

MANAGERNFT REGULATION

version 1.7

[Managnft.io](https://managnft.io) is implemented by **UNITOS INTERNATIONAL USA, LLC** with registered office in **Wilmington**, County of **New Castle**, State of **Delaware**, which operates a blockchain-based digital card issuing and trading (NFT) service. As part of this activity, managnft.io organizes one or more games for its users (henceforth referred to as participants), which shall be governed by these rules. The regulations themselves may be subject to change over time upon official notification to all participants at least seven days prior to the changes. The competitions are referred to as '**match days**'. The frequency of the tournaments will be announced within the game, in the **match days** area. The duration of each tournament may vary depending on the time of year and the sporting events scheduled.

IDONITY

The game is open to all natural persons over the age of 18. In order to complete registration, you will have to fulfil the conditions necessary to register on managnft.io.

From 20/09/2022:

1)Each participant will have **30 days** from the activation of the service to proceed with the certification of his account (KYC), once this period has expired, the participant will not be able to carry out any gaming activity.

In the 30 days preceding the blocking of gaming activity, an account that does not regularise its position by carrying out **KYC** will not be able to :

- Apply for withdrawals
- Trade on the secondary market
- Mint NFTs
- Receive commissions from Marketing Plan

2)In the secondary market, there are certain functions that provide for limits on exchanges between users.

Limits vary per type of CARD rarity.

For further protection, if between two accounts **in the 30-day period the maximum number of exchanges** has been reached, the system will allow selling to a third account but will prevent the third buyer from reselling **to one of the two accounts** that have reached the limit exchanges between them.

Example: If participant X reaches the maximum number of exchanges in 30 days with player Y, player X will be able to sell to Z, who however will not be able in the following 30 days to resell to Y.

CARD regular: 15 CARD REGULAR MONTH

CARD rare: 8 CARD RARE MONTHLY

CARD SR: 5 CARD SR MONTH

CARD UNIQUE: 3 CARD UNIQUE MONTHLY

LEAGUE DIVISION

Each participant may field a maximum of one team per league in which they participate. Leagues are divided into:

- **Regular**
- **Rare**
- **Super rare**
- **Unique**

CARDS AND THEIR RARITY

Cards are the main instrument of the game. They are divided according to the following rarity for each individual sportsman depicted on each card: The cards are subdivided according to the following rarity:

- **Regular, 1000 copies.**
- **Rare, 100 copies.**
- **Super Rare, 10 specimens.**
- **Unique, 1 specimen.**

ACTION CARDS

The first collection of action cards will be those of Christian Vieri, which will be available on the Binance.com market place. Only one action card can be fielded per league. In order to field the card, it will be necessary to have the same rarity as the league or higher.

The bonus % of the action cards will be calculated on the BASE VOTE of the player.

Rare, Super Rare and Unique cards will be sold in auctions. Regular cards will only be sold in packets, and there will be a probability of finding 1 rare card for every 50 packets (equals 2%) and 1 super rare card for every 100 packets (equals 1%).

REGULAR CARD

The regular card is not sold through an auction, but through the purchase of one or more packages.

Within a packet there are five cards of which at least one has a value of more than 50 points.

RARE PAPER

The starting price of the rare card at auction will be 2 MNG (1 MNG = 1 USD, stable value) and bids will be at least 5% higher than the current price at auction. In the case of a bid, the timer will increase by 10 seconds, so as to give participants enough time for a possible raise.

SUPER RARE CARD

The starting price of the super rare card at auction will be 20 MNG and bids will be at least 5% higher than the current price at auction. In the event of a bid, the timer will increase by 10 seconds, so as to give participants enough time for a possible bidding increase.

SINGLE PAPER

The starting price of the single card in the auction will be 100 MNG and bids will be at least 5% higher than the current price in the auction. In the event of a bid, the timer will be increased by 10 seconds in order to give participants a fair amount of time for a possible bid.

LIQUID AND NON-WITHDRAWABLE MNG

MNG is the internal currency of the MANAGERNFT game platform: 1 MNG has an internal and stable value of 1 USD (US dollar). The MNG in the game wallet allow you to compete in auctions to purchase the NFT cards that will be used to create the team to participate in the game. Within the platform there are liquid MNG and non-withdrawable MNG or MNG-NP.

Liquid MNG and non-withdrawable MNG are both obtained if you go for prizes by participating in the game's Match Days and monthly **leaderboards**. The MNG that a customer receives from commissions as an affiliate, from lending NFT cards, from selling one or more NFT cards in the secondary market are all withdrawable MNG. Non-withdrawable MNG are those obtained from the exchange (swap) following each deposit.

Except for NFTs that users decide to put up for sale in the secondary market or **loans** as nonwithdrawable MNG, for those the user who decides to accept them may use them to buy in the primary market, buy packages or give them to another person who will sell cards in the secondary market or **loans** in that manner.

The participant may convert withdrawable MNG and request withdrawal in the same currencies used to participate in the game up to the deposited value. In the case of deposits in different currencies, the system will allow the participant to withdraw in the respective currencies up to the deposited value. The technological system will only allow the participant to request withdrawals for values in excess of the amount deposited in the currency most frequently used up to that moment. Example: If the participant deposits \$1,000 in ETH and \$100 in COC, he/she will be able to withdraw the described values in the respective currencies up to the total amount of **\$1,000**, in case of exceeding values he/she will be able to request withdrawals in all available cryptos.

RELEASE OF NEW PLAYER CARDS

New cards are published every sports season, some sold in packs and others sold by auction. All NFT cards bear the year of the collection. During each sports season, any card can be auctioned or sold on the secondary market.

DEPLOY YOUR FORMATION

Each participant may only field one formation per league, and must adhere to these simple rules:

- To participate in the **Regular** league you need 11 regular or higher rarity cards and the one with the lowest value rarity cards.
- To participate in the **Rare** League you must have at least 9 cards that are rare or of higher rarity. If two Regular cards are lined up, there will be a 40% penalty for each card of that rarity.
- To participate in the **Super Rare** League you must field at least 7 super rare or higher rarity cards and is considered the second highest tournament in terms of card rarity and value. The player may field up to a maximum of 4 rare cards, in case of fielding rare cards he will receive **a 40% penalty for each card of that rarity.**
- To participate in the Unique League, the participant must field at least 5 unique cards and is considered the most important tournament as they are unique and of the highest value.

The penalty consists of deducting from the total score obtained a value equal to 40% of it, if the player enters the game with cards from a tournament of a lower rarity than those required for the specific tournament.

The participant will be able to choose a captain for each league, which will grant an extra 15% points based on the value of their player. The participant may field their cards from any league, as long as they play in the relevant **match days**. Subsequently, leagues divided into leagues will also be created in which each player can participate in each with a maximum of one team.

MATCH DAYS: TEAM

For match days the participant must field at least:

1 goalkeeper, 3 defenders, 3 midfielders, 2 forwards + 2 players of your choice.

TEAM TRAINING (NOT YET AVAILABLE)

The participant, in order to coach the players he will have in addition to those in the **match days**, must purchase a coach card and may field a formation for each coach in which there are: **1 goalkeeper, 3 defenders, 3 midfielders, 2 forwards + 2 players of his choice.**

Should you possess a unique trainer, you may field any type of card rarity. If the participant possesses a super rare trainer, he may field cards from super rare on down. In the case of a rare trainer, he may only field rare and regular cards. In the case of a regular trainer he may only field regular cards.

The tournament will have the prize money divided as follows:

- 1st ranked 1 box of regular cards containing 25 packets.
- 2nd ranked 1 box of regular cards containing 10 packets.
- 3rd ranked 5 packet regular.
- 4th ranked 3 packet regular.

- 5' ranked 2 regular packages.
- From 6' to 10' ranked 1 regular package.

HOW TO LEND CARDS

Each participant may, when the option is made available in the game and at his discretion, lend one or more cards that are not used for that specific "match days" to other participants. The participant in the appropriate section within the game will enter a required economic value, which if accepted by another participant will complete the temporary loan contract. The participant lending the card will receive the requested loan value in his wallet, while the renter will receive the player's card for temporary use in the game. At the end of the loan period, the platform software will automatically transfer the loaned card to its rightful owner, without any action on the part of the participant. If the card has been lent out, it cannot be withdrawn and withdrawn cards cannot be lent out.

HOW THE SECONDARY MARKET WORKS

The secondary market of MANAGERNFT will allow each participant to be able to transfer through a private sale to another participant the NFT card in their portfolio. When the participant clicks on the "Secondary Market" section, he will be given the opportunity to publish the sale of one or more playing cards via the game platform. The participant will be able to publish and set the type of currency he/she accepts during the sale, the price and the duration of the sale, which if accepted by another participant will complete the sale. The software will automatically handle the transfer of ownership of the card to the new owner and the crediting of the agreed price in MNG to the wallet of the participant who sold.

CALCULATION OF THE SCORE FOR EACH PARTICIPANT

The card score is calculated based on the same player's performance during the actual game. The player's base scores range from 0 to 100.

TIME SPENT IN THE FIELD

All starting players get a bonus of 30 points, substitute players 20 points. To obtain the 20 points the substitute player must have performed at least one action on the pitch.

RULES FOR ALL PLAYERS

Each player's score will be multiplied by a value based on the result obtained by his team:

- In the event of a tie, the kicker's score will be multiplied by a coefficient equal to 1
- should one's own team win, the kicker's score will be multiplied by 1.1
- should their team lose, the player's score will be multiplied by a coefficient of 1

After being multiplied, the experience points are added as a percentage. In the resulting result, the possible captain bonus will be calculated first and then any penalties (lower rarity).

SCORING FORMULA:

Rating x Win/Loss multiplier + experience % + possible captain's bonus % - lower rarity malus %.

Example: $65 \times 1.2 + 5\% + 15\% - 40\% = 57$.

ASSIGNMENT OF POINTS IN THE MATCH Points

will be awarded according to these criteria:

- Key passage: + 3 points.
- Duel won: + 0.5 points.
- Duel lost: - 0.5 points.
- Possession lost: - 0.5 points.
- Own goal: - 20 points.
- Successful cross: + 0.5 points.
- Failed cross: - 0.5 points.
- Shot on goal: + 3 points.
- **Successful dribbling:** + 0.5 points.
- Dribbling failed: - 0.5 points.
- **Dribbled:** - 0.5 points.
- Goal scored: + 25 points. • Assist made: + 20 points.
- Penalty kick awarded: + 10 points.
- Yellow card incurred: - 5 points.
- Red card incurred: - 30 points.
- Foul committed: -1 point.
- Foul suffered: +1 point.
- **Air game won:** + 1 point.
- **Interception:** + 1 point.
- Tackle: + 1 point
- Sweep: + 0.5 points.
- Wrong penalty: - 20 points.
- **Penalty caused:** - 10 points
- **Offside:** - 1 point

EXTRA SCORE FOR THE DEFENDER (DF) •

Defender intercepts a shot: + 0.5 points.

- Team does not concede a goal: + 20 points.
- **Goals conceded by the team:** - 1 point.
- **Goals scored by the team + 0.5 points** • Successful passage DF: + 0.3 points
- **Failure to pass DF:** - 0.5 points.

EXTRA POINTS FOR THE GOALKEEPER (GK)

- Goal conceded: - 5 points.
- Simple parry made: + 3 points.
- Ball rejected with fists: + 2 points.
- Parry on penalty: + 30 points.

- Match with no goals conceded: + 25 points.
- Saving in the area: + 5 points.

EXTRA MIDFIELDER SCORE (MI)

- Goals scored by the team + 0.5 points
- Goals conceded by the team - 0.5 points
- Successful passage MI: + 0.5 points
- Failure to pass MI: - 1.0 point

EXTRA STRIKER SCORES : (ST)

- Goals scored by team + 1 point
- Goals conceded by the team - 0.5 points
- Missed ST pass: - 0.7 points
- Successful passage ST. + 0.5 points

IN THE EVENT OF NON-PLAYED OR INTERRUPTED MATCHES

- ✦ In the event of matches being cancelled or played after the end of match days, players will receive 0
- ✦ In the event of a suspended match and finished in the end of match days, the player will take total points
- ✦ In the event of a match being suspended and ending outside the match days, the score will be the one awarded by the software.
- ✦ In the event of a game being suspended and then restarted from the beginning, players will be given a score of 0.

SUBSTITUTED PLAYERS:

- Players who do not play at least 44 minutes are not entitled to the extra bonuses.
- Goalkeeper match with no goals conceded + 25 points, defender + 20 points if team concedes no goals, midfielder and/or striker gets +2 points for each goal his team scores.

GUARANTEED MINIMUMS:

- A goalkeeper who does not concede a goal and plays at least 44 minutes cannot take less than 60 points.
- Defender with a team that does not concede goals and plays at least 44 minutes cannot take less than 60 points.
- A player who scores goals cannot take less than 60 points.
- A player who has made assists cannot score less than 55 points.

If the sum of the scores is greater than 100, it will be rounded up to the nearest 100; if it is less than zero, it will be rounded down to the nearest zero.

Should a player on the 'Minimum Guaranteed' list make 1 'Big Malus', the threshold would drop to 40 points.

Should a player on the 'Minimum Guaranteed' list make 2 'Big Malus', the threshold would drop to 30 points.

Should a player on the 'Guaranteed Minimum' list make 3 or more 'Grand Malus' he will NOT be guaranteed the minimum.

(Big Malus = Wrong penalty, Own goal, Red card)

STATISTICS SOFTWARE

The official data for the scores **are** extrapolated from the event statistics on the website: **sportmonks.com**.

IN THE EVENT OF OBVIOUS ERRORS IN THE ATTRIBUTION OF ASSISTS/GOALS/RED OR YELLOW CARD BY SPORTMONKS.COM, THESE WILL BE AMENDED BASED ON THE STATISTICS OF THE OFFICIAL LEAGUES.

EXPERIENCE POINTS

A new card has + 5% experience during the current season, the participant receives 0.01 experience points for each point gained in addition to a base of 0.3 points. In addition to these points, further experience points are gained each time a card is played.

Should the participant field a player who does not play, he will still gain 0.3 experience points. A card may reach a maximum of +15% experience.

If a card reaches the limit, even if a new card comes out, it will not lose the extra 5 points.

Whenever a card is sold, it will not lose previously gained experience points, but will have to start from scratch in order to acquire new points.

Ex. If you have a card with a base of 3 points with the addition of new 5 points, they will remain. In order to exceed 3 experience points, you will have to start from scratch. When a card reaches 3.5 points, an additional 0.5 points will be visible.

AWARDING OF WEEKLY PRIZES

Prizes will be awarded in each category:

- Regular
- Rare

- Super rare
- Unique

Each week, based on the sale of cards in the primary market, the prize pool will be created and divided among the four leagues.

The prize pool will always pay out at least 10% of the participants:

The tournament, which will have between 1 and 3 participants, will have the prize money divided as follows:

- First place, 70% of which 50% in MNG and 50% in MNG-NP.
- Second place, 30% in MNG-NP.

The tournament, which will have between 4 and 10 participants, will have the prize money divided as follows:

- First place, 40% of which 50% in MNG and 50% in MNG-NP.
- Second place, 30% in MNG-NP.
- Third place, 20% in MNG-NP.
- Fourth place, 10% in MNG-NP.

The tournament, which will have between 11 and 100 participants, will have the prize money divided as follows:

- First place, 25% of which 50% in MNG and 50% in MNG-NP
- Second place, 20% of which 50% in MNG and 50% in MNG-NP
- Third place, 15% of which 50% in MNG and 50% in MNG-NP
- Fourth to sixth place, 8% in MNG-NP
- Seventh to tenth place, 4% in MNG-NP.

The tournament that will have between 101 and 200 participants will have the prize money divided as follows:

- First place, 15% of which 50% in MNG and 50% in MNG-NP.
- Second place, 10% of which 50% in MNG and 50% in MNG-NP.
- Third place, 8% of which 50% in MNG and 50% in MNG-NP.
- Fourth place, 7% in MNG-NP.
- Fifth to tenth place, 5% in MNG-NP.
- From 11th to 20th place, 3% in MNG-NP.

The prize money for the tournament, which will have 201-500 participants, will be divided as follows:

- First place, 15% in MNG and 50% in MNG-NP.
- Second place, 12% in MNG and 50% in MNG-NP.
- Third place, 9% in MNG and 50% in MNG-NP.
- Fourth place, 6% in MNG-NP.

- 5th to 10th place, 4% in MNG-NP.
- The remaining 34 % prize money will be distributed in two prize tiers with a proportion of 60 % for the first tier and 40 % for the second tier, the prizes will be paid in MNG-NP. Prizes will be awarded to 10% of the participants rounded up as follows: if there are 341 participants, 35 will be paid. Of the remaining 25, 13 will be paid in the first bracket and 12 in the second.

The prize money for the tournament, which will have 501 to 1000 participants, will be divided as follows:

- First place, 12% of which 50% in MNG and 50% in MNG-NP.
- Second place, 10% of which 50% in MNG and 50% in MNG-NP.
- Third place, 8% of which 50% in MNG and 50% in MNG-NP.
- Fourth place, 5% in MNG-NP.
- Fifth to tenth place, 3% in MNG-NP.
- the remaining 47 % prize money will be distributed in two prize tiers with a proportion of 60 % for the first tier and 40 % for the second tier, prizes will be paid in MNG-NP.

The prize money for the tournament, which will have between 1001 and 3000 participants, will be divided as follows:

- First place, 10% in MNG of which 50% in MNG and 50% in MNG-NP.
- Second place, 8% in MNG of which 50% in MNG and 50% in MNG-NP.
- Third place, 6% in MNG of which 50% in MNG and 50% in MNG-NP.
- Fourth place, 4% in MNG-NP.
- Fifth to tenth place, 2% in MNG-NP.
- the remaining 60% prize money will be distributed in two prize tiers with a proportion of 60% for the first tier and 40% for the second tier, prizes will be paid in MNG-NP.

The prize money for the tournament with over 3001 participants will be divided as follows:

- First place, 9% in MNG of which 50% in MNG and 50% in MNG-NP.
- Second place, 7% in MNG of which 50% in MNG and 50% in MNG-NP.
- Third place, 5% in MNG and 50% in MNG-NP.
- Fourth place, 3% in MNG-NP.
- Fifth to tenth place, 1% in MNG-NP.
- the remaining 70% prize money will be distributed in two prize brackets with a proportion of 60% for the first bracket and 40% for the second bracket, the prizes will be paid in MNG-NP.

MONTHLY MANAGER RANKING

A monthly ranking will be created, where scores will be awarded based on the total points scored during all match days and purchases made on the primary market.

The scores obtained on match days, in the different categories, will be added together:

N.B.: for every 100 MNG of cards purchased in the primary market, the player will receive 1 extra point which will be added to the points earned during the month.

MONTHLY AWARDS

Monthly rankings will award additional prizes:

The prize money for the tournament, which will have between 1 and 100 participants, will be divided as follows:

- **First place, 25% of which 50% in MNG and 50% in MNG-NP**
- **Second place, 20% of which 50% in MNG and 50% in MNG-NP**
- **Third place, 15% of which 50% in MNG and 50% in MNG-NP**
- **Fourth to sixth place, 8% in MNG-NP**
- **Seventh to tenth place, 4% in MNG-NP**

The prize money for the tournament, which will have between 101 and 200 participants, will be divided as follows:

- **First place, 15% of which 50% in MNG and 50% in MNG-NP**
- **Second place, 10% of which 50% in MNG and 50% in MNG-NP**
- **Third place, 8% of which 50% in MNG and 50% in MNG-NP**
- **Fourth place, 7% in MNG-NP**
- **Fifth to tenth place, 5% in MNG-NP**
- **11th to 20th place, 3% in MNG-NP**

The prize money for the tournament, which will have 201-500 participants, will be divided as follows:

- **First place, 15% of which 50% in MNG and 50% in MNG-NP**
- **Second place, 12% of which 50% in MNG and 50% in MNG-NP**
- **Third place, 9% of which 50% in MNG and 50% in MNG-NP**
- **Fourth place, 6% in MNG-NP**
- **Fifth to tenth place, 4% in MNG-NP**
- **the remaining 34% prize money will be distributed in two prize tiers with a proportion of 60% for the first tier and 40% for the second tier, prizes will be paid in MNG-NP.**

The prize money for the tournament, which will have 501-1000 participants, will be divided as follows:

- **First place, 12% of which 50% in MNG and 50% in MNG-NP**
- **Second place, 10% of which 50% in MNG and 50% in MNG-NP**
- **Third place, 8% of which 50% in MNG and 50% in MNG-NP**
- **Fourth place, 5% in MNG-NP**
- **Fifth to tenth place, 3% in MNG-NP the remaining 47% prize money will be distributed in two prize tiers with a proportion of 60% for the first tier and 40% for the second tier, prizes will be paid in MNG-NP.**

The tournament prize money, which will range from 1001-3000, will be divided as follows:

- **First place, 10% in MNG and 50% in MNG-NP**
- **Second place, 8% in MNG and 50% in MNG-NP**
- **Third place, 6% in MNG and 50% in MNG-NP**
- **Fourth place, 4% in MNG-NP**
- **Fifth to tenth place, 2% in MNG-NP**

- the remaining 60% prize money will be distributed in two prize brackets with a proportion of 60% for the first bracket and 40% for the second bracket, prizes will be paid in MNG-NP

The prize money for the tournament with more than 3001 will be divided as follows:

- First place, 9% in MNG and 50% in MNG-NP
- Second place, 7% in MNG and 50% in MNG-NP
- Third place, 5% in MNG and 50% in MNG-NP
- Fourth place, 3% in MNG-NP
- Fifth to tenth place, 1% in MNG-NP
- the remaining 70% prize money will be distributed in two prize brackets with a proportion of 60% for the first bracket and 40% for the second bracket, prizes will be paid in MNG-NP

EQUAL POINTS IN THE RANKING:

In the event of a tie in the ranking, the two players will split the prize money to which they are entitled equally. In the event of a user in last place in the prize pool, one more user in that bracket will be paid by dividing the prize pool by one more person.

CONFLICTS OF INTEREST

Service members do not have access to information or software that could increase their chances of winning the Game. Therefore, there is no risk of conflict of interest in the Game. - **Edit**

Modification and/or discontinuation of the service - The Promoter reserves the right to modify or discontinue the accessibility of all or part of the service and/or the Site or Applications at any time.

Modification and/or discontinuation of the Rules of the Game - The Organiser reserves the right to modify all or part of the Rules at any time. By participating in the Game, Participants accept the amendment of the Rules. The applicable version of the Rules is the latest version published on the date of use of the services offered by the Organiser.

- He does not renounce

The Organiser's failure at any time to require the other party to perform any of its obligations under these Rules shall not affect the Organiser's right to require performance thereof at a later date.

The invalidity of any clause of these Rules shall not affect the validity of and obligation to comply with the other clauses.

PARTICIPANT'S OBLIGATIONS

THE PARTICIPANT undertakes not to take any action aimed at denigrating the company without just cause and/or in any event not to take any action aimed at obtaining personal benefits to the detriment of MANAGERNFT.

If the PARTICIPANT engages in conduct that does not comply with applicable regulations, with the clauses of the MANAGERNFT Rules, with the Terms and Conditions of the MANAGERNFT website or with good faith, MANAGERNFT may withhold the amounts accrued by the PARTICIPANT and deriving from such conduct. Where such amounts have already been paid,

MANAGERNFT reserves the right to deduct from future payments the amounts already paid arising from such behaviour, without prejudice to the right to compensation for any greater damages suffered.

A single breach of any of the PARTICIPANT'S OBLIGATIONS will, at MANAGERNFT'S discretion, result in the closure of the PARTICIPANT'S account at the discretion of MANAGERNFT, after formal notice through the PERSONAL AREA.

Jurisdiction and applicable law

- Applicable law

These Rules are governed exclusively by **american** law.

AMICABLE SETTLEMENT

In the event of a dispute between the Organiser and a Participant, the latter undertakes to inform the Customer Service Department at **support@managernft.io**, taking care to specify his or her contact details and to provide any information enabling the origin and implications of the dispute to be appreciated.

JURISDICTION

In the event of a dispute, the Participant may apply to the competent jurisdiction under the law. In the event of the absence of mandatory jurisdiction by law, only the courts of **Delaware** jurisdiction shall be competent.

ManagerNFT.io
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