. All Competition Participants, coaches, Team officials, administrative and technical staff of Competition Participants, officials, as well as Referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.
- 2.3. The official communication channels during the Competition include the game lobby or direct personal communication between the Participants (Team representatives) and Competition officials.

3. Competition Organization System

- 3.1. Sixteen (16) Teams, each with five (5) Athletes, will participate in the competition. For the purpose of organizational support of their participation in the Competition, each Team is entitled to engage no more than 3 (three) people, who may include coaches, Team officials, representatives of administrative and technical staff. The procedure for admission to the Competition is defined by the Rules and Regulations.
- 3.2. Teams participating in the Competition are playing the Session (a set of Matches). During the Session Teams are playing 15 Matches.
 - 3.2.1. Teams must ensure that Participants and their representatives are present in the following order: only four (4) Athletes participating in the Match shall be placed on the FoP. The list of Participants on one Team is fixed within one day (5 Matches).
- 3.3. Session is held in 3 days. Teams play 5 (five) Matches per day.
- 3.4. In-Game Scoring

Every Match in the Competition will award Points in accordance with the following scoring system.

3.4.1. Kill Points.

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each Match. A Team will earn one (1) Kill Point per Kill.

3.4.2. Placement Points (Rank Points)

Placement Points (Rank Points) are awarded to Teams based on their finishing position at the end of each Match. Teams will accumulate Placement Points (Rank Points) based on the following matrix.

Placement / Rank in Match (game / map)	Points per Placement /Rank
1st	10 points
2nd	6 points
3rd	5 points
4th	4 points
5th	3 points

6th	2 points
7th	1 point
8th	1 point
9-16th	0 points

3.4.3. Match Points

A Team's Match Points are the sum of their Kill Points and Placement Points.

Kill Points + Placement Points = Match Points.

3.4.4. Match point

- 1) The ranking for a Match is given based on the Match point earned in the Match (Placement Points + Kill Points).
- 2) A Team that survived longer in the Match will earn a higher Placement (Rank).

3.5. Map Order:

The map order for each day of the Competition is listed below:

Map on day	1st map	2nd map	3th map	4th map	5th map
Day 1	Erangel	Miramar	Taego	Rondo	Erangel
Day 2	Taego	Erangel	Rondo	Miramar	Taego
Day 3	Erangel	Miramar	Taego	Rondo	Erangel

3.6. The Organizer establishes and communicates the Competition schedule, including dates, times, locations of the Matches, well in advance of the Competition.

3.7. Matches are held in accordance with the Technical Rules, Rules and Regulations and other Regulatory Documents. The Competition format is LAN.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) have their performance evaluated by qualified and impartial Referees;
- 2) access their competition results through a designated Team representative;
- 3) contact the Chief Panel of Judges through a Team representative or a coach; and
- 4) address the WPC Disciplinary Committee according to the 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) throughout the Competition, use their personal gaming accounts that were specified in the application to participate in the Competition; using third-party gaming accounts is not allowed, as well as using multiple gaming accounts and transferring them to third parties;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the Referees related directly to the Competition procedure;
- 6) strictly comply with the order of entering the Competition Field of Play for the Competition, as established by the draw;
- 7) comply with the rules set forth in the license agreement of the respective video game developers. The Competition Participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 8) Athletes participating in the Competition as part of Teams shall comply with safety, equipment operation and anti-doping regulations;
- 9) comply with the dress code and other requirements for the appearance of the Competition Participants, as approved by the Organizer;
- 10) follow the rules of good sportsmanship and fair play;
- 11) 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;
- 12) ensure that Participants and Team representatives are present only as prescribed by the Regulatory Documents;
- 13) upon request of the Organizer or Referees, provide the Ingame Participant's ID and Nickname;
- 14) Ingame nickname must match the Nickname;
- 15) Players must always remain seated during a Match and not leave their seats until given explicit permission from a Referee following the completion of a game.

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 with the process of the game, disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match;
- 5) commit other actions that hinder the normal organization and progress of the Competition, contrary to the provisions of the Technical Rules, Rules and Regulations, other Regulatory Documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information (including watching the live broadcast of the Competition);

- 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 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;
- 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) use any items, equipment or gear which are not provided for by the Rules and Regulations, the Technical Rules or other Regulatory Documents of the Competition and which pose a potential hazard to the life and/or health of others and/or the Participant himself/herself.
- 12) 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 cash or other prizes.

4.3.1. Each Player is expected to play within the spirit of PUBG BATTLEGROUNDS and these Technical Rules and Regulatory Documents at all times during any Match. Any form of unfair play is prohibited by these Technical Rules and Regulatory Documents and may result in disciplinary action. Examples of unfair play include the following:

- collusion (as defined below), Match fixing or throwing, bribing a Referee or Match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Match or Competition;
- hacking or otherwise modifying the intended behavior of the PUBG BATTLEGROUNDS game client;
- using any kind of cheating device, program, or similar cheating method to gain a competitive advantage;
- intentionally exploiting any game function (e.g., an in-game Bug or glitch) in a manner not intended by Publisher or Referees in order to gain a competitive advantage;
- using distributed denial of service attacks, swatting, or similar methods to interfere with another Participant's connection to the PUBG BATTLEGROUNDS game client.
- using macro keys or similar methods to automate in-game actions;
- Intentionally disconnecting from a Match without a legitimate reason for doing so;
- utilizing outside assistance regarding the location of other Players, other Players' health or equipment, or any other information not otherwise known to the Player by the information on his or her own screen (e.g., looking at or attempting to look at spectator monitors while currently in a Match);

- 4.3.2. Players may not work together to deceive or otherwise cheat other Players during any Match (“Collusion”). Examples of Collusion include the following:
- Teaming: Players working together during the Match while on opposing Teams;
 - planned movement: Agreement between two (2) or more opposing Players to land at specific locations and move through the map in a planned way before the Match begins (Unless otherwise specified by the organizer in advance);
 - communication: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing Players;
 - item dumping: Intentionally dropping items for an opposing Player to collect;
 - feeding: Intentionally allowing oneself to be eliminated by an opposing Player.
- 4.3.3. The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Regulations and other Regulatory Documents.
- 4.4. During Competition Matches, coaches, Team officials, representatives of administrative and technical staff are not allowed to communicate with Players. Any Teams found violating this rule will be penalized, including possible disqualification from the competition.
- 4.5. During the Match, Participants are prohibited from having mobile phones, electronic and smart devices, electronic or mechanical watches, jewelry and other items at the discretion of the Referee that were not provided by the organizer. This equipment and accessories are left for storage in a special area.
- 4.6. Participants are prohibited from changing their in-game Nickname during the Competition.
- 4.7. The name used by a Team or Player’s Nickname cannot be an impersonation of another Team, Player, streamer, celebrity, government official, or any other person or entity.

5. Refereeing

- 5.1. The composition of the Brigade of 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 (Referee Lead 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 first game on Match day starts.

6. Disciplinary Infractions and Penalties

- 6.1. Undisciplined behavior, as well as any other behavior contrary to the norms and rules stipulated by the Rules and Regulations, Technical Rules, is punishable by a caution, sending-off or disqualification. The Regulatory Documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If a Competition Participant violates a rule not explicitly outlined in Rules and Regulations or the Technical Rules, and other Regulatory Documents, the Organizer, the Chief Panel of

Judges, the Panel of Judges, the Brigade of Referees have the right to impose on such a Participant one of the sports sanctions stipulated by the Rules. This decision will be guided by legal precedent, 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 Technical Rules.
- 6.4. Intentional disruption of Matches as well as undisciplined behavior during the Competition may subject the offender to sporting sanctions including disqualification.
- 6.5. Sending an excessive number of messages (flood) to the in-game 'chat' can lead to sports sanctions being imposed on the sender from a caution to disqualification, depending on the number and frequency of messages sent.
- 6.6. 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 of the Competition, in the manner stipulated in Rules and Regulations.

8. Determination of the Winner and Prize-winners

- 8.1. If there is no pending arbitration by the Chief Panel of Judges or the WPC Disciplinary Committee, according to the WPC Disciplinary Regulations and the Regulatory Documents, the winner of the Competition shall be the Team that earned more Total points scoring in the Session. Subsequent places are distributed according to the points scored.
- 8.2. The final ranking is given based on the accumulated Match points (Placement Points + Kill point)
- 8.3. In the event that two or more Teams have the same number of Total Points in a Session, the following rules shall be applied to break the tie:
 - 1) a Team that has the higher accumulated Placement Points excluding accumulated Kill points of all Matches will earn a higher ranking.
 - 2) a Team that has the higher Match point (Placement Points + Kill point) in the last Match will earn a higher ranking.
 - 3) a Team that has a higher survival ranking in the last Match will earn a higher ranking.
 - 4) a Team that has higher accumulated damage in the last will earn a higher ranking.
- 8.4. The Teams that secure second and third place in the Competition are honored as prize-winners of the Competition.
- 8.5. Award procedure for the winner and prize-winners shall be determined by the Organizer.

9. The specifics of holding PUBG BATTLEGROUNDS Matches

- 9.1. The game lobby is created by the Match Referee. Participants hold Team slots according to the draw.

9.2. Only the Participants of the Competition and the official Referees and official spectators of the Competition who are registered for the current Match are allowed in the game lobby.

9.3. **Skins:**

Before the start of the Match, Participants must coordinate with the Match Referee to select neutral skins for in-game items. Players must wear the in-game items designated by the Referee for all Matches. During the Match, Participants must use neutral skins for their characters' clothing. Removing any part of the outfit during the Match is strictly prohibited. After a Player leaves the in-game lobby, their character must remain fully clothed in the game for the remainder of the Match. Designated skins: choose by Organizer.

9.4. **Landing zone:**

The ejecting of Participants on the map occurs without prior distribution of the landing zone.

9.5. Game format:

Platform: PC;

Server region: Local server (provide by KRAFTOON);

Game mode: Esports mode;

Perspective: TPP;

Players: 64 (16 Teams);

Team Players: 4;

Weather: Sunny.

9.6. **Maps:** Erangel, Miramar, Rondo, Taego

9.7. **Blue Zone Settings:** Set by game mode on server.

9.8. **Pauses.**

9.8.1. There are no pauses during the Match.

9.9. **Technical Issues.**

9.9.1. If a Player experiences a technical issues or disconnection after Match has officially started, the Player must notify a Referee immediately by raising a hand.

9.10. Restarting the game.

If necessary, the decision to restart the game is made by the Referee Lead.

Additional reason for restarting the game:

- All or someone Players are marked “#unknown”
- The lobby host or spectator failed to join the game

9.10.1. Full ReMatch

When all Players have entered the plane, the Match is considered officially started. If one or more Players fail to enter the plane, the Match will be reMatched.

If, within 1 minute after the plane doors open, 3 or more Players are disconnected due to non-human factors and are unable to reconnect, the Match will be reMatched.

If the Match map parameters are set incorrectly, the Match will be reMatched.

9.10.2. Partial ReMatch

During the Match, when there are 8 or more Teams on the field, if 5 or more Teams each have more than 50% of their surviving Players simultaneously experiencing sudden disconnections due to server crashes, serious bugs, or other unforeseen circumstances and are unable to reconnect, the unaffected Players at the time of the incident will be eligible for a reMatch. If fewer than 5 Teams are affected at the same time, it will be treated as Players leaving the Match prematurely.

Teams eliminated before the unforeseen incident will not be allowed to reconnect. Any kills and Team rankings already earned will be scored accordingly.

Players may not raise objections to the reMatch decision made by the tournament organizing committee.

9.10.3. No ReMatch

If simultaneous disconnections occur and Players are unable to reconnect when there are fewer than 8 Teams on the field, no reMatch will be granted. Kill points and placement points already earned will be calculated normally. Surviving Teams may receive special compensation points.

Any situation not explicitly described above as eligible for a reMatch will be considered ineligible for a reMatch.

9.11. Compensation Rules

For individual disconnections/inability to reconnect resulting in elimination when the Match is not restarted, a certain amount of compensation points will be awarded to the Team based on the number of unexpectedly disconnected Players and their performance in that Match. (Situations where Players are unable to operate due to network/server fluctuations are considered disconnections.)

If necessary, the decision about Compensation points in the game is made by the Referee Lead.

9.11.1. Compensation Point Calculation Method:

Based on the disconnected Player's average kills per round in normal rounds (without disconnection) $\times 1$ (e.g., if the Player's average kills in unaffected rounds is 2.5, the additional points will be rounded to 3).

If the same Player disconnects twice within a single day: average kills per round in normal rounds on that day $\times 2$.

If the calculated compensation points are less than 1 point, the minimum shall be 1 point.

Maximum compensation points per Team per day = 4 points.

However, if the same Team experiences disconnections without reconnection 3 or more times on the same Match day, the Team may receive up to double the maximum compensation points (i.e., 8 points).

9.11.2. Special Compensation Point Calculation Method:

When there are fewer than 8 Teams remaining on the field and simultaneous unexpected disconnections occur without the ability to reconnect, surviving Teams may receive compensation points calculated as: (Total remaining kill points + Total remaining placement points) / Number of surviving Teams.

The calculation shall be rounded to one decimal place.

Eliminations caused by game bugs or intentional disconnections will not be eligible for any compensation points.

10. Compulsory uniform (equipment)

- T-shirt with long or short sleeves;
- Jeans or trousers;
- All Team members must wear same design T-shirts and trousers (jeans);
- Track suit trousers are not allowed;
- 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's decision. Participants will not receive additional notification of such revisions.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with 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, and other applicable Regulatory Documents of the Competition.
- 12.3. 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.
