





GUIDELINES

on how to fill in the blanks in the Template of the Technical Rules of the Phygital Dancing

- 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 for the Phygital Dancing.
- 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 the Phygital dancing 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 game console (Nintendo Switch, PlayStation, Xbox, etc.).
- 9. In paragraph 9.4 of Article 9, 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- DANCING (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

thoughout the entire companion and to coordinate sports officiating from the in a light plant of 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 GESF.

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

Competition is the GESF PHYGITAL DANCING RIVAL

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 to the Chief Panel of
- 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 28/11/2025 to 29/11/2025.
- 2.4. Competition venue: University of Ghana, P.O. Box LG 25, Legon, Accra, Ghana.

3. Competition Organization System

- 3.1. There are 32 (thirty-two) teams participating in the Competition, with 1 (one) 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 1 (one) 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 Agency.

• the Organizer has the right to deny access to the Competition if the names of their accounts (nicknames) or team names:



are sound the he copyright of a third party (in the absence of a 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 poetion venue accompanied by the coach/official representations were represented by the coach/official
 - 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

- proportly informable an izer/Referees of any changes related to the use of their states.
 - 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.

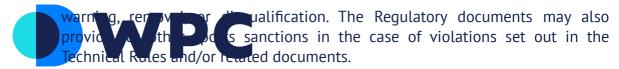
The list of prohibited actions is not comprehensive; additional prohibitions may be outlined in the provisions of the Technical Rules and other Regulatory documents.

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



- 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



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

- **1.** Game version: Just Dance 2025 Edition with a Just Dance+ subscription.
- 2. Game console: **PS5**.
- **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.
- 4. Turning on/off modifiers and game settings is prohibited.
- 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:

1ST PRIZE \$100.

2ND PRIZE \$50

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.

- Mattus not the decision with the less of legital Sport, other Regulatory documents, the decisions made by the Chief Paner 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

- 1. Teams participating in the Competition are divided into eight 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 1/8 finals in the following order:
 - 1/8 final
 - 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 1/8 finals.

The teams compete in the 1/8 final stage to progress to the quarterfinals. 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.



Track (song) list

No	Artist	The title of the track (song)									
	Group stage	tracks (1st stage)									
1	Sorcerer	Dagomba									
2	Bog Bog Orkestar	Isidora									
3	Disney's Frozen	Let It Go									
	Group stage	tracks (2nd stage)									
4	Wanko Ni Mero Mero	Chiwawa									
5	Glorious Black Belts	Kool Kontact									
6	Disney's "Violetta"	Junto a Ti									
Group stage tracks (3rd stage)											
7	Cheb Salama	Leila									
8	Dancing Bros.	In The Hall Of The Pixel King									
9	Disney's Moana How Far I'll Go										
1/8 Final's tracks											
10	Cast from Encanto	We Don't Talk About Bruno									
11	Disney's Tangled	When Will My Life Begin									
12	Disney's Hercules	Zero To Hero									
	The Quarte	er-Final's tracks									
13	Equinox Stars	Cosmic Party									
14	O'Callaghan's Orchestra	Irish Meadow Dance									
15	Disney's Mulan I'll Make A Man Out of You										
The Semi-Final's tracks											
16	The Bouzouki's	Epic Sirtaki									
17	Bollywood Santa	XMas Tree									
18	Diva Carmina	Drop The Mambo									
	The Final's and 3	rd place match tracks									
19	Latino Sunset	Carnaval Boom									
20	Wanko Ni Mero Mero	Sayonara									
21	DJ Absi	Yameen Yasar									





Appendix 2

to the Technical Rules

Tournament bracket

	Group Stage									1/8 final			Quarter-final			Semi-final			3-rd place			Final	Final	
		1st stage		2nd sta	2nd stage		3rd stage																	
Group A		1 Team 1	Score Pen*	25 - Winner 1	Score Pen																			
		Team 2	0 0	- Winner 2	0 0																		\blacksquare	
	-	Team 3 Team 4	Score Pen 0 0 0 0	- Loser 1 - Loser 2	0 0 0 0																			
Group B		1cam 4	Score Pen	26	Score Pen																			
	-	Team 5 Team 6	0 0	- Winner 3 - Winner 4	0 0																		\blacksquare	
		4 Team 7	Score Pen 0 0	- Loser 3 - Loser 4	Score Pen 0 0																			
		Team 8	0 0 Score Pen	- Loser 4	0 0 Score Pen		33	Score Pen		41	Score Pen													
Group C	-	Team 9 Team 10	0 0 0 0	- Winner 5 - Winner 6	0 0 0 0		Loser 26 Winner 17	0 0 0 0	-	Winner 27 Winner 33	0 0 0 0												+	
		6 Team 11	Score Pen 0 0	19 - Loser 5	Score Pen		34 Loser 25	Score Pen 0 0		42 Winner 28	Score Pen													
	-	Team 12	0 0	- Loser 6	0 0		Winner 18	0 0		Winner 34	0 0													
		7 Team 13 Team 14	Score Pen 0 0 0 0	28 - Winner 7 - Winner 8	Score Pen 0 0 0 0		35 Loser 28 Winner 19	Score Pen 0 0 0 0	-	43 Winner 25 Winner 35	Score Pen 0 0 0 0			0 0 0 0	1									
Group D		8 Team 15	Score Pen 0 0	20 - Loser 7	Score Pen	- 1	36 Loser 27	Score Pen 0 0		44 Winner 26	Score Pen 0 0		50 Winner 43	Score Pe		53 - Winner 49	Score Pen							
		Team 16	0 0	- Loser 8	0 0		Winner 20	0 0	-	Winner 36	0 0		Winner 44	0 0		- Winner 50	0 0		- Loser 53	0	0	- Winner 53	Score Pen 0 0	
	-	9 Team 17 Team 18	Score Pen 0 0 0 0	- Winner 9 - Winner 10	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		37 Loser 30 Winner 21	Score Pen 0 0 0 0	-	Winner 31 Winner 37	Score Pen 0 0 0 0		*** BERG 45	0 0 0 0		- Winner 51 - Winner 52	0 0 0 0		- Loser 54	0	0	- Winner 54	0 0	
Group E		10 Team 19	Score Pen 0 0	21	Score Pen		38 Loser 29	Score Pen		46 Winner 32	Score Pen		52 Winner 47	Score Pe									\blacksquare	
		Team 20	0 0	- Loser 9 - Loser 10	0 0		Winner 22	0 0		Winner 38	0 0			0 0										
	-	Team 21 Team 22	Score Pen 0 0 0 0	- Winner 11 - Winner 12	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		39 Loser 32 Winner 23	0 0 0 0	-	47 Winner 29 Winner 39	Score Pen 0 0 0 0													
Group F		12	Score Pen	22	Score Pen		40	Score Pen		48	Score Pen												$\pm \pm$	
	:	Team 23 Team 24	0 0	- Loser 11 - Loser 12	0 0		Loser 31 Winner 24	0 0		Winner 40	0 0												+	
	-	Team 25 Team 26	Score Pen 0 0 0 0	- Winner 13 - Winner 14	Score Pen 0 0 0 0																		\blacksquare	
Group G		14	Score Pen	23	Score Pen																			
	÷	Team 27 Team 28	0 0	- Loser 13 - Loser 14	0 0																			
	-	15 Team 29	Score Pen 0 0	32 - Winner 15	Score Pen 0 0			Ш															田	
Group H		Team 30	0 0 Score Pen	- Winner 16	0 0 Score Pen																		\pm	
	:	Team 31 Team 32	0 0	- Loser 16	0 0																		\blacksquare	

