

APPROVED BY  
Agency for the Development of Computer Sports  
Autonomous Non-Profit Organization  
\_\_\_\_\_, 2022  
CEO  
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Technical Rules  
for Phygital Football Events  
Phygital Live International Games  
(Games of Future format)

Kazan 2022

## 1. Terms and Abbreviations

**Agency** – Agency for the Development of Computer Sports, an autonomous non-profit organization.

**Disqualification** – banning a player or team from competing in an event for a certain period of time.

**Interactive Football** – a sports discipline of the sport of football.

**Captain** – one of the Team's athletes who is responsible for communicating with the Event officials on behalf of the Team.

**Team** – a group of athletes that has made an application to compete and is competing in the Event.

**Futsal** – a sports discipline of the sport of football.

**Match** – a two-team competition during the Event with a duration specified in the relevant rules.

**Regulatory Documents** – official rules for the sports disciplines "Futsal" and "Interactive Football" of the sport of football are approved by the federal physical culture and sports executive authority in the manner prescribed by the effective laws of the Russian Federation, the Regulations, and the Technical Rules.

**Organizers** – the Agency and the Federation.

**Interactive Football Rules** – rules of the official sports discipline "Interactive Football" of the sport of football, by which the Event is organized and conducted, approved by the federal physical culture and sports executive authority in the manner prescribed by the effective laws of the Russian Federation.

**Futsal Rules** – rules of the official sports discipline "Futsal" of the sport of football, by which the Event is organized and conducted, approved by the federal physical culture and sports executive authority in the manner prescribed by the effective laws of the Russian Federation.

**Caution** – a reprimand from the referee to a player, with the offending player shown a yellow card.

**Regulations** – regulations of Phygital Live international games (Games of Future format).

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

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

**Loss by forfeit** – a 0-3 loss awarded to a team by an official body for a gross violation of the match rules or event regulations, a failure to appear for a game, etc. The opponent is awarded a 3-0 victory by forfeit.

**Dismissal** – removal of a player from a match for receiving two yellow cards in the same match or for a particularly serious offense without prior yellow cards being shown. A red card is shown when a player is dismissed.

**Federation** – the All-Russian Public Organization “Russian Football Union”.

**Phygital Football** – a type of competitive activity that combines elements of official football sport disciplines: "Interactive Football" and "Futsal”.

## **2. General Provisions**

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

2.2. All Event competitors, 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 events Games of Future.

2.3. Each Match consists of two stages:

2.3.1. Digital stage (Interactive Football).

Interactive Football matches are played in accordance with the Interactive Football Rules.

A match consists of one game between the teams, in case of a draw the match is over, extra time and penalty shoot-out are not used.

2.3.2. Physical stage (Futsal).

Futsal matches are played in accordance with the Futsal Rules.

2.4. The winner of the Match consisting of two (2) stages is determined by the total of the goals scored at the Digital (interactive football) and Physical (futsal) stages. In case of a tie in goals scored and conceded, the winner is determined by a series of six-meter penalty kicks in accordance with the Futsal Rules.

## **3. Competitors’ Rights and Obligations**

3.1. Event Competitors have the right to:

3.1.1. Be judged in a valid and fair manner, in accordance with the Interactive Football Rules and the Futsal Rules;

3.1.2. Receive full results scored at the Event, through a Team representative;

3.1.3. Contact the Main Jury through a Team representative or the Captain.

3.2. Event Competitors shall:

3.2.1. Know and follow the Regulatory Documents instructions and the Organizers' requirements.

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

3.2.3. 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 may not be published without the Organizer's consent.

Breach of the confidentiality obligation in communication with the Organizers and Event Officials, including publication of any texts written as part of submitting applications, complaints, protests or requests for technical support without the Organizers' consent shall lead to sports sanctions as stipulated by the Regulatory Documents, up to Disqualification, being imposed on the violator.

3.2.4. Adhere to generally accepted standards of behavior, show respectful attitude to Event Officials, spectators, media, as well as other Event Competitors.

3.2.5. 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. At the request of the referees, when competing in Interactive Football matches, competitors are required not to miss replays of scored and conceded goals. Violation of this clause may lead to sports sanctions, including disqualification.

3.2.7. When competing in Interactive Football matches, are not allowed to use any software that affects the in-game mechanics, including that 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.

3.2.8. When competing in Interactive Football matches, competitors of the Event shall use the PlayStation Network (PSN) game accounts provided by the Agency. Using any other accounts is not permitted.

3.2.9. When competing in Futsal matches, enter the pitch only wearing the sports uniform in accordance with the Futsal Rules.

3.2.10. Be at the Event venue accompanied by the coach/team official.

3.2.11. Unconditionally execute any orders and instructions of the officials relating directly to the Event procedure.

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

3.2.13. Strictly adhere to the order of entry to the competition area as per the Event's schedule determined by the draw.

## **4. Officiating**

4.1. The composition of the officiating team for the Event Matches is determined in accordance with the Regulations and other regulatory documents of the Organizers.

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

### **5.1. Interactive Football**

5.1.1. If a competitor of the Event commits an offense not expressly provided for in the Interactive Football Rules and/or these Regulations, the Event Organizers may apply to such competitor one of the sport sanctions provided for in the Interactive Football Rules, guided by the analogy of the law and the principles of good faith, rationality and fairness.

5.1.2. A competitor who delays the start or resumption of a match by more than 10 minutes may be awarded a loss by forfeit in the match.

5.1.3. Intentional disruption of matches may subject the offender to sport sanctions up to and including disqualification.

6.1.4. Undisciplined behavior shall be punished by a Caution or Dismissal.

### **5.2. Futsal**

5.2.1. A player who receives a direct red card in a Futsal match for a "sport offense" shall miss the next Futsal match.

5.2.2. A player who receives two yellow cards in one Futsal match shall miss the next Futsal match.

5.2.3. A player who receives a red card in a Futsal match for "unsportsmanlike conduct" according to the Futsal Rules (hitting an opponent with a hand, threatening the life of an opponent, threatening the life of the referee, explicit disagreement with the referee's actions, etc.), is disqualified until the end of the Event in accordance with the Futsal Event Regulations.

## **6. Appeals**

6.1. In case of a breach of the Event's Regulatory Documents, an appeal against the result of a Match may be lodged by the Captain or a representative of the Team in the manner established by the Regulations.

## **7. Technical Rules for Interactive Football Matches**

7.1. Sports Simulator version: FIFA 2022, licensed, latest version up to date;

7.2. In-game messages must be disabled.

7.3. During a match with an opponent, the PS button is not allowed to be pressed.

7.4. Game mode: Volta. Game type: Single match, futsal.

7.5. In-game settings:

- Half-time duration: 3 minutes.
- Difficulty level: Legend.
- Advantage settings: Disabled
- Overall team rating: 90;
- Difficulty level: Legend;
- Game speed: Normal;
- Stadium setting: Volta Stadium;
- Ball: Standard;
- Indicators: Player name bar;
- Player indicator size: Default;
- Player indicator fade: On;
- Dynamic difficulty indicator: On;
- Time and score indicators: On.

7.6. The maximum allowable delay in the start of a match due to a competitor's fault is ten (10) minutes after the start.

7.7. The "home" team in the match shall be the team first drawn to take part in the match in question. The "home" team kicks off at the start of the match.

## **8. Technical Rules for Futsal Matches**

8.1. Game duration: two (2) halves, each lasting ten (10) minutes of actual time (in the event of any interruption in play, the clock also stops and restarts only when the game resumes). The half-time break is a maximum of five (5) minutes.

8.2. Kick-off is given to the team that had the kick-off at the start of the Interactive Football match.

8.3. A team shall not be allowed to be more than ten (10) minutes late for a game. A team failing to appear for their game as scheduled shall be awarded a loss by forfeit.

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

9.1. The winner of the Event shall be the team that wins the Final.

9.2. The second and third place teams in the Event shall be recognized as prize winners.

9.3. The procedure for awarding the winner and prize winners shall be determined by the Agency.

## **10. Final Provisions**

10.1. If any aspects of the organization and conduct of the Event are not regulated by the Technical Rules, the Regulations and the official rules of the sports disciplines "Interactive Football" and "Futsal" shall apply in the relevant part.

10.2. If necessary, the Technical Rules shall be officially interpreted by the Agency in accordance with the Agency's Regulations and other regulatory documents.