

**APPROVED BY**

Agency for the Development of Computer Sports  
Autonomous Non-Profit Organization

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CEO

\_\_\_\_\_ / A.N. Kara

Technical Rules  
for Phygital Basketball  
Phygital Live International Games  
(Games of Future format)

Kazan - 2022

## 1. Terms and Abbreviations

**Agency** – Agency for the Development of Computer Sports, Autonomous Non-Profit Organization.

**Basketball 3x3** – a sports discipline associated with the sport of basketball.

**Interactive Basketball** – a sports discipline associated with the sport of basketball.

**Regulatory Documents** – official rules of the sports disciplines 3x3 Basketball and Interactive Basketball associated with the sport of basketball, approved by the federal executive authority in the field of sports and fitness in accordance with the procedure provided for by the current legislation of the Russian Federation, as well as the Regulations and the Technical Rules.

**Organizer** – the Agency and the Federation.

**Rules of 3x3 Basketball** – the rules of the official sports discipline 3x3 Basketball associated with the sport of basketball, by which the Event is organized and conducted, approved by the federal executive authority in the field of sports and fitness in accordance with the procedure provided for by the current legislation of the Russian Federation.

**Rules of Interactive Basketball** – rules of the official sports discipline Interactive Basketball associated with the sport of basketball, according to which the Event is organized and held, approved by the federal executive authority in the field of sports and fitness in accordance with the procedure provided for by the current legislation of the Russian Federation.

**Regulations** – regulations of Phygital Live International Games (as per the format of the Games of the Future).

**Event** – Phygital Live international games (as per the format of Games of the Future) in the discipline of Phygital Basketball.

**Technical Rules** – regulatory document approved by the Agency and defining the conditions and procedures for conducting Events in the discipline of Phygital Basketball.

**Federation** – Russian Basketball Federation, All-Russian Public Organization.

**Phygital Basketball** – a type of competitive activity that combines elements of the official basketball disciplines: Interactive Basketball and 3x3 Basketball.

## **2. General**

2.1. The Event is held in accordance with the Regulatory Documents and Technical Requirements for Sports Venues of the international interdisciplinary competitions Games of Future.

2.2. All the competitors in the Event, coaches, team officials, administrative and technology staff of Event competitors, officials, as well as judges and any other persons involved in organizing and staging the Event, shall know and follow the Regulatory Documents and Technical Requirements for Sports Venues of the international interdisciplinary competitions Games of Future.

2.3. Each match includes two stages:

### **2.3.1. Digital (Interactive Basketball)**

Interactive Basketball matches shall be conducted in accordance with the Rules of Interactive 3 on 3 Basketball (three players in each team) in the Pro-Am 3x3 mode on the Sony PlayStation 5 gaming platform.

### **2.3.2. Physical (Basketball 3x3)**

3x3 Basketball matches shall be conducted in accordance with the Rules of 3x3 Basketball. Each team is represented by 3 (three) athletes in a match. The remaining athlete in the team is a reserve player and may step in during the match in the order set forth by the Rules of 3x3 Basketball.

2.4. The winner of a match consisting of 2 (two) stages shall be determined by the sum of points scored at the Digital (Interactive Basketball) and Physical (3x3 Basketball) stages. If the sums of points are equal, the winner of the match is determined in a series of post-match free throws in accordance with the Technical Rules. As per the rules of basketball, a free throw is an opportunity given to a player to score one point, uncontested, from a position behind the free-throw line and inside the semicircle.

2.5. The judge holds a draw that determines which team will have the first throw.

A series of post-match free throws consists of three throws by each team. Throws shall be performed by teams alternately. There is no rebound during the series of post-match free throws. Only the player making the throw and the judges may be on the court during the throws.

If, before both teams make three throws each, one of them throws more balls into the basket than the other team could score even after the three throws, the free throw series is stopped.

If, after both teams have made three throws, both teams have the same number of baskets, the free throw series shall be continued in the same order until one of the teams scores one more ball than the other, with the same number of throws made.

All throws shall be made by different players; a player may re-throw only after all eligible players have made their throw.

A suspended player shall perform a post-match free throw.

Each free throw in a series of free throws shall be carried out in accordance with the rules of basketball.

The player making the free throw shall:

- Take a position behind the free-throw line and inside the semicircle.
- Use any method of executing a free throw so that the ball enters the basket from above the ring or touches the ring.
- Release hold of the ball within 5 seconds from the moment it was handed over by the judge.
- Not touch the free throw line and not enter the restricted area until the ball hits the basket or touches the ring.
- Not simulate a free throw.

The winner of the series of post-match free throws and the corresponding match is the team whose players scored more balls during the series of post-match free throws with the same number of throws made.

### **3. Competitors' Right and Obligations**

3.1. Event competitors are entitled:

3.1.1. To be judged in a valid and fair manner and in accordance with the Rules of Interactive Basketball and the Rules of Basketball 3x3;

3.1.2 To receive full results scored at the Event, through a team representative;

3.1.3 To address the main jury through a team representative or a coach.

3.2. Obligation of the Event competitors:

3.2.1 The Event competitors shall know and follow the Regulatory Documents instructions and the Organizer's requirements.

3.2.2 The competitors providing any information to the Event Organizers and Officials shall be held liable for veracity of such information. Submission of invalid information shall lead to sports sanctions being imposed.

3.2.3 The competitors shall keep their communication with the Organizer and Event Officials confidential. In particular, all information submitted to the above persons or obtained from them as part of submission and review of applications,

complaints, protests or appeals shall be confidential and cannot be published without the Organizer's consent.

In case of breaching the confidentiality condition in their communication with the Organizer and Event Officials, including publication of any texts written as part of submitting applications, complaints, protests or appeals to technical support without the Organizer's consent shall lead to sports sanctions as stipulated by the Regulatory Documents, up to Disqualification, being imposed on the violator.

3.2.4. The competitors shall adhere to common standards of behavior, show respectful attitude to Event Officials, spectators, media, as well as other Event competitors.

3.2.5. Event competitors shall adhere to the principles of sportsmanship and fair play. Exerting an unlawful influence on the results of the matches held as part of the Event is not allowed.

3.2.6. The competitors shall only enter the playing field dressed in sports uniform in accordance with the Rules of Basketball 3x3.

3.2.7. When participating in Interactive Basketball matches, the competitors 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.

3.2.8. When participating in Interactive Basketball matches, competitors are required to use PlayStation Network (PSN) gaming accounts provided by the Agency. Competitors of the Event shall not be entitled to use any other accounts.

3.2.9. The competitors shall be present at the Event accompanied by a coach/official representative of the team;

3.2.10. Unconditionally execute any orders and instructions of the judges directly relating to Event procedure.

3.2.11. Comply with the All-Russian Anti-Doping Rules, the World Anti-Doping Code and WADA international standards.

3.2.12. The competitors shall not enter into arguments with the judges and shall not show their dissatisfaction with their decisions;

3.2.13. Ensure strict compliance with the order of entering the field of play established during the draw.

#### **4. Officiating**

4.1. Jury composition for Event Matches shall be determined as stipulated by the Regulations and other regulatory documents of the Organizers.

#### **5. Disciplinary Violations and Penalties**

5.1. If a competitor commits a violation that is not directly provided for by the Rules of Interactive Basketball, Rules of 3x3 Basketball and (or) these Regulations, the Organizers of the Event have the right to apply to such a competitor one of the sports sanctions provided for by the Rules of Interactive Basketball, Rules of 3x3 Basketball, subject to analogia legis, analogia iuris and the principles of good faith, reasonableness and justice.

5.2. If the start or recommencement of the match is delayed by more than 10 minutes, the defaulter team may lose the match by forfeit.

5.3. Intentional disruption of matches may result in sports sanctions being imposed on the violator, up to disqualification.

5.4. Misconduct shall be punished with a warning or suspension.

## **6. Appeal**

6.1. Match result may be appealed by the captain or representative of a team due to violation of the Event's Regulatory Documents as stipulated by the Regulations.

## **7. Technical Rules for Holding Interactive Basketball Matches**

7.1. The Game Mode of the Event is Pro-Am 3x3;

7.2. The gaming platform of the Event is the PS5 console, equipped with the NBA 2K22 game, licensed, the latest current version;

7.3. Difficulty: All-Star;

7.4. Prior to each match, each player shall choose their own character that they will control during the match. Characters are provided by the Organizer;

7.5. Teams play in a 3-on-3 format.

7.6. The winner of the match is the team that is the first to score 21 (twenty-one) points with a difference of two points. If one of the teams scores 21 (twenty-one) points, but the difference in points with the opposing team is less than two points, the match shall be continued up to 25 (twenty-five) points, and the team that scores 25 (twenty-five) points shall be considered winner;

7.7. There are no restrictions on the rules of the game in defense and offense, any techniques can be used that are provided by the game;

7.8. Court size: Half court;

7.9. Game type: 3x3;

7.10. It is prohibited to press the PS button during a match with an opponent.

7.11 Prior to the start of the matches, the competitors shall turn off in-game messages; it is prohibited to turn on in-game messages.

## **8. Technical Rules of 3x3 Basketball**

### **8.1. Court and ball**

8.1.1. The game is played on a 3x3 court with one basket. The playing surface of a standard 3x3 court is 15 m wide and 11 m deep. The court shall have an area marked the same way as on a traditional basketball court, including a free throw line (5.80 m), a 2-point line (6.75 m) and "a no-charge semicircle under the basket where collision fouls are not called". Half of a traditional basketball court can be used.

8.1.2. A ball corresponding to the Rules of 3x3 Basketball shall be used for the game.

### **8.2. Beginning of the game**

8.2.1. Both teams shall warm-up simultaneously prior to the game. The total warm-up time of the teams shall not exceed 5 (five) minutes.

8.2.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

8.2.3. The game shall start with 3 (three) players of each team on the court.

### **8.3. Playing time/Winner of a game**

8.3.1. The regular time is one period of 10 minutes playing time. The clock shall be stopped during dead ball and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as the ball is in the offensive team's hands).

8.3.2. The team that has scored more points by the end of the Regular Time wins the game.

8.3.3. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

8.3.4. A team shall lose by default (due to a lack of players) if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

8.3.5. A team losing by default or a forfeit shall be disqualified from the competition.

## **9. Determining the Winner and Prize Winners**

9.1. The Event Winner is the team that wins the final. The team that loses the final match takes the second place. The team that wins the match for the third place takes the third place.

9.2. The teams taking the second and the third places in the Event are acknowledged as prize winners.

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

## **10. Final Provisions**

10.1. In case any aspects of Event organization and staging are not regulated by Technical Rules, the Regulations and the official Rules of the disciplines of Basketball 3x3 and Interactive Basketball shall be applied as appropriate.

10.2. If needed, the official interpretation of the Technical Rules shall be done by the Organizer in accordance with the Regulations and other regulatory documents of the Organizer.