

## RULES

### holding a tournament in phygital sports discipline “Football”



Phygital football is a type of competitive sport that combines elements of official sports disciplines of the sport “football”: “interactive football – **Digital**” and “mini-football – **Physical**”. A phygital football match consists of two stages:

**Digital** Stage - The mini-football game is launched on a game console or personal computer in the football simulator FIFA 21-23/FC 24 in the VOLTA Football 5x5 mode. The choice of the interactive field is made based on the coverage and development (with/without sides) of the field for the physical part.



**Physical** stage - The game of mini-football is played on a football field (with/without sides), according to the rules of mini-football.

#### Target:

Organization of sports leisure activities for tournament participants.

#### Tasks:

- promotion of a healthy lifestyle, physical education and sports among the tournament participants;
- holding a tournament in phygital sports (discipline “Football”) among cadets of higher military educational institutions.

## **Tournament participants and requirements for them**

The tournament participants are cadets of higher military educational institutions.

One team from a higher education institution can participate in the tournament.

A team must have 5 or 6 players (5 playing, 1 reserve) registered to participate in the tournament.

### **Competition dates:**

The competition will take place from 4.03.2025 to 5.03.2025.

### **Competition system:**

The competition involves 8 (eight) teams, each consisting of 6 (six) participants (5 main players + 1 reserve).

Participants are allowed to make additional changes to the team rosters in the amount of no more than 1 person in the event of force majeure (injury or illness of a participant confirmed by a medical worker, etc.). The team captains must inform the match referee of changes in the rosters upon arrival at the competition venue. If a team fails to appear, or an incomplete team appears at the competition venue within 5 minutes after the start of the match, the team is awarded a technical defeat and is eliminated from the competition. Substitution of team members between the Interactive Football and Mini-Football stages is prohibited.

Team competitions are held using a knockout system (playoffs, semi-finals, finals and a match for 3rd place).

Each match consists of two stages:

#### **Digital stage (Interactive football).**

Interactive football matches are played in a 4 vs. 4 (four vs. four) format: 4 (four) participants in each team, 2 (two) from each team take part in each half. The match consists of one game between the teams. The virtual match has two halves of 5 minutes.

#### **Physical stage (Mini-football).**

Mini-football matches are held in accordance with the mini-football rules, taking into account the requirements established by the Technical Rules. Each team consists of 5 (five) participants in the match - 4 field players and 1 goalkeeper, 1 (one) team member is a substitute and can be substituted in the match in the order determined by the mini-football rules. Two halves of 5 minutes are played with a 5-minute break.

The break between stages, designed for the transition between playing areas, is 15 (fifteen) minutes.

The winner of a match consisting of 2 (two) stages is determined by the sum of goals scored in the Digital (interactive football) and Physical (mini-football) stages. In case of equality of goals scored and conceded, the winner is determined by a series of post-match kicks from the eight-meter mark in accordance with the rules of mini-football (provided that the teams finished the match in the Physical stage), or the parties play a new match until the golden goal (provided that the teams finished the match in the Digital stage).

## **Rights and obligations of competition participants**

Participants of the Competition have the right to:

Receive full results via your team representative, showing all points earned during the competition.

Responsibilities of competition participants:

Participants in the competition must know and comply with the requirements of the tournament organizers.

Participants who provide the organizer and officials of the competition with any information are responsible for the accuracy of such information. Providing false information by a team will result in a technical defeat for that team.

Participants are required to adhere to generally accepted standards of conduct, to show respect for competition officials, spectators, and other participants in the competition.

Participants in the competition are required to adhere to the principles of sportsmanship and fair play. It is prohibited to exert illegal influence on the results of matches held within the framework of the competition.

At the request of the referees, when participating in interactive football matches, participants of the Competition are obliged not to miss replays of goals scored and missed. Violation of this clause may result in the application of sport sanctions, including the awarding of a technical defeat.

When participating in interactive football matches, participants are prohibited from using any software that affects in-game mechanics, including software designed to change in-game parameters in order to give themselves an advantage and/or create obstacles to the normal course of the match for their opponent.

When participating in mini-football matches, enter the field only in sports uniform in accordance with the mini-football rules. Unconditionally follow all orders and instructions of the referees directly related to the competition procedure.

## **Disciplinary violations and punishments**

### **Interactive football**

In the event that a participant in the competition commits a violation that is not expressly provided for by the rules of interactive football and (or) these regulations, the organizer of the competition has the right to apply to such participant one of the sports sanctions provided for by the rules of interactive football, guided by the analogy of the law, the analogy of the right and the principles of good faith, reasonableness and fairness.

For a delay in the start or continuation of a match for more than 5 minutes, a participant may be awarded a technical defeat in the overall match.

Intentional disruption of matches may result in the application of sporting sanctions to the violator, including a technical defeat.

Undisciplined behavior will be punished by a Warning or Expulsion.

Undisciplined behavior, expressed in interrupting the game process by pressing the PS button, as well as missing the automatic goal replay when committed once, is punishable by a warning. Repeated commission of one of the specified violations by an athlete of the same team is punishable by the expulsion of the corresponding athlete who committed such a repeated violation. In this case, the team has the right to replace the removed participant with another team member not included in the application for participation in the interactive football match.

The commission of one of the violations specified in this paragraph by an athlete of a team for the third time shall be punished by awarding the team a technical defeat in the Digital stage of the match with a score of 0:3.

### **Mini-football**

A player who receives a direct red card in futsal for a “sporting offence” misses the next match.

A player who receives two yellow cards in one mini-football match misses the next match.

A player who receives a red card in a mini-football match for “unsportsmanlike conduct” in accordance with the Mini-Football Rules (hitting an opponent with a hand, threatening the life of an opponent, threatening the life of a referee, clearly disagreeing with the actions of a referee, etc.) in accordance with the regulations for holding mini-football competitions, is disqualified until the end of the competition.

### **Technical rules for conducting the interactive football stage**

Participants in sports competitions are required to comply with the requirements of these rules, as well as the requirements of the Regulations of sports competitions.

**Game version:** licensed FIFA 21-23/FC 24.

Matches are held in the format “Single elimination” (Bo1), Final (Bo3).

#### **Game settings**

##### **Match settings to be set:**

Duration of the half: 5 minutes;

Control: Any.

Game speed: normal;

Composition type: online;

Teams: Any team except the Stars team

##### **Stadium settings:**

Season: Autumn;

Time of day: 15:00;

Field wear: no;

Hand play: off;

Maximum number of substitutions in a match: 3;

Weather: clear;

Own tactics: allowed;

Defense: tactical only;

Tasks for players: can be changed;

Camera: TV Broadcast (scale 20:0).

The stage must start as scheduled, or earlier when both participants are ready. The administrator must be notified of the start of the match or any delays.

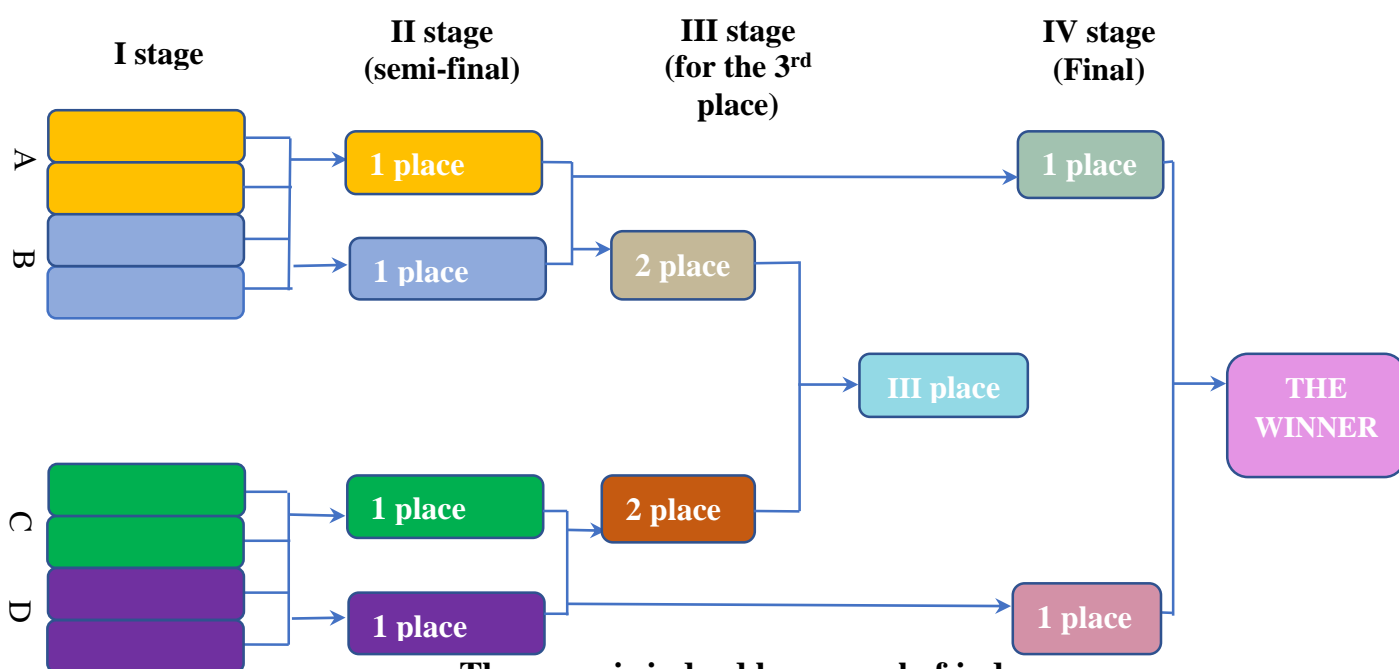
### **Technical rules for conducting mini-football matches**

Game time: 2 (two) halves of “time” (in case of any suspension of play, the half counting does not stop) of 5 (five) minutes each. The break between halves is 5 (five) minutes. Game time of the final and the match for 3rd place: 2 (two) halves of “time” (in case of any suspension of play, the half counting does not stop) of 10 (ten) minutes each. The break between halves is 5 (five) minutes.

The ball is thrown into play at the beginning of the match by the team that threw the ball into play at the beginning of the interactive football match. A team may be late for a game by no more than 20 (twenty) minutes, including the time spent on moving between

the playing courts. A team that fails to show up for its game according to the schedule is awarded a technical defeat (0:3). A team consists of 6 people (regardless of gender). Participants are allowed to additionally make changes to the team rosters in the amount of no more than 1 person in the event of force majeure (an injury received before the start of the match or a participant's illness confirmed by a medical professional, etc.). The team captains must inform the match referee of changes in the rosters before the start of the Interactive Football stage upon arrival at the competition venue. If a team fails to appear, or an incomplete team appears at the competition venue within 5 minutes after the start of the match (at the Interactive Football stage), the team is awarded a technical defeat (0:3) and is eliminated from the competition. Substitution of team members between the "Interactive Football" and "Mini-Football" stages is prohibited.

### Tournament grid



The game is judged by a panel of judges:

- Chief Judge of Discipline
- Mini-football referee (1-2 people)
- Interactive football referee (1-2 people)
- Secretary (1-2 people)

### Application procedure for participation

The tournament is held at the University of Public Safety of the Republic of Uzbekistan.

Applications for participation are submitted to the UPS RUz. The application shall indicate:

1. HMEI (Higher Military Educational Institution);
2. Team name;
3. Full name of the captain and team members.

Each HMEI nominates one team. The draw is held on the day of the game in the UPS RUz among the team captains.

