

APPROVED BY
Phygital International FZCO
June 29, 2026

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World Phygital Community Limited
June 29, 2026

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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

(Phygital Football)

1. Terms and Abbreviations

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

Athlete/Player/Participant is an individual participating in the Competition, 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 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 "**Phygital Football. UFL**" 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.

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.

GSL is a system of holding the competition most often used in groups of 4 Teams. The Team that wins twice takes 1st place in the group. Then the Teams that lost the first round meet. The losing Team takes the last place. The remaining 2 Teams compete for 2nd and 3rd places in the group.

Ingame Participant's ID means ID number of the Participant's 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 consists of Digital and Physical Stages.

Nickname means 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.

PI is Phygital International FZCO.

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

Regulatory Documents are the Rules and Regulations, the WPC Rules of Phygital Sports (including Rules of Phygital Football), the Technical Rules, the WPC 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.

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”.

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

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

Sports (Sports disciplines) are sports (sports disciplines) recognized by PI in which the GotF 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 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 discipline of “Phygital Football. UFL”.

UFL is a type of program (video game) of the sports discipline “Phygital Football”.

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 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.

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 will take place in the discipline of “Phygital Football. UFL”, following the WPC Rules of Phygital Sports (including the Rules of Phygital Football), any other applicable WPC Regulatory Documents, as well as the Regulatory Documents. If needed, the Organizer and/or the Chief Panel of Judges may establish additional features for the Competition.
- 2.2. All Competition Participants, coaches, Team officials, administrative and technical staff of Competition Participants, officials, as well as Referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory Documents.

3. Competition Organization System

- 3.1. There are 16 (sixteen) Teams participating in the Competition, with at least 5 (five) and no more than 8 (eight) Athletes in each Team, including at least 1 (one) goalkeeper. 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 personnel. The procedure for admission to the Competition is defined by the Rules and Regulations.
- 3.2. Teams participating in the Event are divided into four groups of 4 Teams, where Matches are played in the “GSL without a 5th Match” format. The Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in Matches using the Single Elimination system, starting from the 1/8 final in the following order:
 - 1/8 final (Round of 16);
 - 1/4 final (QF);
 - 1/2 final (SF);
 - 3rd place Match;
 - Final Match.

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

- 3.2.1. The “GSL without a 5th Match” format is a system of Matches in the group stage, in which all group members play 2 Matches in the following order:
 - in the 1st round, the group members are divided into pairs by draw;
 - the winners of each Match advance to the second round to compete for 1st and 2nd place in their respective groups. The winner of this Match takes 1st place in the group, while the loser takes 2nd place in the group;
 - the Teams that lost in the first round compete against each other in the second round for the 3rd and 4th place positions in the group. The winner of this Match takes 3rd place in the group, while the loser takes 4th place in the group;
- 3.2.2. Teams ranked 1st in groups advance directly to the quarterfinals.

The 2nd and 3rd place Teams in each group advance to the 1/8 final and are paired as follows: 2nd place Group A plays against 3rd place Group B, while 2nd place Group B plays against 3rd place Group A, and 2nd place Group C plays against 3rd place Group D, while 2nd place Group D plays against 3rd place Group C. The winner of A2 - B3 advances to the 1/4 finals to face the winner of Group D,

while the winner of B2 - A3 advances to the winner of Group C. The winner of C2 - D3 advances to the winner of Group B, and the winner of D2 - C3 advances to the winner of Group A.

The Teams compete in the 1/4 final stage in order to progress to the 1/2 finals. Teams play 1/2 final Matches to get through to the final. The winners of 1/2 final Matches proceed to the Final Match, while the losers play a Match for the 3rd place. The Team winning the Final Match becomes the Competition winner.

3.3. Each Match includes two stages:

3.3.1. Digital Stage.

The Digital stage is held in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in these Regulations and other Regulatory Documents, in the following format: 4 (four) Athletes in each Team, with 2 (two) Athletes from each Team taking part in each half.

The Match consists of one game between the Teams, in case of a tie the Match is considered over, extra time and penalty shootout are not played.

3.3.2. Physical Stage.

The Physical Stage is played in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in the Regulations and other Regulatory Documents. A total of 5 (five) Athletes from each Team take part in a stage: 4 (four) outfield Players and 1 (one) goalkeeper, while 3 (three) Athletes from a Team are substitutes. During the stage, substitutes may enter the FoP in the order determined by the Rules of Phygital Football. A Match may not start or resume if either Team has fewer than three Players.

3.3.3. There is a 5 (five) minute break between the stages.

3.3.4. In accordance with the draw results, “home” (Team on the left or on top, depending on bracket representation) and “away” (Team on the right or at the bottom, depending on bracket representation) Teams in Matches are determined.

3.3.5. For every Match, a Team must enter at least 1 (one) goalkeeper from the overall entry list for the Competition.

3.4. The winner of the Match, which consists of 2 (two) stages, is determined by the sum of goals scored at the Digital and Physical Stages. In case the number of goals scored and goals conceded are equal, the winner is decided by conducting a series of penalty kicks in accordance with the Rules of Phygital Football. Teams take three kicks each from the nine-meter mark. If, after both Teams have executed three kicks, the score is tied, penalty kicks will continue until one Team has scored one more goal than the other with the same number of shots taken.

3.5. The Competition schedule, including the dates, time and venue of the Matches and 1/2 final pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition Participants in advance.

3.6. Teams must ensure that Participants and their representatives are present in the following order:

- at the Digital Stage: the whole Team is present at the FoP: 2 (two) Athletes participating at the corresponding stage are seated at the game console while the rest of the Team - behind their backs. The Team’s staff is not allowed into the FoP.

- at the Physical Stage: outfield Players are present at the FoP: substitutes and at most 2 (two) Team's staff are seated on the bench.

4. Competition Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) be judged correctly and fairly;
- 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 a respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) when participating in the Digital Stage, the Competition Participants shall use PlayStation Network (PSN) gaming accounts provided by the Organizer. Competition Participants are not allowed to use other accounts.
- 5) during a Match only appear on the FoP wearing the sports equipment in accordance with the equipment requirements set forth in Clause 11 of these Technical Rules;
- 6) attend the Competition venue accompanied by the coach/official representative of the Team;
- 7) unconditionally follow all the orders and instructions of the Referees related directly to the Competition procedure;
- 8) strictly comply with the order of entering the Competition FoP for the Competition Program, as established by the draw;
- 9) 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;
- 10) comply with safety, gear operation and anti-doping regulations;
- 11) 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;
- 12) 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;
- 13) when filling out the starting lineup, write down the names of two Players who are the Team's goalkeepers;
- 14) ensure that Participants and Team representatives are present only as prescribed by the Regulatory Documents;

- 15) upon request of the Organizer or Referees, provide the Ingame Participant's ID and Nickname;
- 16) Players must always remain seated during a Match in the Digital Stage and not leave their seats until given explicit permission from a Referee.

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) engage in any actions that disrupt the normal organization and progress of the Competition, violate provisions of these Technical Rules and other Regulatory Documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information;
- 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 any items, equipment or gear which are not provided for by Rules of Phygital Football, the Technical Rules or other Regulatory Documents 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 (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 cash or other prizes.

The list of prohibited actions is not exhaustive; 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 these accessories are left for storage in a special area.
- 4.5. If an Athlete is not allowed to participate in the Digital Stage or Physical Stage of a Match for medical reasons (for example, due to a health restriction or injury), the Athlete will not be allowed to participate in the Match. If Referee brigade has any concerns regarding the Player's physical condition or ability to safely participate, they must request the medical Team to conduct an on-site assessment and confirm whether the Player is fit to participate.

- 4.6. If an Athlete's equipment does not comply with the Technical Rules (Clause 11.1) of the discipline, the Player is not allowed to participate in the Match.

5. Refereeing

- 5.1. The composition of the Referee Brigade for Competition Matches shall be determined as stipulated by 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 Match starts.

6. Unsporting behavior and Penalties

6.1. Digital Stage

- 6.1.1. If a Competition Participant commits an infraction not expressly provided for by the Rules of Phygital Football and (or) these Technical Rules, the Organizer has the right to impose on such a Participant one of the sports sanctions stipulated by the Rules of Phygital Football, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.
- 6.1.2. Undisciplined behavior is punishable by a caution (yellow card) or a sending-off (red card).
- 6.1.3. Undisciplined behavior that expressed itself in interrupting the gaming process by way of pressing the PS button or Pause Menu, as well as skipping the goal auto replay in case of a single foul is punished with an oral warning. A second commitment of one of the above fouls by a same-Team Athlete is punished with a caution (yellow card), and the third one with the corresponding Player being sent off (red card). In this case, the Team has the right to replace the dismissed Athlete with another Team member, not included in the starting lineup for this Match.
- 6.1.4. A Player who was shown two yellow cards at the Digital Stage is given a red card and is suspended from the next Match. Also, this Player cannot take part in the Physical Stage of this particular Match, but his Team starts Physical Stage of the Match with 5 (five) Players (4 (four) outfield Players and 1 (one) goalkeeper).
- 6.1.5. A Player who was directly shown a red card at the Digital Stage for a "sports offense" is suspended from the next Match. Also, this Player cannot take part in the Physical Stage of this particular Match, but his Team starts Physical Stage of the Match with 5 (five) Players (4 (four) outfield Players and 1 (one) goalkeeper).

6.2. Physical Stage

- 6.2.1. A Player who was directly shown a red card at the Physical Stage for a "sports offense" is sent-off and suspended from the next Match.
- 6.2.2. A Player who was shown two yellow cards at the Physical Stage is sent-off and suspended from the next Match.
- 6.2.3. A Player who was shown a red card at the Physical Stage for "unsportsmanlike conduct" per the Rules of Phygital Football (hitting the opponent with a hand,

threatening the opponent's life, threatening a Referee's life, explicit disagreement with the Referee's actions, etc.) is sent-off and shall be disqualified until the end of the Competition.

6.3. General

- 6.3.1. If a Match start or a Match course is delayed by more than 10 minutes, the Participant may be awarded a forfeit.
- 6.3.2. Intentional disruption of Matches may subject the offender to sports sanctions including disqualification.
- 6.3.3. Yellow cards received in the Digital and Physical Stages are summed up and if a Player receives a yellow card in the Digital Stage and a yellow card in the Physical Stage, he is given a red card and misses the next Match.
- 6.3.4. Sent-off Player must leave the area adjacent to the Field of Play and the Technical Area.
- 6.3.5. A substitute may replace a Player who is sent off after kick-off and enter the pitch after two minutes of playing time have elapsed following the sending-off (i.e. after their Team has served a two-minute numerical reduction), provided that the substitute has the authorization of the timekeeper or the third Referee, unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:
 - If there are five Players against four or four against three and the Team with the greater number of Players scores a goal, the Team with fewer Players may be increased by one Player.
 - If both Teams are playing with three or four Players and a goal is scored, neither Team is increased until it has served its respective two-minute numerical reduction.
 - If there are five Players playing against three and the Team with five Players scores a goal, the Team with three Players may be increased by one Player only.
 - If the Team with fewer Players scores a goal, the game continues without any change in the number of Players until the two minutes have elapsed, unless the Team with the greater number of Players subsequently scores a goal in the interim.
- 6.3.6. A red and a yellow card can only be shown to a Player, substitute or Team official.

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 Rules and Regulations.

8. Technical Rules for Holding Digital Stage

- 8.1. The sports simulator version: UFL, licenses, the latest one available.
- 8.2. Console: Sony PlayStation 5.
- 8.3. In-game messages shall be disabled.

- 8.4. It is prohibited to press the PS button or Pause Menu during a Match with an opponent.
- 8.5. Participants can use the following control schemes: Classic or Alternative. Custom control is forbidden.
- 8.6. In-game settings:

Game Mode: Play Casual: Local

Match Settings:

- Half length: **4 min**
- Difficulty: **Legendary**
- Quick Substitution: **YES**
- Ball: **Basic ball 25/26**
- Stadium: **HET KNUSPARK**
- Time of Day: **NIGHT**
- Injuries: **OFF**
- Offside: **ON**
- Cards: **ON**

Interface Settings:

Language: English

HUD:

- Statistics: **Off**
- Player info: **in the bar**
- Input Overlay: **Off**
- Player Skills: **Off**

Player Scale:

- Player Scale Size: **Medium**
- Stamina: **Off**
- User ID: **Off**
- Number: **Off**
- Next Player Indicator: **ON**

Minimap:

- Display Minimap: **On**
- Home Team on the Minimap: **Circle**
- Guest Team on the Minimap: **Circle**
- Home Colours: **Black**
- Guest Colours: **White**

Internet Connection:

- Ping Indicator: **Off**
- Packet Loss Indicator: **Off**

Camera:

- Camera: **Broadcast**
- Camera Settings: **Custom**
- Camera Height: **10**

- Zoom: **0**
- Attacking offset: **OFF**

Game:

- Controller Vibration: **Off**

8.7. Commands available for selection on game:

- GOTF Black
- GOTF White
- GOTF Red
- GOTF Green
- GOTF Purple

8.8. Substitutions of in-game football Players are permitted:

- quick substitutions during the game
- substitutions during the half-time break.

8.9. A Team is permitted a maximum delay of ten (10) minutes after the start time of the Digital Stage. A Team that does not show up at the scheduled game time shall be awarded a forfeit.

8.10. In accordance with drawing results, ‘home’ (Team on the left or on top, depending on bracket representation) and ‘away’ (Team on the right or at the bottom, depending on bracket representation) Teams in Matches are determined. The right to kick off is determined automatically by the sports simulator.

9. Technical Rules for Holding the Physical Stage

9.1. Game time: two (2) halves of “clean time” (in case the game is interrupted the play clock of the current time also stops and resumes only when the game resumes) five (5) minutes long each. The interval between the halves is three (3) minutes.

9.2. At the beginning of the Physical Stage, kick-off is done by the Team that kicked off at the Digital Stage.

9.3. A Team is permitted a maximum delay of ten (10) minutes after the start time of the Physical Stage. A Team that does not show up at the scheduled game time shall be awarded a forfeit.

9.4. During the Physical Stage, it is forbidden to deliberately hold the ball near the boards. For the first-time foul, a Team’s Player receives an oral caution; for the second Team he receives a yellow card. In case of such foul, the opposing Team gets a right for a free kick from the point of the foul.

9.5. During the Physical Stage, it is forbidden to intentionally clear the ball out of bounds. For the first-time foul, a Team’s Player receives an oral caution; for the second Team he receives a yellow card. In case of such foul, the opposing Team gets a right for a free kick from the point of the foul.

9.6. If the ball is out of bounds, the game is suspended; the ball is put back into the game by the goalkeeper of the Team opposing the one whose Player was the last to touch the ball before it went out of bounds. The above return of the ball into the game is done by the goalkeeper by hand from within their penalty area.

9.7. Requirements to the pitch.

9.7.1. A Match is held on a rectangular pitch in accordance with the requirements set forth in these Rules.

9.7.2. Pitch size.

Pitch length (touch lines): 38 meters; pitch width (goal lines): 19 meters.

9.7.3. Equipping the pitch with perimeter barriers

The pitch is bounded by perimeter barriers belonging to the pitch area which they bound and which do not allow the ball to go out of play. The height of the perimeter barriers above the pitch surface must be at least 1 meter. The design of the barriers shall provide for gates to enter/exit the pitch area.

The design of the barriers shall ensure the safety of persons inside the pitch area, including by being smooth and flat, free of irregularities and bumps that could be hazardous to the life and health of those inside the pitch.

9.7.4. Goal size

The goal shall measure 5 m in width and 2 m in height.

The width of the goal is measured between the inside edges of the goalposts, and the height is measured from the ground to the lower edge of the crossbar.

Both goalposts and the crossbar shall be straight, securely fixed, and of the same width and depth. The goal must be stable and safe for use during the Match. Nets may be attached to the goal and the ground behind it, provided they are properly secured and do not interfere with the goalkeeper or the ball.

9.7.5. The football pitch must have an even (without indentations, holes or bumps), dense, continuous, uniform and single-color pitch. The turf of the pitch must be formed from an artificial surfacing (of green color).

9.7.6. The football pitch must have a clear and even marking, 10-12 cm wide, in accordance with Appendix 2 hereto. No other markings except for those specified in Appendix 2 must be visible on the football pitch.

9.8. All balls used for playing the Matches, must:

- be spherical;
- be made from a material that complies with the relevant requirements;
- have a circumference of between 68 cm (27 inches) and 70 cm (28 inches);
- weigh between 410 g (14 ounces) and 450 g (16 ounces) in weight at the start of the Match;
- have a pressure equal to 0.6-1.1 atm (600-1,100 g/cm²) at sea level (8.5 lbs/inch² – 15.6 lbs/inch²).

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 Competition winner is the Team winning the Final Match. The Team losing the Final Match takes the second place, the Team winning the 3rd place Match takes the third place.

10.2. The Teams that secure second and third places in the Competition are honored as prize-winners of the Competition.

10.3. Award procedure for the winner and prize winners shall be determined by the Organizer.

11. Equipment (Uniform) Requirements

11.1. Compulsory uniform (equipment)

- a jersey with sleeves;
- shorts (goalkeepers may wear tracksuit bottoms);
- socks (tape or any material applied or worn externally must be the same color as that part of the socks it is applied to or covers);
- shin guards (these must be made of a suitable material to provide reasonable protection and covered by the socks);
- footwear (cleats) for playing on artificial turf (footwear (cleats) sole design must be as shown in Pic. 1 and Pic. 2:



(Pic. 1)



(Pic. 2)

(Footwear (cleats) sole design may not be as shown in Pic. 3 and Pic. 4:



(Pic. 3)



(Pic. 4)

11.2. Equipment (uniform) 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.
- Each goalkeeper must wear colors that are distinguishable from the other Players and the Match officials.
- If two goalkeepers' jerseys are the same color and neither has another jersey, the Referees allow the Match to be played.
- Undershirts must be a single color which is the same color as the main color of the jersey sleeve or must feature a pattern/colors which exactly replicate(s) the jersey sleeve.
- Compression undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts - Players of the same Team must wear the same colors.
- The "home" Team must wear dark jerseys, and the "away" Team must wear light jerseys. However, if both Teams agree, they can change jersey colors based on the decision of the discipline Referee.

11.3. Slogans, statements, images and advertising on the uniform (equipment)

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

11.4. Numbering

- The Player numbering principle is normally from 1 to 15, with number 1 reserved for a goalkeeper unless stipulated otherwise in the Regulatory Documents and/or by a decision of the Organizer (Chief Panel of Judges).
- The number of each Player must be visible on their back and be distinguishable from the main color of the jersey.
- A number under which the Player was registered for the Competition must be mandatorily 25 cm high (excluding the border), placed on the jersey's back and centered. For striped or multi-color jerseys the personal number must be placed inside a rectangular-shaped insert of a solid single color.

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 come into effect 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 WPC Rules of Phygital Sports, 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 Sports and other Regulatory Documents, the interpretation of the norms of the respective documents, as well as the final decision on overcoming the relevant contradictions, will be made by the Organizer. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

Appendix 1
to the Technical Rules
of the International Multisport Tournament “GAMES OF THE FUTURE”
to be held for a period from July 25, 2026, to August 10, 2026,
in Astana, Kazakhstan
(Phygital Football)

Bracket

Phygital Football

Group Stage		Round of 16		QF	SF	3-rd place	Final
1st round		2nd round					
Group A	M01	Score	M11	Score			
	Team 1	0	Winner M01	0			
	Team 2	0	Winner M02	0			
Group B	M02	Score	M09	Score			
	Team 3	0	Loser M01	0			
	Team 4	0	Loser M02	0			
Group C	M03	Score	M12	Score			
	Team 5	0	Winner M03	0			
	Team 6	0	Winner M04	0			
Group D	M04	Score	M10	Score			
	Team 7	0	Loser M03	0			
	Team 8	0	Loser M04	0			
Group A	M05	Score	M15	Score			
	Team 9	0	Winner M05	0			
	Team 10	0	Winner M06	0			
Group B	M06	Score	M13	Score			
	Team 11	0	Loser M05	0			
	Team 12	0	Loser M06	0			
Group C	M07	Score	M16	Score			
	Team 13	0	Winner M07	0			
	Team 14	0	Winner M08	0			
Group D	M08	Score	M14	Score			
	Team 15	0	Loser M07	0			
	Team 16	0	Loser M08	0			
				M17	Score		
				B2	Loser M12	0	
				A3	Winner M09	0	
				M18	Score		
				A2	Loser M11	0	
				B3	Winner M10	0	
				M19	Score		
				D2	Loser M16	0	
				C3	Winner M13	0	
				M20	Score		
				C2	Loser M15	0	
				D3	Winner M14	0	
				M21	Score		
				C1	Winner M15	0	
					Winner M17	0	
				M22	Score		
				D1	Winner M16	0	
					Winner M18	0	
				M23	Score		
				A1	Winner M11	0	
					Winner M19	0	
				M24	Score		
				B1	Winner M12	0	
					Winner M20	0	
				M25	Score		
					Winner M21	0	
					Winner M22	0	
				M26	Score		
					Winner M23	0	
					Winner M24	0	
				M27	Score		
					Loser M25	0	
					Loser M26	0	
				M28	Score		
					Winner M25	0	
					Winner M26	0	

Appendix 2
to the Technical Rules
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Football pitch marking

