

APPROVED BY  
Autonomous Noncommercial Organization  
"Agency for the development of computer and other sports"

February 14th 2024

CEO

\_\_\_\_\_/ A.N. Kara



## TECHNICAL RULES

of the Games of the Future International Multisport Tournament

for the SIBUR Cybathletics Competition discipline

## Glossary and Abbreviations

**Agency** is Agency for the Development of Computer and Other Sports, Autonomous Non-Commercial Organization.

**Captain** is one of the athletes of the Team, who communicates with the Agency and officials on behalf of the Team.

**Team** is a group of Athletes, who have been admitted to participate in the Competitions and who are competing in accordance with the Rules and Regulations.

**Cyathletics** is a type of competition activity where athletes with disabilities perform a series of technical elements (assignments) using rehabilitation technology on a specially designed circuit.

**Regulatory documents** are the Rules and Regulations, the Technical Rules, the Disciplinary Regulations, the Regulations on the Prize Fund of the Competition, the Regulations on the Chief Panel of Judges and Referee Panels of the Competition, decisions issued by the Chief Panel of Judges and other documents, approved by the GOF Organizer governing certain areas in organizing and holding the Competition.

**Competition** is the Games of the Future International Multisport Tournament in the SIBUR Cyathletics Competition discipline.

**Referee** is an authorized person responsible for ensuring compliance with the Sports Rules (sports disciplines), and the Rules of Competition Activities.

**Technical Rules** are a regulatory document that defines the terms of and procedure for holding the Competition.

**Circuit** is a series of elements (assignments) that need to be completed between the start and finish lines. The Cyathletics Union holds the exclusive right to the description, characteristics, and the detailed sequence of actions required for a participant to navigate the Competition Circuit (rules for Circuit completion), provided these elements are original results of intellectual activity.

**Player/Participant/Pilot** is an individual participating in the Competitions, including those who have submitted an application for the Competitions.

**The Element (assignment)** is an integral part of the circuit, ensuring direct competition among athletes to perform actions according to the Technical rules. Points are awarded for error-free performance based on the established procedure.

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.

For Technical Rules purposes, the term Competition refers to the entirety of the Games of the Future international multisport competitions when applicable.

Other terms and definitions not included in the Glossary are to be interpreted according to the definitions provided in the Regulatory Documents.

## **2. General Provisions**

- 2.1. The competition is held according to the Cybathletics competition activity type in accordance with the Regulatory documents.
- 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. Athletes aged 18 and above participate in the competition.
- 2.4. Athletes with prosthetic arms (prosthetics below the elbow – forearm prosthesis), prosthetic legs (prosthetics of one leg above the knee (without separation) – hip prosthesis), using electric wheelchairs in accordance with the Regulations, Technical Rules and other applicable Regulatory documents participate in the competition.
- 2.5. The weight of participants using electric wheelchairs must not exceed 100 kg. When navigating the circuit, participants in electric wheelchairs must wear seat belts.
- 2.6. Teams must use electric wheelchairs capable of climbing up flights of stairs equipped with white rubber on the wheels to prevent damage to the Field of Play floor covering. If it is impossible to meet these requirements, teams have the right to request the necessary technical equipment.
- 2.7. Teams must use neural headsets of the same model provided by the Competition organizers.

## **3. Competition Organization System**

- 3.1. There are 10 (ten) teams participating in the Competition, with four (4) 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 4 (four) people (the Team's representatives), who may include coaches, Team officials, representatives of administrative and technical personnel. The procedure for admission to the Competition is defined by the Rules and Regulations.
- 3.2. Each race consists of two stages:
  - group stage;
  - the elimination stage (playoffs).

Thus, Teams participate in Competitions starting from the group stage, and then according to the Elimination system – from the semi-finals stage.

- 3.2.1. In the group stage, the Teams participate in the overall standings and play one Match. Thus, the teams participating in the Competition are divided into 5 (five) pairs at the group stage.
- 3.2.2. Pairs of Teams at the group stage and the order of their appearance shall be determined by a draw.
- 3.2.3. The procedure for determining group stage standings is as follows:
  - 3.2.3.1. The Team's result at the end of the Group Stage is determined by summing up the results (points) scored for completing the elements (assignments).
  - 3.2.3.2. The Team's overall place is determined by the total of points scored while completing the technical elements. The higher the total score, the higher the Team's overall place.
  - 3.2.3.3. If two or more Teams score the same number of points, the Team that spent less time to complete the technical elements is ranked higher overall.
- 3.2.4. After the group stage, 6 (six) teams ranked 5th to 10th overall are eliminated; the Teams ranked 1st-4th in the group stage advance to the elimination stage (playoffs) held starting from the semifinals stage. The elimination stage (playoffs) is held in the knockout format.

The teams are paired depending on the ranking in the group stage, in the following order:

  - the team ranked 1st versus the team ranked 4th;
  - the team ranked 2nd versus the team ranked 3rd.
- 3.2.5. The teams winning the semifinal matches advance to the final to face each other. The teams losing the semifinal Matches face each other in the 3rd Place Match.
- 3.2.6. The winner of a Match in the knockout (playoffs) stage is determined in accordance with Clause 3.3 of the Technical Rules.
- 3.3. Each Match consists of 6 (six) elements (assignments) completed by athletes on the Circuit.
  - 3.3.1. A certain amount of time determined by the Agency is allotted for completing the Circuit.
  - 3.3.2. Each element (assignment) shall be completed by all team members.
  - 3.3.3. If an athlete commits a foul during the execution of an element (assignment), the team is given 1 (one) attempt to redo the element (assignment) from the beginning.
  - 3.3.4. If a Team fails to complete an element (assignment) in 2 (two) attempts, the Team is awarded 0 (zero) points for the element (assignment), after which the Team proceeds to complete the next Element (assignment).

- 3.3.5. By Captain's decision, a team may skip one or more elements (assignments) and proceed to the next element (assignment) or beyond the finish line. 0 (zero) points are awarded for skipped items (assignments).
- 3.3.6. If the time allotted for completing the Circuit expires, the Team must stop performing the element (assignment) and move beyond the finish line.
- 3.3.7. The team is awarded points for the elements (assignments) completed before the expiration of the time allotted for completing the circuit.
- 3.4. The Competition schedule, including dates, time, venue, and the starting order of Competition participants, shall be determined by the Agency and notified to the Teams in advance.
- 3.5. No substitutions of Team members are allowed after the Competition has started.
  - 3.5.1. If at least one Team member fails to continue the Competition, the entire Team is withdrawn from the Competition. If a Team is withdrawn in the Playoffs, its place in the Playoffs is taken by the team ranked 5th (fifth) in the group stage.

#### **4. Competition Participants Rights and Obligations**

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

- 1) be judged correctly, fairly and in accordance with the Regulatory Documents;
- 2) receive information on Competition results through a Team representative;
- 3) appeal to the Chief Panel of Judges through a Team representative or its Captain;
- 4) get familiarized with the competition circuit and competition equipment by warming up and training during open training sessions at their designated time.

##### **4.2. Competition Participants shall:**

- 1) know and follow the Regulatory Documents instructions and the GOF Organizers' requirements;
- 2) adhere to generally accepted standards of behavior, show respectful attitude to Competition Officials, spectators, media, as well as other Competition Participants;
- 3) follow the rules of good sportsmanship and fair play;
- 4) attend the Competition venue accompanied by a Team's representative;
- 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) arrive at the competition venue at least 1 (one) day in advance and an hour before the start of the performance;
- 8) avoid collisions with other Competition participants, take precautions when training and staying in the Field of Play, be vigilant and attentive to other Competition participants, including not wearing headphones;

- 9) ensure the aesthetic appearance of the clothes and equipment used during the Competition (hereinafter referred to as the Uniform). ensure that uniforms, outfit, equipment, and sports gear are free of any images, symbols, or the like of an illegal nature, as well as anything related to politics, including political events, organizations, individuals involved in political activity, symbols, flags, or color combinations associated with political events, organizations, or actions of political figures;
- 10) comply with the principle of "Sport outside politics", including in accordance with the principles provided for in the Olympic Charter;
- 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 his assistants;
- 2) disable or otherwise damage the sports equipment;
- 3) interfere in any way with the competition process disrupting the normal course of the competition;
- 4) deliberately delay the progress of the competition;
- 5) collude with each other;
- 6) place bets at bookmakers or engage in interactive betting on Competitions, whether independently or through third parties such as relatives, friends, or acquaintances;
- 7) use of any unauthorized items, inventory, or equipment that is not permitted by the Rules, Rules and Regulations, Technical Rules, or other Regulatory documents, and poses a potential risk to the safety and well-being of others and/or the participant.
- 8) 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;
  - rigged matches in any form;
  - a collusion to share a cash or other prize.
- 9) engage in any actions that disrupt the normal organization and progress of the Competition, violate provisions of the Technical Rules, the Rules and Regulations and other Regulatory documents.

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. Circuit Requirements**

- 5.1. The circuit must be fully accessible for athletes. All routes must be navigable.
- 5.2. The circuit must be safe for athletes. All sections of the circuit must be well-lit. The arrangement of elements (assignments) must consider the needs of athletes with limited mobility and prevent potential collisions.
- 5.3. The elements (assignments) must include completion of different tasks, including different types of obstacles.
- 5.4. The circuit must be adaptive for various participants.  
Obstacles must be navigable for athletes with various physical impairments.
- 5.5. The circuits may simulate real-life conditions that athletes may encounter.
- 5.6. The Circuit site must be equipped with medical facilities.
- 5.7. The Circuit site must include athlete seats and rest areas.

## **6. Requirements for Participants**

### **6.1. Pilot with a prosthetic forearm (PPA)**

- 6.1.1. Amputation below the elbow, while amputation below the wrist is not allowed. Both non-powered and (engine or body) powered prostheses are permitted.
- 6.1.2. The assistive device may have any number of actively actuated joints (for example, for hand opening/closing or wrist pronation/supination).
- 6.1.3. A prosthetic device may have multiple passive or mechanically linked joints (e.g., in the fingers). Body-powered systems (for instance, cable-operated) are also permitted.
- 6.1.4. There are no weight limitations for the prosthesis.
- 6.1.5. Unless otherwise specified in the rules for a specific assignment, any technical means (and combinations thereof) for gathering information about the environment are permitted.

### **6.2. Pilot with a hip prosthesis (PPH)**

- 6.2.1. Amputation above the knee, while neither separation nor paired amputation are permitted.
- 6.2.2. Any type of prostheses, either non-powered or powered, are permitted. The prosthesis may have any number of actively actuated (i.e. driven) joints.
- 6.2.3. Residual body parts may also be equipped with tools and be electronically and/or mechanically connected to the prosthesis.
- 6.2.4. There are no weight limitations for the prosthesis.
- 6.2.5. Unless otherwise specified in the rules for a specific assignment, any technical means (and combinations thereof) for gathering information about the environment are permitted.

### **6.3. Electric Wheelchair Pilot (UEC)**

- 6.3.1. Lower limb paralysis, while the hands/arms must be functional. The corresponding pilot uses an electric wheelchair (an electrically-driven wheelchair).
- 6.3.2. Participants must possess a significant disability characterized by restricted motor abilities resulting from any central nervous system disease or injury, a systemic neurologic or muscular disorder, or bilateral above-knee leg amputation
- 6.3.3. The participant must be able to operate his/her wheelchair. Thus, pilots must have sufficient control over their head, shoulder, arm/hand, finger, tongue and/or voice to operate the input device.
- 6.3.4. Those with susceptibility to cyber-disorders, epilepsy, or related conditions are prohibited from participating.
- 6.3.5. The weight of the PW should not exceed 100 (one hundred) kg.

#### **6.4. An electric wheelchair pilot using a neural headset (PNH)**

- 6.4.1. The relevant pilot (team captain) uses an electric wheelchair as stipulated by Regulatory Documents (an electrically driven wheelchair), as well as a neural headset for transmitting brain signals to a computer.
- 6.4.2. PNH requirements are identical to PW requirements.

### **7. Circuit Completion Rules**

#### **7.1. Basic principles of the competition**

##### **7.1.1. Starting order**

- 1) The teams start in pairs and complete the competition circuit as determined by the draw.
- 2) The next team shall not start before the previous team crosses the finish line.
- 3) When passing the circuit, the team sequentially performs the Elements (assignments) on the circuit. If a team member commits a foul, a second attempt is given and the assignment begins anew.
- 4) The next assignment can be accessed by completing the current one correctly or by using two attempts to finish it.
- 5) An assignment involves two tasks: overcoming an obstacle within the assignment, and activating the green lamp by detecting brain signals from the captain's neural headset on the indicator board, in order to proceed to the next element.
- 6) If the participant's electric wheelchair is not designed for moving on staircases, an electric step stroller may be provided for temporary use.

##### **7.1.2. Scoring and time limit**



- 1) If a team completes the entire assignment without fouls, it is awarded 10 (ten) points.
- 2) 5 (five) points are awarded for each completed part of the assignment.
- 3) If there is a foul in two parts, 0 (zero) points are scored.
- 4) At the start of a team, a stopwatch starts, and it stops when the team finishes.
- 5) A time limit of 15 (fifteen) minutes is set for the completion of the entire circuit. After the time has elapsed, the team's progress along the circuit stops, and points are only scored for those assignments completed before the time expires.

### **7.1.3. Referee calls**

- 1) The team lines up before a two-ramp obstacle.
- 2) Upon referee's "START" call (duplicated by flag waving), participants start racing.
- 3) After completing the first part of the assignment, upon the referee's "LINE" call (duplicated by outstretching an arm to the side), participants line up before the next stage border.
- 4) Upon the referee's "BRAIN" call (duplicated by applying fingers to a temple), a PNH does mental tension /relaxation until the neural headset signal is received to turn on the virtual "green" lamp on a dedicated monitor visible to the PNH.
- 5) The entire team or its individual participants get a permission to move depending on the content of the assignment upon the referee's "GO" call (duplicated by outstretching an arm forward).
- 6) If, for any reason (for example, if a foul is committed), the referee stops the race, "STOP" call is given (duplicated outstretching an arm upwards).
- 7) Race end call is "FINISH" (duplicated by raising both arms up).

## **7.2. Competition circuit elements and rules for their completion**

### **7.2.1. Slopes**

- 1) There are 4 (four) objects on individual receptacles at the edge of the slope furthest from the start.
- 2) The PPH must go up the slope and down to one of the objects (with PPH's both feet on the surface of the slope furthest from the start), remove the object from the receptacle and take it into their hand, return to the front edge, hand this object over to the PPA (with PPH's both feet on the surface of the slope closest to the start) and head for the next one.
- 3) Before receiving the object, the PPA must place an empty box on the PW's lap, take each object from the PPH with a prosthesis and place it into the box with a prosthesis.

- 4) The PPA must close the lid of the box with a prosthesis and pass it by its handle over to the PPH.
- 5) When the PPH has descended from the furthest slope carrying the box, the other participants start crossing the slopes one by one.
- 6) It is only allowed to step/ roll onto the slopes if there is no other pilot on this element.
- 7) If objects fall to the floor (in or without a box), the team must start its second attempt.
- 8) The team itself chooses the sequence of crossing the slopes.
- 9) The PPH delivers a box of items to the starting line of the Key element.
- 10) The PNH turns on the "green light" through their neural headset.

### **7.2.2. Keys**

- 1) The element consists of a U-shaped frame.
  - a. A spring coil with a rope wound onto it is attached to the upper crossbar of the frame.
  - b. There is a ring attached to the end of the rope.
  - c. There are two door lock keys hanging on the ring at the top on carabiners.
- 2) The PPA takes a bow from the table with a prosthesis and inserts an arrow with a twine fixed onto it into the bowstring (the second end of the twine is fixed onto the bow) with the other hand.
- 3) The PPH may help the PW to hand the bow and straighten the twine.
- 4) The PPA pulls the bowstring and shoots through the ring.
- 5) After the arrow has passed through the ring, the PPA continues to hold the bow with a prosthesis, and the PW moves beyond the ring and picks up the arrow.
- 6) Next, the PW starts moving on an electric wheelchair with an arrow while pulling the string; the other end of which is held through the bow by the PPA. It is prohibited to pull the string with both hands or one hand (it is lowered only by electric wheelchair movement).
- 7) As a result, the ring with the keys goes down, and the PPH puts a metal tray underneath it to take the keys.
- 8) Dropping the keys or a key on the floor is considered a foul.
- 9) All team members go to the borderline of the next element.
- 10) The PNH turns on the "green light" through their neural headset.

### **7.2.3. Boxes**

- 1) The element consists of three rows of boxes of 5 (five) pieces each.
  - a. Central-row boxes (first, third and fifth) contain a liquid simulating an "aggressive environment."
- 2) The PPA, PNH and PW move along the sideline of the element to its borderline, where they wait for the PPH.
- 3) The PPH, while holding the box in one hand and the tray with keys in the other hand, begins to complete the task by stepping alternately into each of the boxes.
- 4) The PPA must step into the first box with the correct foot in order to get the prosthesis into the box with an "aggressive environment."
- 5) Avoid the situation where PPH's foot and prosthesis end up in adjacent boxes, i.e. when walking, you need to step with each foot over the nearest box. If the boxes are displaced during the race or if the PPH leaves them prematurely, or messes up the sequence of getting their feet into the boxes, the assignment is considered not completed.
- 6) Upon leaving the cascade of boxes, the PPH comes to the border of the assignment.
- 7) The PNH turns on the "green light" through their neural headset.

#### **7.2.4. Doors**

- 1) The element consists of two door posts linked at a 90-degree angle, with doors.
  - a. One of the doors has a door closer.
  - b. The doors are locked with locks that must be opened using the keys available to the team.
- 2) The PPH must give the keys to the PPA (the latter takes them with a prosthesis from the tray) and put the tray aside.
- 3) Team members must pass through the door units sequentially.
  - a. The first person to approach and open the door unit (by inserting and turning the keys with a prosthesis) is the PPA, who passes through them leaving the keys in the locks and leaving open the door without a door closer.
  - b. Next, PW and PNH pass through the door unit opening the door with a door closer by hand or an auxiliary device.
  - c. After passing through the doors, the PNH keeps the door with a door closer from shutting for the PPH to be the last one to pass through it while holding the box and locking all the doors behind.
  - d. The PW and PNH can start moving through the door unit only when the door with the door closer has closed behind the previous participant.
- 4) All team members go to the borderline of the next element.

5) The PNH turns on the "green light" through their neural headset.

#### **7.2.5. Crossing**

- 1) The element consists of three square bars laid out on the floor with the central bar offset along the course of movement.
  - a. A distance equal to electric wheelchair track width is set between the centerlines of the central and side bars.
  - b. Each bar has supports at its ends to enable electric wheelchair to move up and down more conveniently.
- 11) The PW is the first to go over the cascade of bars:
  - a. The PW drives onto the right-hand bar with the right (front and rear) wheels;
  - b. then turns around and drives with all wheels on the central and side bars;
  - c. then turns around and drives with the left wheels on the right-hand side bar along the course.
- 3) Then the PNH completes the same route.
- 4) After that, the PPH, while holding the box with both hands:
  - a. walks forward along the left bar;
  - b. steps onto the central bar while stepping into the blue area, and walks back along the central bar;
  - c. steps onto the other side bar while stepping into the blue area, and walks forward along it all the way to get off it, at the level of a special mark.
- 5) The PPA takes the same route as the PPH.
- 6) All team members go to the borderline of the next element.
- 7) The PNH turns on the "green light" through their neural headset.

#### **7.2.6. Ramp**

- 1) The element consists of a ramp, a horizontal platform with railings and a staircase.
  - a. The entrance ramp of the element is lined with a waterproof coating with water or emulsion flowing down.
  - b. The water (emulsion) moves in a circle, flowing down the ramp, getting into the receiving transverse slit, and through the collector into the storage tank, and then into the pressure electric pump.
  - c. Thus, the wetted entrance ramp has a low friction ratio, which creates additional difficulties when moving up on foot or in an electric wheelchair.
- 2) The first person to climb the ramp to the horizontal platform is the PPA, who removes the coil from the railing with their prosthesis.
- 3) The next one to drive onto the entrance ramp after the PPH's ascent is the PW.

- a. If an electric wheelchair is slipping, the first person to help is the PPA by tying a rope loop around a wheelchair's structural element and pulling the wheelchair by the rope with a prosthesis.
  - b. If these efforts are insufficient, the PPH starts helping to lift the wheelchair by pushing it from behind.
  - c. When entering the ramp's horizontal platform, the PW turns around and switches the wheelchair to the stair descent/ascent mode, moves down the staircase, switches to wheel mode and goes to the final stage table.
- 4) Only upon the staircase getting vacant, the PNH ascends and descends it in a similar way.
  - 5) Upon the staircase getting vacant, the PPH is the last one to clear the ramp (with the box of objects in their hand).
    - a. The PPH near the final stage table gives the box of objects to the PPA.
  - 6) The PPA opens the box with a prosthesis and distributes objects from the box to the other participants, one item per person, with a prosthesis, leaving the fourth element to themselves.
  - 7) All participants place the objects they obtained with their metallized side facing down into receptacles.
    - a. The PPA is the last one to insert their object into the receptacle, thus closing a low-voltage electrical circuit with it.
    - b. When the green lamp on the signal column lights up, the referee stops the stopwatch.
    - c. If the signal column lamp goes out or lights unsteadily for three seconds (for example, due to loose connection of objects in the receptacle), this will be considered a foul.
    - d. In this case, the participants make a second attempt from the moment the PPA opens the box. In this case, the referee adds the time of the second attempt to the total circuit completion time, as the stopwatch with the total circuit completion time has already been stopped.

7.3. The team's place in a match is determined by ranking the scoring attempts by points.

- 7.3.1. If the teams score an equal number of points, the team with the best (shorter) time to complete the circuit is ranked higher.

## **8. Refereeing**

- 8.1. The Panel of Referees' composition is established following the procedures outlined in the Regulations and other Regulatory Documents, with consideration for the particulars prescribed by these Technical Rules.
- 8.2. The Panel of Referees consists of the Chief Referee, 2 (two) Circuit referees, 1 (one) Announcer, 2 (two) Timekeepers, 2 (two) Assistant Timekeepers, 1 (one) Scorekeeper, 4 (four) Assistant Circuit referees.

### 8.3. The Chief Referee:

- coordinates the work of the Panel of Referees;
- monitors compliance with the Regulatory Documents;
- signs the Competition scoresheet;
- handles proposals and protests filed by Competition participants;
- performs other powers provided for by Regulatory Documents.

8.4. The circuit referee supervises participant and team compliance with assignment performance, and informs team members during the race.

8.5. The Announcer communicates with the Chief Referee through technical means, initiates team starts, monitors FoP conditions during the race, manages the starting order of the Teams, oversees participants' warm-ups, grants entry to the Field of Play, and carries out additional duties as stipulated by Regulatory Documents.

8.6. The Timekeeper is responsible for controlling and recording the time of circuit completion by the Team and the points scored.

8.7. The Assistant Timekeeper is responsible for monitoring the time limit for completing the circuit and the number of attempts to complete an Element (assignment). Communicates with the Chief Referee.

8.8. The Scorekeeper, based on the Timekeepers' records, puts down the Teams' race results into the Competition Scoresheet (points and time); determines the resulting places of the Teams.

8.9. The Assistant Circuit referee ensures a safe circuit completion by participants and safeguards participants in case of the loss of balance.

8.10. 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.

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

## **9. Disciplinary Infractions and Penalties**

9.1. Undisciplined conduct, along with any actions that contravene the norms and stipulations set out in the Regulations and Technical Rules, may result in a warning, removal, or disqualification. The Agency's Regulatory Documents may also provide for other sports sanctions in the case of violations set out in the Technical Rules and/or related documents.

9.2. If the competition's commencement is postponed by more than 10 minutes, the Team risks disqualification.

9.3. Intentional disruption of entries may result in sports sanctions being imposed on the violator, up to disqualification.

9.4. If a Competition participant violates a rule not explicitly outlined in Rules and Regulations or the Technical Rules, and other Regulatory Documents, the Agency and Referees have the right to impose on such a participant one of the sports sanctions stipulated by the Regulatory documents. This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.

## **10. Appeals**

10.1. The Captain or a designated Team representative may submit a written appeal against the results of the Group Stage and Playoffs, or any individual stage thereof, if there is an alleged violation of the Regulatory Documents, following the procedure outlined in the Regulations.

## **11. Who qualifies as the Winner and Prize-winners?**

11.1. The winner of the Competition shall be the Team winning the Finals. The team losing in the Final takes second place. The team winning the Third Place Match takes third place, while the team losing the Third Place Match takes fourth place.

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

11.3. The procedure for awarding the Competition's winner and prize recipients is established by the Agency in the applicable Regulatory documents.

## **12. Safety measures for participants**

12.1. Before the start of the competition, participants are briefed and sign forms regarding the implementation of safety measures and the absence of health complaints.

12.2. Participants undergo mandatory medical control upon arrival at the site, as well as technical control of the rehabilitation equipment used.

12.3. Only healthy participants with serviceable technical means of rehabilitation that meet safety standards are allowed to participate in the Competition.

## **11. Final provisions**

13.1. The Technical Rules come into effect from the moment they are approved by the Agency. Revisions and additions to the Technical Rules require approval from the Agency and will be implemented immediately upon approval, unless otherwise stated by the Agency's decision without additional notification sent to participants.

13.2. Matters not governed by these Technical Rules shall be resolved in accordance with Rules and Regulations, the Rules of the respective Types of sports (sports disciplines) / Types of competition activities, the decisions made by the Chief Panel of Judges and other applicable Regulatory documents.

13.3. If necessary, in the event of discrepancies between the norms of the Technical Regulations, Rules and Regulations, the Rules of the respective Types of sports (sports disciplines) / Types of competition activities, 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 Agency (Chief Panel of Judges). This decision will be guided by legal precedent, statutory analogy, as well as the principles of good faith, reasonableness, and fairness.