

## **WFDF 2024 WTDGC**

### **Captains Notes - 29th October 2024**

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#### **To all Managers and Captains**

To help you organise your teams please pass on the following information to all your players.

Please also make sure that they are told about all aspects of the event from the information we

have already sent you. This includes all Format and Schedule information; timing of all matches;

Rules; and additional information that will help players understand how to make the best decisions

they can while playing.

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#### **REMINDERS**

**All Players must be PDGA members and have passed the PDGA Rules Official Test.**

#### **Format and Schedule**

Make sure that all your players know the **Format and Schedule** for the whole event in detail.

This includes the different formats for each game, the points system, the tie-break system and

doubles rules for modified alternate shot. All this has been explained in previous mails or in this

Briefing Book and will also be available on the event website.

#### **Team Uniforms.**

It is a requirement that all players involved actively in a match shall wear their country uniform.

This shall be a minimum of their national shirt which identifies which country they are from.

Players not wearing their Team Uniform shall be disqualified.

If teams have different colour uniforms - say a white and a blue shirt - then players shall wear the same colour shirt for all doubles matches. This is for recognition purposes for the public and for media coverage. Thank you.

## **Timetable and notes for Tuesday 5th November.**

All players should leave the course by 16.00 and go to the area where all players meet for the Opening Ceremony.

### **15.00 - Captains Meeting:**

We will start on time - please do not be late. The meeting will be at the Mundaring Civic Centre - next to the area where players gather for the Opening Ceremony.

We will only be covering Scoring systems and SOTG - please ask any other questions about the event before the meeting. Specific questions that players may have about the Rules should be answered by the Rules experts in your team. All players are PDGA Officials, so we are hopeful that they all know what they are doing!

### **Tournament Rules Group (TRG) \_ finalised at Captains Meeting**

The Tournament Rules Group (TRG) will arbitrate on-course and off-course disputes between players and to adjudicate any rule infringements and apply appropriate sanctions where applicable.. At WTDGC the TRG is chaired by the WFDF Tournament Technical Delegate (Chair) or his delegated representative.

WFDF Tournament Technical Director Charlie Mead (GBR) - Chair WTDGC Event Directors Sue Summers and/or Ken Summers (AUS); WFDF Managing Director Events & Operations Karina Woldt (AUS) plus nominated players from MPO, FPO and MP40 divisions.

The TRG will meet to discuss any issues arising at the event when such infringements are brought to our attention by the Team Captains.

**16.30** - All players, caddies and supporters of all teams gather in the muster area that you have been told about at Registration. Flags and Country Name placards will be given to your teams.

**17.00** - The Parade to The Smoking Ceremony and Welcome from LOC and Mundaring Council. Teams will be in alphabetical order - Australia will finish the parade.

**17.30** - The parade enters the venue for Opening Ceremony

**17.45** - Opening Ceremony begins.

**18.15** - Ceremony finishes - you are all invited to the Opening Ceremony Party

Please make sure all your players are in full team kit. If you have any supporters walking with you on the parade that do not have your team kit they will be asked to sit at the back of the arena when we arrive at the destination for the Opening Ceremony.

The ceremony will include the Australian National Anthem, a few short speeches and ritual performances by local people. The main purpose of the ceremony is to get everyone together, in one place, to recognise our sport and each other. We will take this opportunity to take a group photo.

### **Social Events**

Please remind your players that all evening events planned by LOC are on the website [www.wtdgc.sport](http://www.wtdgc.sport)

### **Event Notes**

In all games the Singles match will always tee off first. If needed one player from each doubles team will spot for the Singles player and then reverse their roles for the doubles tee off. The following notes explain features on the courses:

- **OB (Out of Bounds):** Marked by a yellow line and yellow flags. Yellow flags are visual indicators only and should not be used to determine if a disc is in or out of bounds. Use the yellow line for OB determination. The line of yellow paint that is closest to the in bounds area shall determine whether a disc is in or out of bounds. i PDGA Rule 806.02.A
- **Sand Greens:** All sand greens are OB, marked with a yellow line in a circle. The line of yellow paint that is closest to the in bounds area shall determine whether a disc is in or out of bounds. i PDGA Rule 806.02.A
- **Mandatory lines:** should a disc not pass the mandatory object but land near the mandatory line, the line of yellow paint that is closest to the in bounds area shall determine whether a disc has crossed the mandatory line or not. If the disc has crossed the mandatory line then the player shall go to the drop zone.
- **Putting Circles (10m):** Marked by a blue line with pink or purple flags as visual indicators.
- **White Paint Lines:** Ignore any white paint lines; they are not part of the course layout.
- **Stacked Piles of Branches/Sticks:** Considered hazardous. Relief up to 2 meters is permitted per PDGA Rule 803.02.
- **Ant Hills:** Ants are aggressive. For any harmful ant nests, relief up to 2 meters from the outer edge is permitted, per PDGA Rule 803.02.

- 2-Meter Rule: Not in effect.
- Course Baskets: Each course will have baskets marked with flags:
  - Course A (World Course): Baskets marked with pink flags.
  - Course B (Mundaring Course): Baskets marked with lime green flags.

## **Registration**

Please contact **Yenny at [yenny.pardo@wfdf.sport](mailto:yenny.pardo@wfdf.sport)** if you have any difficulties or your players have any difficulties linking into ADEL or other registration requirements.

Only Captains shall register their team. Please do not bring your team with you.

Registration is at the Mundaring Club house. Follow the signs to the Registration Room.

You will be given player packs, Roster Forms, sample SOTG scorecards, and examples of SOTG scoring.

## **Course Notes and local matters**

Sue and Ken and their team are working hard to get both courses ready for official practice sessions which start Sunday morning. The Course Teams complete both courses over the weekend of November. We would ask that you be aware of staff continuing to get the courses into their best condition up to the start of play on Wednesday morning.

You have the information on both courses that were sent to you a few weeks ago. That will tell you where you are playing every round. We include it again here:

### **Courses**

#### **World**

**Course A - 18 holes. For 1-16 places Rounds 2-6**

**Kangaroo** - holes 4-12 - Rd I Pool play

**Emu** - holes 1-3 & 13-18- Rd I Pool play

#### **Mundaring**

**Course B - 18 holes. For Pools E and F Rounds 2 -5**

**Quokka** - holes 1-3 & 13-18 - Rd I Pool play

**Black Cockatoo** - holes 4-12 - Rd I Pool play

Pool distribution of 9-hole courses. All teams will play all four 9-hole courses plus one extra in Round 5. The distribution is within the table below:

<b>Pool</b>	<b>GAME 1</b>	<b>GAME 2</b>	<b>GAME 3</b>	<b>GAME 4</b>	<b>GAME 5</b>
<b>A</b>	QUOKKA	KANGAROO	COCKATOO	EMU	QUOKKA
<b>B</b>	COCKATOO	EMU	QUOKKA	KANGAROO	EMU
<b>C</b>	EMU	COCKATOO	KANGAROO	QUOKKA	COCKATOO
<b>D</b>	KANGAROO	QUOKKA	EMU	COCKATOO	KANGAROO

## FORMATS

Every Round provides a chance for different combinations of players to compete against each other. These are the format combinations for every Round of play.

<b>GAME</b>	<b>Format</b>	<b>Doubles 1</b>	<b>Doubles 2</b>	<b>Singles 1</b>	<b>Singles 2</b>
1	Alpha	3 & 4	5 & 6	1	2
2	Beta	1 & 2	3 & 6	4	5
3	Gamma	1 & 6	2 & 4	3	5
4	Delta	1 & 5	2 & 3	4	6
5	Epsilon	2 & 5	4 & 6	1	3
6 & 6A	Zeta	1 & 3	4 & 5	2	6

<b>GAME</b>	<b>Format</b>	<b>Doubles 1</b>	<b>Doubles 2</b>	<b>Singles 1</b>	<b>Singles 2</b>
7 & 7A	Kappa	1 & 4	2 & 3	5	6
8 & 8A	Sigma	2 & 6	3 & 5	1	4
9 & 9A	Omega	1 & 4	5 & 6	2	3
10 Medal Match	Omega	1 & 4	5 & 6	2	3

**Reminder: The Singles match on any hole will always tee first followed by the Doubles.**

#### **Distribution of Singles and Doubles matches per player.**

All players per division are allocated 3 (three) Singles matches each. All players are also offered 9 (nine) Doubles matches each. With 15 possible pairings available in the doubles and 18 available matches to play there are three pairings that have been repeated - 1 & 4, 2 & 3 and 5 & 6. Giving all divisions and players equal access to compete in the event.

Where teams have more than 6 players and substitute between divisions, some players on a team will not get to play an equal amount as others - but that is a decision for the Captains and Managers to make. Good Luck

#### **Distribution of where teams tee from at the start of each Game.**

Over the past three WTDGC's various formats have been applied to ensure fairness and to prevent teams from making unspirited procedural decisions against their opponents. This was dropped in 2022 with the introduction of SOTG scoring and SOTG discussions at the end of each match. The predominant feedback from the last WTDGC was that non-playing Captains and Managers highly appreciated the opportunity to follow and advise their teams when they were on tees close to each other at the start of every game.

This is the principle used here. All 8 matches between two teams will start on tees close to each other. This also had the impact of allowing players from the same country to be able to watch and support their team on holes close to them - especially if they had finished their match, even if they still had to stay with their group to finish other matches.

## **Information Centre**

If you have any questions about the event please drop by the clubhouse and ask - or email - Karina, Sue or Ken.

## **Weather and climate conditions**

The weather in Perth is forecast as hot and dry with an average of 14.5 hours of sunshine per day.

Perfect weather to play Disc Golf

## **Anti-Doping**

Make sure all your players have taken the ADEL Training course.

Responsibility for all TUE's for all players rests with the player. If any player has a medical condition that requires a TUE then it should be applied for directly to the General Secretary of WFDF - Volker Bernardi - through the use of the WFDF TUE form. The LOC of the event - which includes the WFDF Technical and Event Directors - should not know about any TUE's as they are both private medical matters and subject to data protection.

The link to the TUE should be found here and application should be made immediately. Please pass on the link to the TUE (instructions of email can be found at the bottom of the last page)

[Here](#) is the link to the TUE application form

Please send asap to [ed@wfdf.sport](mailto:ed@wfdf.sport) (Volker Bernardi)

## **WFDF 2024 WTDGC - Spirit of the Game**

The WFDF SOTG Committee and Disc Golf Committee have been committed to introducing SOTG principles to Disc Golf since the 2019 WTDGC in Estonia. We believe this is an open and honest way of celebrating any successes, resolving any issues and addressing cultural and sporting differences. We recognise that in Disc Golf, where the responsibility for Spirit is on the individual player, that this may be problematic. However, in a team setting such as WTDGC it is both a valid and useful system to improve relationships, honesty and openness in our sport. WFDF Disc Golf Committee have simplified the system used in Ultimate as a trial and ask all teams to engage with the process willingly.

## **What is Spirit of the Game (SOTG)?**

Spirit of the Game is the mindful behaviour practised by players worldwide prior to, during and after a game. It encompasses attitudes and skills such as sportsmanship, professionalism, knowledge of the rules of the game and its competition, self regulation, responsibility to uphold the rules of the game and to enhance the event and the environment in which the game is played.

“Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.”

## **What is a Spirit Circle or Group and how to conduct one?**

Spirit Circles have a long-standing tradition in flying disc sports. They encourage a bond between players and provide a forum for constructive discussion, and an opportunity to learn and educate.

We suggest you start each match at WTDGC with a general, positive attitude towards your competitors - wishing them luck, 'have a good round', 'may the best team win' or other such comments.

At the end of the match, when all Doubles and Singles are complete, all 6 players should get together far enough away from the course not to get in the way of any ongoing games.

1. Form a group of all the players involved out of earshot of spectators. Non-playing Captains and Managers may also join in. Keep any social distancing protocols in mind.
2. Address the topics you would like to address concisely based on the criteria in the scorecards. Be open, honest and candid, but not abusive. Give players space to share and be mindful that players' perspectives may differ and not everybody may be comfortable to be fully candid. This should take no more than five minutes.
3. To finish, the players may opt for a ritual of respect (e.g. fist bump, shake hands, bow, high five, etc.) in line with social distancing measures. The ability for opposing players to all come together after a match, tough or joyous, is something special to Spirit of the Game.
- 4.

## **How to use the Spirit Scoring System?**

In Disc Golf for WTDGC we are using 3 categories for players to consider.

**Rules, Knowledge and Use** - Did your opponents know the PDGA Rules of Disc Golf, Rules for Matchplay, Rules for Doubles and apply them consistently throughout the game. Did



they follow all the guidance in the PDGA Competition Manual? Did they show an appropriate level of professionalism? If there were language or cultural difficulties in the interpretation of the Rules were the players willing to listen and learn about those differences and come to an agreement? If their knowledge was not as complete as your own were they also willing to listen and learn (great spirit!)

**Fair-mindedness and Communication** - Did your opponents show a good level of self-regulation in their game? Did they communicate respectfully? Did they take responsibility to call the rules of the game even when they made calls against you? Did they leave you with an overall positive impression during and after the game. Did they listen and resolve issues effectively?

**Behaviour** - How well did the team behave towards you, the course and the event. This would include player attitude, self-control and aspects of respect, safety and care towards the environment, spectators and the whole event. Did they show a high level of sportsmanship towards all involved in the game?

It's important to note, that these dimensions are intentionally loose to allow interpretation and discussion within the team and it is trusted that overall a shared understanding develops on the values of SOTG.

After all players have come together for a Spirit Circle each team should get together to decide on their teams Spirit Score for their opponents.

In order to conduct the spirit scoring, get one person to lead: Bring your 3 players together out of earshot of other teams, spectators or coaches and trainers.

Fill in one spirit score per game per category.

Spirit Score Cards will be given to teams along with the Game Score Cards and should be returned to the main Scoring Centre no later than 20 minutes after the end of the match.

**Range of scores** - Teams can be scored in a range from 0 to 4 - where 0 = Poor, 1 = Not So Good, 2 = Good, 3 = Very Good and 4 = Excellent.

Go through each category one at a time and share examples if necessary.

Players should hold up fingers to "vote" for the score they think should be given in each category - its good to have a visual display of scores.

Note: A "2" is a good, common score and should be default.

People with outlying opinions (0s or 4s or maybe 1s and 3s) should speak about why they feel this way.

Note: Do not give spirit scores out of retaliation or prejudice (e.g. reputation, hearsay or previous encounters with this team) but only based on their performance in this game.

Other players can then adjust their score

Take the average and mark it on the sheet - 0 to 4 - for each category.

Share an explanation for any 0s and 4s in the comment box .You may also add anything else in there as these comments will be shared with your opponents through the scoring system and TRG.

There is also an opportunity to nominate any individual who you feel has shown exceptional SOTG during your match.


All scores will be published and there will be Spirit Medals for the top team and recognition of any outstandingly spirited individuals.

After the event, please provide feedback on the SOTG scoring system using the form sent by the organisers.

# WFDF 2024 WORLD TEAM DISC GOLF CHAMPIONSHIP

<b>SPIRIT OF THE GAME SCORECARD</b>	YOUR TEAM:
GAME NUMBER:	OPPONENTS:
Your DOUBLES PLAYERS:	Your SINGLE PLAYERS:

<b>Your whole team</b> in this Game should be involved in rating the other team. Circle ONE box in each of the three categories and add up the points score. Please refer to the EXAMPLE sheet for help if needed.	Poor	Not Good	Good	Very Good	Excellent
<b>Rules. Knowledge and Use</b> Examples: For the level of play they showed good knowledge of the rules .There was at least one instance where they helped us learn some of the rules we did not know	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>Fair-mindedness and Communication</b> Examples:They did not make any unjustifiable calls .They communicated very effectively and made us feel comfortable discussing the game	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>Behaviour</b> Examples: Players and supporters were rude and unsportsmanlike towards opponents, officials, or others. Demonstrated excellent self control on the course during potentially stressful situations	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>

<b>Adding up the results</b> Add the scores for all 3 Categories and write it in the box opposite.The score will be between 0 and 12	SPIRIT SCORE TOTAL =
<b>Comment Box</b> If you have selected '0' or '4' in any category please explain in a few words what happened. If you feel any individual has shown Excellent Spirit please nominate them for an award.	
	

Please see the examples of scoring attached to this mail. They will help all your players understand the SOTG system better.

### **All Roster forms**

Captains must hand in their Rosters to the Scoring Team 30 minutes before each Game period is scheduled to start.

Roster forms can be entered digitally or in paper form. Digital Rosters should be sent to [canci@optusnet.com.au](mailto:canci@optusnet.com.au)

Roster Forms can be found attached to this mail - and you will be given paper versions at Registration

### **Scorecards**

WFDF and LOC will introduce a live scoring system for this event. The system will be explained in future mails and a demonstration will be held at the Captains Meeting.

Please find a paper version attached as a backup to the Digital version that all players will need to upload to their phones.

More information will be provided in the next week.

**PLEASE GIVE YOUR TEAM TIME TO LEARN THIS SYSTEM AFTER THE OPENING CEREMONY. PLAN TO MEET WITH YOUR TEAM ON TUESDAY 5TH NOVEMBER AFTER 18.30.**

**Thank You.**

### **Attachments:**

**SOTG Examples**

**Roster Forms**

**Scorecards - paper backup version**

