



The background of the entire page is a complex, abstract geometric pattern. It consists of a grid of squares in three shades of blue: a vibrant cyan, a medium blue, and a dark navy blue. Overlaid on this grid are various circular shapes, also in the same three shades. Some circles are solid, while others are cut off by the edges of the frame or the grid lines, creating a sense of depth and movement. The overall effect is a modern, digital, and rhythmic visual texture.

# **TECHNICAL RULES**

## **(PHYGITAL BASKETBALL)**

- the vertical size of the backboard, including the framework, in millimeters (according to the rules of Phygital basketball, the permissible limit is 1,050 millimeters (+ a maximum of 20 millimeters). Specify an exact figure within this limit).
11. In paragraph 9.1.4 of Article 9, specify:
    - the circumference of the ball in millimeters (according to the rules of Phygital basketball, the permissible limits are from 720 to 740 millimeters. Specify an exact figure within these limits);
    - the weight of the ball at match start in grams (according to the rules of Phygital basketball, the permissible limits are from 580 to 620 grams. Specify an exact figure within these limits).
  12. In paragraph 9.2.1 of Article 9, specify the total maximum allowable pre-match warm-up time for the teams.
  13. 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-BASKETBALL  
(Phygital Basketball)

**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 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 Basketball), 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.

**Organizer** is **GESF**.

**Rules of Phygital Basketball** are the rules of the of the Phygital basketball, approved by the WPC.

**Competition** is the **GESF PHYGITAL BASKETBALL RIVAL**

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

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

**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 Basketball in accordance with the WPC Rules of Phygital Sport (including Rules of Phygital Basketball) 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 21/11/25 to 22/11/25.

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 2 (two) and no more than 4 (four) 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 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 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 Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents. The Digital stage is held in the 2x2 format (two players in each team).
  - 3.3.2. Physical Stage**

The Physical stage matches are played in accordance with Rules of Phygital Basketball, taking into account the peculiarities set out in these Technical Rules and other Regulatory documents.

Each team is represented by 2 (two) athletes in a match.

The remaining athlete in the team is a substitute and may enter the game during the match under the procedure set forth in the Rules of Phygital Basketball.
  - 3.3.3. There is a 5 (five) minute break between the stages.
  - 3.3.4. The results of the draw determine the “home” (team on the left or top depending on the bracket visualization) and “away” (team on the right or bottom depending on the bracket visualization) teams in the matches.
  - 3.3.5. For each match, a team may nominate no more than 3 (three) athletes from the total tournament entry list.
- 3.4. The winner of a match consisting of 2 (two) stages shall be determined by the sum of points scored at the Digital and Physical stages. If there is a tie, 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 Phygital 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.
- 3.5. The referee holds a draw that determines which team will have the first throw.

A series of post-match free throws includes 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 referee may be present 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 throws.

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

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.

- 3.6. 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.
- 3.7. If there are valid reasons, a Competition participant in a Team may be substituted by the Organizer's decision. Participants may be replaced no later than 24 hours prior to the start of the Competition in which the Team participates, provided that they comply with the requirements for submission of the Application Form. 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.
- 3.8. Teams must ensure that participants and their representatives are present in the following order:
  - At the Digital stage: only 2 (two) athletes, who are taking part in the corresponding stage, are present at the FoP.
  - At the Physical stage: only outfield players are present at the FoP while the substitute player is seated on the bench. The team's officials are not allowed into the FoP and on the bench.

## **4. Participants' Rights and Liabilities**

### **4.1. Competition Participants have the right to:**

- 1) be judged correctly and fairly;
- 2) receive full results scored at the Competition, through a team representative;
- 3) address 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) only enter the FoP wearing the uniform (equipment) in accordance with Clause 11 of these Technical Rules;
- 5) attend the Competition venue accompanied by the coach/official representative of the Team;
- 6) unconditionally follow all the orders and instructions of the referees related directly to the Competition procedure;
- 7) strictly comply with the order of entering the Field of Play, as established by the draw;
- 8) 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;
- 9) Athletes participating in the Competition as part of teams shall comply with safety, equipment operation and anti-doping regulations;
- 10) 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;
- 11) 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;
- 12) 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 with the competition process 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 Rules of Phygital Basketball, 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 Basketball, 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 such as 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 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 the 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 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. If a Competition participant commits a violation that is not directly provided for by the Rules of Phygital Basketball and (or) these Technical Rules, the Organizers of the Competition have the right to impose on such a participant one of the sports sanctions provided for by the Rules of Phygital Basketball, guided by the analogy of the law, the statutory analogy as well as the principles of good faith, reasonableness and fairness.
- 6.2. If the start or recommencement of the match is delayed by more than 10 minutes, the team may be awarded a forfeit.

- 6.3. Intentional disruption of matches may result in sports sanctions being imposed on the violator, up to disqualification.
- 6.4. Misconduct shall be punished with a caution or a sending-off.
- 6.5. Undisciplined behavior through interrupting the gameplay by pressing the PS button. If committed once, is punishable by a Caution. If committed repeatedly by an athlete of the same team, one of the mentioned offences is punishable by sending off the athlete who committed such repeated offence. In this case, the team has the right to replace the dismissed athlete with another team member included in the application form as a substitute player to participate at the Digital Stage.

Commitment of one of the violations mentioned in this paragraph by an athlete of the team for the third time is punishable by awarding the team a forfeit at the Digital stage of the match with a score of 0:15.

## **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 gaming platform of the Competition is the **PS5**, equipped with the NBA 2K25 game, licensed, the latest current version;
- 8.2. Competition Game Mode – PLAY NOW / BLACKTOP / 2 VS 2;
- 8.3. Court Size – Half Court;
- 8.4. 2K Arena camera;

- 8.5. Difficulty level: Hall of fame.
- 8.6. There are no restrictions on the rules of the game in defense and offense, any techniques provided by the game can be used for winning the game;
- 8.7. Teams can choose any character whose rating does not exceed 97 from the All-Time team list (NBA and Classic team lists are forbidden to choose from) to participate in the Digital Stage.
- 8.8. Teams must select characters for the game no later than 1 hour before the Match starts and indicate this information in the starting lineups, as well as inform the Secretary or Referee about their choice in the presence of the participants. The character selection priority is determined by a draw conducted by the Chief Referee of the Discipline or a representative of the Chief Panel of Judges in the presence of both teams' representatives.
- 8.9. At the Digital stage, the first ball possession is automatically determined by the sports simulator.
- 8.10. Teams play in the 2x2 format.

The Digital stage ends after one of the teams scores 19 (nineteen) points. If one of the teams scores 19 (nineteen) points, but the point difference with the opposing team does not reach two points, the Digital stage still ends. If a team scores 20 (twenty) points, this score is also recorded, and the Digital stage ends.
- 8.11. In case of player disconnection (network disconnect, bug, etc.), there must be a match remake with the score preserved at the moment of disconnection.
- 8.12. In case of a remake, the team compositions must remain the same. Ball possession also remains with the team that had it before the disconnection.
- 8.13. Participants are required to disable in-game messages, and enabling in-game messages is prohibited.

## **9. Technical Rules for Holding the Physical Stage**

1. Court and ball
  - 1.1. The game is played on a 3x3 court with one basket. The playing surface of a standard 3x3 court has dimensions of 15 m (width) x 11 m (length) (parameters cannot contradict the Rules of Phygital Basketball). 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".
  - 1.2. The height of the ring above the court: 3.05 m  $\pm$  6 mm; the diameter of the ring: 450 mm to 459 mm; the size of the shield: 1.80 m (horizontally) 1.05 m (vertically), including the frame (the parameters cannot contradict the Rules of Phygital Basketball).
  - 1.3. Safety area along the perimeter of the entire Field of Play must be at least 2 meters.

9.1.4. A ball corresponding to the Rules of Phygital Basketball shall be used for the game. The circumference of the ball: **SIZE 6**; the weight of the ball at the start of the match: **22 oz** (the parameters cannot contradict the Rules of Phygital Basketball).

2. The beginning of the Physical stage

9.2.1. Both teams shall warm-up simultaneously prior to the game. The total warm-up time of the teams shall not exceed **5** minutes.

9.2.2. The referee of the Physical stage must perform a coin toss before the start of the stage to decide which team gets first possession of the ball. The team that wins the coin toss gets the ball first at the Physical stage.

9.2.3. The Physical stage must begin with 2 (two) players from each team on the court.

9.2.4. The score of the Physical stage starts with the score recorded at the end of the Digital stage.

3. Playing time/Winner of a game

9.3.1. The match ends either with one of the teams scoring 39 (thirty nine) points or with the game time (one 7-minute half) expiring. 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). If one of the teams scores forty (40) points, this score is also fixed and the match ends.

9.3.2. In the event that no team has scored 39 points and the Physical stage time has expired, the team that has scored more points by the end of the Main Time wins the match. In case of a tie in the total score at the end of the Main time, the winner is determined in accordance with these Rules.

9.3.3. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

9.3.4. 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.

9.3.5. A team losing by default or a forfeit shall be disqualified from the Competition.

## **10. Determination of the Winner and Prize Winners**

10.1. The Competition Winner is the team that wins the final. The team that loses the final match takes the second place.

10.2. The teams that secure second and third place in the Competition will be recognized as prize winners.

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

**GOLD PRIZE \$150**

**BRONZE PRIZE \$100**

**SILVER PRIZE \$50**

## **11. Uniform (Equipment) Requirements**

### **11.1. Compulsory uniform (equipment)**

11.1.1. Jerseys. For all team members, there is one common rule – jerseys must be tucked into the shorts.

11.1.2. Shorts.

11.1.3. Special undergarment

11.1.4. Socks of a dominant color for all team members. The socks must be visible.

11.1.5. Sneakers of any color combination. Flashing lights, reflective materials, or other decorations are not permitted.

#### **11.1.6. Equipment 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.
- Jerseys must be of the same color category, both front and back.
- Shorts may not match the color of the jerseys. but must be of the same color on both sides.
- Undergarment must be the same color as the shorts and jerseys, if visible during the game.
- The "home" team must wear light jerseys, and the "away" team must wear dark jerseys. However, if both teams agree, they can change jersey colors based on the decision of the discipline referee.

### **7. Slogans, statements, images and advertising on the 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 undergarments (vests, undershorts/tights) that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo. For any offense the player and/or the team will be sanctioned by the competition organizer. Other sports equipment requirements are established by the Regulatory documents.

#### **11.1.8. Numbering on the equipment**

Each team member must wear a jersey with single-color numbers displayed on the front and back, contrasting with the color of the jersey.

All numbers must be distinctly visible and:

- numbers on the back must be at least 15 cm in height;
- numbers on the front must be at least 5 cm in height;
- The width of the numbers must be at least two centimeters.
- teams are only allowed numbers 0 and 00, as well as from 1 to 99;
- players on a team may not have duplicate numbers;

- any advertising or a logo must be placed at least 5 cm from the number.
- 11.2. All equipment used by players must be suitable for the game. Any equipment intended to increase a player's height, stretchability, or provide any other undeserved advantage is not allowed.
  - 11.2.1. Players must not wear equipment (articles) that can cause injury to other players.
  - 11.2.2. The following is not permitted:
    - Finger, hand, wrist, elbow, or forearm protection, helmets, plaster casts, or bandages made of leather, plastic, flexible (soft) plastic, metal, or any other hard material, even if covered with soft padding.
    - Articles that could cut or cause abrasions (fingernails must be closely cut)
- 11.3. Hair accessories and jewelry
  - 11.3.1. The following is permitted:
    - Protective equipment for the shoulder joint, shoulder, thigh, or shin, made of sufficiently soft material.
    - Compression sleeves and socks.
    - Headgear. It must not partially or fully cover any part of the face (eyes, nose, lips, etc.) and must be safe for both the player wearing it and other players. Headgear must not have opening or closing elements around the face and/or neck, or protruding elements.
    - Knee pads, if properly covered;
    - Protective equipment for injured noses, even if made of hard material;
    - Glasses so long as they do not pose any risk to other players;
    - Wristbands and headbands with a maximum width of 10 (ten) cm, made of textile fabric.
    - Tapes for hands, shoulders, legs, etc.
    - Ankle braces.

## **12. Final provisions**

- 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 be implemented 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 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**

1. 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 2).

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.

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.

## Appendix 2 to the Technical Rules

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									

## Tournament bracket

