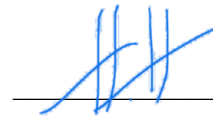


APPROVED BY
Phygitel International FZCO
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CEO
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TECHNICAL RULES
of the International Multisport Tournament
“GAMES OF THE FUTURE”
to be held for a period
from December 14, 2025, to December 23, 2025,
in Abu Dhabi, UAE
(VR-game)

I. GENERAL

1. Glossary and Abbreviations

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

Captain is one of the athletes of the Team, who communicates with the Competition organizers on behalf of the Team.

Competition is the International Multisport Competition to be held in Abu Dhabi, UAE, from December 14, 2025, to December 23, 2025, titled “GAMES OF THE FUTURE” (VR-game. HADO Global Invitation).

Chief Panel of Judges (CPJ) is an authorized body formed by the Phygital International FZCO 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 Competitions.

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.

HADO is a type of program (video game) of the Virtual Reality game competition activity type.

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

Ingame team's ID is ID number of the team in the game.

LAN is a format for hosting a competition or its stage of a competition where participants compete in specially equipped FoP in the same or adjacent rooms under the direct control of the referees.

Match is a sports contest held as part of the Competitions between two Teams.

Nickname is the name of the participant, which is used in the game and Tournament mode.

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

Regulatory Documents are the Rules and Regulations, the Technical Rules, the Disciplinary Regulations, the Regulations on the Prize Fund of the Competition, the Regulations on the Chief Panel of Judges and Panels of Judges of the Competition, decisions issued by the Chief Panel of Judges and the WPC Disciplinary Committee, as well as other documents, approved by the Organizer governing certain areas in organizing and holding the Competitions.

Round robin is a format where each team meets all other teams of its group in one or more rounds. The winner is the team who scored the most tournament points or won the most matches based on the results of a round or several rounds.

Rules and Regulations are the rules and regulations of the International Multisport Competition to be held in Abu Dhabi, UAE, from December 14, 2025, to December 23, 2025, titled “GAMES OF THE FUTURE”.

Referee is an authorized person responsible for ensuring compliance with the Rules and Regulations, the Technical Rules and another Regulatory Documents.

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

Technical Rules are a Regulatory Document that defines the terms of and procedure for holding the Competition in VR-game. HADO Global Invitation.

WPC, or World Phygital Community Limited, is a non-profit, non-governmental organization registered in Hong Kong (Business Registration No. 75641205, Chapter 622 of the Laws of Hong Kong). It provides direction and oversight for introducing and promoting Phygital Sport internationally.

WPC Discipline mean Phygital Shooter, Phygital Basketball, Phygital Football, Phygital Dancing.

WPC Disciplinary Committee is the disciplinary authority of WPC, which applies sanctions to individual subjects of Phygital Sports in accordance with the procedure provided for by the WPC Disciplinary Regulations.

WPC Disciplinary Regulations are Disciplinary Rules and Regulations approved by WPC.

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

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

For Technical Rules purposes, the term Competition refers to the entirety of the International multisport tournament Games of the Future 2025 when applicable.

Other terms and definitions not included in the Glossary are to be interpreted according to the definitions provided in the Regulatory Documents.

2. General Provisions

- 2.1. The Competition is held in the HADO sports discipline in compliance with the Regulatory Documents in two different game modes: HADO PvP and HADO WORLD.
- 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. Six (6) teams, each with three (3) to five (5) athletes, will participate in the competition (in both game modes). The procedure for admission to the Competition is defined by the Rules and Regulations.
- 3.2. Teams participating in the Competition are playing with each other in the Round robin system (single) one time. The Organizer determines the game schedule by a draw. Teams ranked 1st to 4th advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the semifinals in the following order:

- semifinal;
- 3rd place match;
- Final.

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

- 3.2.1. The 2nd and 3rd place teams and 1st and 4th advance to the semifinals and are paired with each other.
 - 3.2.2. Teams play semi-final matches to get through to the final. The winners of semifinal matches proceed to the final, while losers play a match for the third place. The team winning the Final match becomes the Competition winner.
 - 3.2.3. Teams must ensure that participants and their representatives are present in the following order: only three (3) athletes participating in the match shall be placed on the FoP.
- 3.3. All Teams participate in the HADO PvP and HADO WORLD game modes. Competition in each game mode is held according to the Technical Rules in the same Organization System. The teams achieve the ranking points according to the results of the Competition parts in HADO PvP and HADO WORLD game modes.
- 3.3.1. The final result of the Competition is determined by the total amount of ranking points, which is the sum of the HADO PvP ranking points and the HADO WORLD ranking points.
 - 3.3.2. Teams achieve the ranking points as follows:
 - 1st Place: 10 points
 - 2nd Place: 8 points
 - 3rd Place: 6 points
 - 4th Place: 4 points
 - 5th Place: 2 points
 - 6th Place: 1 point

The scoring system for HADO PvP and HADO WORLD game modes is the same.

- 3.3.3. If teams have the same total points, the following criteria are applied in the following order:
 - a. Compare the highest ranking in two game modes; the team with the higher single-mode ranking is placed higher;
 - b. If the highest ranking is the same, compare the sum of the rankings in both modes;
 - c. Compare the total net points from both modes; the team with the higher total net points is placed higher;
 - d. If total net points are the same, compare the total points scored in both modes; the team with the higher total points is placed higher;
 - e. If total points are the same, compare the total net points in head-to-head matches between the two teams;
 - f. If all the above criteria are identical, the final ranking is determined by a public draw.

- 3.4. On the Group stage teams are ranked according to the number of wins at the end of the group stage.

If teams have the same number of wins, rankings are determined in the following order:

- a. Net point difference among tied teams
 - b. Total points scored among tied teams
 - c. Head-to-head results among tied teams
 - d. Drawing lots if still tied.
- 3.5. Each Match is held in accordance with Technical Rules, Rules and Regulations and other Regulatory Documents. Matches are held in the 3x3 (three on three) format, in the Bo1 format on the Group stage and Bo3 format in the Play-offs (Single Elimination). The Competition format is LAN.

To participate in the matches, teams must field 3 (three) athletes for the starting lineup, at least 1 (one) team member serves as a substitute. Substitutions are allowed between matches.

- 3.6. The team that earns the highest score within 80 seconds wins the match. If tied, a one-point sudden-death tiebreaker is played; draws are not allowed.

The team that wins two games secures the match in the Bo3 format.

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

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

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) have their performance evaluated by qualified and impartial referees;
- 2) 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 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, Ingame team's ID, Nickname.

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 in 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 a cash or other prize.

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 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.
- 4.5. Participants are prohibited from changing their Nickname during the Competition.

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 (Head Referee 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 competition begins.

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 Special Part of 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. 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 scoring points. Subsequent places are distributed according to the points scored.
- 8.2. The teams that secure second and third place in the Competition are honored as prize-winners of the Competition.
- 8.3. Award procedure for the winner and prize-winners shall be determined by the Organizer.

9. The specifics of holding HADO matches.

- 9.1. HADO PvP Game Mode: HADO PvP 3v3, Manual Energy Charge, 80-second timed matches.

HADO WORLD Game Mode: HADO WORLD 3v3, Manual Energy Charge, 80-second timed matches.

- 9.2. Overtime.

- If the score is tied at the end of the match, overtime will start 10 seconds later. The team that scores first in overtime wins.
- According to the system's judgment, any scores achieved after the start of overtime are considered valid.
- If both teams score simultaneously during overtime, the match will continue until one team gains a lead, at which point the match ends.

- 9.3. Substitutions.

- Substitutions must be made after players are fully equipped.
- No substitutions are allowed after the match has started.
- If a player is injured during the match, they may choose to withdraw. Withdrawn players are not allowed to return to the match or control the equipment.

- 9.4. Equipment Use.

During the competition, players must use the equipment designated by the Organizer (Equipment).

Players must properly wear the head-mounted display and wrist sensor, with the wrist sensor worn on their dominant hand.

To prevent excessive strain on the equipment and to avoid AR tracking errors that could affect fair gameplay, the following actions are strictly prohibited. Serious violations may result in a foul warning:

- a. Intentionally moving one's gaze away from the AR marker.
- b. Excessive and rapid head movements that overload the head-mounted display and cause AR tracking errors.

- c. The life flower's position remaining misaligned from the correct location for more than five seconds.
- d. Repeating the same or similar behavior after being previously warned.

If AR tracking errors occur due to equipment malfunction, system failure, or environmental conditions unrelated to the player, the player will not receive a foul warning.

If problems occur due to excessive movement of the hand sensor, the player will not receive a foul warning, and the match will not be replayed or invalidated.

Players and teams that receive multiple warnings will be penalized based on the severity of the situation. Penalties, in order of severity, are: team foul, unsportsmanlike conduct, and disqualification.

Referees and the officials will determine the level of foul based on the nature of the violation and its impact on the match. Specific rules are as follows:

- a. In the group stage, if a team accumulates five fouls, three wins will be deducted from its total record.
- b. Foul counts from the group stage will not carry over to the Playoffs stage.
- c. In the Playoffs stage (best of three), if a team accumulates three fouls in a single match, it will be disqualified from that match and automatically lose.
- d. Foul counts reset at the start of each elimination match and are not carried over between matches.
- e. Teams disqualified due to penalties will also forfeit any associated prize money.

9.5. Non-Played Victory / Non-Played Defeat

If, at the time teams are called to start the match, one team has fewer than three players and the match cannot begin, the team that is present with three players will be declared the winner by non-played victory, with a score of 3–0.

If, at the time teams are called to start the match, both teams have fewer than three players and the match cannot begin, both teams will be declared as having a non-played defeat, and neither team will receive any points.

9.6. Display of Player Avatar and Name via QR Code Scan.

All players participating in the Competition must prepare their HADO GO QR code in advance

and log in with their avatar, name, and other account information.

Each player and team member is responsible for confirming that their logged-in avatar and name information are correct.

If an error in the avatar or name display on HADO GO occurs due to a player's own mistake, the opposing team has the right to request a rematch.

If an error in the avatar or name display on HADO GO occurs due to a player's own mistake, the referee has the right to issue a penalty or warning.

9.7. Device Dropping.

If a device is dropped during the match, it will be regarded as the player's own mistake, and the player may not request a pause or rematch.

If a device is dropped during the match and the application quits as a result, it will still be regarded as the player's own mistake, and the player may not request a pause or rematch.

9.8. HADO AR Helmet and Wrist Sensor Straps

HADO AR helmets and wrist sensor straps are provided by the Organizer.

The use of rubber bands or similar aids to secure equipment is permitted.

For HADO AR helmets, only color modifications such as painting are allowed.

a. Blocking ventilation holes or adding extra components is prohibited.

b. Cutting, drilling, or altering the shape in any way is prohibited.

Replacement of rubber padding or neck straps on the AR helmet is allowed, but materials that are fragile or oddly shaped are prohibited.

Organizer has the right to specify the particular equipment to be used.

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.

Appendix 1
to the Technical Rules
of the International Multisport Tournament “GAMES OF THE FUTURE”
to be held for a period from December 14, 2025, to December 23, 2025,
in Abu Dhabi, UAE
(VR-GAME. HADO GLOBAL INVITATION)

Tournament bracket

