



TECHNICAL RULES FOR PHYGITAL DANCING.

GENERAL

GUIDELINES

on how to fill in the blanks in the Template of the Technical Rules of the Phygital Dancing

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition, as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition for the Phygital Dancing.
3. In the terms and abbreviations section: specify the full name of the competition organizer(s) by completing the phrase: "The Organizer is...".
4. In the terms and abbreviations section: give the full name of the sports competition in the Phygital dancing by completing the phrase "Competition is the..."
5. In paragraph 2.3 of Article 2, specify the competition dates.
6. In paragraph 2.4 of Article 2, specify the competition venue (country, city, address, sports facility (arena) and other necessary information).
7. In paragraph 3.1 of Article 3, specify:
 - the number of teams participating in the competition;
 - the number of athletes in the team;
 - the number of persons (staff) that the team can hire (coaches, team officials, representatives of administrative or technical staff).
8. In subparagraph 3 of paragraph 3.1 of Article 3, specify the minimum age of the athlete to participate in the competition.
9. In subparagraph 6 of paragraph 3.1 of Article 3, specify:
 - deadline (number of days before the start of the competition) for submitting an application for participation in the competition;
 - an e-mail address the participants can use to send an application for participation in the competition.
10. In subparagraph 7 of paragraph 3.1 of Article 3, specify other documents that must be submitted together with the application for participation in the competition.
11. In paragraph 8.1 of Article 8, specify the name of the version of the game.
12. In paragraph 8.2. of Article 8, specify the name of the game console.
13. In paragraph 9.4 of Article 9, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
 - indicate that there is no prize pool at all;
 - indicate that the prize pool shall be announced separately no later than exact date.
14. On the second sheet of Appendix No. 1, specify the list of tracks (songs) in the table.

TECHNICAL RULES

of the
(Phygital Dancing)

1. Terms and Abbreviations

The 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.

Player/Participant/Athlete 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.

Team is a group of Athletes, who have been admitted to participate in the Competitions.

Match is a sports contest held as part of the Competitions between athletes of two Teams and which consists of Digital and Physical stages.

Regulatory documents are the WPC Rules of Phygital Sport (including Rules of Phygital dancing), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and panels of referees of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the Organizer governing certain areas in organizing and holding the Competitions.

Organizer is _____.

Rules of Phygital dancing are the rules of Phygital dancing approved by the WPC.

Competition is the _____.

Technical Rules are a regulatory document approved by the Organizer, defining the conditions and procedures for holding the Competition.

WPC – World Phygital Community, a non-profit and non-governmental multi-member organization that provides a general direction and oversight of Phygital Sport introduction and popularization at the international level.

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.

2. General Provisions

- 2.1. The Competition is held in the discipline of Phygit dancing in accordance with the WPC Rules of Phygit Sport (including Rules of Phygit dancing) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 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 Competition will be held from to .
- 2.4. Competition venue: .

3. Competition Organization System

- 3.1. There are teams participating in the Competition, with 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 people, who may include coaches, team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is:
 - the roster of the Competition participants is compiled and approved by the Organizer;
 - men and women, both amateur and professional athletes, are allowed to take part in the Competition;
 - Competition participation is allowed for persons who have reached the minimum age - years at the time of filing the application for participation in the Competition;
 - persons recognizing the Regulatory documents are allowed to participate in the Competition;
 - Application for participation in the Competition is submitted per the form approved by Organizer;
 - Applications must be submitted no later than days prior to the Competition start date via e-mail: .
 - List of documents (personal and medical) that must be provided with the Application:
 - identification (ID)
 - other documents: .
- the Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect

the reputation and image of the Competition, as well as in other cases at the discretion of the Agency.

- the Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
 - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
 - are similar or identical to the nicknames of other participants or the names of other teams;
 - are similar or identical to the nicknames of the Competition officials;
 - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. For each stage of the Competition, the Organizer provides a list of tracks (songs), as detailed in Appendix No. 1 of the Technical rules. During each stage of the Competition, the Organizer selects tracks (songs) from the designated list by a draw, and once a track has been played, it cannot be repeated.

Throughout the competition, except for the Final, the difficulty ratings of single tracks (songs) used are low, moderate, or intense.

In the Final, only tracks (songs) with an intense difficulty rating are used.

- 3.4. The scoring procedures and protocol for participants are established by Just Dance's in-game algorithms, with calculations performed automatically by the software.
- 3.5. The Competition schedule, including the dates, time and venue of the Matches and semifinal pairs and bracket shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) be judged correctly and fairly;
 - 2) obtain information regarding the results achieved at the Competition;
 - 3) address the Chief Panel of Judges through a team representative or a coach;
 - 4) use one break not exceeding 10 (ten) minutes between tracks (songs) during a Match. The Competition participant shall notify the referees of the need for a break after completing their dance to a particular track (song);
 - 5) notify the referees of any technical issues experienced during the Match
- Attend the competition with a coach or official team representative.

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) 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 Field of Play, as established by the draw;
- 7) Participants must be prepared for the Match and report their readiness within two minutes of entering the FoP;
- 8) report readiness to proceed with the track (song) within 2 (two) minutes of completing the respective previous track;
- 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, equipment operation and anti-doping regulations;
- 11) adhere to the dress code and other outfit requirements for Competition participants as approved by the Organizer;
- 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) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

4.3. Competition Participants are not allowed to:

- 1) interfere with the work of the referee or their Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere with the game process, thus disrupting the natural flow of the Match (including crossing the boundary line);
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and execution of the Competition, violate Rules of Phygital dancing, 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 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 of any unauthorized items, inventory, or equipment that is not permitted by Rules of Phygital dancing, the Technical Rules, or other Regulatory documents of the Competition, and poses a potential risk to the safety and well-being of others and/or the participant.
- 12) 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.

5. Refereeing

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee Matches. The composition of the Brigade of Referees for Competition Matches will be determined in accordance with the Regulatory documents of the Organizer.
- 5.3. In the course of the Competition Matches, referees are strategically positioned adjacent to the players, ensuring they are situated on various sides to maintain.
- 5.4. 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.

- 5.5. 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 Competition begins.

6. Disciplinary Infractions and penalties

- 6.1. Undisciplined behavior, as well as any other behavior that goes against standards and requirements set forth in the Rules of Phyigital dancing, the Technical rules, and Regulatory documents, will result in consequences such as a warning, removal, or disqualification. The Regulatory documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.
- 6.2. If the start or recommencement of the Match is delayed by more than 10 minutes, the participant may be awarded a forfeit in the respective round's Match.
- 6.3. Deliberate interference with Matches and unruly behavior during the Competition may lead to the imposition of sports sanctions, including possible disqualification, for the offender.
- 6.4. Participants may be subject to the following sanctions:
- in case of non-adherence to clause 8.4 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
 - in case of non-adherence to clause 8.5 of the Technical Rules, the participant may face a penalty resulting in the deduction of 1,000 points from their Match score;
 - in case of violation of the requirements set forth in sub-clause 2 of clause 4.2 of the Technical Rules, the participant may be penalized by either a deduction of 1,000 points or a forfeit in the Match;
 - If the referees, after considering a participant's claim of technical issues as per sub-clause 5, clause 4.1 of the Technical Rules, find no evidence of such problems, the participant may face a penalty of either a 1,000-point deduction or a forfeit in the Match.
- 6.5. If a Competition participant violates a rule not explicitly outlined in Rules of Phyigital dancing or the Technical Rules, and other Regulatory documents, the Organizer, the Chief Panel of Judges, the Referee Panel, the Brigade of Referees have the right to impose on such a participant one of the sports sanctions imposed by the Rules Phyigital dancing. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

7. Appeals

- 7.1. An appeal against the result of a sport activity (hereinafter the Appeal) may be filed by a representative of the team, an athlete in connection with a violation of the Regulatory documents, namely:

- violation of an article and a paragraph of the WPC Rules of Phygital Sport;
 - absence of equal conditions for athletes during a sport activity;
 - wrongful actions of the referee(s);
 - ignoring by the referee(s) of the participant's systematic acts of misconduct, which did not result in the imposition of disciplinary measures by the referee(s).
- 7.2. Appeals must be submitted in writing to the Chief Panel of Judges no later than 15 (fifteen) minutes from the end of a match. An appeal must state and corroborate the grounds for its submission.
- 7.3. The Chief Panel of Judges considers the appeal within one (1) hour of its receipt.
- 7.4. The Chief Panel of Judges makes a decision by a simple majority vote.
- 7.5. The Chief Referee brings the decision of the Chief Panel of Judges as a result of the appeal review to the notice of representatives of the participants who participated in a match appealed against, and / or to the notice of participants themselves.
- 7.6. The decision of the Chief Panel of Judges is final and binding.

8. Technical Rules for conducting Matches

- 8.1. Game version: .
- 8.2. Game console: .
- 8.3. Match settings:
- Game mode: Single Tracks;
 - The tracks (songs) list provided by the Organizer is included as Appendix No. 1 to the Technical Rules and is an integral part hereof.
- 8.4. Turning on/off modifiers and game settings is prohibited.
- 8.5. Participants are forbidden from pausing their own track (song) or the track of another participant while performing to the track.

9. Determination of the Winner and Prize-winners

- 9.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 9.2. The teams defeated in the semifinals play a Match for the third place.
- 9.3. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 9.4. Award procedure for the winner and prize-winners shall be determined as follows: .

10. Final provisions

- 10.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer without additional notification sent to participants.
- 10.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of Phygitai Sport, other Regulatory documents, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents. If necessary, the Organizer has the right to use regulatory documents and rules of relevant international sports federations.
- 10.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the WPC Rules of Phygitai 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.

Competition format

WPC Note: outlined below is the format recommended by the WPC for a 16-team competition. In the case of a Competition with a different number of teams and using a different system, please describe it in Appendix 1 (below) in a similar form or contact the WPC

1. Eight (8) teams qualify to compete in the Competition based on their performance in the qualifying stage. The qualifying stage is open and takes place at the Competition venue no later than 2 days before the Competition date.
2. The qualifying stage involves one track (song) the participants dance to.
3. The top 8 (eight) teams with the most points from one track (song) will win the qualifying stage and gain the right to participate in the Competition.
4. Teams face off in the Competition through matches using an elimination system, starting at the 1/8 finals stage.
 - 4.1. According to the results of the 1st round, 8 (eight) defeated teams get eliminated.
 - 4.2. Following the 2nd round results, 4 (four) defeated teams get eliminated.
 - 4.3. Following the semi-finals results, 2 (two) defeated teams get eliminated. They will play a match to determine the third-place finisher.
 - 4.4. The winners of the semi-finals will face off against each other in the finals.
5. The teams compete in Single Elimination matches in the Bo3 format (up to two wins).
6. The team that earns the most points from completing a single track (song) wins the round.

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

Track (song) list

The qualifying stage track		
No	Artist (track category)	The title of the track (song)
1		
1/8 final tracks		
No	Artist (track category)	The title of the track (song)
1st pair		
1		
2		
3		
2nd pair		
4		
5		
6		
3rd pair		
7		
8		
9		
4th pair		
10		
11		
12		
5th pair		
13		
14		
15		
6th pair		
16		
17		
18		
7th pair		
19		
20		
21		

8th pair		
22		
23		
24		
Quater-final tracks		
No	Artist (track category)	The title of the track (song)
1st pair		
1		
2		
3		
2nd pair		
4		
5		
6		
3rd pair		
7		
8		
9		
4nd pair		
10		
11		
12		
The Semi-Final's tracks		
No	Artist (track category)	The title of the track (song)
1st pair		
10		
11		
12		
2nd pair		
10		
11		
12		

3rd place match tracks		
No	Artist (track category)	The title of the track (song)
1		
2		
3		
The Final's tracks		
No	Artist (track category)	The title of the track (song)
1		
2		
3		