

APPROVED BY
Phygital International FZCO
15 May 2026



CEO
/ Md Saydur Rahman Rana

APPROVED BY
World Phygital Community Limited
15 May 2026

CEO
/ Daniel Merkley

TECHNICAL RULES

Phygital Contenders Astana 2026

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

(Phygital Basketball)

1. Terms and Abbreviations

3on3 Freestyle: Rebound is a type of program (video game) of the sports discipline “Phygital Basketball”.

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.

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 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.

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.

Round-robin is a format for the group stage of a competition, where each participant competes against every other participant in the group.

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.

Snake seeding is a method of distributing participants into groups or brackets in which consecutive seed pairs (1–2, 3–4, 5–6, etc.) are assigned alternately: first in normal order, then in reverse order, forming a “snake-like” (zigzag) pattern.

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 Basketball, following the WPC Rules of Phygital Sport (including the Rules of Phygital Basketball), any other applicable WPC regulatory documents, as well as the Regulatory Documents. If needed, the Organizer and/or the Chief Panel of Judges and/or the WPC Disciplinary Committee 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. There are 10 (ten) teams participating in the Competition, with at least 2 (two) and no more than 4 (four) athletes in each team. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 2 (two) people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is defined by the Rules and Regulations.

3.2. Team roster continuity and limitations on substitutions

- 3.2.1. Team shall comply with clause 3.2.4 of the REGULATIONS on the ranking system in Phygital Sports, according to which at least 70% of the team roster registered for Phygital Rivals must remain unchanged.
- 3.2.2. In addition to the above, the following limitations on substitutions shall apply:
 - 3.2.2.1. If a Team registered the maximum number of athletes for Phygital Rivals (4 athletes), it may make no more than 1 substitutions to its team roster for Phygital Contenders.
 - 3.2.2.2. If a Team registered fewer than 4 athletes for Phygital Rivals, it may add athletes to its team roster for Phygital Contenders up to the maximum permitted number of 4 athletes, subject to the following conditions: if the number of newly added athletes is 1 or 2, no substitutions of athletes from the original team roster registered for Phygital Rivals shall be permitted;
 - 3.2.2.3. Any additions to and substitutions within the team roster shall in all cases be made in compliance with the requirement to preserve at least 70% of the team roster registered for Phygital Rivals.
 - 3.2.2.4. If, based on the results of Phygital Contenders, a Team obtains the right to participate in GOTF26, no further substitutions between Phygital Contenders and GOTF26 shall be permitted if the substitution quota established under this clause has already been exhausted.

3.2.2.5. The procedure, grounds and deadlines for substitutions made for medical reasons shall be governed by Chapter 4 of the Rules and Regulations of the competition.

3.3. The teams participating in the Competition are divided into two groups of 5 teams, which play matches in the round robin format. During the group stage, teams earn points based on their performance in each match. In the final group stage standings, in each group teams are ranked according to the total points earned in all group stage matches of the competition, with the top-ranked team having the most points and the bottom-ranked team having the fewest.

3.4. Competition format:

The Teams holding positions 5–14 in the WPC Tournament Ranking of Clubs per Discipline in Phygital Basketball shall participate in Phygital Contenders 2026 Astana and shall be allocated into two groups of five Teams each.

The teams are divided into groups by Snake seeding:

- Teams from pair 1–2: Group A gets team-1, Group B gets team-2 (normal order),
- Teams from pair 3–4: Group A gets team-4, Group B gets team-3 (reverse order)
- Teams from pair 5–6: Group A gets team-5, Group B gets team-6 (normal order)
- Teams from pair 7–8: Group A gets team-8, Group B gets team-7 (reverse order)
- Teams from pair 9–10: Group A gets team-9, Group B gets team-10 (normal order)

The composition of the groups shall be as follows:

Group A: Teams holding positions 5, 8, 9, 12 and 13 in the WPC Tournament Ranking of Clubs per Discipline

Group B: Teams holding positions 6, 7, 10, 11 and 14 in the WPC Tournament Ranking of Clubs per Discipline

The tournament matches are played following the fixed bracket (as outlined in Appendix 1).

3.5. Teams on the group stage shall be classified according to their win-loss record, namely:

3.5.1. Winner of match after the both stages (Main time or series of post-match free throws) - 2 classification points;

3.5.2. Defeat of match after the both stages (Main time or series of post-match free throws) - 1 classification point;

3.5.3. Defeat after forfeit - 0 classification points.

3.6. In the event of a tie in points between two or more teams at the conclusion of the group stage, the following criteria are applied sequentially to determine the advantage:

3.6.1. Result of a head-to-head match

- If two teams have equal points, the winner of their head-to-head match is placed higher.

- If three or more teams have equal points, a mini-table of their head-to-head matches shall be formed, and the criteria from point 1 shall be applied again.

3.6.2. Total match points difference in all matches of the group

- The team with the highest match points difference between match points scored and conceded takes the higher place.

- 3.6.3. Total number of match points scored in all matches of the group
 - The team with the most match points scored in the group is ranked higher.
- 3.6.4. Match points difference in the Physical stage (physical basketball)
 - Only the difference of match points scored and conceded in the physical stage matches is compared.
- 3.6.5. Match points difference on the digital stage (digital basketball)
 - Only the difference of match points scored and conceded in the matches of the Digital stage is compared.
- 3.6.6. Number of match points on the Physical stage
 - The team that scored more match points in the Physical stage gets an advantage.
- 3.6.7. Number of match points in the Digital stage
 - The team that scores more match points in the Digital stage gets the advantage.
- 3.6.8. Draw
 - If all the above criteria do not allow to determine the place of the team, a random draw under the control of the organizers is applied.
- 3.7. The team ranked 1st place of each group – advance to the Super final stage
- 3.8. Ten teams ranked 2nd to 5th places of each group – advance to two brackets, which provided by single elimination:
 - 3.8.1. Team A2, A4, B3, B5 – moved to The First way. The first matches of bracket pairings shall be as follows: A2 vs B5, A4 vs B3. Winner of that matches played The final of the first way.
 - 3.8.2. Team A3, A5, B2, B4 – moved to The Second way. The first matches of bracket pairings shall be as follows: B2 vs A5, B4 vs A3. Winner of that matches played The final of the second way.
- 3.9. Each match includes two stages:
 - 3.9.1. Digital Stage**

The Digital stage is held in accordance with the Rule of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules, Rules and Regulations and other Regulatory Documents. The Digital stage is held in the 2x2 format (two players in each team). Substitute of athletes during the digital stage is not allowed, except for the cases described in paragraph 6.5 of the Technical Rules.
 - 3.9.2. Physical Stage (2x2 Basketball)**

The Physical stage matches are played in accordance with the Rule of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory Documents. Each team is represented by 2 (two) athletes in a match. The remaining athlete in the team is a substitute and may enter the game during the match under the procedure set forth in the Rules of Phygital Basketball.
 - 3.9.3. There is a 5 (five) minute break between the stages.
 - 3.9.4. The results of the draw determine the “home” (team on the left or top depending on the bracket visualization) and “away” (team on the right or bottom depending on the bracket visualization) teams in the matches.
 - 3.9.5. For each match, a team may nominate no more than 3 (three) athletes from the total tournament entry list.

3.10. The winner of a match consisting of 2 (two) stages shall be determined by the sum of points scored at the Digital and Physical stages. If there is a tie, the winner of the match is determined in a series of post-match free throws in accordance with the Technical Rules. As per the Rules of Phygital Basketball, a free throw is an opportunity given to a player to score one point, uncontested, from a position behind the free-throw line and inside the semicircle.

3.11. The referee holds a draw that determines which team will have the first throw.

A series of post-match free throws includes three throws by each team. Throws shall be performed by teams alternately. There is no rebound during the series of post-match free throws. Only the player making the throw and the referee may be present on the court during the throws.

If, before both teams make three throws each, one of them throws more balls into the basket than the other team could score even after the three throws, the free throw series is stopped.

If, after both teams have made three throws, both teams have the same number of baskets, the free throw series shall be continued in the same order until one of the teams scores one more ball than the other, with the same number of throws made.

All throws shall be made by different players; a player may re-throw only after all eligible players have made their throws.

Each free throw in a series of free throws shall be carried out in accordance with the Rules of Phygital Basketball.

The player making the free throw shall:

- Take a position behind the free-throw line and inside the semicircle.
- Use any method of executing a free throw so that the ball enters the basket from above the ring or touches the ring.

The winner of the series of post-match free throws and the corresponding match is the team whose players scored more balls during the series of post-match free throws with the same number of throws made.

3.12. The Competition schedule, including the dates, time and venue of the matches shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.

3.13. Teams must ensure that participants and their representatives are present in the following order:

- At the Digital stage: only 2 (two) athletes, who are taking part in the corresponding stage, are present at the FoP. 3rd player is seated on the bench.
- At the Physical stage: only outfield players are present at the FoP while the substitute player is seated on the bench. The team's officials are not allowed into the FoP and on the bench.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) be judged correctly and fairly;
- 2) receive full results scored at the Competition, through a team representative;
- 3) address the Chief Panel of Judges through a team representative or a coach; and
- 4) 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) only enter the FoP wearing the uniform (equipment) in accordance with Clause 11 of these Technical Rules;
- 5) attend the Competition venue accompanied by the coach/official representative of the Team;
- 6) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 7) strictly comply with the order of entering the Field of Play, as established by the draw;
- 8) comply with the Rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 9) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;
- 10) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 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 it 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.

4.3. Competition Participants are not allowed to:

- 1) interfere with the work of the referee or other Competition Officials;
- 2) disable or otherwise damage the sports equipment
- 3) interfere in any way with the competition process disrupting the normal course of the Match;
- 4) deliberately delay the progress of the Match (in Digital stage or Physical stage), including, but not limited to:
 - An offensive player fails to take advantage of opportunities to attack the hoop;
 - fails to pass to an open teammate when defenders double up on the player with the ball;
 - frequent perimeter passes without moving toward the hoop;
 - dribbling with your back to the hoop for more than five seconds;

- 5) engage in any actions that disrupt the normal organization and progress of the Competition, violate Rules of Phygital Basketball, provisions of these Technical Rules, the Rules and Regulations and other Regulatory Documents.
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 8) use any another software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use any another items, equipment or gear which are not provided for by Rules of Phygital Basketball, 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.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
 - intentional loss for any reason;
 - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
 - rigged Matches in any form;
 - a collusion to share a cash or other prize.

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

- 4.4. 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.

5. Refereeing

- 5.1. 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.
- 5.2. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory Documents.
- 5.3. The referee (Chief Referee of the 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. If a Competition participant commits a violation that is not directly provided for by the Rules of Phygital Basketball and (or) these Technical Rules, the Organizers of the Competition

have the right to impose on such a participant one of the sports sanctions provided for by the Rules of Phygital Basketball, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.

- 6.2. If the start or recommencement of the match is delayed by more than 10 minutes, the team may be awarded a forfeit.
- 6.3. Intentional disruption of matches may result in sports sanctions being imposed on the violator, up to disqualification.
- 6.4. Misconduct shall be punished with a caution or a sending-off.
- 6.5. Undisciplined behavior through interrupting the gameplay by pressing button on request time out or pause game. If committed once, is punishable by a Caution. If committed repeatedly by an athlete of the same team, one of the mentioned offences is punishable by sending off the athlete who committed such repeated offence. In this case, the team has the right to replace the dismissed athlete with another team member included in the application form as a substitute player to participate at the Digital Stage.

Commitment of one of the violations mentioned in this paragraph by an athlete of the team for the third time is punishable by awarding the team a forfeit at the Digital stage of the match with a score of 0:15.

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 the Regulatory Documents.

8. Technical Rules for Holding Digital Stage

- 8.1. The gaming platform of the Competition is the PC, equipped with the «3on3 FreeStyle: Rebound», licensed, the latest tournament version;
- 8.2. Game settings:
Game mode: RANK 3x3, while matches will be played as 2x2.
Character BAN: Not Applicable
Court: 3x3 Word Cup court
Play Time: 10 min
Turn Over: 24 sec
Possession of the Ball: Coin Toss
Match End Score: 19
Timeout: Disable
- 8.3. There are no restrictions on the rules of the game in defense and offense, any techniques provided by the game can be used for winning the game;
- 8.4. Teams can choose any character
- 8.5. Teams must select characters for the game no later than 1 hour before the Match starts and indicate this information in the starting lineups, as well as inform the Secretary or Referee about their choice in the presence of the participants.
- 8.6. At the Digital stage, the first ball possession is automatically determined by the sports

simulator.

8.7. Teams play in the 2x2 format.

The Digital stage ends either when one of the teams scores 19 (nineteen) points or when the game time of 10 (ten) minutes expires, whichever comes first. If one of the teams scores 19 (nineteen) points, but the point difference with the opposing team does not reach two points, the Digital stage still ends. If a team scores 20 (twenty) points, this score is also recorded, and the Digital stage ends.

8.8. In case of player disconnection (network disconnect, bug, etc.), there must be a match remake with the score preserved at the moment of disconnection;

8.9. In case of a remake, the team compositions must remain the same. Ball possession also remains with the team that had it before the disconnection.

8.10. Participants are required to disable in-game messages, and enabling in-game messages is prohibited.

9. Technical Rules for Holding the Physical Stage

9.1. Court and ball

9.1.1. The game is played on a 3x3 court with one basket. The playing surface of a standard 3x3 court has dimensions of 15 m (width) x 11 m (length). The court shall have an area marked the same way as on a traditional basketball court, including a free throw line (5.80 m), a 2-point line (6.75 m) and "a no-charge semicircle under the basket where collision fouls are not called".

9.1.2. The height of the ring above the court: 3,050 millimeters ; the diameter of the ring: 450 to 459 millimeters; the size of the shield: 1,800 millimeters (horizontally) 1,050 millimeters (vertically), including the frame (the parameters cannot contradict the Rules of Phygital Basketball).

9.1.3. Safety area along the perimeter of the entire Field of Play must be at least 2 meters.

9.1.4. A ball corresponding to the Rules of Phygital Basketball shall be used for the game. The circumference of the ball: from 720 to 740 millimeters; the weight of the ball at the start of the match: from 580 to 620 grams (the parameters cannot contradict the Rules of Phygital Basketball).

9.2. The beginning of the Physical stage

9.2.1. Both teams shall warm-up simultaneously prior to the game. The total warm-up time of the teams shall not exceed 5 (five) minutes.

9.2.2. The referee of the Physical stage must perform a coin toss before the start of the stage to decide which team gets first possession of the ball. The team that wins the coin toss gets the ball first at the Physical stage.

9.2.3. The Physical stage must begin with 2 (two) players from each team on the court.

9.2.4. The score of the Physical stage starts with the score recorded at the end of the Digital stage.

9.3. Playing time/Winner of a game

9.3.1. The match ends either with one of the teams scoring 39 (thirty nine) points or with the game time (one 7-minute half) expiring. The clock shall be stopped during dead ball and free throws. The clock shall be restarted after the exchange of the ball is

completed (as soon as the ball is in the offensive team's hands). If one of the teams scores forty (40) points, this score is also fixed and the match ends.

- 9.3.2. In the event that no team has scored 39 points and the Physical stage time has expired, the team that has scored more points by the end of the Main Time wins the match. In case of a tie in the total score at the end of the Main time, the winner is determined in accordance with Rules.
- 9.3.3. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).
- 9.3.4. A team shall lose by default (due to a lack of players) if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.
- 9.3.5. A team losing by default or a forfeit shall be disqualified from the competition.

10. Determination of the Winner and Prize Winners

- 10.1. 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 team that wins the Super final is declared the Competition Winner.
- 10.2. Award procedure for the winner and prize-winners shall be determined by the Organizer.
- 10.3. 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 who win "Super final" match receives the right to be the GOTF participant.
 - The team who lose "Super final" match receives the right to be the GOTF participant.
 - The team who win "The first way" final match receives the right to be the GOTF participant.
 - The team who win "The second way" final receives the right to be the GOTF participant.
- 10.4. The best two team according to the Competition ranking receives the right to be the GOTF participant.
- 10.5. If the highest-rated teams these are the teams described in paragraph 10.3 Technical Rules, then the next highest-rated teams will be taken into account accordingly.

11. Uniform (Equipment) Requirements

- 11.1. Compulsory uniform (equipment)
 - 11.1.1. Jerseys.
 - 11.1.2. Shorts.
 - 11.1.3. Special undergarment
 - 11.1.4. Socks of a dominant color for all team members. The socks must be visible.
 - 11.1.4. Sneakers of any color combination. Flashing lights, reflective materials, or other decorations are not permitted.

11.1.5. Equipment colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Jerseys must be of the same color category, both front and back.
- Shorts may not match the color of the jerseys. but must be of the same color on both sides.
- Undergarment must be the same color as the shorts and jerseys, if visible during the game.
- The "home" team must wear light jerseys, and the "away" team must wear dark jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

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

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Rules and Regulations.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal undergarments (vests, undershorts/tights) that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the competition organizer. Other sports equipment requirements are established by the Rules and Regulations.

11.1.7. Numbering on the equipment

Each team member must wear a jersey with single-color numbers displayed on the front and back, contrasting with the color of the jersey.

All numbers must be distinctly visible and:

- numbers on the back must be at least 15 cm in height;
- numbers on the front must be at least 5 cm in height;
- The width of the numbers must be at least two centimeters.
- teams are only allowed numbers 0 and 00, as well as from 1 to 99;
- players on a team may not have duplicate numbers;
- any advertising or a logo must be placed at least 5 cm from the number

11.2. All equipment used by players must be suitable for the game. Any equipment intended to increase a player's height, stretchability, or provide any other undeserved advantage is not allowed.

11.2.1. Players must not wear equipment (articles) that can cause injury to other players.

11.2.2. The following is not permitted:

- Finger, hand, wrist, elbow, or forearm protection, helmets, plaster casts, or bandages made of leather, plastic, flexible (soft) plastic, metal, or any other hard material, even if covered with soft padding.
- Articles that could cut or cause abrasions (fingernails must be closely cut)

11.3. Hair accessories and jewelry

11.3.1. The following is permitted:

- Protective equipment for the shoulder joint, shoulder, thigh, or shin, made of sufficiently soft material.
- Compression sleeves and socks.
- Headgear. It must not partially or fully cover any part of the face (eyes, nose, lips, etc.) and must be safe for both the player wearing it and other players. Headgear must not have opening or closing elements around the face and/or neck, or protruding elements.
- Knee pads, if properly covered;
- Protective equipment for injured noses, even if made of hard material;
- Glasses so long as they do not pose any risk to other players;
- Wristbands and headbands with a maximum width of 10 (ten) cm, made of textile fabric.
- Tapes for hands, shoulders, legs, etc.
- Ankle braces.

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 without additional notification sent to participants.
- 12.2. Matters not governed by these Technical Rules shall be resolved in accordance with the 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.

Bracket

Group A

Group B

Group Stage

1st stage		2nd stage		3rd stage		4th stage		5th stage	
1	Score	5	Score	9	Score	13	Score	17	Score
WPC Rank #5	0	WPC Rank #8	0	WPC Rank #13	0	WPC Rank #12	0	WPC Rank #9	0
WPC Rank #8	0	WPC Rank #9	0	WPC Rank #12	0	WPC Rank #5	0	WPC Rank #13	0
2	Score	6	Score	10	Score	14	Score	18	Score
WPC Rank #9	0	WPC Rank #13	0	WPC Rank #5	0	WPC Rank #8	0	WPC Rank #12	0
WPC Rank #12	0	WPC Rank #5	0	WPC Rank #9	0	WPC Rank #13	0	WPC Rank #8	0
3	Score	7	Score	11	Score	15	Score	19	Score
WPC Rank #6	0	WPC Rank #7	0	WPC Rank #14	0	WPC Rank #11	0	WPC Rank #10	0
WPC Rank #7	0	WPC Rank #10	0	WPC Rank #11	0	WPC Rank #6	0	WPC Rank #14	0
4	Score	8	Score	12	Score	16	Score	20	Score
WPC Rank #11	0	WPC Rank #14	0	WPC Rank #6	0	WPC Rank #7	0	WPC Rank #11	0
WPC Rank #10	0	WPC Rank #6	0	WPC Rank #10	0	WPC Rank #14	0	WPC Rank #7	0

The First way			The Second way		
The semifinals of the First way			The semifinals of the Second way		

	21	Score
A2	2 place A	0
B5	5 place B	0

	22	Score
A4	4 Place A	0
B3	3 Place B	0

	25	Score
Winner 21		0
Winner 22		0

The First way			The Second way		
---------------	--	--	----------------	--	--

The semifinals of the First way			The semifinals of the Second way		
---------------------------------	--	--	----------------------------------	--	--

	23	Score
B2	2 palce B	0
A5	5 Place A	0

	24	Score
B4	4 Place B	0
A3	3 Place A	0

	26	Score
Winner 23		0
Winner 24		0

Super Final		
-------------	--	--

	27	Score
A1	1 Place A	0
B1	1 Place B	0