

APPROVED BY  
Autonomous Non-Profit Organization  
“Agency of Development of Computer and Other Sports”  
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Technical Rules for CS:GO and Laser Tag,  
Warface & Laser Tag Tactical Phygital Game Competitions  
of the International Phygital Live Games  
(Games of Future Project)

# I. GENERAL

## 1. Terms and Abbreviations

**Agency** - Autonomous Non-Profit Organization “Agency of Development of Computer and Other Sports”.

**Aggressive Behavior** - various actions of an individual or a group of individuals aimed at causing moral or other damage (excluding bodily harm) to another individual without using direct physical force, as well as causing damage to the property of legal entities or individuals, including with the use of physical force.

**Act of Violence** - various acts of an individual or a group of individuals aimed at causing physical harm/damage to another individual or a group of individuals.

**Immoral/Unsportsmanlike Conduct** - actions that are contrary to the socially established ethical standards (e.g., smoking, alcohol consumption, indecent exposure on camera during interviews, breach of fair play principles, etc.).

Examples of immoral/unsportsmanlike conduct also include verbal abuse, taunting the opponent, arguing with the referees, and overly emotional celebration of a score.

**Bug** - in-game error (incorrect operation) of the computer game (software) used in the Competition.

**Chief Refereeing Panel (CRP)** - an authorized body formed by the Agency to ensure compliance with the Regulations, Technical Rules, Esports Rules, and other regulatory documents of the Organizers, and to referee the Competition.

**Disqualification** - the deprivation of a competitor or a team of the right to participate in competitions for a certain period of time.

**Player/Competitor/Athlete** - an individual taking part in the Competition, including those who have applied for the Competition.

**Captain** - a team member who communicates with the Competition officials on behalf of the team.

**Team** - a group of competitors who have applied for and are participating in the Competition.

**Laser Tag** - a competitive team-based military-tactical game using safe laser weapons and sensors worn by competitors to detect hits fired from the relevant laser weapon.

**Match** - a game held between two teams in the Competition within the timeframe specified by the relevant rules.

**Nickname** - the player’s in-game name.

**Regulatory Documents** - Esports Rules, Regulations, Technical Rules, decisions of the Chief Refereeing Panel, and other documents adopted and approved by the Agency (its authorized persons) to govern the Competition.

**Organizers** - the Agency and the Federation.

**Esports Rules** - the esports rules approved by the federal executive body in the field of physical culture and sports as prescribed by the applicable law of the Russian Federation.

**Regulations** - the International Phygital Live Games Regulations (Games of Future Project).

**Competition** - the International Phygital Live Tactical Games (Games of Future Project).

**Technical Rules** - a regulatory document defining the conditions and procedure of the Tactical Phygital Games Competition approved by the Agency.

**Technical Loss** - a team defeat declared by an authorized body (person) of the Agency for a gross violation of the match rules, Regulations, failure to appear, etc. In this case, the opponent wins by default.

**Federation** - the All-Russian Esports Federation.

**Final Match** - the final game determining the winner of the Competition.

**Spam** - excessive chat messages that are unwanted and repetitive.

**Frag** - points scored for eliminating an opponent in the relevant discipline (competitive activity).

**Bo1** - a tournament system where competitors have to win a single game.

**Counter-Strike: Global Offensive or CS:GO** is a game in the tactical 3D combat esports discipline.

**Warface** - a game in the tactical 3D combat esports discipline.

All terms and definitions in the Technical Rules may be used in the singular as well as plural without prejudice to their meaning.

## **2. General**

2.1. The Competition shall be held in accordance with the Regulatory Documents, Esports Rules, and Technical Requirements for Sports Facilities of the International Multi-Sport Games of Future Competition.

2.2. All competitors, coaches, team officials, administrative and technical staff of the competitors, officials, referees, and other persons involved in holding the Competition shall be aware of and comply with the Regulatory Documents, Esports Rules, Rules of Sports (sports disciplines), Technical Requirements for Sports Facilities of the International Multi-Sport Games of Future Competition.

2.3. CS:GO and Laser Tag

2.3.1. Digital Stage (CS:GO).

CS:GO matches shall be held in accordance with the Esports Rules (Rules of Tactical 3D Combat Esports Discipline) subject to the specific provisions of Regulatory Documents, Regulations, and Technical Rules.

These shall be five-on-five (five people in each team) Bo1 matches with up to sixteen (16) wins by rounds. Competitors shall not play more than thirty (30) rounds in total per match. The Digital Stage can end with a draw at 15:15. Teams score one (1) point for winning a Digital Stage round.

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

Laser Tag matches shall be held in accordance with the Regulatory Documents, Regulations, Technical Rules, and other regulations of the Agency. These are five-on-five (five people in each team) Laser Tag matches in the Digital Flame Activation format. The game shall last sixteen (16) rounds in a single match. One round shall last three (3) minutes. In case a digital flame is activated within the last 40 seconds of a round, the time of the round shall be automatically extended until the timer countdown is finished.

Should the score make it mathematically impossible for one team to win in the Physical Stage, the losing team shall have the opportunity to surrender and end the match early.

Teams score two (2) points for winning a Physical Stage round.

2.3.2. The winner of the match consisting of two (2) rounds shall be determined by the total points scored in the Digital (CS:GO) and Physical (Laser Tag) Stages.

In case of a tie in the rounds, the total number of frags in two (2) stages shall be taken into account; this way, the team with the higher total number of frags in the match wins.

2.3.3. The break between the Digital and Physical Stages shall be fifteen (15) minutes.

## **2.4. Warface and Laser Tag**

#### 2.4.1. Digital Stage (Warface).

Warface matches shall be held in accordance with the Esports Rules (Rules of Tactical 3D Combat Esports Discipline) subject to the specific provisions of Regulatory Documents, Regulations, and Technical Rules.

These shall be five-on-five (five people in each team) Bo1 matches with up to eleven (11) wins by rounds. Competitors shall not play more than twenty (20) rounds in total per match. One round shall last two (2) minutes. The Digital Stage can end with a draw at 10:10. Teams score one (1) point for winning a Digital Stage round.

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

Laser Tag matches shall be held in accordance with the Regulatory Documents, Regulations, Technical Rules, and other regulations of the Agency. These are five-on-five (five people in each team) Laser Tag matches in the Digital Flame Activation format. The game shall last ten (10) rounds in a single match. One round shall last three (3) minutes. In case a digital flame is activated within the last 40 seconds of a round, the time of the round shall be automatically extended until the timer countdown is finished. Teams score two (2) points for winning a Physical Stage round.

2.4.3. The winner of the match consisting of two (2) rounds shall be determined by the total points scored in the Digital (Warface) and Physical (Laser Tag) Stages.

In case of a tie in the rounds, the total number of frags in two (2) stages shall be taken into account; this way, the team with the higher total number of frags in the match wins.

2.4.4. The break between the Digital and Physical Stages shall be fifteen (15) minutes.

### **3. Rights and Obligations of the Competitors**

3.1. Competitors shall have the right to:

3.1.1. Be judged correctly, fairly, and in accordance with the rules of the relevant discipline.

3.1.2. Receive full results showing all points scored in the Competition through a team representative.

3.1.3. Contact the Chief Refereeing Panel through a team representative or the Captain.

3.2. Competitors are obliged to:

3.2.1. Be aware of and comply with the Regulatory Documents and the Organizers' requirements.

3.2.2. Competitors providing any information to the Competition Organizers and officials shall be liable for the accuracy of such information. Provision of inaccurate information shall be subject to sanctions.

3.2.3. Competitors shall maintain confidentiality when communicating with the Competition Organizers and officials. In particular, all information communicated to or received from these persons during the consideration of applications, complaints, claims, or appeals is confidential and may not be published without the Organizers' consent.

Breaches of confidentiality obligations when communicating with the Competition Organizers and officials, including the publication of texts written as

part of applications, complaints, claims, or appeals to the technical support team without the Organizers' consent, shall result in sanctions against the offender as stipulated in the Regulatory Documents, up to and including disqualification.

3.2.4. Competitors shall follow the generally accepted standards of conduct and be respectful toward Competition officials, viewers, media representatives, and other competitors.

3.2.5. Competitors shall follow the principles of sportsmanship and fair play. It is forbidden to unlawfully influence the outcome of Competition Matches, including entering into negotiations (including expressing intentions or alluding to certain things) with other persons in order to unlawfully influence the outcome of the Competition, including securing a predetermined outcome.

3.2.6. When participating in CS:GO, PUBG Mobile, or Warface matches, competitors may not use any software that affects the in-game mechanics, including software designed to change the in-game parameters in order to get an advantage and/or hinder the normal progress of the match for their opponent.

3.2.7. When participating in CS:GO, PUBG Mobile, or Warface matches, the competitor shall use the same licensed account and nickname. It is forbidden for a single competitor to use more than one account. It is forbidden to transfer the account to any third party. The competitor shall immediately inform the Agency of any changes related to the account.

3.2.8. Be accompanied by the coach / team official at the Competition.

3.2.9. Unconditionally obey all the orders and instructions of the referees related directly to the Competition.

3.2.10. Comply with the Russian Anti-Doping Rules, World Anti-Doping Code, and the International WADA Standards.

3.2.11. Strictly follow the order of entries to the competition arena as determined by drawing lots.

3.2.12. Competitors shall not place bets, including online bets, on the Competition, either independently or through third parties (relatives, friends, acquaintances).

3.2.13. Competitors shall comply with the rules of the license agreement of the relevant video game developers. Competitors shall be personally liable for not respecting the intellectual property rights and license agreement of the video game developers.

3.2.14. Competitors may not use electronic or mechanical devices and/or sound and voice amplifiers to communicate with others during Laser Tag matches.

3.2.15. Laser Tag competitors shall wear the same uniform. However, they may use personal headgear, such as bandanas, brimless caps, or headbands, as well as elbow and knee protection, gloves, etc. as additional protective equipment.

3.2.16. The use of a laser pointer and/or tactical light, as well as any gear that can cause damage to other competitors, or any additional laser tag devices other than those provided by the Agency is prohibited in the Laser Tag Competition.

#### **4. Refereeing**

4.1. Referees for the Competition Matches shall be determined as prescribed in the Regulations and other regulatory documents of the Organizers.

#### **5. Disciplinary Violations and Sanctions**

5.1. Should a competitor commit a violation not expressly stipulated in the Regulations, Technical Rules, or other regulatory documents of the Organizers, then the Competition Organizers, CRP, Referees, and the Refereeing Panel may apply one of the sanctions specified in the Esports Rules, guided by the analogy of the law and the principles of good faith, reasonableness and fairness.

5.2. Delaying the start or continuation of the match by more than 10 minutes may result in a technical loss.

5.3. Sending excessive messages (spam) in the in-game chat may lead to the offender being subject to sanctions ranging from a warning to disqualification depending on the number and frequency of such messages.

5.4. Competitors who have ever been blocked by the publisher and/or developer of a video game, caught cheating, including by using prohibited software, and those who have a reputation that could adversely affect the image of the Competition may be deemed ineligible or be disqualified without the right of appeal.

5.5. Violations subject to a warning:

- Illegal moves and actions in a video game or during a Laser Tag match, use of banned characters and objects, glitches and bugs (if this is discovered after viewing the recording, the outcome of the Competition match shall be canceled with the offending team losing by default).

- Pausing the game.

- Quitting the game or abandoning a Laser Tag match before the end of the final round without the permission of the Competition referee.

- Insulting players/teams, referees, and/or the Organizers, use of foul language, and making negative comments toward players/teams, referees, or the Organizer.

- Aggressive behavior.

- Immoral/unsportsmanlike conduct, other misconduct.

5.6. Violations subject to a technical loss:

- Violations of the Technical Rules not subject to a warning.
- Repeated violation under clause 6.5 of the Technical Rules.

5.7. Other regulatory documents of the Organizers may define other violations not specified in these Regulations, and sanctions for committing them.

5.8. Additional grounds of liability for violations committed during Laser Tag matches.

5.8.1. Competitors are prohibited from:

- Covering sensors, i.e., firing at an opponent when unable to be hit back, which may be accomplished (including but not limited to) through one of the following means:

1. Covering one or more sensors with a hand or any material that interferes with the rays.
2. Covering one or more of the hit sensors.
3. Positioning oneself and moving with one's body bent and the back toward one's opponent or facing away from the opponent.
4. Shooting while lying on one's back.
5. Hiding hit sensors behind a cover without covering the body when firing toward a potential opponent.
6. Using players from their own team (opposing team) to cover hit sensors.
7. The tagger gauge is above the lower part of the armband.

- Talking and/or gesturing to indicate their status when deactivated.
- Changing the game kit by themselves.

5.8.2. Laser Tag players may be subject to a penalty, namely, one point being removed from their team for a single violation.

5.8.3. Going beyond the arena or moving its boundary by an athlete during the game is punishable by 1 penalty point for the team.

5.8.4. Deliberately changing the arena configuration is punishable by 1 penalty point for the team.

5.8.5. Being in the arena without a tactical helmet, load-bearing vest / body armor, single-point harness, and tagger is punishable by a warning. Repeated violation is punishable by 1 penalty point for the team.

5.8.6. In the Digital Flame Activation matches, the use of a tactical helmet, load-bearing vest / body armor without the appropriate taggers (including after changing gear with a replacement kit) is punishable by a warning. Repeated violation is punishable by 1 penalty point for the team.

5.8.7. Talking or otherwise communicating between a deactivated athlete and an active athlete is punishable by 1 penalty point for the team.



5.8.8. Entering the arena by a deactivated or non-participating athlete in order to influence the course of the match without the referee's permission is punishable by a match penalty and/or disqualification for the next match.

5.8.9. Changing the tagger settings without the approval of Competition Organizers and/or referees is punishable by disqualification for the next match.

5.8.10. Intentionally turning off the tactical helmet or load-bearing vest / body armor is punishable by 2 penalty points for the team.

5.8.11. Swapping taggers, tactical armbands or load-bearing vests / body armor between athletes from the same team during the round is punishable by 2 penalty points for the team and/or disqualification of the respective athletes from the Competition match.

5.8.12. Covering or concealing hit sensors while firing is punishable by 1 penalty point for the team.

5.8.13. A false start is punishable by 1 penalty point for the team.

5.8.14. Unintentional physical contact (physical impact on any player, game gear (including mutual impact) or the referee committed out of negligence) is punishable by a warning. Repeated violation is punishable by 1 penalty point for the team.

## **6. Appeals**

6.1. The outcome of a match may be appealed by the Captain or a Team representative due to a breach of the Regulatory Documents of the Competition as prescribed by the Regulations.

## **7. Determining Winners and Runners-Up**

7.1. The winner of the Competition is the team that took first place in the Competition.

7.2. The second and third place teams in the Competition shall be recognized as runners-up.

7.3. The procedure for awarding the winner and runners-up shall be determined by the Agency.

## **II. SPECIAL PART**

### **8. CS:GO Matches**

8.1. The latest licensed version of CS:GO shall be used in the Competition.

8.2. All tournament servers shall use the esl5on5.cfg configuration file. The game shall be configured in accordance with the said file.

8.3. The competition shall take place on the following maps: de\_inferno, de\_mirage, de\_nuke, de\_overpass, de\_anubis, de\_vertigo, de\_ancient.

8.4. Maps shall be selected by a process of elimination.

8.5. According to the Bo1 map selection system, team captains shall take turns banning one map at a time from the match until there is one map left to play in the corresponding Digital Stage. The first team to ban the map for the match shall be determined by drawing lots.

Maps shall be selected before the start of the match.

8.6. A knife round shall be played at the start of each match. The winner of the knife round shall pick the side in the first round. The knife round is not part of the match rounds and does not count toward the match score.

8.7. After the knife round, players shall switch to the selected map to start the match.

8.8. The teams shall change sides after the first 15 rounds.

8.9. If one team wins 16 rounds in a match, it wins the match.

8.10. Each team is allowed a maximum of three (3) tactical pauses of no more than one (1) minute.

8.11. The match may not be delayed by more than fifteen (15) minutes. If the equipment adjustment goes beyond the specified time, the team may be disciplined in accordance with the Regulatory Documents.

8.12. Coaches may be on stage as well as in voice chat with the team during the match, but have the right to communicate with the team before or after the match and during tactical pauses.

## **9. Warface Matches**

9.1. The latest up-to-date licensed version of the Warface Tournaments game client shall be used in the Competition.

9.2. Matches shall be played in the Plant the Bomb mode.

9.3. Matches shall be played on the Bridges, D17, District, Yard, Pyramid, Destination, and Factory maps.

9.3.1. According to the Bo1 map selection system, team captains shall take turns banning one map at a time from the match until there is one map left to play in the corresponding match. The first team to ban the map for the match shall be determined by drawing lots.

Maps shall be selected before the start of the match.

9.4. The teams shall change sides after the first ten (10) rounds.

9.5. If one team wins eleven (11) rounds in a match, it wins the match.

#### 9.6. Game settings:

- Match type: Clash of Clans.
- Number of rounds: 11.
- Overtime: off.
- Friendly fire: on.
- Free join: on.
- Follow camera: on.
- Enemy highlighting: off.
- Closed room: off.
- High-lag exclusion: off.

#### 9.7. All weapons and gear enabled in the rating matches are allowed.

##### 9.7.1. Special skins:

- Agent Alligator.
- Agent Baudo.
- Agent Viking.
- Agent Grizzly.
- Agent Carp.
- Agent Lotus.
- Agent Oscar.
- Agent Taishan.
- Agent S.T.A.B.
- Nomad armor.
- Fighter of the Hammer Squad.
- Santa Muerte.
- Bomber suit.
- Gurza sniper.
- Rescue uniform.
- Engineer uniform.
- Medic uniform.
- Sniper uniform.
- Rifleman uniform.

##### 9.7.2. Grenades and mines:

- M26 and FG4 frag grenades.
- M84 stun grenade.
- White smoke grenade.
- M18 mine.

9.8. The use of items prohibited in Competition matches is not allowed even if they are available on the tournament server.

9.9. Stopping the match.

- If a problem occurs in the first round before the first kill is made and the opponents or referee are notified immediately, the match shall be restarted from the beginning.
- If a problem occurs in the first round after the first kill has already been made, but the outcome of the round can still be established (e.g., one player has disconnected but the rest remain in the game), the round will not be replayed or restored. The round will be played and will count.
- If a problem occurs during a round and the first kill has already been made, but the outcome of the round cannot be established (e.g., due to a server crash), the match shall be restored to the start of the round.
- If a problem occurs during a round when the first kill has already been made, one of the teams has an undisputed advantage, and there are 15 seconds left in the match, but the round cannot continue, for example, due to a server failure, the round may be won by default.

9.10. Abuse of in-game bugs and glitches.

Intentional use of any in-game faults, glitches or bugs is forbidden. The Competition Referees shall decide whether the use of such bugs has affected the outcome of the match and whether the round or match should be counted for the opposing team or a rematch is required. It is strictly forbidden to exploit the bugs described below. The Competition Referees shall decide whether a penalty is necessary if a bug not mentioned here is exploited.

- It is strictly forbidden to pass through areas that are not designed for such action (walls, ceilings, floors, etc.).
- Bombs shall not be placed where they cannot be defused. It is also forbidden to plant bombs in such a way that it is impossible to hear their sound signal or the sound of them being planted.
- It is also forbidden to stand on invisible pixels on the map and in places where there is no visible plane.

9.10.1. It is advisable to consult the Competition Referees about using certain bugs or glitches.

9.10.2. The Agency reserves the right to add other bugs to the list of prohibited/permitted bugs, including retroactively.

9.11. The match may not be delayed by more than fifteen (15) minutes. If the equipment adjustment goes beyond the specified time, the team may be disciplined in accordance with the Regulatory Documents.

9.12. Coaches may be on stage as well as in voice chat with the team during the match, but have the right to communicate with the team before or after the match and during tactical pauses.

## 10. Laser Tag Matches

10.1. These Laser Tag match rules apply to CS:GO and Laser Tag, and Laser Tag, Warface and Laser Tag matches.

Laser Tag shall be played in the following formats depending on the game.

### 10.2. Digital Flame Activation.

10.2.1. Digital Flame Activation - match format where each of the two teams takes the defensive or offensive side in a particular round.

10.2.2. Two (2) teams of five (5) athletes shall take part in the match. Each team may change the competitors participating in a round before the start of the respective round.

10.2.3. The team that took the offensive side in the last round of the Digital Stage shall take the defensive side in the Physical Stage. When teams change sides, the colors of the tactical helmet, load-bearing vest / body armor indicators shall also be changed.

10.2.4. The objective of the offensive team is to activate a digital flame from one of the designated arena objects within the allotted time. The objective of the defending team is to protect the specified objects and prevent digital flame activation.

10.2.5. The offensive team shall win if it manages to activate the digital flame within the allotted time.

10.2.6. The defending team shall win if the opposing team fails to activate the digital flame within the allotted time.

10.2.7. If one of the teams has deactivated all players of the opposing team, it shall win the round.

10.2.8. The teams shall change sides after the first eight (8) rounds.

10.2.9. The round shall end early in the event of:

- Deactivation of all players of either team.
- Digital flame activation of one of the designated objects of the arena by the players of the offensive team.
- Digital flame deactivation of one of the designated arena objects by the players of the defending team.

10.2.10. The standard gear includes a tactical helmet, load-bearing vest / body armor with hit sensors, two taggers, and a single-point harness. Each player shall receive 100 hit points (HP), 1 life (cannot revive after being deactivated).

Each player is assigned a number indicated in the match entry application and stamped on their gear. The number shall differ in color from the uniform and be

easily legible. The preferred locations for the number are on the tactical helmet and load-bearing vest / body armor.

10.2.11. If deactivated, the player shall sit down on the floor at the nearest point of the arena where they will interfere with the gameplay the least and place the tagger beside them. If deactivated in an open space or in a place of active combat (a shootout between two or more players), the player shall assess the situation and stay as still as possible or move to a point where they will interfere with the game the least. Once in position, the player shall remain there until the end of the round.

If a deactivated player fails to sit or interferes with the game (hides a teammate from enemy shots, disorients the opponent, etc.), their team shall receive one (1) penalty point.

#### 10.2.12. Activation and Deactivation

10.2.12.1. Activation and/or deactivation shall be done by entering a password and confirming the shot (to avoid activation and/or deactivation by a deactivated player).

10.2.12.2. The activation and deactivation password shall be set by the Organizer and communicated to all participants in the match before the start of a round.

The password shall meet the following requirements:

- Contains four (4) characters.

10.2.12.3. The set time to detonation is forty (40) seconds.

#### 10.2.13. Gear and Equipment

10.2.13.1. At the start of the match, each team shall be provided with the following taggers:

- Five (5) assault rifles.
- Five (5) guns.
- One (1) laser tag grenade in the stun mode (taggers hit by the grenade will not be able to fire for 10 seconds).

10.2.13.2. Gear specifications:

	<b>Gun</b>	<b>Assault rifle</b>
<i>Number of magazines</i>	10	10
<i>Number of rounds in a magazine</i>	15	30
<i>Firing mode</i>	Single-shot	Automatic

<i>Firing rate (shots per minute)</i>	120	550
<i>Damage</i>	15	25
<i>Reload time (seconds)</i>	3	6
<i>IR (infrared) power</i>	100%	
<i>Barrel hit sensor</i>	Breakdown	
<i>Friendly fire</i>	On	
<i>Shock (seconds)</i>	0.3	
<i>Invincibility (seconds)</i>	0.3	

### 10.3. Battle Royale.

10.3.1. Battle Royale is a match format in which all sixteen (16) teams participate at once with two (2) athletes per team.

All team members shall be equipped with tactical helmets, load-bearing vests / body armor with hit sensors, and a single-point harness. Each team's hit sensors shall be marked with their respective color.

Each player is assigned a number indicated in the match entry application and stamped on their gear. The number shall differ in color from the uniform and be easily legible. The preferred locations for the number are on the tactical helmet and load-bearing vest / body armor.

10.3.2. The round shall begin at the signal of the Competition Referees. Competitors shall start the round without taggers. Taggers shall be distributed around the arena. If a tagger is found, the competitor may use it in the current round. Each competitor may connect a maximum of one (1) tagger at a time.

All teams shall start the match simultaneously. The team's objective is to deactivate all players of the opposing teams and remain the last team with active players. The round shall end when player(s) from the same team remain(s) active in the arena.

10.3.3. Players may inspect arenas during breaks between matches with the permission of the Competition Referee and after the corresponding announcement.

10.3.4. Before the match starts, teams shall take their places in the arena as instructed by the referees.

10.3.5. Taggers, headbands, and load-bearing vests / body armor used by the competitors shall be inspected before each match of the Competition. Each tagger (weapon), tactical helmet and load-bearing vest / body armor shall be set up, programmed and inspected by the referees prior to the match.

10.3.6. The Agency may seal or additionally mark game gear in order to prevent changes to the game parameters and settings.

10.3.7. The start of the round shall be indicated by a clearly audible and recognizable signal (distinguishable from other sounds in the arena). The round start

signal shall be made at the start of each round. If no electronic alarm system is used, a whistle or other similar device may be used. After the starting signal, each of the teams' players is allowed to fire and may take damage.

10.3.8. If a false start is made by a player who has picked up a tagger before the start signal, the match shall be stopped, teams shall return to their bases, the "10 seconds to start" signal procedure shall be repeated, and the player's team shall receive one (1) penalty point.

10.3.9. The map is reduced during the match, which is indicated by lights or a laser. The map is reduced every five (5) minutes of game time. No more than seven map reductions shall occur per round.

11.3.10. Each round shall be followed by a break of five (5) minutes.

11.3.11. A game kit (tagger, tactical helmet, load-bearing vest / body armor) shall be deemed faulty in the following cases:

- The opponent takes no damage when shot.
- No shot is fired when the trigger is pulled.
- Pressing the reload button does not reload the weapon.
- The weapon turns off when the trigger is pulled.
- The tagger bears the colors of the opposing team.
- Tagger settings do not meet the Competition Regulations.
- The tagger does not have a functioning audio speaker.
- The tactical helmet and/or load-bearing vest / body armor has one or more faulty hit sensors.
- The tactical helmet and/or load-bearing vest / body armor has one or more faulty vibration motors.

The round shall not be stopped if a fault is detected in the (main or replacement) gear kit.

10.3.12. If a tagger, tactical helmet or load-bearing vest / body armor fails during a round, the player may use a replacement game kit.

If one or more of the game kits and all replacement kits of one of the teams are faulty, the game shall be stopped by the referees, faults shall be rectified, and the round shall be replayed.

10.3.13. The match shall only be stopped in emergency situations, due to injuries to the players or deliberate physical contact in the arena. The match shall be stopped by the referee's command to stop the game and a corresponding sound signal. The current round shall resume once the issue has been rectified.

10.3.14. A team may decide to end the round at any point by telling the referees and thereby conceding defeat.

10.3.15. If deactivated, the player shall sit down on the floor at the nearest point of the arena where they will interfere with the gameplay the least and place the



tagger beside them. If deactivated in an open space or in a place of active combat (a shootout between two or more players), the player shall assess the situation and stay as still as possible or move to a point where they will interfere with the game the least. Once in position, the player shall remain there until the end of the round.

If a deactivated player fails to sit or interferes with the game (hides a teammate from enemy shots, disorients the opponent, etc.), their team shall receive one (1) penalty point.

10.3.16. During the game, team players are not allowed to:

- Use physical force.
- Cover the tactical helmet or load-bearing vest / body armor from the tagger (prevent their normal operation).
- Use any equipment or game devices other than those provided by the organizer.

10.3.17. No hints or signals from deactivated players on either team are allowed during the game. Any words, gestures, signs and any other means of communication with the players in the arena shall be regarded as hints. Any hints by a deactivated player during a match shall give the player's team one (1) penalty point.

10.3.18. List of gear and its tactical and technical specifications:

	<b>Gun</b>	<b>Submachine gun</b>	<b>Assault rifle</b>	<b>Machine gun</b>	<b>Sniper rifle</b>
<i>Number of magazines</i>	10	10	10	6	5
<i>Number of rounds in a magazine</i>	15	30	30	50	10
<i>Firing mode</i>	Single-shot	Automatic	Automatic	Automatic	Single-shot
<i>Firing rate (shots per minute)</i>	120	600	550	600	40
<i>Damage</i>	15	20	25	35	50
<i>Reload time (seconds)</i>	3	5	6	10	7
<i>Quantity</i>	14	5	20	10	10
<i>IR (infrared) power</i>	100%				
<i>Barrel hit sensor</i>	Breakdown				
<i>Friendly fire</i>	On				
<i>Shock (seconds)</i>	0.3				
<i>Invincibility (seconds)</i>	0.3				

## **10. Final Provisions**

11.1. Matters not governed herein shall be settled in accordance with the Regulations, the Esports Rules, and other applicable regulatory documents of the Organizers.

11.2. If necessary, including in case of contradictions between the Technical Rules, Regulations, Esports Rules, and other regulatory documents of the Competition, the CRP shall be the one to interpret the corresponding documents and make the final decision on resolving the relevant contradictions guided by the analogy of the law and the principles of good faith, reasonableness and fairness.