



TECHNICAL RULES

(PHYGITAL FOOTBALL)

GUIDELINES
on how to fill in the blanks in the Technical Rules of
Phygital Football

1. On the title page in the upper right corner, indicate the full name of the organization that organizes and holds the competition as well as the Technical Rules approval date.
2. On the title page, in the Technical Rules name section, specify the full name of the sports competition in Phygital Football.
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 Phygital Football 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 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.
8. In paragraph 8.2 of Article 8, specify the name of the gaming platform (PlayStation 4, PlayStation 5, Xbox, etc.).
9. In paragraph 9.7.2 of Article 9, specify:
 - the pitch length in meters (according to the Rules of Phygital Football the permissible limits are from 26 meters to 50 meters Specify an exact figure within these limits);
 - the pitch width in meters (according to the Rules of Phygital Football the permissible limits are from 14 meters to 30 meters Specify an exact figure within these limits).
10. In article 9, paragraph 9.7.4, specify the goal width (according to the rules of Phygital Football, the width of the goal is 3 meters, but by the decision of the organizer may be set at 5 meters. Specify an exact figure).
11. In paragraph 9.8 of Article 9, specify:
 - the ball circumference (according to the Rules of Phygital Football, permissible limits are 68 cm (27 inches) to 70 cm (28 inches). Specify an exact figure within these limits);
 - the ball weight (according to the Rules of Phygital Football, permissible limits are 410 g (14 oz) to 450 g (16 oz). Specify an exact figure within these limits);
 - air pressure inside the ball (according to the Rules of Phygital Football, permissible limits are 0.6-1.1 atm (600-1100 g/cm²) at sea level (8.5 lb/inch²-15.6 lb/inch²). Specify an exact figure within these limits).

12. In paragraph 10.3 of Article 10, specify the procedure for awarding the winner and prize-winners of the competition.

Specify the information about the prize pool using one of the following options:

- specify the size of the prize pool, awarded places and size of the prize for each place;
- indicate that there is no prize pool at all;
- indicate that the prize pool shall be announced separately no later than exact date.

TECHNICAL RULES
of the PHYGITAL RIVALS: ACCRA - FOOTBALL
(Phygital Football)

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 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 Competition 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 Football), 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.

The Organizer is **GESF**.

Rules of Phygital Football are the rules of the Phygital Football, approved by the WPC. Competition is the **GESF PHYGITAL FOOTBALL RIVAL**.

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

Technical Rules are a regulatory document approved by the Organizer and defining the conditions and procedures for holding 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 Football in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Football) 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 15/11/25 to 16/11/25 .
- 2.4. Competition venue: **University of Ghana, P.O. Box LG 25, Legon, Accra, Ghana.**

3. Competition Organization System

- 3.1. There are 16 (sixteen) teams participating in the Competition, with at least 5 (five) and no more than 8 (eight) athletes in each team, including at least 1 (one) goalkeeper. For the purpose of organizational support of their participation in the Competition, each team is entitled to engage no more than 3 (three) 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 the Organizer;
 - Applications must be submitted no later than 14 days prior to the Competition start date via WPC+ platform;
 - List of documents (personal and medical) that must be provided with the Application:
 - identification (ID)
 - other documents:
- 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 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. Each Match includes two stages:

3.3.1. Digital stage

The Digital stage is held in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents, in the following format: 4 (four) athletes in each team, with 2 (two) athletes from each team taking part in each part of the stage. The Digital Stage is 7 minutes in length and consists of two parts in which different pairs of athletes from the same team play. At the end of 3.5 minutes of the stage, the referee instructs the teams to pause the video game during the next break in the game to change the pairs of athletes. If there is no break after 4 minutes of play, the referee shall instruct the teams to pause the video game to make a substitution of pairs of athletes. The break for changing pairs of athletes is 1 minute. The time is controlled by the referees.

The match consists of one game between the teams, in case of a tie the match is considered over, extra time and penalty shootout are not played.

3.3.2. Physical stage

The Physical stage is played in accordance with the Rules of Phygital Football, taking into account the peculiarities set out in the Technical Rules and other Regulatory documents. A total of 5 (five) athletes from each team take part in a stage: 4 (four) outfield players and 1 (one) goalkeeper, while 3 (three) athletes from a team are substitutes – 2 (two) outfield players and 1 (one) goalkeeper. During the stage, substitutes may enter the FoP in the order determined by the Futsal Rules.

3. There is a 5 (five) minute break between the stages.
4. In accordance with draw results, 'home' (team on the left or on top, depending on bracket representation) and 'away' (team on the right or at the bottom, depending on bracket representation) teams in matches are determined.
5. For every match, a team must enter at least 2 (two) goalkeepers from the overall entry list for the Competition. If one of the goalkeepers gets injured, only one goalkeeper may be put on the roster for a match.
- 3.4. The winner of the Match, which consists of 2 (two) stages, is determined by the sum of goals scored at the Digital and Physical stages. In case the number of goals scored and goals conceded are equal, the winner is decided by conducting a series of penalty kicks in accordance with the Rules of Phygital Football. Teams take three kicks each from the six-meter mark. If, after both teams have executed three kicks, the score is tied, penalty kicks will continue until one team has scored one more goal than the other with the same number of shots taken.

- 3.5. The Competition schedule, including the dates, time and venue of the matches and semifinal pairs shall be determined by the Organizer, whereof the Organizer shall notify the Competition participants in advance.
- 3.6. If there are valid reasons and the Organizer approves, a Competition participant in a Team may be substituted. Competition Participants may be substituted no later than 24 hours before the start of the Competition with the participation of the team, subject to compliance with the requirements for the submission of the Application, as well as the compliance of the athlete with the requirements of the Regulatory documents. In rare circumstances, the Chief Panel of Judges may, at their discretion, approve a substitution even after the 24-hour deadline before the start of the Competition.
- 3.7. Teams must ensure that participants and their representatives are present in the following order:
 - at the Digital stage: the whole team is present at the FoP: 2 (two) athletes participating at the corresponding stage are seated at the game console while the rest of the team - behind their backs. The team's staff is not allowed into the FoP.
 - at the Physical stage: outfield players are present at the FoP: substitutes and at most 2 (two) team's staff are seated on the bench.

4. Competition Participants' Rights and Liabilities

4.1. Competition Participants have the right to:

- 1) be judged correctly and fairly;
- 2) to access their competition results through a designated team representative;
- 3) to contact 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) when participating in the Digital stage, the Competition Participants shall use PlayStation Network (PSN) gaming accounts provided by the Organizer. Competition Participants are not allowed to use other accounts.
- 5) during a match only appear on the FoP wearing the sports equipment in accordance with the equipment requirements set forth in Clause 11 of these Technical Rules;
- 6) attend the Competition venue accompanied by the coach/official representative of the Team;
- 7) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;

- 8) strictly comply with the order of entering the Competition FoP for the Competition Program, as established by the draw;
- 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) Athletes participating in the Competition as part of teams shall comply with safety, gear operation and anti-doping regulations;
- 11) comply with the dress code and other requirements for the appearance of the Competition Participants approved by the Organizer as well as those established by the Regulatory Documents;
- 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) when filling out the starting lineup write down the names of two players who are the Team's goalkeepers;
- 14) 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) engage in any actions that disrupt the normal organization and progress of the Competition, violate 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 any items, equipment or gear which are not provided for by Rules of Phygital Football, the Technical Rules or other Regulatory documents and which pose a potential hazard to the life and/or health of others and/or the participant himself/herself.
- 10) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties (relatives, friends, or acquaintances);

11) 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 exhaustive; 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 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 Sports 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

1. Digital stage

- 6.1.1. If a Competition Participant commits an infraction not expressly provided for by the Rules of Phygital Football and (or) these Technical Rules, the Organizer has the right to impose on such a participant one of the sports sanctions stipulated by the Rules of Phygital Football, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.
- 6.1.2. Undisciplined behavior is punishable by a caution (yellow card) or a sending-off (red card).
- 6.1.3. Undisciplined behavior that expressed itself in interrupting the gaming process by way of pressing the PS button, as well as skipping the goal auto replay in case of a single foul is punished with an oral warning. A second commitment of one of the above fouls by a same-team athlete is punished with a warning (yellow card), and the third one with the corresponding player being sent off (red card). In this case, the team has the right to replace the dismissed athlete with another team member, not included in the application form for the match.
- 6.1.4. A player who was shown two yellow cards at the Digital stage is given a red card and is suspended from the next match.

6.1.5. A player who was directly shown a red card at the Digital stage for a “sports offense” is suspended from the next match.

2. Physical stage

6.2.1. A player who was directly shown a red card at the Physical stage for a “sports offense” is suspended from the next match.

6.2.2. A player who was shown two yellow cards at the Physical stage is suspended from the next match.

6.2.3. A player who was shown a red card at the Physical stage for “unsportsmanlike conduct” per the Rules of Phygital Football (hitting the opponent with a hand, threatening the opponent’s life, threatening a referee’s life, explicit disagreement with the referee’s actions, etc.) shall be disqualified until the end of the Competition.

3. General

6.3.1. If a match start or a match course is delayed by more than 10 minutes, the participant may be awarded a forfeit.

6.3.2. Intentional disruption of matches may subject the offender to sports sanctions including disqualification.

6.3.3. Yellow cards received in the Digital and Physical Stages are summed up and if a player receives a yellow card in the Digital Stage and a yellow card in the Physical Stage, he is given a red card and misses the next match.

6.3.4. A player who receives a red card during a match must leave the area adjacent to the Field of Play and the Technical Area.

6.3.5. A red and a yellow card can only be shown to a player, substitute or team official.

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 Holding Digital Stage

- 8.1. The sports simulator version: EA FC 25, licenses, the latest one available.
- 8.2. Console: PS5 .
- 8.3. In-game messages shall be disabled.
- 8.4. It is prohibited to press the PS button during a match with an opponent.
- 8.5. Game mode: Rush. Game type: single match.
- 8.6. In-game settings:
 - Stage length: 7 minutes;
 - Break for changing pairs of athletes: 1 minute;
 - Difficulty level: legendary;
 - Competitor mode: off;
 - Team's general rating: 95;
 - Game speed: normal;
 - Player indicator: player name bar;
 - Player indicator size: default;
 - Player indicator fade: on;
 - Player based difficulty indicator: on;
 - Time/score display: on.
- 8.7. The teams prohibited for selection:
 - Soccer Aid;
 - MLS All-Star.
- 8.8. A team is permitted a maximum delay of ten (10) minutes after the start time of the Digital stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 8.9. The “home” team in a match is the team selected first in a draw to take part in the respective match. The right to kick off is determined automatically by the sports simulator.

9. Technical Rules for Holding the Physical Stage

- 9.1. Game time: two (2) halves of “clean time” (in case the game is interrupted the play clock of the current time also stops and resumes only when the game resumes) five (5) minutes long each. The interval between the halves is 3 (three) minutes.

- 9.2. At the beginning of the Physical Stage, kick-off is done by the team that kicked off at the Digital Stage.
- 9.3. A team is permitted a maximum delay of ten (10) minutes after the start time of the Physical stage. A team that does not show up at the scheduled game time shall be awarded a forfeit.
- 9.4. During the Physical Stage, it is forbidden to deliberately hold the ball near the boards. For the first-time foul, a team's player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.5. During the Physical Stage, it is forbidden to intentionally clear the ball out of bounds. For the first-time foul, a team's player receives an oral caution; for the second team he receives a yellow card. In case of such foul, the opposing team gets a right for a free kick from the point of the foul.
- 9.6. If the ball is out of bounds, the game is suspended; the ball is put back into the game by the goalkeeper of the team opposing the one whose player was the last to touch the ball before it went out of bounds. The above return of the ball into the game is done by the goalkeeper by hand from within their penalty area.
- 9.7. Requirements to the pitch.
 - 9.7.1. A match is held on a rectangular pitch in accordance with the requirements set forth in these Rules.
 - 9.7.2. Pitch size.

Pitch length (touch lines): 38 meters; pitch width (goal lines): 20 meters.
 - 9.7.3. Equipping the pitch with perimeter barriers

The pitch is bounded by perimeter barriers belonging to the pitch area which they bound and which do not allow the ball to go out of play. The height of the perimeter barriers above the pitch surface must be at least 1 meter. The design of the barriers shall provide for gates to enter/exit the pitch area.

The design of the barriers shall ensure the safety of persons inside the pitch area, including by being smooth and flat, free of irregularities and bumps that could be hazardous to the life and health of those inside the pitch.
 - 9.7.4. Gate size

The distance (inside measurement) between the posts (bars) is **3** m and the distance from the bottom edge of the crossbar to the ground is 2 m.
 - 9.7.5. The football pitch must have an even (without indentations, holes or bumps), dense, continuous, uniform and single-color pitch. The turf of the pitch must be formed from an artificial surfacing (of green color).
 - 9.7.6. The football pitch must have a clear and even marking, 10-12 cm wide, in accordance with Appendix 2 hereto. No other markings except for those specified in Appendix 2 must be visible on the football pitch.
- 9.8. All balls used for playing the matches, must:
 - be spherical;
 - be made from a material that complies with the relevant requirements;

- have a circumference of between 62 cm (24.4 inches) and 64 cm (25.2 inches);
- weigh between 400 g (14 ounces) and 440 g (16 ounces) in weight at the start of the match;
- have a pressure equal to 0.4-0.6 atm (400-600 g/cm²) at sea level (5.8 lbs/inch² – 8.7C lbs/inch²).

10. Determination of the Winner and Prize Winners

10.1. The Competition winner is the team winning the final. The team that loses the final Match takes the second place, the team winning the Third Place Match takes the third place.

10.2. The teams that secure second and third places in the Competition are honored as prize-winners of the Competition.

10.3. Award procedure for the winner and prize-winners shall be determined as follows:

1st Prize \$200

2nd Prize \$150

3rd Prize \$100

4th Prize \$50

11. Uniform (Equipment) Requirements

11.1. Compulsory uniform (equipment)

11.1.1. a jersey with sleeves;

11.1.2. shorts (goalkeepers may wear tracksuit bottoms);

11.1.3. socks (tape or any material applied or worn externally must be the same color as that part of the socks it is applied to or covers);

11.1.4. shin guards (these must be made of a suitable material to provide reasonable protection and covered by the socks);

11.1.5. footwear (cleats) for playing on artificial turf (footwear (cleats) sole design must be as shown in Pic. 1 and Pic. 2:



(Pic. 1)



(Pic. 2)

(Footwear (cleats) sole design may not be as shown in Pic. 3 and Pic. 4:



(Pic. 3)



(Pic. 4)

11.2. Equipment (uniform) colors

- The two teams must wear 2 (two) colors of the equipment (dark and light) to distinguish them from each other and the match officials.
- Each goalkeeper must wear colors that are distinguishable from the other players and the match officials.
- If two goalkeepers' jerseys are the same color and neither has another jersey, the referees allow the match to be played.
- Undershirts must be a single color which is the same color as the main color of the jersey sleeve or must feature a pattern/colors which exactly replicate(s) the jersey sleeve.
- Compression undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts - players of the same team must wear the same colors.
- The "home" team must wear dark jerseys, and the "away" team must wear light jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

11.3. Slogans, statements, images and advertising on the uniform (equipment)

- All advertising (sponsor/partner) logos must be coordinated with the Organizer in accordance with Regulatory documents.
- Uniform (equipment) must not have any political, religious or personal slogans, statements or images. Players must not reveal vests and undershorts/tights that show political, religious, personal slogans, statements or images, or any other types of advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the Organizer. Other sports uniform (equipment) requirements are established by the Rules and Regulations.

11.4. Numbering on the equipment

- The player numbering principle is normally from 1 to 15, with number 1 reserved for a goalkeeper unless stipulated otherwise in the Regulatory documents and/or by a decision of the Organizer (Chief Panel of Judges).
- The number of each player must be visible on their back and be distinguishable from the main color of the jersey.
- A number under which the player was registered for the Competition must be mandatorily 25 cm high (excluding the border), placed on the jersey's back and centered. For striped or multi-color jerseys the personal number must be placed inside a rectangular-shaped insert of a solid single color.

- 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 come into effect 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 Rules, 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

1. Teams participating in the Competition are divided into four groups of 4 teams, where matches are played in the “GSL without a 5th match” format the 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).

2. 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.

3. 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.

The teams compete in the quarterfinal stage to progress 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.

Tournament bracket

Group Stage												Quarter-final			Semi-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	
	-	Team 7	0	0	-	Loser 3	0	0	-	Loser 11	0	0	-	Winner 16	0	0	-
	-	Team 8	0	0	-	Loser 4	0	0	-	Winner 10	0	0	-	Winner 18	0	0	-
Group C		5	Score	Pen		15	Score	Pen		19	Score	Pen		23	Score	Pen	
	-	Team 9	0	0	-	Winner 5	0	0	-	Loser 16	0	0	-	Winner 11	0	0	-
	-	Team 10	0	0	-	Winner 6	0	0	-	Winner 13	0	0	-	Winner 19	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									