

WORLD TACTICAL SPORT (WTS)

RULES OF TACTICAL SPORT

Official Edition

These Rules are mandatory for application during all sports competitions and physical culture events in tactical sport.

Developed for the unification of sports disciplines and the development of tactical sport on the world stage, using an innovative player evaluation system and laser tag equipment technologies.

**Geneva
2025**

CONTENTS

SECTION I. GENERAL PROVISIONS		
1.	Terms and Definitions	5
1.1.	Tactical Sport	5
1.2.	Disciplines (Rating and Non-Rating)	6
1.3.	Information on the Nature of Conducting Competitions	6
1.4.	Information on Applied Systems for Conducting Competitions	6
1.5.	Illegal Influence on Results and Applied Sanctions	7
1.6.	Anti-Doping Support	8
SECTION II. REQUIREMENTS FOR COMPETITION PARTICIPANTS		
2.1.	Gender and Age Groups of Athletes	9
2.2.	General Principles of Admission of Athletes to Competitions	9
2.3.	Restrictions on Participation in Competitions	10
2.4.	Rights and Obligations of Athletes, Coaches, and Team Captains	10
2.5.	Conditions for Insurance of Competition Participants	12
SECTION III. REQUIREMENTS FOR ORGANIZERS CONDUCTING COMPETITIONS		

3.1.	Rights and Obligations of Competition Organizers	13
3.2.	General Requirements for the Formation of the Competition Program	13
3.3.	Other Requirements Due to the Specifics of Tactical Sport	14
SECTION IV. REQUIREMENTS FOR THE VENUE OF COMPETITIONS		
4.1.	Technical and Other Parameters of the Competition Venue	15
4.2.	Requirements for Equipment, Technical Means, and Inventory	15
4.2.4.	Technical Areas and Pit Zones	15
4.2.5.	Technical Means (Tagger, Hit Sensors, Software)	16
4.3.	Workplace of the GSP	17
SECTION V. RULES FOR CONDUCTING COMPETITIONS		
5.1.	Applications for Participation	18
5.2.	Entry Fee	18
5.3.	Admission Commission	18
5.4.	Content (Description of Process) of the Competition	19
5.4.3.2.	Description of Disciplines:	
5.4.3.2.5.	"Capture the Base"	20

5.4.3.2.	"Capture the Flag"	21
5.4.3.2.3.	"Demolition"	22
5.4.3.2.6.	"Evacuation"	23
5.4.3.2.7.	"Domination"	24
5.4.3.2.8.	"Tactical Confrontation"	25
5.4.3.2.9.	"Battle Royale"	26
5.4.3.4.	General Description of the Competitive Process in a Match	27
5.4.3.4.4.	Inventory (Taggers and Hit Sensors)	28
5.4.3.4.6.	Elimination of an Athlete (Frag)	29
5.4.3.4.8.	Sanctions in Tactical Sport	30
5.4.3.4.9.	Table of Violations and Penalties	31
5.5.	Procedures for Replacement and Exclusion	32
5.6.	List of Permitted and Prohibited Actions	32
5.7.	Methods for Recording Results	33
5.8.	Rules of Conduct for Competition Participants	34
5.9.	Types of Sanctions Applied for Violations of Rules	34
5.10.	Requirements for Ensuring Safety	35

5.11.	Requirements for Equipment and Placement of Advertising	35
5.12.	Requirements for Technical Characteristics of Inventory	36
5.13.	Conditions for Replacement of Inventory	36
5.14.	Requirements for Medical and Sanitary Support	37
5.15.	Conduct of Competitions Under Changing Conditions	37
5.16.	Procedure for Submitting and Considering Protests	38
5.17.	Body for Considering Protests (GSP, Appeal Committee)	38
5.18.	Methods for Determining the Winner	39
5.19.	Other Provisions (Disconnect, Replays)	39
SECTION VI. REQUIREMENTS FOR FORMATION OF THE JUDGING PANEL		
6.1.	Composition of the Judging Panel	40
6.2.	Composition of the Main Judging Panel (GSP)	40
6.3.	Judging Team	41
6.4.	Rights and Functional Duties of Judges	42

SECTION I. GENERAL PROVISIONS

These Rules of Tactical Sport are developed specifically for the unification of shooting sports and the development of tactical sport on the world stage, with the help of an innovative player evaluation system, using the technology and capabilities of lasertag equipment. These Rules are mandatory for application during all sports competitions and physical culture events in tactical sport (hereinafter referred to as the Competitions). Athletes, coaches, representatives of groups of athletes, judges and other officials participating in the Competitions are obliged to be guided by these Rules in their actions.

Competition regulations (hereinafter referred to as Regulations), competition rules (hereinafter referred to as Rules) and normative documents of competition organizers, developed for specific competitions, may not contradict these Rules.

The Rules cannot account for all possible technical and organizational situations that may arise during the conduct of the Competitions. In cases that cannot be unambiguously resolved by the provisions of these Rules, authorized persons have the right to make necessary decisions, having studied similar situations considered in these Rules. The right to interpret these Rules belongs to the permanent governing collegial body of WTS. When issues not provided for by these Rules arise during the conduct of competitions, one should be guided by the decision of the main judging panel (hereinafter referred to as GSP).

1. Terms and Definitions

1.1. Tactical Sport is an applied sport that unites athletes from shooting disciplines, enthusiasts of team-tactical games (paintball, airsoft) and specialists in tactical training, the essence of which is the competition of athletes or groups of athletes in performing a set of assigned tasks within a limited time, which are implemented either step-by-step (multi-event) or simultaneously during the competitive process within one competitive action (match).

1. Match (meeting) - a component of tactical sport, which consists of a competition between athletes or groups of athletes, involving their physical and intellectual load, based on motor activity provided for by these Rules and/or provided for by the rules of sports closest to the corresponding shooting skills of the athlete, provided for by these Rules for the corresponding discipline.
2. **Digital Technologies** - a set of software for recording athlete data, their effectiveness in a match/season/tournament, formation of ratings, recording of digital data analysis and technical means used to create a digital environment.
3. **IGG** - a company whose software allows for the organization of the competitive process between competing parties (groups of athletes / athletes), forming a digital

competitive space, creating control objects that the athlete influences by using technical means (including input/output devices); The electronic platform automatically or through controlled settings/bans ensures equal conditions for competing participants, and also determines competitive results within one match and/or tournament as a whole.

4. **Technical Means** - a set of technical devices and methods used during the conduct of competitions and organization of the competitive process between a group of athletes, which also ensure the interaction of the athlete with IGG for its functioning and creation of the competitive process.
5. **Client (Client Part of the System)** - a software component of IGG, installed on the personal equipment of a competition participant, allowing the platform to be launched without using a browser.
6. **Server** - a software component of specialized computer equipment, providing communication between various clients, giving the clients of competition participants the opportunity to interact with each other within the software shell of IGG.

7. Equipment Disconnect - loss of connection between the client of a competition participant participating in a match and the server, or loss of connection between the host of a competition participant and the clients of other competition participants participating in the same match, occurring due to equipment malfunctions and leading to the disappearance of the control object from the arena or the impossibility of controlling it for a long time.

7. **Account** - an account registered on the server (in the server system) of the company IGG, which is an identifier of the competition participant in the WTS digital environment.
8. **Match** - a competition between participants in tactical sport competitions, consisting of periods/games; the match result is a calculation unit of the tournament table and competition bracket.
9. **Round** - a component of a match, within which the presence of competing parties (groups of athletes /athletes) in the competitive process is ensured, limited by time, score, or another completion criterion (which, among other things, may be determined by in-game mechanics), and based on the results of which the winner of the round is identified according to corresponding indicators.
10. **Athlete** - an individual admitted to participate in a competition by the competition organizer (authorized person(s) of the competition organizer) in the manner established by these Rules (as well as Regulations and/or Rules, other normative documents of the competitions), being units of the tournament table (bracket) of the competition. Requirements for competition participants are determined in accordance with these Rules, Regulations and/or Rules of the competitions.
11. **Competition Officials** - persons participating in tactical sport competitions (judges, coaches, competition organizers, doctors, etc.), but who are not directly participants of the competition and are subject to these Rules, Regulations and/or

Competition Rules and other normative documents of WTS and/or competition organizers.

1.2. Disciplines

1.2.1. Tactical sport competitions are held according to Disciplines:

Rating - participation in them allows participation in the rating table on the IGG platform:

- "Base Destruction"
- "Capture the Flag"
- "Demolition";
- "Evacuation"
- "Domination"
- "Tactical Confrontation"

Non-rating

- "Battle Royale";
- "Vehicle Battle"

1.2.2. Taking into account the development of digital technologies, WTS may determine additional disciplines in the manner prescribed by the normative documents of the WTS championship, and make corresponding changes to these Rules, in case of changes the publication of new rules takes place on the official WTS website, worldtacticalsport.com

1.3. Information on the Nature of Conducting Competitions

1.3.1. The nature of conducting competitions is determined by the Regulation and/or Rules of the competition.

1.3.2. By the nature of conducting, tactical sport competitions are divided into: individual, team, individual-team.

1.3.3. Individual competitions - competitions where results are counted for each athlete separately, places in the tournament table are distributed among athletes;

1.3.4. Team competitions - competitions in which the results of individual athletes are counted for groups of athletes or competitions in which the participant of the competition is a group of athletes and results are counted only for groups of athletes;

1.3.5. Individual-team competitions - competitions in which results are counted for athletes, as well as for groups of athletes to which they belong.

1.4. Information on Applied Systems for Conducting Competitions

1.4.1. The applied system for conducting competitions is determined by the Regulation and/or Rules of the competition.

1.4.2. In tactical combat, the following systems for conducting competitions are applied:

- Challenge (a system of remote-physical meeting provided on the IGG platform), in which opponents are determined online, and the winner is recorded during a personal meeting at an agreed-upon venue at a specific time, using the digital platform of the company IGG. Based on the results of meetings, teams receive rating points depending on the result. Unless otherwise determined by the Regulation and/or Rules of the competition
- Olympic (elimination system) -- in which an athlete or group of athletes who lose a match (series of matches) are eliminated from further participation in these competitions;
- Round-robin -- in which each athlete or group of athletes alternately meets with all other athletes or groups of athletes in the group, or competitions in one or several rounds;
- Olympic (improved) system -- in which after a defeat and/or after each subsequent defeat the athlete (group of athletes), unless otherwise determined by the Regulation and/or Rules of the competition, does not drop out of the competition, but has the opportunity to continue participation in these competitions with other losing athletes (groups of athletes) in the manner and under conditions provided for by the Regulation and/or Rules of the corresponding competitions;
- Swiss -- in which depending on the number of athletes (groups of athletes) participating in the competition, a certain number of rounds is established taking into account indicators provided for by the Regulation and/or Rules of the competition;
- Mixed - in which at different stages the above-mentioned systems are applied (including some of them).

1.4.3. In case of organizational necessity and by decision of WTS, other systems for conducting competitions may be applied.

1.4.4. The method of determining the winner in a competition depends on the system of conducting the competition:

- with the Olympic system of conducting a competition -- the winner of the competition is the participant who won in the final stage of the competition (final). The participant who won all matches of the previous stages of the competition advances to the final;
- with the round-robin system of conducting a competition -- the winner of the competition is the participant who has scored the greatest number of tournament

points or won the greatest number of matches of the competition based on the results of one or several rounds;

- with the Olympic improved system of conducting a competition -- the winner of the competition is the participant who won in the final stage of the competition (final). The participant who reached the semi-final stage, despite the presence of defeats (according to the requirements of the Regulation and/or Rules taking into account these Rules), and won in the semi-final stage of the competition advances to the final.
- with the Swiss system of conducting -- the winner of the competition is determined upon achieving the winning indicator provided for by the Regulation and/or Rules of the competition, based on the results of rounds in the number provided for by the Regulation and/or Rules of the competition;
- with the mixed system of conducting a competition -- the winner of the competition is determined taking into account the format of the final stage of the competition, which is the final stage in the mixed system of conducting the competition. The format of conducting the final stage of such a competition is indicated in the Regulation and/or Rules.

1.4.5. In the event that, taking into account the provisions of these Rules, a competition, by decision of its organizer, is conducted according to another system not expressly provided for by these Rules, then the Regulation and/or Rules of such a competition must expressly provide for the procedure for determining the winner of the competition and distributing places among other participants.

1.5. Illegal Influence on the Results of Tactical Sport Competitions and Sanctions Applied to Competition Participants and Other Officials for Illegal Influence on the Results of Such Competitions

1.5.1. Illegal influence on the results of tactical combat competitions is not allowed.

1.5.2. Prevention of illegal influence on competition results and combating it in tactical combat is carried out in accordance with federal laws of the host country and other normative legal acts, as well as in accordance with the norms approved by WTS.

1.5.3. Illegal influence on the result of a competition is recognized as committing at least one of the following acts for the purpose of achieving a predetermined result or outcome of this competition:

- bribery of competition participants, judges, coaches, leaders of groups of athletes, competition organizers (including their employees), coercion or inducement of said persons to exert such influence or commission of these acts by prior conspiracy with said persons;

- receipt by competition participants, judges, coaches, leaders of groups of athletes, competition organizers (including their employees) of money, securities, other property, use by said persons of services of a property nature, extraction by them of other benefits and advantages or their prior conspiracy;
- use of any software affecting the in-game mechanics of the game, including software intended for changing its in-game parameters for the purpose of providing an advantage to oneself and/or creating obstacles for the normal course of competitions for one's opponent;
- other actions leading to unlawful achievement or change of the result.

1.5.4. Competition participants, coaches, leaders of groups of athletes are prohibited from conspiring with other competition participants in tactical combat. Said persons, caught in a conspiracy at any stage of the competition, are suspended from participation in the competition and forced to return any compensations and prizes received by them from the competition organizers and in connection with their participation in the competition. In addition, sanctions may be applied to said persons, as well as measures of administrative and criminal liability in accordance with the current legislation of the host country.

1.5.5. Competition participants, judges, coaches, leaders of groups of athletes, agents, organizers and other officials are prohibited from participating in gambling in bookmakers and totalizators by placing bets on tactical combat competitions. For violation of this prohibition, by decision of the WTS board of directors, corresponding sanctions may be applied to the aforementioned subjects.

1.5.6. A competition participant, coach, judge, or other person attempting to exert illegal influence on the results of tactical combat competitions is punished in accordance with current legislation and normative documents of WTS.

1.5.7. The decision on the application of sanctions to persons guilty of exerting illegal influence or participating in gambling in bookmakers and totalizators is made by the authorized bodies of WTS and/or the competition organizer in the manner provided for by the corresponding normative documents of the competition and/or WTS.

1.6. Anti-Doping Support

1.6.1. Anti-doping support of events in accordance with the anti-doping rules of WADA (hereinafter referred to as Anti-Doping Rules).

1.6.2. For violation of anti-doping rules, sanctions (including disqualification) may be applied to the violator on the basis and in execution of the decision of the corresponding anti-doping organization on the violation of anti-doping rules by those involved, as well as coaches, other specialists of WTS.

1.6.3. In accordance with the Anti-Doping Rules, no athlete or other person against whom disqualification has been applied has the right during the period of disqualification to participate in any capacity in tactical combat competitions.

SECTION II. REQUIREMENTS FOR COMPETITION PARTICIPANTS

2.1. Gender and Age Groups of Athletes

2.1.1. Athletes who have reached the age of 14 (fourteen) years are admitted to WTS competitions.

The rules of individual WTS disciplines may provide for higher age restrictions.

The specified age must be reached by the athletes on the day of the start of the competitions.

Competitions are held among the gender groups "men" and "women".

The rules of individual WTS disciplines may provide for restrictions regarding participation in competitions of one or another gender group.

2.1.2. Women have the right to participate in competitions held among men, unless otherwise provided by the Regulations and/or Rules of the corresponding competitions.

2.2. General Principles of Admission of Athletes to Competitions

2.2.1. The conditions for admission of athletes to competitions, as well as the list of documents provided to the competition organizer, are established by the Regulation and/or Rules of the competitions.

2.2.2. Depending on the requirements of the Regulation and/or Rules of the competitions, admission of athletes may be limited by age (but the lower limit of age requirements may not contradict the requirements of these Rules), qualification level, etc. Athletes are admitted to participate in competitions after registration on the IGG platform and payment of the entry fee.

2.2.3. Athletes must be officially entered for participation in the competition based on the creation of a team account on the IGG platform in accordance with the Regulation and/or Rules.

2.2.4. The basis for admission of an athlete to the WTS finals based on medical reports, the athlete is allowed to participate in competitions with the mark "Admitted" opposite the surname of the corresponding athlete, certified by the signature of the doctor and his personal seal. The application for participation in competitions is signed by the doctor with the decoding of the surname, first name,

patronymic (if any) and certified by the seal of the medical organization having a license to carry out medical activities.

2.2.5. In addition to the original application for participation in the competition, the following documents must be submitted to the admission commission for verification:

- passport of a citizen or other identity document of the athlete;
- compulsory health insurance policy and life and health accident insurance policy (originals);
- consent of the athlete to participate in competitions (sample form of consent is presented in Appendix No. 4).

2.2.6. The Regulation and/or Rules of the competition may establish other documents necessary for submission to the admission commission.

2.2.7. Admission of athletes to participate in competitions is carried out on the basis of registration of an individual account on the IGG platform and paid entry fee, application for participation in competitions within the existing quotas established by the Regulation and/or Rules of the competitions, unless the Regulation and/or Rules of the corresponding competition establish a different procedure for admission of athletes to participate in such competition.

2.2.8. Features of the competitive process of individual Disciplines of tactical sport (Section 5 of these Rules) may provide for additional requirements to the procedure for admission of athletes to participate in competitions.

2.3. Restrictions on Participation in Competitions

2.3.1. Persons who have not reached the age specified in these Rules and the Regulation and/or Rules of the competitions as the minimum age of athletes are not admitted to participate in competitions.

2.3.2. Persons against whom a sanction in the form of disqualification has been applied and is in effect are not admitted to participate in competitions.

2.3.3. A person who fails to present an identity document, or a document certifying the possibility to participate in competitions for medical reasons, is not admitted to participate in offline WTS events.

2.3.4. Persons violating generally accepted norms of behavior (insults, loud obscene language, fights, consumption of alcoholic beverages, smoking in prohibited places, use of narcotic or doping substances, etc.) are not admitted to participate in competitions based on the decision of the GSP.

2.3.5. Representatives of the competition organizer, competition judges and other competition officials cannot be participants of the competitions as an athlete.

2.4. Rights and Obligations of Athletes, Coaches, Representatives of a Group of Athletes at Competitions

2.4.1. An athlete participating in competitions has the right to:

- be informed: about the norms regulating the conduct of the competition, about decisions made by the competition organizer and GSP concerning competition participants, about the competition program and adopted changes in it, about the progress of the competitions, about current and final results of the competitions;
- receive information about the competitions in advance;
- warm up before the start of the competitions, if provided for by the Regulation and/or Rules of the competition;
- use the competitive equipment and inventory provided to him by the competition organizer at the competitions;
- receive medical assistance if necessary;
- submit protests and appeals in accordance with the provisions of these Rules, Regulations and/or Rules of the competition;
- communicate with competition officials through a coach or captain of a group of athletes in case the competition participant is a group of athletes;
- report to the judges about the presence of technical problems during participation in a round, including technical problems with technical means and sports inventory. The decision on further actions in case of confirmation by the judges of the presence of technical problems is made by the GSP.

2.4.2. An athlete participating in competitions is obliged to:

- know and observe these Rules, Regulations and/or Rules of the competitions, other normative documents of WTS, normative documents of competition organizers, principles of fair sports competition;
- be correct in relation to opponents and officials;
- use the official language of the competition during communication with competition officials, opponents;
- provide necessary data and information upon request of competition officials;
- handle carefully the competitive equipment and inventory provided to him by the competition organizers for the duration of the competitions;
- observe the dress code during competitions and at the opening and closing ceremonies of competitions, provided for by the Regulation and/or Rules of the competitions;
- participate in competitions until official completion;
- fulfill the requirements of judges, adopted within their competence;
- observe fire safety requirements, sanitary-hygienic, medical requirements;
- use competitive equipment and inventory, as well as other technical means provided for by the Regulation and/or Rules of the competition;

- use only their personal accounts, or accounts provided by the competition organizers, unless otherwise provided by the Regulation and/or Rules of the competition;
- during participation in the competition observe the in-game rules and requirements established for the corresponding discipline.

For non-compliance with the obligations provided for by these Rules, sanctions may be applied to the athlete in the manner provided for by these Rules, Regulations and/or Rules of the corresponding competitions.

2.4.3. A team captain has the right to:

- be informed: about the norms regulating the conduct of the competition, about decisions made by the competition organizer and judges concerning competition participants, about the competition program and adopted changes in it, about the progress of the competitions, about current and final results of the competitions;
- receive information about the competitions in advance;
- be present at the competition venue;
- give instructions to their athletes only during pauses between matches, unless otherwise provided by the Rules;
- express remarks and claims to competition officials based on the results of a match or violations before the start of the next match, including submitting protests, appeals.

2.4.4. A team captain is obliged to:

- know and observe these Rules, Regulations and/or Rules of the competitions, other normative documents of WTS, promote compliance with the principles of fair sports competition;
- be present during the draws (if conducting a draw is provided for by the Regulation and/or Rules of the competitions);
- participate in the discussion of match results with judges, where he can express remarks regarding the work of judges only on the basis of specific provisions of the Rules;
- be responsible for the discipline of the subordinate athletes and ensure their timely appearance at the competitions;
- fulfill the requirements of judges, adopted within their competence;
- observe fire safety requirements, sanitary-hygienic, medical requirements;
- be correct in relation to opponents and competition officials;
- use the official language of the competition during communication with competition officials, opponents;
- observe the dress code during competitions and at the opening and closing ceremonies of competitions, provided for by the Regulation and/or Rules.

For non-compliance with the obligations provided for by these Rules, sanctions may be applied to the coach in the manner provided for by these Rules, Regulations and/or Rules of the corresponding competitions.

2.4.5. A captain does not have the right to simultaneously be a judge of the competition in which his group of athletes or athlete participates.

2.4.6. It is prohibited to interfere with the decisions of judges and competition officials, as well as to carry out actions insulting judges and other competition officials.

2.4.7. The requirements provided for by these Rules for athletes, by analogy, may be applied to representatives of groups of athletes and other participants of tactical combat competitions.

2.4.8. Other rights and obligations of athletes, representatives of groups of athletes and other participants of tactical combat competitions are established by the Regulations and/or Rules of such competitions.

2.5. Conditions for Insurance of Competition Participants

2.5.1. A mandatory condition for participation of all athletes in tactical sport competitions is the presence of a compulsory health insurance policy, as well as medical insurance against accidents and loss of ability to work, valid in the territory of the participant's country.

2.5.2. Responsibility for the sufficiency of insurance coverage for athletes sent and entered for participation in competitions lies with the organizations sending the athletes, and the athletes personally, unless otherwise established by the Regulation and/or Rules of the competition. The original insurance policy for each competition participant is presented to the chief secretary of the competitions at the participants' admission commission.

2.5.3. Insurance of competition participants may be carried out both at the expense of budgetary funds and extra-budgetary funds in accordance with legislation.

SECTION III. REQUIREMENTS FOR ORGANIZERS CONDUCTING COMPETITIONS

3.1. Rights and Obligations of Competition Organizers for Preparation and Conduct of Competitions

3.1.1. Competition Organizers have the right to:

- develop, approve and amend the Regulation and/or Rules of the competitions, normative documents of the competition;
- determine the conditions and schedule for conducting the competitions;

- make changes to the schedule of conducting the competitions, except for the days of arrival and departure of competition participants;
- determine, taking into account the requirements of these Rules, the conditions for admission to participate in the competition;
- determine, taking into account the requirements of these Rules, the procedure for identifying the best participant of the competition;
- exercise other rights in accordance with legislation.

3.1.2. Competition Organizers are obliged to:

- ensure the conduct of the competition, in accordance with the Rules, Regulation and/or Rules;
- coordinate with the administration of the sports facility (or other facility where the competition is planned to be held) the date and place of the competition;
- prepare a plan for ensuring security measures and coordinate it in the established manner;
- finance the competition;
- form the GSP and other judging bodies of the competition and ensure their work at the competition;
- provide for the competition and carry out the awarding of prizes to winners and prize-winners of the competition in accordance with the Regulation and/or Rules of the competition;
- perform other duties corresponding to the status of the competition organizer.

3.1.3. The Organizer bears responsibility for the organization and conduct of the competition in full, in accordance with the duties assigned to it, provided for by the current, Rules, Regulation and/or Rules of the competitions.

In the event that the organizers of the competition are several persons (organizations), the distribution of rights and obligations between them in relation to such event is carried out on the basis of the corresponding contract and/or Regulation and Rules of the corresponding competition.

3.2. General Requirements for the Formation of the Competition Program Developed by Their Organizers

3.2.1. Basic information included in the competition program:

- text containing a statement that the competition is conducted in accordance with these Rules;
- Discipline according to which the competition is conducted;
- name of the competition organizers;
- place and dates of the competition;
- calendar and schedule of the competition;
- conditions for admission to participate in the competitions;

- indication of program types included in the competition;
- indication of facilities depending on the stages of the competition;
- summarizing the results;
- other information necessary for obtaining complete information about the competition.

3.3. Other Requirements Due to the Specifics of Tactical Combat.

3.3.1. The Regulation and/or Rules of the competitions must contain information about the discipline used for organizing and conducting the competitions, about the gaming platform used to determine the winner, established game settings according to which the competition matches will be conducted.

3.3.2. Competitions take place on gaming venues determined by the Rules of the competitions (agreed by WTS). At the same time, when conducting competitions, it is mandatory to use the IGG service.

3.3.3. Specific prohibited or mandatory software is determined by the Rules of the competitions (in agreement with WTS). When conducting tactical combat competitions, it is preferable to use software provided by organizations accredited by WTS and registered in the territory of the country conducting the competitions.

At the same time, software for tactical combat competitions must be carried out using the most appropriate programs for reading and recording data.

SECTION IV. REQUIREMENTS FOR THE VENUE OF COMPETITIONS

4.1. Technical and Other Parameters of the Competition Venue

4.1.1. Tactical sport competitions must be conducted on venues prepared for conducting tactical sport competitions. The venue must meet WTS requirements (have an area of at least 200 sq.m. and at least 18 shelters).

4.2. Requirements for Equipment of the Competition Venue, Technical and Metrological Characteristics of Competitive and Judging Equipment, as well as Inventory, Including Depending on the Status (Category) of the Competition.

4.2.1. WTS determines the requirements for the competition venue and necessary inventory and equipment depending on the status (category) of the competitions by the corresponding normative document.

4.2.2. Competition venues must be equipped with corresponding technical means based on the specifics of the discipline used during the conduct of competitions, and the requirements of these Rules.

4.2.3. At the competition venue, all requirements for the technical characteristics of gaming equipment specified in the Regulation and/or Rules of the competitions must be ensured, in compliance with sanitary rules and norms of equipment operation, as well as hygienic standards.

4.2.4. Technical and Other Areas

4.2.4.1. At the competition venue, technical areas must be equipped.

The number of technical areas at the competition venue is determined by the Regulation and/or Rules of the competition depending on the number of declared participants.

4.2.4.2. A technical area is a part of the premises on the venues, specially equipped for conducting the competition, where during a round the athletes (groups of athletes), judges, as well as technical means are located.

The size and marking of technical areas must be determined by the Regulation and/or Rules of the competitions taking into account the provisions of these Rules and the specifics of the specific discipline.

4.2.4.3. On the technical area during a round, athletes must be positioned in such a way that each of the athletes can use the technical means and carry out competitive activity unimpededly and safely for themselves and for other competition participants.

4.2.4.4. Athletes during a round must not block and/or limit the view for their opponent and judge.

4.2.4.5. The match judge and technical judge must be located on the technical area during a round in such a way as not to block or limit the view for the athletes, while having the opportunity to observe the gameplay on the technical area and see the display device.

4.2.4.6. The technical area must be equipped with all technical means necessary for organizing the competitive process. The organizer is responsible for the condition of technical equipment and inventory on the technical area, controls its condition.

4.2.4.7. Isolation of technical areas and competition participants from the spectator zone is established according to the Rules of the competitions.

4.2.4.8. Taking into account the specifics of disciplines, additional requirements for technical areas used for conducting competitions in the corresponding sports disciplines may be provided.

4.2.4.9. Features of the competitive process of individual disciplines in tactical sport (Section 5 of these Rules) during one match, parameters and requirements for which are determined by these Rules.

4.2.5. Technical Means and Sports Inventory

4.2.5.1. Technical means in tactical combat include digital platforms with software that allows launching the game, as well as using control devices and display devices, with the possibility of recording transmitted data from the tagger, accounting system into the platform.

Taking into account the specifics of tactical sport disciplines, additional technical means and sports inventory used during the conduct of competitions in the corresponding disciplines may be provided.

4.2.5.2. Digital platforms include:

- computer devices that allow reproducing on display devices information on score, game time timer, corresponding to the requirements of these Rules.

4.2.5.3. Control devices include input devices, with the help of which the athlete/ group of athletes transmits information to the platform:

- **tagger/headband/vests**
- **digital devices** (taking into account the specifics of the discipline)

4.2.5.4. Display devices include output devices, with the help of which the in-game mechanics of the game are visualized:

- monitor (display, screen);
- projector.

4.2.5.5. Game.

The game must automatically or through controlled settings/bans ensure equal conditions for competing participants, and also determine competitive results within one round.

Taking into account the specifics of tactical sport disciplines, additional requirements for equipment due to the specifics of the competitive process of the corresponding disciplines may be provided.

4.3. Workplace of GSP and Judging Bodies During Conduct of Cups, Finals of the Stage of the WTS Championship.

4.3.1. When conducting competitions, the competition organizer is obliged to equip a workplace for the GSP, judging panels of disciplines and judging teams.

Equipment for the workplace of the GSP, judging panels of disciplines and judging teams includes: table, chair, computer with input and output devices, printer, Internet connection and other equipment taking into account the specifics of the competitive process of individual tactical sport disciplines.

SECTION V. RULES FOR CONDUCTING COMPETITIONS

5.1. Application for Participation in Competitions, as well as Requirements for the Timing of Its Submission for Competitions of Various Status

Within the framework of tactical sport, applications for participation are formed automatically in case of entering the tournament table of the competition on the IGG platform.

5.1.1. An application for a competition is a confirmation that competition participants are familiar with these Rules, Regulation and/or Rules of the competition and other normative documents of the competition organizer.

5.1.2. The procedure and deadlines for submitting applications for competitions, requirements for athletes and groups of athletes taking part in competitions are established by the Regulation and/or Rules of the corresponding competition.

5.1.3. The application must include the following data:

- surname, first name, account name (nickname), date of birth of the athlete, information about the team (name, region);
- full name and contact details of the responsible person;
- life and health accident insurance policy;
- doctor's admission certificate.

5.1.4. An application containing incorrect and/or unreliable information is deemed invalid. In this case, the competition organizer has the right to refuse admission of the participant to the competition.

5.1.5. In case of providing an application containing unreliable information, sanctions may be applied to the person who provided such an application.

5.2. Entry Fee

5.2.1. The competition organizer provides for an entry fee, which for individuals cannot exceed the established minimum wage.

5.2.2. The deadlines for payment of the entry fee are established by the competition organizer and indicated in the Regulation and/or Rules of the competitions.

5.2.3. The entry fee must be paid when registering for the competition inside the IGG platform.

5.3. Principles for Forming the Commission for Admission of Competition Participants, Its Composition and Obligations.

5.3.1. The Chief Judge of the competitions forms the admission commission, including from the composition of the GSP, directs the work of the admission commission and ensures the performance of the following functions:

- acceptance of applications from athletes or groups of athletes for participation in competitions and registration of competition participants and officials;
- verification of documents confirming the right of participants and officials to participate in competitions;
- accreditation of officials;
- registration of registration protocols of participants, coaches and judges.

5.3.2. The completed registration protocols of judges and competition participants, coaches are handed over by the Chief Judge to the GSP.

5.3.3. The admission commission, after checking all documents presented by athletes or groups of athletes and/or their coaches, makes a decision on admission of athletes or groups of athletes to participate in the competition. The decision of the admission commission is formalized by a protocol.

5.3.4. The admission commission has the right to refuse participation in the competition to any athlete who does not have the right to participate in the competition in accordance with these Rules, Regulation and/or Rules of the competition, who has not provided in full the necessary documents or provided documents not meeting the established requirements, as well as for health reasons (based on a doctor's conclusion) and to disqualified athletes.

5.3.5. Responsibility for the arrival at the competitions of groups of athletes (athletes) who were not admitted to participate in the competitions by the participants' admission commission for health reasons or due to lack of right to participate in competitions, in accordance with the Regulation and/or Rules of the competition, or in case of failure to present the full package of necessary and correctly executed documents, lies with the official representatives (including coaches) or the athletes personally.

5.4. Content (Description of Process) of the Competition, Duration of the Competitive Action, General Description of the Competitive Process in Tactical Sport.

5.4.1. The Main Principle of the Competitive Process of Tactical Combat Lies in the Execution of Tasks Set Before a Group of Athletes Within a Limited Period of Time, in the Process of Competition Between Athletes and/or Groups of Athletes, Which Are Implemented During the Match.

5.4.1.2. The competitive process differs depending on the discipline.

5.4.3. Features of the Competitive Process.

5.4.3.1. General Description of the Competitive Process.

5.4.3.1.2. The competitive process of tactical combat consists of competition during the match between groups of athletes (team), namely: execution of assigned tasks within limited time provided for by the frameworks of tactical sport disciplines to determine the winner of the match -- competition between athletes (groups of athletes) within the match, competitions.

The goal is to achieve victory in the match, namely: on the equipped technical area, using inventory imitating firearms (Tagger) and the shooting process using infrared radiation, as well as inventory equipped with Hit Sensors receiving infrared radiation and recording a hit from firearms (Tagger), including additional equipment with hit sensors provided for by the game task, depending on the discipline.

5.4.3.1.3. The winner of the match (as a general rule) is determined by the total number of rounds won by the athletes (groups of athletes).

The winner of the match may be determined by the total number of opponent eliminations (Frag) made by the athletes (groups of athletes) based on results, number of points scored, tasks completed or otherwise depending on the discipline and taking into account the requirements of these Rules.

The competitive value (significance) of rounds won by athletes (groups of athletes), as well as Frags (for the Domination discipline), game points and completed tasks (for disciplines "Base Destruction", "Capture the Flag", "Evacuation", "Demolition") scored by groups of athletes based on the results of the match. This requirement may not be changed by the Regulation and/or Rules of the competitions, other normative documents of the competition organizer and/or WTS.

5.4.3.2. Disciplines.

5.4.3.2.1. Features of conducting tactical sport competitions depend on the discipline, determining the structure of the competitive process, the game task for competition participants, which they must complete to win the match, the number of athletes participating in them, as well as other conditions for conducting matches.

Tactical combat competitions are conducted using the following disciplines:

Rating:

- "Capture Bases"
- "Capture the Flag"
- "Demolition";
- "Evacuation"
- "Domination"
- "Tactical Confrontation"

Non-rating

- "Battle Royale";
- "Vehicle Battle"

5.4.3.2.2. The discipline according to which the competition is conducted is recorded in the Regulation and/or Rules of the corresponding competition.

5.4.3.2.3. The discipline is implemented on one venue and must be chosen by the team captains through elimination, unless otherwise provided by the Regulation and/or Rules of the corresponding competition.

5.4.3.2.4. It is allowed to organize and conduct tactical sport competitions in several disciplines at once with a general ranking in each of them.

5.4.3.2.5 General Description of the Discipline "Capture the Base"

5.4.3.2.5.1. "Capture the Base" -- a game format in which the match involves 2 (two) groups of 5 (five) athletes each. The duration of the match or rounds is established by the Regulation and/or Rules of the corresponding competition.

5.4.3.2.5.2. The game task of the group of athletes is to carry out "capture of the base" of the opponent, located at the opponent team's starting point, limited by a zone, into which only one non-hit participant of the attacking team can enter, for the purpose of performing the capture, which is expressed in performing an infrared shot into a special device recording the capture.

5.4.3.2.5.3. Victory conditions and procedure for completing the round:

- The group of athletes wins the round and earns one game point if its non-hit athlete managed to carry out capture of the opponent's base without violations.
- At the moment of capturing the base, the game time stops. When using an electronic scoreboard, the stop occurs automatically. In its absence, the chief judge gives the signal "Pause", and the field judges duplicate it with a gesture. The game immediately stops, athletes are prohibited from moving and leaving positions until the result is recorded by the judging team.
- After recording the result, players return to starting positions if the main time of the match/round/period has not expired.
- Match time is 10 minutes with side change at half time 2 periods of 5 minutes each.
- Victory is achieved by the team that has scored a greater number of game points.
- The discipline provides for the format of conducting the game by rounds.
- The match is divided into rounds, the number of which is determined by the Regulation and/or Rules of the competition.
- After half of the rounds from the total number of rounds in the match, the groups of athletes must change sides.
- If, based on the results of the match, the groups of athletes have an equal number of rounds won, a draw is declared.
- The Regulation and/or Rules of the competition may provide for the possibility of determining the winner in a match that ended in a draw, including by conducting overtime. The procedure for conducting overtime, the number of rounds in it, as well as other conditions must be recorded in the Regulation and/or Rules of the competition.

5.4.3.2.5.4. Special cases and violations:

- **Base Zone** - a specially marked area of at least 1x1 meter, only the attacking team is allowed to enter this zone, the defending team is prohibited from being in its own zone.
- If at the moment of capturing the base, more than one athlete of the attacking group is in its zone, the capture is not counted. Athletes who participated in this violation are penalized with removal for the next round.
- If the athlete who carried out the capture of the base receives a penalty, and on the field there remains at least one non-hit athlete of the opponent team, victory in the round is awarded to this opponent team.
- If the entire opponent team is deactivated, and the capture of the base is not produced within 30 seconds (after deactivation of all participants), then the round ends automatically, and the game point is not counted.
- The group, whose athlete received a penalty, starts the next round with an incomplete lineup, without the athlete who performed the episode with the penalty.
- If the athlete who carried out the capture of the base receives a penalty, and there is not a single activated athlete of the opponent team left on the field, the round ends "without a point": neither of the groups is awarded points.

General Description of the Discipline: "Capture the Digital Flag"

Capture the Flag - a game format in which the match involves 2 (two) groups of 5 (five) athletes each.

The game task of the group of athletes is to capture the flag from a special zone (flag zone) and plant it on their home base.

Successful planting of the flag is considered to be bringing the flag by a non-hit athlete to his base. From the start of the game, the flag is in the flag zone equidistant from the home bases of the teams.

Any non-hit player can capture the flag (in the flag zone) (flag in transit). In case of hitting a player with the flag, this player must place the flag at the place where he was hit and leave the playing field. The nearest field judge returns the flag to the flag zone. And the procedure for capturing the flag can be repeated by any of the non-hit players of the team. The flag is located in a specially designated place, where only one non-hit participant can enter.

Any non-hit player can plant the flag on his home base. Such a situation is considered a successful planting of the flag. And brings one game point.

When a player plants the flag on his home base, the time automatically stops on the electronic scoreboard. If there is no electronic scoreboard, the judge designates the signal "Pause", all field judges perform the gesture "Pause" and time stops. The game automatically stops, players are prohibited from moving and leaving their positions. Until the judges record the score.

In case the player who brought the flag receives a penalty for raising the tagger's dimensions above the lower level of the headband (covering the hit sensors), then the flag is not counted, the player who performed the action is removed for the next round (until the flag is taken by one of the sides), and the team continues the game shorthanded.

In case of an activated player being in the flag zone, any other player cannot enter it until one of the actions occurs:

- the player in the zone is deactivated
- there is no player in the zone

In case the player, at the moment of taking "Flag in transit" commits a penalty, the player loses the flag, and receives 1 penalty point, the flag is returned to the flag zone.

Features of conducting:

- **Flag Zone** - a specially marked area of 4x4 meters, only the attacking team is allowed to enter this zone, the defending team is prohibited from being in its own zone.
- If at the moment of capturing the base, more than one athlete of the attacking group is in its zone, the capture is not counted, the flag remains untouched, the match does not stop, athletes who participated in this violation are penalized with removal in the round and for the next round.
- If the athlete who carried out the capture of the flag receives a penalty, and on the field there remains at least one non-hit athlete of the opponent team, victory in the round is awarded to this opponent team.
- If at the moment of capturing the flag, the athlete raised the weapon/stock above the lower edge of the headband, taking the flag is not counted (the flag remains in the flag zone), the athlete is penalized with 2 (two) penalty points.
- In case of accumulating 3 penalty points, the player is removed from the round in which he received the third penalty point and is removed for the next round.
- After the signal "Pause" and recording of the score by the judge, players return to their bases within 30 seconds, after the time expires, the start of the next round is given.
- In case a participant did not manage to return to the starting zone within 30 seconds, the player is considered hit and drops out until the end of the round, and the team continues the game shorthanded.

5.4.3.2.3. General Description of the Discipline "Demolition".

5.4.3.2.3.1. "Demolition" -- a game format in which the match involves 2 (two) groups of 5 (five) athletes each.

Each of the groups of athletes occupies the side of defense or the side of attack.

The procedure for determining the side occupied by the group of athletes is established by the Rules of the corresponding competition.

5.4.3.2.3.2. The game task of the group of athletes occupying the side of attack is to carry out "demolition" of one of the specially designated objects of the playing area (or a digital object in virtual simulation of the area) within the allotted time and/or elimination of all athletes of the rival group of athletes.

The game task of the group of athletes occupying the side of defense is to protect the indicated objects from "demolition" and/or elimination of all athletes of the attacking group of athletes.

5.4.3.2.3.3. The group of athletes occupying the side of attack wins if they manage to carry out "demolition" of the object within the allotted time of the round and/or eliminate all athletes of the rival group of athletes.

The group of athletes occupying the side of defense wins if the attacking group of athletes failed to carry out "demolition" of the object within the allotted time of the

round and/or the group of athletes of defense managed to eliminate all athletes of the rival group of athletes.

5.4.3.2.3.4. The match in the discipline "Demolition" is divided into rounds, the number of which is determined by the Regulation and/or Rules of the competition.

After half of the rounds from the total number of rounds in the match, the groups of athletes must change sides.

If, based on the results of the match, the groups of athletes have an equal number of rounds won, a draw is declared.

The Regulation and/or Rules of the competition may provide for the possibility of determining the winner in a match that ended in a draw, including by conducting overtime. The procedure for conducting overtime, the number of rounds in it, as well as other conditions must be recorded in the Regulation and/or Rules of the competition.

5.4.3.2.6. General Description of the Discipline "Evacuation"

5.4.3.2.6.1. "Evacuation" -- a game format in which the match involves 2 (two) groups of 5 (five) athletes each. Each of the groups of athletes simultaneously strives to evacuate its group, namely to enter a specially designated zone on the playing area holding positions in it, in an activated state for 3 (three) seconds. The procedure for starting the match and placement of groups is established by the Rules of the corresponding competition.

5.4.3.2.6.2. The game task for each group of athletes is to evacuate from the game zone, penetrate into a specially designated zone ("evacuation zone") and hold out in it for the established control time of 3 seconds.

A player is considered evacuated in case of being in the exit zone for 3 seconds in an activated state. Each evacuated athlete leaves the area and brings one game point in the round. The zone control stopwatch starts when the boundary of the evacuation zone is crossed by one of the groups and stops if control over the zone is lost (the zone becomes empty).

5.4.3.2.6.3. The evacuation zone is located at an equally distant distance from the starting bases. Has a size of 2x2 meters.

The winner is determined by the sum of game points in the round.

5.4.3.2.6.4. The match in the discipline "Evacuation" is divided into rounds, the number and duration of which are determined by the Regulation and/or Rules of the competition.

- After half of the rounds from their total number in the match, the groups of athletes change starting positions on the area.

- If, based on the results of the match, the groups of athletes have an equal number of rounds won, a draw is declared.
- The Regulation and/or Rules of the competition may provide for the possibility of determining the winner in a match that ended in a draw, including by conducting an additional round ("overtime") with changed conditions (for example, reduced control time for holding). The procedure for conducting overtime must be recorded in the Regulation and/or Rules of the competition.

5.4.3.2.7. General Description of the Discipline "Domination"

5.4.3.2.7.1. "Domination" -- a game format in which the match involves 2 (two) groups of 5 (five) athletes each. Each group of athletes occupies and defends its own starting zone (base), equipped with a special target or activator, and tries to hit targets on the field earning points for activation of special targets. The procedure for distributing sides and starting zones is established by the Rules of the corresponding competition or by drawing lots.

5.4.3.2.7.2. The game task of the group of athletes is to score the maximum number of points during the round. Points are awarded for:

- Hitting (Activation) of sensors of special targets using game equipment (tagger). Targets are located on the territory of the area in a chaotic order, depending on location having a gradation of points depending on location on the playing area:
- The first zone has a width of no more than 10% from the central axis of the playing area relative to the length of the playing area, dimensions:
- Width no more than 10% of the total length of the area.
- Length the entire width of the playing area. Activation of a target in this zone gives the team 3 points per activation.

In the corners of the area, bonus targets are located, for activation of which 1 game point each is awarded.

Activation (hitting) of a special target located on the base of the opponent team. 5 points.

Activation of one's own target on the home base is technically impossible.

5.4.3.2.7.3. The group of athletes wins the round if, upon expiration of the established game time, it has scored a greater number of points than the opponent team.

The round stops based on the results of activation of all targets placed on the field.

5.4.3.2.7.4. The match in the discipline "Domination" is divided into rounds, the number and duration of which are determined by the Regulation and/or Rules of the competition.

- After half of the rounds from their total number in the match, the groups of athletes change starting zones (bases).

- The winner of the match is declared the group that won the greater number of rounds.
- If, based on the results of the match, the groups of athletes have an equal number of rounds won, a draw is declared. The Regulation and/or Rules of the competition may provide for the possibility of determining the winner in a match that ended in a draw, including by conducting an additional round ("overtime") or comparing the total sum of points scored over all rounds. The procedure for determining the winner in case of a draw must be recorded in the Regulation and/or Rules of the competition.

Non-rating disciplines - a format that can be used in tactical sport, the results of which cannot be taken into account in the WTS world championship.

5.4.3.2.8. General Description of the Discipline "Tactical Confrontation"

5.4.3.2.8.1 Tactical Confrontation --- a team format in which two groups of 5 athletes compete in one of the rating disciplines, chosen by sequential elimination.

5.4.3.2.8.2 CHOICE OF DISCIPLINE FOR THE MATCH

Before the start of the match, the team captains determine the discipline in which the meeting will take place.

Available disciplines:

"Capture the Base", "Capture the Flag", "Demolition", "Evacuation", "Domination".

Note: The list can be supplemented in accordance with updates to the Tactical Sport Rules.

Selection procedure (pick/ban):

Drawing of lots. The judge tosses a coin. The winner of the draw decides which team will exclude the discipline first.

Sequential elimination (ban). The captains alternately exclude one discipline from the list until one remains.

- First team - ban discipline No. 1
- Second team - ban discipline No. 2
- First team - ban discipline No. 3
- Second team - ban discipline No. 4

Choice of side. The remaining discipline becomes the game discipline for the match. The team that lost the draw chooses the starting side of the area.

STRUCTURE AND COURSE OF THE MATCH

General structure:

The match is divided into **4 games**. Each game is a continuous gameplay segment lasting **2 minutes 30 seconds** of pure time.

Gameplay within a game:

During the game, teams strive to complete the **game task of the chosen discipline** (for example, capture the base, demolish the target). Each successful completion of the task is a **round**. The number of rounds in a game is not limited and depends on the speed and efficiency of the teams.

- **Example:** In the discipline "Capture the Base" within 2 minutes 30 seconds, one team can capture the opponent's base three times (win 3 rounds), and the other once (win 1 round).
- **Breaks:**
Between games, short technical pauses are provided for analysis and tactical instructions.

POINT SCORING SYSTEM AND DETERMINATION OF THE WINNER

Points are awarded at two levels: for wins in **rounds** and for results of **games**.

Game Result	Condition Awarded	Points
Winer	Win more rounds than the opponent during the game time.	3 game points
Draw	Win an equal number of rounds as the opponent during the game time.	1 game point each
Loss	Win fewer rounds than the opponent during the game time.	0 game points

Determination of the game result:

After the expiration of 2 minutes 30 seconds of the game, the number of rounds won by each team is compared.

- The team with the greater number of rounds **wins the game** (3 game points).
- With an equal number of rounds, a **draw in the game** is recorded (each team gets 1 game point).

Determination of the match winner:

After 4 games, the results are summarized:

- All **game points** and all round points received by each team are summed up.

The team that has scored **the greater sum of points** wins the match.

Additional criterion (tie-break):

The sum of all rounds won serves as an additional, decisive criterion in two cases:

- For determining the overall **position in the group stage** in case of equal tournament points of teams.
- If the final sum of points in the match is also equal, an **additional game (overtime)** is appointed until the first round won.

5.4.3.2.9. General Description of the Discipline "Battle Royale".

5.4.3.2.9.1. "Battle Royale" -- a game format in which at least 2 (two) groups of athletes participate in a game, and the total (maximum) number of groups of athletes participating in the game is determined by the Regulation and/or Rules of the competition taking into account the total number of groups of athletes participating in the competition.

From each of the groups of athletes participate:

- 3 (three) athletes;

All groups of athletes start participation in the round simultaneously.

5.4.3.2.9.2. The game task of the group of athletes is to eliminate all athletes of the opponents in order to remain the last group of athletes having active (non-eliminated) athletes.

The game task is considered completed, and the group of athletes wins, when on the playing area there remain active athletes (or at least one athlete) of one group of athletes.

5.4.3.2.9.3. In the "Battle Royale" game format, the Rules of the competition may provide for reduction of the zone in which the competitive process directly takes place, over time reduction of the zone is carried out using special technical means, for example, highlighting with light/light-color signals).

5.4.3.3. Match and Start of the Match.

5.4.3.3.1. The match consists of 6 rounds, a different number of rounds may be provided for by the Regulation and/or Rules of the competitions.

5.4.3.3.2. Between rounds, breaks must be established by the Regulation and/or Rules of the competition, the specific duration of which is determined by the Regulation and/or Rules of the competition, not exceeding 30 (thirty) minutes.

5.4.3.3.3. Any stoppages during the match outside the break between rounds may be carried out only at the direction of the judge taking into account the requirements of the Rules.

5.4.3.3.4. Before the start of the match, athletes (groups of athletes) are provided with time for warm-up/setting up technical equipment. The minimum guaranteed time for warm-up/setting up technical equipment is determined by the Regulation and/or Rules of the competitions.

5.4.3.4. General Description of the Competitive Process in a Tactical Sport Match.

5.4.3.4.1. Description of the competitive process.

The competitive process of a tactical combat match consists of conducting a shooting battle on a specially equipped playing area between athletes (groups of athletes), using inventory that imitates firearms and the shooting process through infrared radiation (Tagger), as well as inventory receiving infrared radiation, which records a hit from the Tagger (Hit Sensors).

The goal of athletes (groups of athletes) participating in the match (game task) is determined depending on the discipline in accordance with clauses 5.4.3.2.3 - 5.4.3.2.8 of these Rules.

5.4.3.4.2. Compositions of groups of athletes in the match.

During the match, from the declared composition of the group of athletes, from each group of athletes, the following enter the playing area:

- in the discipline "Demolition" - 5 (five) athletes each;
 - in the discipline "Capture the Flag" - 5 (five) athletes each;
 - in the discipline "Capture the Base" - 5 (five) athletes each;
 - in the discipline "Evacuation" - 5 (five) athletes each;
 - in the discipline "Domination" - 5 (five) athletes each;
 - in the discipline "Tactical Confrontation" - 5 (five) athletes each;
 - in the discipline "Battle Royale" - 3 (three) athletes each;
 - in the discipline "Vehicle Battle" - 3 (three) athletes each;
- alternately according to the order of performance determined by drawing lots.

In all disciplines, one of the athletes entering the area must be the captain.

5.4.3.4.3. Requirements for the playing area and game zone.

5.4.3.4.3.1. The competitive process in tactical combat takes place on a specially equipped playing area of limited size rectangular in shape. The playing area is built and designed by the competition organizer taking into account the specifics of the

discipline according to which the corresponding competition is held, as well as the requirements of these Rules.

The area of the playing area must be:

- in the disciplines "Demolition", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", - from 4305 ft²;
- in the discipline "Domination" - not less than 2152 ft².
- in the discipline "Battle Royale" - not less than 21527 ft²;
- in the discipline "Vehicle Battle" - not less than 250000 ft².
- in the discipline "Tactical Confrontation" - from 4305 ft²;

Depending on the number of declared participants, the Regulation and/or Rules of the competition in the sports discipline "Tactical Confrontation" may provide for placement on the playing area of one or several game zones in which the competitive process directly takes place. In this case, the number and sizes of game zones are determined by the Regulation and/or Rules of the corresponding competition.

5.4.3.4.3.2. On the playing area (in the game zones) for the discipline "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", at least 2 (two) starting bases (one for each of the groups of athletes) must be placed.

The size of the starting base must be not less than 5 meter * 2 meter (for disciplines "Capture Bases", "Capture the Flag", "Demolition", "Evacuation") and not less than 3m2m (for the discipline "Battle Royale" and "Domination").

in the discipline "Vehicle Battle" is determined by the regulation/rules of the competitions, depending on the number of crews.

Starting bases are marked with the color of the marking of the group of athletes. When changing sides, the marking of bases does not change.

Starting bases are located on a straight line passing through the center of the playing area (game zone), may be located both inside the playing area (game zone) and outside it, but on the border with it.

Starting bases must be equally distant from the side boundaries of the playing area (game zone).

On the boundary of the playing area (game zone), a delimiting marking is applied, at a distance of not less than 2 meters from the location of spectators.

5.4.3.4.3.3. The playing area for the disciplines "Battle Royale", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation" must be equipped with the following:

- shelters;
- judges' towers;
- equipment of the workplace for judges and the competition doctor;
- equipment and workplace for viewing video recording records;
- equipment for video broadcast and workplace for video broadcast hosts;
- audio system for broadcasting judges' commands.

Equipment and surfaces of the playing area that participants contact during the game must exclude traumatic protrusions; equipment and surfaces made of traumatic materials cannot be used.

5.4.3.4.3.4. On the playing area for the disciplines "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", shelters must be equipped, which are three-dimensional or flat constructions that can be used by athletes during the competitive process.

Shelters must be placed not less than 1.5 meters from the boundary of the spectator zone. Shelters can be located symmetrically relative to the central axis of the playing area (game zone), drawn between the long sides of the playing area (game zone).

Shelters can be independent (single) or complex (consisting of a series of constructions united into one shelter). Elements constituting a complex shelter must be connected in such a way that the gap between them is minimal or absent altogether.

The size of shelters, places of their placement and design are determined by the Rules of the corresponding competition.

Recommended number of shelters:

- in the disciplines "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", - not less than 20 pieces;
- in the discipline "Battle Royale" - not less than 75 pieces.
- in the discipline "Vehicle Battle" - may be absent.

The number of shelters may be reduced by the competition organizer taking into account the number of participants of the corresponding competition.

5.4.3.4.3.5. For each group of athletes in the disciplines "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", places for preparation for the game, adjacent to the playing area (pit zones) may be equipped.

Placement of other additional zones on the playing area (game zone) is allowed in case it is indicated in the Rules of the corresponding competition.

5.4.3.4.3.6. The Rules of the competition in the disciplines "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation" may provide for the possibility of closing the playing area for viewing by competition participants before the start of the competition. In such a case, providing athletes with the opportunity to familiarize themselves with the playing area must also be provided for by the Rules of the competition indicating the maximum time before the start of the match, by which athletes may familiarize themselves with the playing area.

5.4.3.4.4. Inventory used in a tactical combat match. For implementing the competitive process between athletes within a match, the following is used:

- Tagger (handheld inventory imitating firearms and the shooting process using infrared radiation);
- Hit Sensors (inventory receiving infrared radiation and recording a hit from the Tagger on an athlete (on-body inventory) or on a target (target inventory)).

5.4.3.4.4.1. Tagger.

The Tagger is an element of inventory made in the shape of firearms (assault rifle/submachine gun/pistol/rifle/blaster, etc.), made of impact-resistant plastic. Imitation of the shooting process is carried out by a harmless infrared emitter in the barrel part of the Tagger by pressing the trigger.

In competitions, Taggers are used that have a wireless module for communication, a second hand position sensor (the tagger cannot fire until both of the athlete's hands are placed on the tagger) with the headband/vest (on which Hit Sensors are applied), software that allows reading statistics from the equipment during competitions, an optical system ensuring the same infrared radiation spot. Within one competition, Taggers with the same infrared radiation spot must be used.

Additional technical requirements for the Tagger (type of imitated firearms, permissible dimensions and mass, type of charging device, battery life, shooting range, etc.) are determined in the Rules of the competition.

Requirements for software: impossibility of changing technical characteristics/settings during the match by third parties using **Bluetooth**, wifi, has the ability:

- record statistical data into a separate document,
- transmit data via an open API protocol to the statistical data accounting platform.

Has the ability to connect third-party devices, only with the participation of the software operator, by confirming the connection of the device (allowing changing equipment characteristics from outside) such as, but not limited to:

- mobile applications,

- bluetooth headsets.

The software has a secure connection to the sports equipment.

At the discretion of the competition organizer, athletes may be allowed to use additional equipment for the Tagger (sights, grips, etc.).

5.4.3.4.4.2. Hit Sensors.

Hit Sensors are an element of inventory placed on the equipment (clothing) of the athlete or being a built-in part of such equipment (clothing), or placed on taggers, which, using special technical equipment, receives the signal of the infrared emitter of the Tagger and records the fact of a hit from the Tagger on the athlete on whom Hit Sensors are placed, or on a target. After a hit from the Tagger on an athlete or his tagger, Hit Sensors emit a light and/or sound signal.

Hit Sensors are placed on the headband, vest and in the barrel of the tagger (for disciplines "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation").

Hit Sensors on athletes must be placed to record hits from all directions, including receiving a signal at an angle of 10 degrees from the central axis of the location of the signal reception sensor from all sides.

Covering Hit Sensors with elements of clothing, Tagger or any other means that may prevent the Hit Sensor from receiving the Tagger signal is not allowed.

5.4.3.4.4.4. Use of other inventory for conducting tactical sport competitions may be provided for by the Rules of the corresponding competition. In such a case, requirements for its characteristics and completeness, as well as conditions for its use are additionally recorded in the Regulation and/or Rules of the competition.

5.4.3.4.5. Start and Course of the Match.

Before the start of the match in the disciplines "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", groups of athletes occupy sides, which are determined by drawing lots or by another method established by the Regulation and/or Rules of the corresponding competition.

Before the start of the match in the discipline "Battle Royale", "Vehicle Battle", groups of athletes take places at the entrances to the playing area (game zone).

After athletes (groups of athletes) occupy the established places, inspection of Taggers and Hit Sensors that will be used by athletes in the match is conducted. During the check, it must be established that each Tagger and Hit Sensor is configured, programmed and inspected for compliance with the requirements of these Rules, Regulation and/or Rules of the competition.

Athletes in the discipline "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", who have passed the check, must be located directly in front of the entrance to the playing area (game zone), and may not leave this location, except to enter the playing area to participate in the match. After the check, athletes are prohibited from changing settings or conducting other manipulations with the Tagger and Hit Sensors.

The main judging panel of the competition has the right to seal or additionally mark the gaming equipment to prevent changes to the gaming characteristics and settings.

After checking all athletes by the match judge, the readiness of groups of athletes is announced. During this period of time, athletes may put on Hit Sensors and take Taggers.

10 seconds before the start of the round in the discipline "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", an audio signal is issued (10-second readiness). After this signal, athletes must take the following position: stand in the starting zone, take the Tagger with both hands, turn their back to the center of the playing area. The start of the round is indicated by an audio signal, different from other, previously used audio signals. Athletes begin the round inside the playing area (game zone), being in the position taken after the 10-second readiness command. In case an athlete makes a false start, exits the starting zone and/or turns his head before the audio signal of the round start, the game stops, teams return to their starting bases, the procedure of the 10-second readiness signal is repeated. With the issuance of a warning to the team, in case of a repeated violation, recording of one penalty point for all team members."

In the discipline "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", after the start of the round, athletes leave their starting bases and proceed to perform the game task, depending on the discipline, in accordance with clauses 5.4.3- 5.4.3.2.8 of these Rules.

The round (if the match according to the Regulation and/or Rules of the competition consists of rounds) is considered finished after the announcement of the judge's command (issuance of an audio signal) about its completion:

- in the discipline "Demolition" - as a result of one group of athletes eliminating all athletes of the opponent and/or carrying out "demolition"/"defusing" of the object, and/or expiration of the established time;
- in the discipline "Battle Royale" - as a result of the fact that on the playing area there remain active athletes (or at least one athlete) of one group of athletes, and all other athletes are eliminated;
- in the discipline "Domination" - upon expiration of the established time;
- in the discipline "Capture Bases" - upon hitting the opponent's base or upon expiration of the established time;

- in the discipline "Capture the Flag" - upon planting the opponent's flag on the home base or upon expiration of the established time.
- in the discipline "Evacuation" - upon holding the zone for the established time, and/or as a result of one group of athletes eliminating all athletes of the opponent, and/or expiration of the established time.

The signal about the end of the round may be given in other cases if they are expressly provided for by the Regulation and/or Rules of the competition (for example, in case of voluntary admission of defeat by a group of athletes (surrender), removal of athletes, etc.).

In case of conducting matches consisting of rounds, between them a break of not less than 30 (thirty) seconds is announced.

5.4.3.4.6. Elimination of an Athlete (Frag).

During tactical combat competitions, one of the game tasks in the discipline "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", is the elimination of opponent athletes.

Elimination is carried out by imitating shooting from the Tagger by one athlete at another athlete. In case of an accurate hit by an athlete from the Tagger during imitation of shooting using infrared radiation, the Hit Sensor placed on the athlete records the hit and emits a light signal.

The number of hits that lead to the elimination of an athlete is configured on the inventory and equipment, and also recorded in the Rules of the competition.

The unit of count for eliminations of an athlete is a frag (note: when one group of athletes eliminates an opponent athlete, it is considered that this group of athletes made a frag). The number of frags made during the entire game is recorded by judges and may be taken into account for subsequent determination of the winner in the game / match, awarding points, etc.

Equipment settings at competitions must provide for its complete blocking in case of athlete elimination (the eliminated athlete is deprived of the technical ability to shoot from the Tagger).

After the elimination of any athlete, the course of the game (round) does not stop.

The eliminated athlete is obliged to immediately return to the starting base from which the start of the game (round) was made, by the shortest route.

The eliminated athlete is not entitled to:

- continue imitating the shooting process or otherwise affecting opponent athletes;
- talk, give signals, gestures and/or otherwise communicate with athletes, opponents, judges, spectators or other persons;

- hinder the actions of opponent athletes or the work of judges;
- carry out other actions prohibited by these Rules and the Rules of the corresponding competition.

5.4.3.4.7. Duration of the Match and Pauses During the Game (for the discipline "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation").

5.4.3.4.7.1. The match (or round, if the match is divided into rounds) lasts until one of the groups of athletes completes the game task or until the expiration of the time established by the organizer, if this is expressly provided for by the Rules of the corresponding competition.

Pauses in the match without corresponding instruction from the judge are not allowed.

5.4.3.4.7.2. Each group of athletes is granted the right to take a tactical pause in the match (or round, if the match is divided into rounds). Each group of athletes has access to only 1 tactical pause throughout the entire match. The duration of the tactical pause is 1 (one) minute.

To take a tactical pause, the captain of the group of athletes addresses the match judge not later than 10 (ten) seconds before the start of the round (if the match is divided into rounds). During the tactical pause, athletes are allowed to exit the starting zone and inspect the playing area within the established time. The team that did not take a pause at this time is in the starting zone of the home base.

In case the request for a tactical pause is satisfied, the match judge gives the corresponding signal to the participants.

5.4.3.4.7.3. In case of technical malfunctions arising during the match, a technical pause may be applied by decision of the match judge.

The technical pause lasts as long as necessary to eliminate the technical malfunctions.

At the same time, if the technical malfunction is expressed in the detection of a malfunction of the game inventory (Tagger or Hit Sensors), the game does not stop, and a technical pause is not announced, unless otherwise provided by the Rules of the competition. In such a case, the athlete whose game inventory has failed must immediately return to the starting base and take a spare set of game inventory.

Malfunctions of game inventory (Tagger or Hit Sensors) include:

- when pressing the trigger on the tagger, no shot occurs, audio signal is absent, infrared signal of shot imitation does not hit the hit recording system on the target,

light indication of the shot is not displayed, does not record a hit of the infrared beam by the hit sensors of the opponent team.

Malfunctions of game inventory (Tagger or Hit Sensors) do not include: - visual / subjective assessment by athletes of the operability of game equipment. In case an athlete detects a malfunction, the judge performs a check of the equipment, and in case of detection of a malfunction, the round is replayed.

In cases of non-detection of a malfunction, the judge issues a warning to the athlete, and in case of repeated appeal and non-confirmation of the malfunction by the judge, removal of this athlete until the end of the match, in which case the team continues the game shorthanded.

5.4.3.4.7.4. Stopping the game occurs only in emergency situations, dangerous weather conditions and natural disasters (when playing on an open playing area), injuries to athletes or intentional physical contact on the playing area.

In such cases, the match judge gives the signal "Stop!" and the match immediately stops, athletes return to the starting base.

A match that was stopped in the indicated manner is replayed. If the match, within which the game was stopped, is divided into rounds, then the stopped round is replayed.

5.4.3.4.8. Sanctions in Tactical Combat

For violation of the rules provided for by the features of the competitive process of tactical combat during the match, the match judge may apply the following sanctions:

- warning;
- penalty point;
- removal from the playing area until the end of the round;
- removal from the playing area until the end of the match;
- removal from the competition.

A warning in tactical sport is applied by the match judge for the first minor non-compliance with these rules or norms of the Rules of the competition, the judge's instruction, first use of obscene language and in other cases, not affecting the course of the gameplay, which are committed for the first time and are of a minor nature.

A penalty point (in the amount from 1 to 3) is applied by the match judge to the athlete for committing violations set forth in clause 5.4.3.4.9 of these Rules. Penalty points are summed up and carried over from one round to subsequent ones within one match (if the match is divided into rounds).

Removal from the playing area until the end of the round is applied by the match judge to the athlete who has received 3 penalty points, or in cases where clause 5.4.3.4.9 of these Rules expressly provides for the application of removal from the playing area until the end of the round. An athlete to whom such a sanction is applied is obliged to leave the playing area by the shortest route and is not entitled to return to the game until the end of the round (if the match is divided into rounds) in which such sanction was applied to him.

Removal from the competition is applied by the match judge to an athlete who has committed gross violations of the Rules. An athlete to whom a sanction in the form of removal from the competition is applied is not entitled to return to participation in rounds and other matches within the current competition. The group of athletes from whose composition an athlete was removed has the right to continue participation in the competition, unless otherwise provided by the Rules of the competition. The removed athlete cannot be replaced by another athlete.

5.4.3.4.9. Violation of Rules During a Tactical Sport Match.

In a tactical sport match, the application of sanctions provided for by clause 5.4.3.4.8 of these Rules is carried out for corresponding violations taking into account the requirements and conditions provided for by this clause.

For violation of the Rules, the following sanctions are applied to athletes, as given in Table 1.

Table 1.

Violation	Sanction
Exiting beyond the boundaries of the playing area (zone) during the match for the purpose of gaining an advantage.	Removal for the next round.
Exiting/starting movement before the starting signal after the command "10 seconds" outside the starting zone.	1 penalty point
Shooting/imitation of shooting when holding the Tagger with one hand.	1 penalty point
Intentional displacement of a shelter/ obstacle/ gaming equipment (additional devices located on the playing area)	1 penalty point

Violation	Sanction
Presence of 2 or more athletes of one team in the capture zone of a base/flag/demolition object, according to the provisions of the Rules	removal for the next round
Talking, gesturing or other communication by an eliminated athlete	removal for the next round
Conducting non-aimed shooting - shooting from the tagger without using aiming devices.	2 penalty points
False start - exiting the starting zone before the signal "Start"	1 penalty point
Raising the dimensions of the tagger above the lower edge of the headband.	1 penalty point
Systematic appeals to the judging team with a demand to record violations of the rules by the opponent team's group of athletes	Warning. Repeated similar violation - 1 penalty point. Third repeated similar violation - removal until the end of the round. Fourth repeated violation removal until the end of the match.
Using the headband without connection to the Tagger (including after changing equipment to a spare set)	1 penalty point. Repeated similar violation - removal for the next round.
Intentional turning off of hit recording systems.	removal in the round and the next round.
Unintentional physical contact.	2 penalty points
Independent "revival" by inventory not admitted for the game.	Removal for the next round

Violation	Sanction
Entering the playing area by an athlete removed by the match judge or a deactivated athlete.	Removal until the end of the match
Changing Tagger settings without coordination with the organizers and the Chief Judge of the competitions.	disqualification of the team from the tournament
Exchange of Taggers or Hit Sensors between a group of athletes during a round (without coordination with the judge)	Removal of the exchanging athletes until the end of the next round
Presence of more than one participant in the zone of key action (task) "Flag Zone", "Base Zone", "Demolition Zone", etc.	removal of participants of the episode for the next round.

5.4.3.5. Methods for Recording Competition Results and/or Violations of Rules in Tactical Combat.

The winner of the match, taking into account the provisions of these Rules, is determined by the sum of results of tasks completed by the team depending on the chosen discipline and is recorded by the match judge in the match protocol, unless otherwise expressly provided by the Rules of the competition taking into account the specifics of the discipline.

The winner of the match, taking into account the provisions of these Rules, is determined and recorded by the match judge in the match protocol. The score of the functional game is also reflected by the match judge in the match protocol.

5.4.3.6. Features of Determining the Winner in WTS Matches

5.4.3.6.1. Recording of Match Results.

The winner of the match, as a general rule, is determined by the total number of rounds won by the groups of athletes based on results (for disciplines "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation").

Furthermore, for the disciplines "Battle Royale" and "Demolition" "Domination", the winner of the match may be determined by the total number of opponent eliminations (Frag) made by the groups of athletes based on the results of the match, number of points scored, number of successful activations of the

"demolition" device or otherwise, determined by the Rules of the competition, taking into account the requirements of these Rules and the discipline.

5.4.3.6.2. Recording of Match Results

Based on the results of the match:

- the athlete (group of athletes) is awarded victory (becomes the winner of the game);
- the judge of the corresponding game records the rounds won and the number of Frags that the groups of athletes made in the game (for disciplines "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation"). At the same time, for the disciplines "Battle Royale", "Domination", "Capture Bases", "Capture the Flag", "Demolition", "Evacuation", the winner may be determined by the number of opponent eliminations (Frag), number of game points scored or sum of victory in games in rounds and otherwise, determined by the Rules of the competition, taking into account the requirements of these Rules and the discipline.

The winner and score are recorded by the match judge in the match protocol.

In the match protocols, the judge for the purposes of determining the winner in the match records the rounds won by the groups of athletes (Frag made / game points scored), based on the results of the match and, in accordance with the requirements of these Rules, are further summed up by the match judge. The sum of the corresponding indicators based on the results of the games and is also recorded by the match judge in the protocol.

5.4.3.7. Draws.

In case the sums of rounds won by the groups of athletes (Frag made / points scored), based on the results of the match, are equal to each other, then the match judge records a draw.

In case the Regulation and/or Rules provide for the impossibility of a draw based on the results of the match, then the competition organizer in the Regulation and/or Rules of the corresponding competition must record the criteria (principles) for identifying the winner in a match that ended in a draw. At the same time, for determining the winner in a match that ended in a draw, a discipline different from the main one cannot be conducted. If the Regulation and/or Rules of the competitions require determining the winner of a match that ended in a draw, then the following procedures for determining the winner are possible, including:

- determining the winner by additional criteria (for example, number of Frags made, number of successful activations of the "demolition" device, sum of held time, number of flag plantings, etc., if the match result was determined by the number of rounds won or by the number of points scored);

- conducting an extra match (the procedure for its conduct must be recorded in the Regulation and/or Rules of the competition);
- another procedure expressly provided for by the Regulation and/or Rules of the competition.

5.5. Procedures for Replacement, Exclusion from the Number of Competition Participants.

5.5.1. When conducting competitions in team format and individual-team format, replacements may be provided for by the Regulation and/or Rules of the competitions for groups of athletes (for example, in case of objective impossibility of one of the athletes to participate in the competition, replacement of such athlete by another athlete is allowed). Replacements must be carried out within the WTS digital system through confirmation, by excluding the replacement player from the team and including the player in the team's composition on the IGG platform.

Other rules and conditions for carrying out replacements are established by this Regulation and/or Rules of the competition taking into account the specifics of the sports disciplines.

5.6. List of Permitted and/or Prohibited Actions of an Athlete During Participation in Competitions.

5.6.1. Athletes are prohibited from:

- during competitions addressing anyone, including auxiliary and technical personnel of the Organizer, except for the judge and members of their own group of athletes directly participating in the game;
- using equipment with any kind of religious, political inscriptions or images, as well as contradicting the requirements of these Rules, Regulation and/or Rules of the competition;
- turning on and/or off any settings and mods, except those expressly permitted by the Regulation and/or Rules of the competition, normative documents of the competition organizer;
- arguing with judges and opponents;
- influencing in any way the judge's decision-making on game situations;
- opening, damaging or striking competitive equipment and inventory or other technical means, as well as any other property;
- abruptly disconnecting cables of technical means;
- showing disrespect towards spectators, other competition participants, judges or officials, using obscene language, including in any languages;
- intentionally hindering the conduct of the competition;

- indicating and providing the competition organizer with unreliable data when submitting applications;
- broadcasting competitions into the information and telecommunications network "Internet" without the knowledge of the competition organizers;
- refusing to present upon the judge's request identity documents, or a valid doctor's certificate permitting participation in competitions;
- installing and using software or modifications of software used in competitions, for the purpose of changing the appearance and settings of the game, characteristics of the control object and other technical devices, if this leads to the creation of unequal conditions for competition participants during the conduct of competitions;
- committing other actions expressly prohibited by these Rules, Regulations, Rules of the competitions, as well as decisions of the GSP.

5.6.2. Lateness and No-show

5.6.2.1. The Regulation and/or Rules of the competition may indicate consequences for an athlete or group of athletes who are late for a game/match/competition without a valid reason, among which may be:

- remark;
- warning;
- technical defeat in the game or match;
- exclusion from the number of competition participants;
- other sanctions provided for by these Rules, Regulation and/or Rules of the competition.

5.7. Methods for Recording Competition Results and/or Violations of Rules

5.7.1. Competition results are determined and recorded taking into account the used system for conducting competitions and taking into account the features provided for by these Rules, as well as the Regulation and/or Rules of the competition, and are recorded by the Chief Judge in the final competition protocols.

5.7.2. Match judges record and control the correctness of reflection of game and match results in match protocols; competition results - in final competition protocols.

5.7.3. Control over compliance with these Rules, Regulation and/or Rules of the corresponding competitions is carried out by match judges, including: direct observation, post-factum by viewing competition video recordings, screenshots and analysis of the digital trace (unique set of actions of the competition participant) with the help of specialized programs pre-installed on the computers provided to the participants, as well as on the server location computer.

5.7.4. Facts of violation by competition participants of these Rules, as well as requirements of the Regulation and/or Rules of the competition, normative documents of WTS, the organizer, are reflected by the match judge in the match protocol within which the corresponding violation was committed.

5.8. Rules of Conduct for Competition Participants

5.8.1. Competition participants are obliged to adhere to generally accepted norms of behavior, show respectful attitude towards officials, judges, spectators, press representatives, as well as towards other competition participants.

5.8.2. Competition participants are obliged to refrain from rude and offensive statements, gestures and actions.

5.8.3. Competition participants are obliged to observe the principles of sports behavior and the principle of fair sports competition.

5.8.4. Competition participants are obliged to know and observe these Rules, Regulations and/or Rules of the corresponding competitions, normative documents of WTS, the organizer of the corresponding competition.

5.9. Types of Sanctions Applied for Violations of Rules

5.9.1. For violation of these Rules, Regulations and/or Rules, normative documents of competition organizers and/or WTS, the following sanctions may be applied to competition participants, coach, representative of a group of athletes, official and/or other person who committed the violation, in the manner and under conditions provided for by these Rules, Regulations and/or Rules of the competitions, as well as normative documents of competition organizers and/or WTS, by authorized bodies of the competitions or authorized bodies of WTS:

- remark;
- warning;
- removal from the competitions (exclusion from the number of competition participants);
- deprivation of tournament points;
- technical defeat in the match (game);
- disqualification.

5.9.2. If a different procedure for applying sanctions is not provided for by the Regulation and/or Rules of the competitions, this procedure for applying sanctions shall be applied. The Regulation and/or Rules of the competition may enshrine the possibility of simultaneous application of several of the listed sanctions (aggregate of punishments) or conditional application of sanctions.

5.9.3. The first minor violation of these Rules entails a remark, which is expressed in an oral reminder to the person about the necessity of observing the Rules and a call to strictly observe them. Furthermore, a remark is applied to an athlete, group of athletes, representative of a group of athletes, coach, competition official for minor violations not affecting the course of the competition, not affecting the organization of competitions.

5.9.4. If for the first violation of the Rules a remark was applied to the competition participant, representative of a group of athletes, coach, competition official, then upon repeated commission of a violation, a warning may be applied to the violator, coupled with a threat of applying another, stricter sanction in case of committing a violation in the future. Furthermore, a warning is applied to a competition participant, coach, representative of a group of athletes, official, other competition participant for violations affecting or capable of affecting the course of competitions, which led to minor damage to technical means, negatively affecting public perception of competitions, competition organizers, but committed not intentionally, as well as for intentional minor violations.

5.9.5. For violations that affected the course of the match, a technical defeat in the match or removal of tournament points may be awarded to the competition participant.

5.9.6. A participant may be excluded from the number of competition participants for systematic intentional violations affecting or capable of affecting the course of individual matches and competitions as a whole, as well as for intentional and gross violation committed after the application of another sanction, except for a remark.

Exclusion from the number of participants may also be applied in case of application of a second warning, as well as in cases:

- providing by the person of unreliable information about themselves (full name, age, other data);
- carrying out by a group of athletes of an uncoordinated replacement;
- non-compliance with the principles of sports behavior and fair play;
- failure to appear for a match or for the competition;
- refusal to continue participation in competitions without valid reasons;
- impossibility to continue participation in the competition for health reasons (after declaring a break to provide medical assistance to the participant). In case the participant is part of a group of athletes -- replacement of the participant may be made, if such procedure is provided for by the Regulation and/or Rules of the corresponding competition.

5.9.7. Disqualification is applied to a person for systematic intentional violations affecting or capable of affecting the course of individual rounds as a whole, for intentional violation committed after the application of a warning, as well as in

case of committing a gross violation of the Rules, Regulation and/or Rules of the competitions, other normative documents of the competition organizer and/or WTS, including in case of detection of a fact of exerting illegal influence on competition results, intentional dishonest performance (including deliberate losing).

Disqualification may also be applied in other cases expressly provided for by these Rules, Regulations and/or Rules of the competitions, as well as normative documents of the competition organizer and/or WTS.

Disqualification may be established for a certain number of matches, for a certain period of time or for the competition.

5.9.8. Regulations and/or Rules of the competitions, as well as normative documents of WTS may provide for the application of other sanctions not provided for by these Rules for violation of the corresponding Regulations and/or Rules of the competition, normative documents of competition organizers and/or WTS.

5.9.9. Taking into account the specifics of sports disciplines, these Rules may provide for other types of sanctions applied for violation of the Rules in the part of features of conducting competitions in the corresponding sports disciplines.

5.10. Requirements for Ensuring Safety During Conduct of Tactical Sport Competitions at Sports Facilities.

5.10.1. Ensuring safety of participants and spectators at competitions is carried out according to the requirements of the "Rules for Ensuring Safety During Conduct of Sports Competitions", as well as according to the requirements for anti-terrorist security of sports facilities and the form of the safety passport of sports facilities during conduct of offline competitions, approved by the corresponding normative legal act of the authorized state authority.

5.10.2. Control over compliance with safety rules is entrusted to the competition organizers.

5.11. Requirements for Equipment and Placement of Advertising on It

5.11.1. The uniform of all competition participants must be suitable for performance at tactical combat competitions and must not contain any designations, text or combination of symbols that could be offensive.

5.11.2. The equipment must not contain any kind of religious, political inscriptions or images.

5.11.3. Other requirements for the uniform of a competition participant, as well as requirements for placement of advertising are determined by the Regulation and/or Rules of the competitions.

5.11.4. Competition participants whose uniform does not meet the requirements established by the Regulation and/or Rules of the competition are not admitted to the competitions.

5.12. Requirements for Technical Characteristics of Inventory, as well as for Accuracy of Instruments Used at Competitions for Measuring (Controlling) Such Characteristics

5.12.1. Requirements for inventory are determined by WTS depending on the type of discipline indicated in the Regulation and/or Rules of the competitions.

5.12.2. Inventory, including technical means provided for by these Rules, must meet the requirements of these Rules, as well as be equipped with all necessary input/output devices for conducting the competition.

5.12.3. When organizing and conducting competitions, it is recommended to use the following minimally necessary inventory: a gaming monitor with a diagonal of at least 24 inches;

- sets of devices corresponding to equipment for tactical sport in a quantity determined based on the number of participants of the corresponding competition;

The above requirements may be supplemented and detailed by the Regulation and/or Rules of the corresponding competition, normative documents of the competition organizer.

5.13. Conditions for Replacement of Inventory (Damage or Loss)

5.13.1. During competitions, participants may use inventory (technical means) provided by the organizer, as well as, if expressly provided for by the Regulation and/or Rules of the competition, it is possible to use own inventory meeting the technical characteristics provided for by these Rules, Regulation and/or Rules of the competition, as well as normative documents of the competition organizer.

5.13.2. Competition participants are obliged to handle carefully the inventory provided by the competition organizer.

5.13.3. Replacement of inventory in case of its damage or loss is carried out by the competition organizer.

5.13.4. In case it is proven that inventory was stolen by a competition participant, this competition participant may be disqualified in accordance with the norms provided for by these Rules, Regulation and/or Rules of the competition, normative documents of the competition organizer and/or WTS.

5.14. Requirements for Medical and Sanitary Support

5.14.1. The Organizer of Tactical Sport competitions must ensure the safety and protection of health of all competition participants, as well as competition officials and spectators.

5.14.2. The competition organizer must ensure the provision of medical assistance in accordance with normative documents regulating the procedure for organizing provision of medical assistance to persons engaged in physical culture and sports (including during preparation and conduct of physical culture and sports events), including the procedure for medical examination of persons wishing to undergo sports training, engage in physical culture and sports.

5.14.3. The main tasks of medical support are:

- provision of first aid to competition participants directly at the competition venue;
- monitoring the fulfillment of sanitary-hygienic requirements during the conduct of competitions;
- control over the health condition of competition participants and verification of the correctness of registration of admission of participants to competitions (for health reasons).

5.15. Conduct of Competitions Under Changing Climatic and Other Factors

5.15.1. Due to the occurrence of circumstances arising as a result of events of an emergency nature (adverse weather conditions, power outage, wars, epidemics, terrorist acts, etc.), the GSP has the right to cancel the competition or postpone the time and date of the competitions.

In cases where the above circumstances during competitions led to a disconnect, then the rules on disconnect apply.

5.16. Timeframes for Consideration and Decision-Making on Objections, Protests, Appeals Received During Competitions, with Indication of the Amount of Protest Deposit (If There Is a Deposit), as well as Return of Such Deposit Upon Satisfaction of the Protest

5.16.1. Protests against actions of competition participants and judges that entailed violations of these Rules, Regulations and/or Rules, normative documents of the competition organizer are submitted to the GSP in written form within 10 (ten) minutes after the end of the match until the announcement of final results.

5.16.2. A protest is submitted in written form by a competition participant, or a representative of a group of athletes to the Chief Judge with mandatory indication of clauses of these Rules, Regulation and/or Rules of the competition, which the protesting party considers violated.

5.16.3. The decision of the GSP on the protest is final and not subject to appeal (unless the Regulation and/or Rules of the competition provide for appealing decisions of the GSP to the Appeal Committee, created in the manner provided for by clause 5.17.3 of these Rules).

5.16.4. Timeframes for consideration and decision-making on protests received during the competition are provided for by clause 5.17.2 of these Rules.

5.16.5. The Regulation and/or Rules of the competition may provide that when submitting a protest, a deposit amount is paid. The amount of the deposit is established by decision of WTS. In case of satisfaction of the protest, the deposit amount is returned, and in case of its rejection, the deposit amount is directed to the implementation of the statutory goals of the competition organizer, unless otherwise established by the Regulation and/or Rules of the competition.

5.17. Body, to the Competence of Which Are Assigned Powers to Consider Objections, Protests, Appeals

5.17.1. Properly composed and submitted protests are considered by the GSP.

5.17.2. A protest must be considered by the GSP, if possible, immediately after its submission, but before the approval of final competition results, and not later than 24 hours from the moment of its submission. The GSP takes into account the positions of the parties on the protest, but in their absence -- based on available materials.

5.17.3. At national and international finals of competitions within the framework of the WTS world championship, an appeal committee may be created by the Regulation and/or Rules of the competitions for operational resolution of conflict (disputed) situations arising during the competition, not settled by agreement of the parties, and consideration of appeals of participants or their representatives against decisions of the GSP (provided that protests were previously submitted against these decisions and as a result of consideration of the protests corresponding decisions were made). The appeal committee is appointed by the competition organizer.

5.17.4. The appeal committee must consist of a chairman, two or more members and two reserve members. If possible, then the chairman, members and reserve members of the committee should belong to different subjects of the host country. Judges, assistants and participants taking part in the competition cannot be members of the appeal committee considering this dispute.

5.17.5. If it is assumed that the chairman or one of the members of the appeal committee may have a personal interest in the issues under consideration, he must be replaced by a reserve member of the appeal committee.

5.17.6. The appeal committee must have an odd number of members with a decisive vote. Members of the appeal committee cannot be persons younger than 21 years.

5.17.7. Decisions of the appeal committee are final.

5.18. Methods for Determining the Winner of Competitions and Distribution of Places

5.18.1. Determination of the winner of the competition and distribution of places based on the results of the competition is carried out in accordance with these Rules taking into account the nature and system of conducting the competition, as well as in accordance with the norms of the Regulation and/or Rules of the corresponding competition.

5.18.2. Determination of the winner of the competition, as well as the winner in the matches of the competition is carried out taking into account the features of the competitive process of each individual sports discipline of tactical combat provided for by Section 5 of these Rules.

5.19. Other Provisions Due to the Specifics of Tactical Combat

5.19.1. In case of disconnect of all competition participants or forced stoppage of the match for another reason not dependent on the athletes/organizers, a replay is appointed.

5.19.2. The decision on appointing a replay, as well as on the date/time/place of the replay is made by the team captains.

5.19.3. In case of repeated rejection of replay conditions by one of the parties, a technical defeat may be awarded to such team, and a technical victory to its opponent.

5.19.4. The competition organizer /WTS has the right in the Regulation and/or Rules of the competition to determine the amount of waiting time for an athlete

after offering a replay, after which a technical defeat is awarded to the athlete who faces the disconnect.

SECTION VI. REQUIREMENTS FOR FORMATION OF THE JUDGING PANEL

6.1. Composition of the Judging Panel of the Competition with Indication of Names of Judge Statutes and Its Powers

6.1.1. The judging panel of the competition is a collection of judges appointed for organizing judging of the corresponding competition, which includes:

- chief judge;
- chief secretary;
- secretary;
- match judges;

6.1.2. Appointment of judges to judging panels is carried out in accordance with qualification requirements for sports judges in accordance with Formation of the judging panel of the competition and distribution of positions within it taking into account the qualifications of judges (except for positions of the Main Judging Panel) is carried out by the Chief Judge.

6.1.3. The number of secretaries and judges is determined by the Chief Judge in agreement with the competition organizer depending on the number of technical and playing areas, as well as on the number of declared competition participants.

6.1.4. The judging panel through the judges included in its composition exercises control over compliance with these Rules, Regulations and/or Rules of the competitions.

6.2. Composition of the Main Judging Panel with Indication of Names of Judge Statutes and Its Powers

6.2.1. For the purpose of exercising powers for organizing judging at competitions requiring collegial decision-making, the Main Judging Panel (GSP) is formed from the composition of the judging panel of the competition.

6.2.2. Powers of the GSP:

- makes decisions on the application of sanctions against competition participants in cases provided for by these Rules;
- considers protests and makes decisions based on the results of consideration;

- if necessary, determines and establishes additional features of conducting the competition and its components (games/matches) not contradicting these Rules;
- organizes and evaluates the activity of competition judges;
- makes final decisions on all controversial situations related to the activity of the GSP, judging panels, judging teams and judges of the competition during its conduct;
- exercises other powers provided for by these Rules, Regulation and/or Rules of the corresponding competition, as well as corresponding to the goals and tasks of the activity of the GSP.

6.2.3. The GSP must include not less than three persons. The GSP includes the Chief Judge of the competitions, his deputy, the Chief Secretary of the competitions.

6.2.4. The Chief Judge at competitions is appointed by the competition organizer upon recommendation of WTS.

6.2.5. In the absence of the Chief Judge, decisions are made by one of his deputies, who is appointed by the Chief Judge.

6.2.5.1. The Deputy Chief Judge, appointed by the Chief Judge, in the absence of the Chief Judge performs his duties, enjoys all his rights, exercises leadership of the judging panel of the competition, in accordance with the Rules, Regulation and/or Rules of the competition.

6.2.6. In the absence of the Chief Secretary, his functions are performed by the Deputy Chief Secretary.

6.3. Judging Team

6.3.1. Direct judging of competition matches is carried out by a judging team. The judging team is formed from the composition of judges included in the judging panel of the competition or from judges included in the judging panel of the discipline.

6.3.2. The judging team must include:

- match judge;
- senior field judge;
- secretary;
- technical judge.

The composition of the judging team is formed taking into account the features of the competitive process of the discipline according to which the corresponding match is conducted, provided for by Section 5 of these Rules.

6.3.3. The number of judging teams is determined taking into account the number of matches of the competition, including matches that are conducted simultaneously.

6.3.4. Formation of the judging team and distribution of positions within it taking into account the qualifications of judges is carried out by the Chief Judge.

6.3.5. Leadership of the judging team is exercised by the match judge.

6.3.6. The judging team through the judges included in its composition exercises control over compliance with these Rules, Regulations and/or Rules of the competitions during an individual match of the competition.

6.4. Rights and Functional Duties of Judges for Preparation, Conduct and Completion of Competitions, Depending on the Position Held

6.4.1. Chief Judge

6.4.1.1. Powers of the Chief Judge:

- is responsible for judging of the competitions in accordance with these Rules;
- organizes the work of the GSP and the judging panel of the competition;
- controls the condition of the competition venue, technical means, sports inventory;
- conducts meetings of the judging panel of the competition, accepts protests and submits them for consideration by the GSP;
- signs the final competition protocol and written report on the conducted competitions;
- applies sanctions within his competence.

6.4.1.2. The Chief Judge has the right to:

- postpone the start time of the competitions if the conditions of their conduct do not meet the requirements of these Rules;
- declare a break or change the schedule of matches;
- suspend from judging of the competition judges, in case of their violation of the Regulation and/or Rules of the competition, these Rules, as well as other normative documents of competition organizers;
- exercise other rights not contradicting these Rules, Regulations and/or Rules of the competition, necessary for effective organization of judging.

6.4.2. Deputy Chief Judge

Powers of the Deputy Chief Judge:

- if there is a corresponding order of the Chief Judge, in the absence of the Chief Judge, performs his duties, enjoys all his rights;
- organizes the work of judging panels;
- organizes the work of judging teams, in accordance with the Rules, Regulation and/or Rules of the competitions.

6.4.3. Chief Secretary

Powers of the Chief Secretary:

- conducts drawing of lots of competition participants;
- compiles and maintains the competition table;
- compiles the schedule of meetings;
- controls the keeping of meeting protocols and certifies them with his signature;
- prepares and signs the final protocol;
- organizes the issuance of documents based on the results of the competitions.

6.4.4. Deputy Chief Secretary

Powers of the Deputy Chief Secretary:

- in the absence of the chief secretary, performs his duties, enjoys all his rights;
- assists the Chief Secretary in his work;
- organizes the work of secretaries at competition matches.

6.4.5. Match Judge

6.4.5.1. The match judge performs the functions of judging at tactical combat competition matches.

6.4.5.2. Powers of the match judge:

- exercises control and judging of a specific match in accordance with these Rules, Regulation and/or Rules of the competition;
- signs the match protocol;
- before the start of the match must ensure the absence of prohibited programs/applications and readiness of equipment for each competition participant;

- must be behind the athletes and observe the actions performed on technical devices;
- is obliged to interpret the match result into the IGG platform in full accordance with these Rules. The decision of the match judge may be canceled by the Chief Judge;
- must be attentive and objective, his presence must not influence the course of the competition. The place he occupies during the match must ensure full control over the performance by competition participants of technical actions;
- is obliged to interpret the match result in full accordance with these Rules. The decision of the match judge may be canceled by the Chief Judge;
- being directly on the playing area, exercises control and judging of the match in accordance with these Rules, Regulation and/or Rules of the competition;
- applies sports sanctions for violation by competition participants of these Rules during the match;
- before the start of the functional game of the match must ensure the readiness of the playing area, sports inventory and their safety for each competition participant;
- exercises other functions taking into account the features of the competitive process of individual sports disciplines, provided for by Section 5 of these Rules.

6.4.6. Technical Judge

Powers of the technical judge:

- carries out necessary setting of game parameters and their preliminary check before the start of the match (or immediately before the start of the game);
- is responsible for setting up and launching game scenarios before the start of the match;
- is responsible for compliance by competition participants with requirements regarding parameters and settings of the game;
- directs the technical personnel of the Organizer or independently carries out elimination of malfunctions of hardware and software and other technical means.

6.4.7. Secretary

Powers of the secretary:

- compiles and maintains the match protocol;
- prepares other documentation necessary for organizing and conducting competitions;
- upon request of the match judge, enters into the match protocol violations, effective actions of competition participants (for example, game points)