



# TECHNICAL RULES

## (PHYGITAL SHOOTER)



APPROVED BY



TECHNICAL RULES

of the



(Phygital Shooter)

## 1. Glossary 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 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.

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

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

Regulatory documents are the WPC Rules of Phygit Sport (including Rules of Phygit Shooter), the Technical Rules, the Disciplinary Regulations, the Regulations on the Chief Panel of Judges and Panels of Judges 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 Competition.

Rules of Phygit Shooter are the official rules of the of the Phygit shooter, approved by the WPC.

Organizer is [REDACTED]

Competition is the [REDACTED].

Referee is an authorized person responsible for ensuring compliance with the WPC Rules of Phygit Sport.

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

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 Phygital Shooter in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Shooter) 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 [REDACTED] to [REDACTED].
- 2.4. Competition venue: [REDACTED].

## 3. Competition System

- 3.1. There are [REDACTED] teams competing in the Competition, with [REDACTED] 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 [REDACTED] 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 - [REDACTED] 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 [REDACTED] days prior to the Competition start date via e-mail: [REDACTED].
  - A list of documents (personal and medical) that must be provided with the Application:
    - Identification Card (ID)
    - other documents:
- The Organizer has the right to refuse to accept the application in case of violations of 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 Organizer.

- 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. The competition schedule, which includes the dates, times, and locations of the matches, is established by the Organizer and communicated to the participants well in advance of the competition.

3.4. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Participants may be substituted up to 24 hours prior to the start of the Competition that the Team is participating in, as long as they meet the criteria for submitting the Application Form .

#### 4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) be judged correctly, fairly and in accordance with the rules of a respective discipline.
- 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.

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 FoP, 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) In Digital stage competitor shall use the same license account and the same nickname.
- 9) In the Physical stage participants shall wear the same uniform. At the same time the participants have the right to use personal headgear: bandanas, caps without brims or hair bands, and they have the right to additionally wear elbow and knee protection, gloves, etc.
- 10) 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;
- 11) 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 other Competition Officials;
- 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 Rules of Phygital Sports, provisions of the Technical Rules, other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information (including watching the live broadcast of the Competition);
- 8) 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.
- 9) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 10) 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;

- 11) In Digital stage the participants are prohibited from using any software that affects the in-game mechanics, including software designed to change in-game parameters in order to give an advantage and (or) create obstacles to the normal course of the match to the opponent.
- 12) use any items, equipment or gear which are not provided for by the Rules of the Phygital Sports, the Technical Rules or other regulatory documents which pose a potential hazard to the life and/or health of others and/or the participant himself/herself;
- 13) in Physical stage an athlete may not use electronic or mechanical gadgets and/or sound or voice amplifiers to communicate with other persons during any round of the game.
- 14) in the Physical stage of the competition, participants are prohibited from using any equipment, such as laser sight -pointers, flashlights, or additional laser tag devices, that could potentially cause harm to other participants, unless specifically provided or approved by the Organizer.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined by 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 the Competition matches shall be determined under the procedure stipulated by the Regulatory documents.
- 5.3. 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.
- 5.4. 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 contrary to the Rules of Phygital Sports, norms and rules stipulated by the 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 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 of Phygit Sports. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

- 6.3. If the start or recommencement of the match is delayed by more than 10 minutes, the participant may be awarded a Technical forfeit.
- 6.4. Sending an excessive number of messages (flood) to the in-game 'chat' can lead to sports sanctions being imposed on the sender from a caution to disqualification, depending on the number and frequency of messages sent.
- 6.5. 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.
- 6.6. The Competition referee has the right to caution participants for the following infractions:
  - committing prohibited moves and actions in the video game or during a Physical stage, the use of forbidden characters and items, glitches and bugs (if such were found out after playing back the recorded video of the game - a decision is made to cancel the match results and award a forfeit to the offending party);
  - stopping a video game;
  - quitting a video game or stopping a laser tag match before the end of the final round without permission of the Competition referee;
  - insulting players/teams, referees, the Organizer, use of foul language, as well as making negative and offensive remarks about the players/teams, referees or the Organizer;
  - aggressive behavior;
  - immoral/unsportsmanlike conduct and other undisciplined behavior.
- 6.7. The Competition referee has the right to award a forfeit to a team for the following infractions:
  - infractions of the Technical Rules for which there is no sanction in the form of a caution;
  - a repeated infraction as stipulated by Paragraph 6.5 of the Technical Rules.
- 6.8. Supplementary grounds for liability for violations during the Physical stage are outlined in the penalty table (Appendix No. 3), which is an integral part of these Technical Regulations.
- 6.9. If a player violates multiple rules listed in the penalty table (Appendix No. 3) simultaneously, they will receive the maximum penalty as outlined in the penalty table. Therefore, if a player breaches two rules simultaneously, they will incur the maximum penalty points as per the penalty table. For instance, the first foul will result in a 25% reduction in HP, while the second violation will lead to a 50% drop, leaving the player to begin the next round with a 50% decrease in HP. If



both penalty points are equal, then one warning is issued. If a player violates three or more rules at the same time, they are disqualified for the entire match and miss the next match (Digital and Physical stages).

- 6.10. If a player who has violated the rules is replaced at the end of the round, the penalty points in the next round are transferred to a player on the team participating in the round, as determined by the team.
- 6.11. If a player violates the rules in the final round of the Physical stage, the penalty carries over to the next match. This means that the player will start the first round of the Physical stage in the next match with the penalty already taken into account.

## 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. Determination of the Winner and Prize -winners

- 8.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 8.2. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 8.3. Award procedure for the winner and prize -winners shall be determined as follows:  .

## 9. The specifics of the Digital stage (type of CS2 program)

- 9.1. The latest, up -to-date licensed version of the CS2 video game is used for the Competition.
- 9.2. The competition is held on the maps:   
The map pool may be adjusted based on the current selection of competition maps approved by the game publisher for the duration of the Competition.
- 9.3. The map selection system requires team captains to take turns banning one map for use in the match until only two maps are left to be played for the corresponding match. The map ban order for the match is determined by a draw to decide which team bans first.
- 9.4. To determine the starting side for the first round, a knife round is played at the beginning of each match, and the winner of the knife round gets to choose their preferred side. The knife round is not part of the regular rounds and does not count towards the match score.
- 9.5. After the knife round, the match transitions to the selected map to begin the game.
- 9.6. Match settings:
  - rounds: best out of  (mp\_maxrounds );
  - Round time: 1 minute 55 seconds (mp\_roundtime 1.92);
  - Starting money: 800 US dollars (mp\_startmoney 800);
  - Freeze time: 20 seconds (mp\_freezetime 20);
  - Buy time: 20 seconds (mp\_buytime 20);
  - Bomb explosion timer: 40 seconds (mp\_c4timer 40);
  - Overtimes: best of 6 (mp\_overtime\_maxrounds 6);
  - Overtime start money: \$12,500 (mp\_overtime\_startmoney 12,500);
  - Round restart delay: 5 seconds (mp\_round\_restart\_delay 5);
  - Overtime break: disabled;
  - Prohibited items: none (mp\_items\_prohibited "").
- 9.7. At the end of the first  rounds, the teams swap sides.
- 9.8. If one team wins  rounds in the game, they become the game winner.
- 9.9. The competition is held using equipment provided by the Competition Organizer. With the referees' permission, players are permitted to use their own peripherals such as keyboards and mice.
- 9.10. During the Digital stage, a coach (behind the players) and five players registered for this stage are allowed a platform.

## 10. The specifics of the Physical stage (Laser tag)

- 10.1. The Physical stage takes place in the "Digital Flame Activation" format.
- 10.2. "Digital Flame Activation" format

10.2.1. "Digital Flame Activation" is a match format in which each of the two competing teams plays on defense or offense in a given round.

The size of the FoP for the Physical stage in the "Digital Fire Activation" format is as follows:

- Length: minimum of [ ] meters, maximum of [ ] meters;
- Width: minimum of [ ] meters, maximum of [ ] meters.

The specified dimensions of the FoP only pertain to the competition field area and do not encompass any auxiliary or technical rooms and zones.

10.2.2. Two (2) teams compete in the match, with five (5) athletes in each team. The team has the right to change the athlete roster to play the round before the start of the corresponding round. Only participants registered for the corresponding match can take part in the Physical stage.

10.2.3. The team that played on offense in the last round at the Digital match stage, plays on defense at the Physical stage. When changing sides, the teams also change the colors of the tactical helmet and load bearing vest/armor vest indicators.

10.2.4. The goal of the offensive team in the round is to "activate the digital flame" at one of the specially designated objects on the playground within the allotted time. The goal of the defensive team is to defend the designated objects and prevent the activation of the digital flame.

10.2.5. The offensive team wins if it has succeeded in "activating the digital flame" in the allotted time of the round.

10.2.6. The defensive team wins if the opposing team has failed to "activate the digital flame" in the allotted time of the round.

10.2.7. If one of the teams has deactivated all players of the opposing team, such a team wins the round.

10.2.8. At the end of the first 5 rounds, the teams swap sides .

10.2.9. A round ends ahead of time in the following cases:

- all players of a team have been deactivated;
- an offensive team has "activated the digital flame" at one of the specially designated objects;
- a defensive team has "deactivated the digital flame" at one of the specially designated objects;

10.2.10. A player's standard equipment includes a tactical helmet, a load bearing vest/armor vest with kill sensors, two taggers and a one -point belt. Each player receives 100 health points (HP), 1 life (cannot be revived after being deactivated).

Each player must have a number which has to be put down on the match application form and also displayed on the player's equipment elements. The number must be a different color from the uniform and be easily readable.

Preferable elements where the number can be displayed are a tactical helmet and the load bearing vest/armor vest.

All participants must ensure that their personal equipment adheres to the Equipment Requirements outlined in these Technical Regulations.

10.2.11. Once deactivated a player must sit down on the floor in a playground spot where he/she will minimally interfere with the game process and put the tagger next to him/her. In the case of deactivation in an open space or on the scene where the game process is fully ongoing (shooting takes place between two or more players), the deactivated player must assess the situation and remain in place or move to a point where he/she will minimally interfere with the proceedings. Having taken a position, such a player should remain in it until the end of the round.

10.2.12. Activation and deactivation of the Digital flame

- Activation and/or deactivation is done by entering a password and firing a confirmation shot (to avoid activation and/or deactivation from being done by a deactivated player);
- Before the start of a round, the Organizer sets the activation and deactivation passwords and communicates them to all Match participants. The password must contain four (4) characters;
- Time set to detonation is 40 (forty) seconds.

10.2.13. Before the start of the Physical stage, each team is equipped with taggers, also known as "guns" or "assault rifles" (7 pieces), with the following characteristics:

Parameters	Automatic gun/Assault rifle
Number of cartridges	10
Number of bullets in a cartridge	30
Firing mode	automatic
Rate of fire (shots per minute)	550
Damage	25
Reload time (seconds)	6
IR (infrared) power	100%
Barrel-mounted kill sensor	off
Friendly fire	off
Shock (seconds)	0.1
Invulnerability (seconds)	0.5

## 11. Uniform (Equipment) Requirements

### 11.1. Compulsory uniform (equipment)

#### 11.1.1. Digital stage

- T-short 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

#### 11.1.2. Physical stage

- One color tone clothing, including combat shirt and combat trousers
- One color tone T -shirt
- Sneakers

Participants are responsible for providing their own equipment for the Digital stage, while the Organizer will supply all equipment for the Physical stage, with the exception of footwear.

### 11.2. Slogans, statements, images and advertising on the Equipment

- All participants' uniforms must be suitable for performance in the discipline and may not display any signs, text or combination of symbols that could be offensive.
- when displaying advertising logos on the uniform, it is important to ensure a minimum distance of at least five centimeters between each logo. Additionally, all advertising logos must be coordinated with the Organizer at the time of applying for participation to ensure proper placement;
- the equipment must be free from any religious or political inscriptions or images.

### 11.3. The Organizer establishes any additional requirements for participants' outfitting and advertisement placement.

## 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 WPC Rules of Phygital 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.

- 12.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, the 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.

## Competition format

WPC Note: outlined below is the format recommended by the WPC for an 8-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. The teams participating in the Competition begin with a group stage, in which they compete in round-robin matches. During the group stage, teams earn points based on their performance in each match. In the final group stage standings, 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. The Organizer determines the group composition and schedule of group stage matches through a draw.

At the conclusion of the group stage, if two or more teams have equal points, the advantage is given to the team based on the following criteria in sequential order:

- victories in head-to-head matches between these teams;
- greater number of wins in all group stage matches;
- greater number of wins in the Digital stage games in all group stage matches;
- greater number of wins in the Physical stage games in all group stage matches;
- greater number of frags in both stages in all group stage matches;
- if all the above criteria are equal, the placement of teams is decided by draw.

The top two teams from each group will advance to the next stage of the competition (playoff), where they will compete in a knockout format, starting from the 1/2 final stage in the following order:

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

The top team from Group A will advance to the semi-finals to face off against the second-place team from Group B. The top team from Group B will advance to the semi-finals to face off against the second-place team from Group A.

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 winner of the final match becomes the champion of the Competition.

The tournament matches are played following the fixed bracket.

2. All group stage matches in the Competition consist of both the Digital and Physical stages, while playoff matches involve the Digital stage and, if needed, the Physical stage.

## 2.1. Group stage

In every group stage match, teams can earn between 0 and 3 points. A team is awarded 1 point for winning each game in both the Digital and Physical stages.

### 2.1.1. Digital stage of the group stage (type of program: CS:GO).

The CS2 digital stage of the group stage is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. In the event that both teams have won an equal number of rounds (12 each) at the end of the game (map), an overtime will be initiated in a "best of 6" (mp\_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp\_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. In overtimes teams do not pick the sides. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). During the break, the teams swap sides. Teams continue to compete in overtimes until the winner is determined.

The duration of one game round (map) is 1 (one) minute and 55 (fifty-five) seconds.

Substitutions between games (maps) are not allowed.

Each game (round) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

### 2.1.2. Physical Stage (Laser Tag).

The Physical stage of the group stage is held in accordance with the Technical Rules and other Regulatory Documents of the Organizer. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format. The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.



2.1.3. The break between stages is 15 (fifteen) minutes.

2.1.4. The match winner is determined by the team that accumulates a total of 2 or 3 points throughout both stages.

## 2.2. Playoff

### 2.2.1. Digital stage of the playoffs (type of program: CS2).

The Digital stage of CS2 in the playoff is conducted in accordance with the Rules of Phygital Sports, considering the specifics outlined in the Technical Rules and other regulatory documents.

The Digital stage is played in a 5-on-5 format, with five players on each team, and consists of two games (maps) with up to 13 (thirteen) round wins. In the event that both teams have won an equal number of rounds at the end of the game (map), an overtime will be initiated in a "best of 6" (mp\_maxrounds 6) mode with a starting capital of US \$12,500 for each team (mp\_startmoney 12,500). The team that wins a total of 4 (four) rounds secures victory in overtimes. At the start of overtime, teams resume playing on the same sides they were on at the end of the game (map). During the break, the teams swap sides. Teams continue to compete in overtimes until the winner is determined.

The duration of one game round (map) is 1 (one) minute and 55 (fifty - five) seconds.

Substitutions between games (maps) are not allowed.

Each game (round) awards the winning team with 1 point.

The break between games on the Digital stage is 10 minutes.

### 2.2.2. Physical stage of the playoffs (type of program: CS2).

The Physical stage of the playoffs is only held in the event of a 1:1 tie in the Digital stage.

The Physical stage of the playoffs is held in accordance with the Technical Rules and other Regulatory Documents. Matches are held in a 5-on-5 format, with five participants on each team. Teams compete in the Physical stage in the "Digital Flame Activation" format.

The game continues until one team achieves 6 victories in the rounds. Up to 11 (eleven) rounds can be played in a single match.

The duration of one round within a match is 3 minutes. In case the digital flame is activated in the last forty (40) seconds of the round, the main time of the round automatically extends until the timer counts down.

The break between rounds is 1 (one) minute, and when changing sides, it is 2 (two) minutes.

If the digital flame is activated and the attacking team successfully deactivates all opponents, the round ends.

The physical stage awards the winning team with 1 point.

2.2.3. The break between stages is 15 (fifteen) minutes.

### 2.3. Determining the winner of the match

If one of the teams secures two victories in games (maps) by the end of the Digital stage, they will be declared the winner of the match with a score of 2:0.

In the event of a 1:1 tie at the end of the Digital stage, the match proceeds to the Physical stage for further determination.

If a Physical stage occurs, the team that emerges victorious in the Physical stage with a final score of 2:1 is declared the winner of the match.

Tournament bracket

			Group stage*						Play-off		
			Round 1		Round 2		Round 3		Semifinals		Final 3rd place
			1		5		9				
			Team 1		Team 1		Team 3				
A	Team 1		Team 4		Team 2		Team 1		13		
	Team 2								1st place A		
	Team 3		2		6		10		2nd place B		
	Team 4		Team 2		Team 4		Team 2				
			Team 3		Team 3		Team 4				16
											Winner 13
			3		7		11				Winner 14
			Team 5		Team 5		Team 7				
B	Team 5		Team 8		Team 6		Team 5		14		15
	Team 6								1st place B		Loser 13
	Team 7		4		8		12		2nd place A		Loser 14
	Team 8		Team 6		Team 8		Team 6				
			Team 7		Team 7		Team 8				
			* - The teams of the group stage determined by draw								

Physical stage Penalty table

#	Type of violation	Penalty
1	Engaging the sensors to target the enemy without exposing oneself to return fire, achieved through methods such as: 1) Assuming positions and maneuvering with the body tilted towards or away from the enemy. 2) Firing from a supine position on the back. 3) Ensuring that the tagger's dimensions are positioned above the head of the opponent.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
2	Intentional modification of the game area configuration	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
3	False start (player leaving the base before the starting signal)	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
4	Player movement after they've been deactivated	First offense: verbal warning from the referees; Repeated and subsequent offenses: deduction of 25% HP in the next round.
5	Raising the tagger above the helmet	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
6	Teamwork activities such as lifting a partner onto shoulders or helping a partner climb onto cover are not allowed.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round
7	Players must keep both feet on the ground and are only allowed to play at ground level, regardless of the surface.	First violation: warning without penalties; Repeated and subsequent violations: - 25% HP in the next round

8	Any movement/rotation of the digital flame (when defusing, only touching the control panel is allowed/rotating the briefcase is not allowed)	First and subsequent violations: - 25% HP in the next round
9	Players stepping out of the FoP bounds	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
10	Deliberately powering off the tactical helmet, unloading the vest, or deactivating the tagger is strictly prohibited.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
11	Exchanging taggers, tactical headbands, or unload vests between players of the same team during the round	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
12	Player's engaging in conversations, provide target indications after deactivation, or convey any information about the situation on the FoP to their team.	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
13	Swearing during the entire match	- 25% HP in the next round, for repeated and subsequent violations -50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)
14	Dangerous play (physical contact, shooting "Somali style," hiding hit sensors from the opponent behind cover without exposing the body while shooting towards a potential opponent, etc.)	- 50% HP in the next round. In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)

15	<p>Unsportsmanlike conduct (insults/physical contact/damage to equipment/self-alteration of game set characteristics and settings/unauthorized players and staff entering the FoP, etc.)</p>	<p>- 50% HP in the next round. If unauthorized players or staff enter the FoP, one player on the team participating in the round will have their HP reduced by 50% in the next round (player to be determined by the team). In case of a systematic violation of the rule (more than 3 times), the player is disqualified until the end of the match and misses the next match of the team (Digital and Physical stages)</p>
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GUIDELINES  
on how to fill in the blanks in the Technical Rules of  
Phygit Shooter

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition, and Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygit shooter.
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 Phygit shooter 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 8.3 of Article 8, specify the procedure for awarding the winner and prize-winners of the competition.
12. General note to paragraph 9: when using a different video game (not CS2), specify the name of such a video game and describe its in-game settings using the same principle.

13. In paragraph 9.2, list the video game maps to be used in Phygital shooter competition matches.
14. In subparagraph 1 of paragraph 9.6 of Article 9, specify the number of rounds played in a match (in the "best of" format)
15. In paragraph 9.7 of Article 9, specify the number of rounds after which the teams swap sides.
16. In paragraph 9.8 of Article 9, specify the number of rounds after which the team automatically becomes the winner of the match.
17. In the empty fields of paragraph 10.2.1 of Article 10, specify the minimum and maximum length, as well as the minimum and maximum width of the playground on which the physical stage of the match will take place.