



**TECHNICAL RULES
(PHYGITAL DANCING)**



APPROVED BY
Phygital Sports USA Inc

TECHNICAL RULES
of the Phygital Games USA
(Phygital Dancing)

1. Terms and Abbreviations

The Chief Panel of Judges (CPJ) is an authorized body formed by the Organizer in order to ensure compliance with each Competition's Regulatory documents throughout the entire Competition and to coordinate sports officiating from the initial planning phases to the execution of the Competition.

Player/Participant/Athlete is an individual participating in the Competition, including those who have submitted an application for the Competition.

Captain is one of the athletes of the Team, who communicates with the organizers of the Competitions on behalf of the Team.

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

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

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

Organizer is Phygital Sports USA Inc.

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

Competition is the Phygital Games USA.

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

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

All terms listed in the Glossary may appear in the Technical Rules with both uppercase and lowercase letters without any change in their intended meaning.

The terms and definitions provided in the Technical Rules text can be used in both singular and plural form without any change in their intended meaning.

All references to individuals, as outlined in the Technical Rules, are intended to be inclusive of both masculine and feminine genders.

2. General Provisions

- 2.1. The Competition is held in the discipline of Phygital dancing in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital dancing) and other Regulatory documents. If necessary, additional features of the Competition may be determined by the Organizer and/or by a decision of the Chief Panel of Judges.
- 2.2. All Competition participants, coaches, team officials, administrative and technical staff of Competition participants, officials, as well as referees and any other persons involved in organizing and staging the Competition, shall know and follow the Regulatory documents.
- 2.3. The Competition will be held January 25th, 2025.
- 2.4. Competition venue: 339 Troutman St, Brooklyn, NY 11237

3. Competition Organization System

- 3.1. There are 16 teams participating in the Competition, with 1 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 2 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 - 16 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 1 day prior to the Competition start date or whatever timeline is specified in the official tournament webpage (<https://phygitalsports.us/apply-for-2025/>). Applications must be submitted via the online form in the tournament we-page, questions can be directed via e-mail: contact@phygitalsports.us
 - List of documents (personal and medical) that must be provided with the Application:
 - A valid form of identification:
 - For U.S. participants: a government-issued photo ID (e.g., driver's license, Real ID, etc.).
 - For international participants: a valid form of identification accepted within the United States (e.g., foreign passport, employment authorization card, visa).

- Other documents: NA. The Organizer has the right to refuse to accept the application in case of violations of the Rules and Regulations and/or the Regulatory Documents, in case of detection of incompleteness/inaccuracy of the information submitted, as well as if the person's participation in the Competition may adversely affect the reputation and image of the Competition, as well as in other cases at the discretion of the Agency.
 - the Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:
 - are protected by the copyright of a third party (in the absence of a written permission from the copyright holder);
 - are similar or identical to the nicknames of other participants or the names of other teams;
 - are similar or identical to the nicknames of the Competition officials;
 - have an obscene, indecent, offensive or provocative meaning.
- 3.2. The teams participating in the Competition in the format, described in Appendix 1 to the Technical Rules.
- 3.3. For each stage of the Competition, the Organizer provides a list of tracks (songs), as detailed in Appendix No. 1 of the Technical rules. During each stage of the Competition, the Organizer selects tracks (songs) from the designated list by a draw, and once a track has been played, it cannot be repeated.
- Throughout the competition, except for the Final, the difficulty ratings of single tracks (songs) used are low, moderate, or intense.
- In the Final, only tracks (songs) with an intense difficulty rating are used.
- 3.4. The scoring procedures and protocol for participants are established by Just Dance's in-game algorithms, with calculations performed automatically by the software.
- 3.5. The Competition schedule, including the dates, time and venue of the Matches and semifinal pairs and bracket shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.

4. Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

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

4.2. Competition Participants shall:

- 1) know and follow the Regulatory documents instructions and the Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) attend the Competition venue accompanied by the coach/official representative of the Team;
- 5) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 6) strictly comply with the order of entering the Field of Play, as established by the draw;
- 7) Participants must be prepared for the Match and report their readiness within two minutes of entering the FoP;
- 8) report readiness to proceed with the track (song) within 2 (two) minutes of completing the respective previous track;
- 9) comply with the rules set forth in the license agreement of the respective video game developers. The Competition participants shall be personally liable for failure to observe the intellectual property rights, as well as the license agreement of the video game developers;
- 10) comply with safety, equipment operation and anti-doping regulations;
- 11) adhere to the dress code and other outfit requirements for Competition participants as approved by the Organizer;
- 12) be present during the completion of the starting lineup, following the procedures detailed in the Technical Rules and Regulatory documents. They shall also sign it and provide any required information if needed;
- 13) ensure that participants and team representatives are present only as prescribed by the Regulatory documents.

4.3. Competition Participants are not allowed to:

- 1) interfere with the work of the referee or their Competition Officials;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere with the game process, thus disrupting the natural flow of the Match (including crossing the boundary line);
- 4) deliberately delay the progress of the Match;
- 5) engage in any actions that disrupt the normal organization and execution of the Competition, violate Rules of Phygital dancing, provisions of these Technical Rules and other Regulatory documents;
- 6) collude with each other;
- 7) receive and/or use unauthorized information;

- 8) use any software items that affect the in-game mechanics, including those designed to change in-game parameters in order to give an advantage to themselves and/or create obstacles for their opponent with respect to the normal course of the Match;
- 9) use multiple accounts in the Competition by a single participant, as well as attempting to transfer their account to a third party. Participants must promptly inform the Organizer/Referees of any changes related to the use of their account;
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 11) use of any unauthorized items, inventory, or equipment that is not permitted by Rules of Phygital dancing, the Technical Rules, or other Regulatory documents of the Competition, and poses a potential risk to the safety and well-being of others and/or the participant.
- 12) exert an unlawful influence on the results of the Matches held as part of the Competition. Examples of unlawful influence include, but are not limited to:
 - intentional loss for any reason;
 - playing for the benefit of another Participant to help that Participant at any stage of the Competition;
 - rigged Matches in any form;
 - a collusion to share a cash or other prize.

The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

5. Refereeing

- 5.1. The Chief Panel of Judges and the Referee Panels composed of the referees approved by the Organizer shall referee the Competition.
- 5.2. Brigades of referees shall directly referee Matches. The composition of the Brigade of Referees for Competition Matches will be determined in accordance with the Regulatory documents of the Organizer.
- 5.3. In the course of the Competition Matches, referees are strategically positioned adjacent to the players, ensuring they are situated on various sides to maintain.
- 5.4. The referees and/or officials of the Competition are responsible for preparing, completing, and signing protocols and reports that document and formalize the progress and outcomes of the competition process according to the guidelines outlined in the Regulatory documents.

- 5.5. The referee (Chief Referee of the Discipline or an authorized member of the Chief Panel of Judges) prepares the starting lineups in the presence of representatives from the participating teams no later than 1 hour before the Competition begins.

6. Disciplinary Infractions and penalties

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

7. Appeals

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

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

8. Technical Rules for conducting Matches

- 8.1. Game version: 2025.
- 8.2. Game console: Nintendo Switch
- 8.3. Match settings:
- Game mode: Single Tracks;
 - The tracks (songs) list provided by the Organizer is included as Appendix No. 1 to the Technical Rules and is an integral part hereof.
- 8.4. Turning on/off modifiers and game settings is prohibited.
- 8.5. Participants are forbidden from pausing their own track (song) or the track of another participant while performing to the track.

9. Determination of the Winner and Prize-winners

- 9.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.
- 9.2. The teams defeated in the semifinals play a Match for the third place.
- 9.3. The teams that secure second and third place in the Competition will be recognized as prize winners.
- 9.4. Award procedure for the winner and prize-winners shall be determined as follows:
- All members will be recognized individually.
 - **First Place:** The person winning the final will receive 60% of the total prize pool, the Championship Trophy, and an individual medal.

- **Second Place:** The person securing second place will receive 30% of the total prize pool, along with a runner-up medal.
- **Third Place:** The person achieving third place will receive 10% of the total prize pool and a corresponding medal.

10. Final provisions

- 10.1. The Technical Rules come into effect from the moment they are approved by the Organizer. Revisions and additions to the Technical Rules require approval from the Organizer and will be implemented immediately upon approval, unless otherwise stated by the Organizer without additional notification sent to participants.
- 10.2. Matters not governed by these Technical Rules shall be resolved in accordance with WPC Rules of 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.
- 10.3. 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 a 16-team competition. In the case of a Competition with a different number of teams and using a different system, please describe it in Appendix 1 (below) in a similar form or contact the WPC

The teams participating in the Competition are divided into four groups of 4 teams, which play matches in the "GSL without the 5th match" format. The GOF Organizer determines the composition of the groups by a draw. Teams ranked 1st to 3rd advance to the next stage of the Competition where they will compete in matches using the Single Elimination system, starting from the quarter finals in the following order:

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

The tournament matches are played following the fixed bracket (as outlined in Appendix 1).

The "GSL without a 5th Match" format is a system of matches at the group stage, in which all group members play 2 matches in the following order:

- in the 1st round, the group members are divided into pairs by draw;
- the winners of each pair meet in the second round to play the match for the first and second place in the group, respectively the winner of this match takes 1st place in the group, while the loser takes 2nd place;
- the teams that lost in the first round compete against each other in the second round in a match for 3rd and 4th place. The winner of this match takes 3rd place in the group, while the loser takes 4th place.

Teams ranked 1st in groups advance directly to the quarterfinals.

The left side of the tournament bracket is formed by teams from groups A and B, while the right side is formed by teams from groups C and D.

Teams play the 1/4 finals to advance to the semifinals. 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 team winning the Final match becomes the Competition winner.

Sixteen (16) teams qualify to compete in the Competition based on their performance in the qualifying stage. The qualifying stage is open and takes place at the Competition venue the morning before the Competition date.

The qualifying stage can be cancelled if there is no quorum to hold it (i.e – there are only 16 teams participating).



The qualifying stage involves one track (song) the participants dance to.

The top 16 teams with the most points from one track (song) will win the qualifying stage and gain the right to participate in the Competition.

Teams face off in the Competition through matches using the GSL elimination system described above.

The teams compete in Single Elimination matches in the Bo3 format (up to two wins).

The team that earns the most points from completing a single track (song) wins the round.

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

If there is an overwhelming amount of participants, then the organizer reserves the right to announce the expansion of the main tournament to 32 teams, therefore, songs for a 32 team GSL elimination format are outlined below.

Track (song) list

The qualifying stage track		
No	Artist (track category)	The title of the track (song)
1	The Sunlight Shakers	Move Your Body
1st group stage		
1	Espresso, Sabrina Carpenter	
2	Paint The Town Red, Doja Cat	
3	Break up with your girlfriend, i'm bored, Ariana Grande	
2nd group stage		
4	Stop This Fire, Nius	
5	Paint The Town Red, Doja Cat	
6	Training Season, Dua Lipa	
3rd group stage		
7	Espresso, Sabrina Carpenter	
8	Whenever, Wherever, Shakira	
9	the boy is mine, Ariana Grande	
Octo Finals (only if 32 teams participate)		
10	In The Shadows, The Rasmus	
11	In Your Eyes (Remix), The Weeknd ft. Doja Cat	
12	LUNCH, Billie Eilish	
Quarter Finals		
13	One Last Time, Ariana Grande	
14	Training Season, Dua Lipa	
15	Yeah! Usher ft. Lil Jon	
Semi Finals		
16	LUNCH, Billie Eilish	
17	Sweet Melody, Little Mix	
18	exes, Tate McRae	

3rd place match	
19	Padam Padam, Kylie Minogue
20	Yeah! Usher ft. Lil Jon
21	One Last Time (Extreme Version), Ariana Grande
Grand Final	
22	Lovin on Me, Jack Harlow
23	exes, Tate McRae
24	Paint The Town Red (Extreme Version), Doja Cat

Tournament bracket

Group Stage												Quarter-final			Semi-final			3-rd place			Final		
1st stage				2nd stage				3rd stage															
Group A	1	Score	Pen	11	Score	Pen																	
	- Team 1	0	0	- Winner 1	0	0																	
	- Team 2	0	0	- Winner 2	0	0																	
	2	Score	Pen	9	Score	Pen																	
- Team 3	0	0	- Loser 1	0	0																		
- Team 4	0	0	- Loser 2	0	0																		
Group B	3	Score	Pen	12	Score	Pen	17	Score	Pen	21	Score	Pen											
	- Team 5	0	0	- Winner 3	0	0	- Loser 12	0	0	- Winner 15	0	0											
	- Team 6	0	0	- Winner 4	0	0	- Winner 9	0	0	- Winner 17	0	0											
	4	Score	Pen	10	Score	Pen	18	Score	Pen	22	Score	Pen	25	Score	Pen								
- Team 7	0	0	- Loser 3	0	0	- Loser 11	0	0	- Winner 16	0	0	- Winner 21	0	0									
- Team 8	0	0	- Loser 4	0	0	- Winner 10	0	0	- Winner 18	0	0	- Winner 22	0	0	27	Score	Pen	28	Score	Pen			
- Loser 25	0	0	- Winner 25	0	0																		
- Loser 26	0	0	- Winner 26	0	0																		
Group C	5	Score	Pen	15	Score	Pen	19	Score	Pen	23	Score	Pen	26	Score	Pen								
	- Team 9	0	0	- Winner 5	0	0	- Loser 16	0	0	- Winner 11	0	0	- Winner 23	0	0								
	- Team 10	0	0	- Winner 6	0	0	- Winner 13	0	0	- Winner 19	0	0	- Winner 24	0	0								
	6	Score	Pen	13	Score	Pen	20	Score	Pen	24	Score	Pen											
- Team 11	0	0	- Loser 5	0	0	- Loser 15	0	0	- Winner 12	0	0												
- Team 12	0	0	- Loser 6	0	0	- Winner 14	0	0	- Winner 20	0	0												
Group D	7	Score	Pen	16	Score	Pen																	
	- Team 13	0	0	- Winner 7	0	0																	
	- Team 14	0	0	- Winner 8	0	0																	
	8	Score	Pen	14	Score	Pen																	
- Team 15	0	0	- Loser 7	0	0																		
- Team 16	0	0	- Loser 8	0	0																		



