



Format, Procedures and Rules

WFDF 2024 World Team Disc Golf Champions

Mundaring, Perth, Australia

WFDF Disc Golf Committee and

WTDGC Local Organising Committee

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Introduction

Welcome to the 2024 World Team Disc Golf Championship in Mundaring, Australia, from November 6-9. This prestigious event will feature 23 national teams, competing in a matchplay format across two 18-hole courses.

Teams will progress through pool play, knockout rounds, and placement matches, culminating in the medal matches to determine the WFDF World Team Disc Golf Champions. This document provides the essential format, procedures and organisational rules to guide you through the tournament.

We look forward to an exciting competition and wish all teams the best of luck in their quest for the title!

WFDF and PDGA World Ranking of Participating Countries

Seed	Country	IOC Code	Seed	Country	IOC Code
1	Finland	FIN	13	Slovakia	SVK
2	Canada	CAN	14	Latvia	LAT
3	Estonia	EST	15	Croatia	CRO
4	United States of America	USA	16	Netherlands	NED
5	Czechia	CZE	17	Lithuania	LTU
6	Germany	GER	18	Norway	NOR
7	Great Britain	GBR	19	Thailand	THA
8	Austria	AUT	20	Italy	ITA
9	France	FRA	21	Hong Kong, China	HKG
10	Australia	AUS	22	Peoples Republic of China	CHN
11	Japan	JPN	23	Singapore	SGP
12	New Zealand	NZL			

Key Terms

- **Teams:** When the word **team** is used it means the players from one of the 24 countries playing in WTDGC. These are the 6 players who have been selected to play for their country in any Match, Game or Round.
- **Match:** A head-to-head competition between two individual players or teams. In this context, it can refer to either a singles match (one player vs. one player) or a doubles match (two players on one team vs. two players on another team). For example, a match might involve Thailand's FPO1 player against Japan's FPO1 player, or a doubles match like Australia MPO3 & MP40 vs. France MPO3 & MP40.
- **Game:** A game consists of the 2 Singles matches and 2 Doubles matches played between two teams during a round of competition.. For example, a game between Czechia and Singapore would include both singles and both doubles matches played between the two teams, collectively determining the game's outcome.
- **Round:** A round encompasses all the games played within a specific stage of the tournament. It involves multiple teams competing in various games simultaneously. For example, in the pool stage of the event, all games played between teams in their respective pools constitute a round. The outcome of a round determines which teams advance to the next stage of the competition.
- **Shotgun Start:** A shotgun start is where all matches begin simultaneously, with each group of players starting at different holes across the two courses. Each match tees off from a designated hole at the same time, allowing the entire round to play at the same time.
- **Golf Start:** A golf start is where the matches in a game all start from the tee of the same hole - in this case Hole 1. This will apply to the Medal Round on Saturday afternoon for all 4 teams.
- **Head-to-Head:** This is the term used for a Game where Teams play each other in the Round Robin Pool stage. For example China play Latvia in Pool B - that is the head-to-head game for those countries.
- **Switching Seed Placements:** After every Round all teams will be re-seeded according to their results. In Round 1 if you start in 5th place in the Pool (say A5) but end up in 4th place - then you will take the seed of the Team that held fourth place (A4). In the knockout stages of the event when you play a higher seed than your own team and win the Game then you will take their seed number for the next round. For example: in Round 3 Finland (Seed 1- A1) could play Great Britain (Seed 7- C2) - if Great Britain win then they become Seed 1 - A1 and Finland become Seed 7- C2 for the next round.

General Format

Courses

2 x 18-hole courses will be used, each divided into 2 x 9-hole circuits for Round 1.

Player Identification for ALL Rounds by Division

Player Number	Division
1	MPO 1
2	MPO 2
3	MPO 3
4	FPO 1
5	FPO 2
6	MP40

These numbers will be used to identify which players from which divisions will play both singles and doubles matches in each Game.

Round 1 - Pool Allocation

Pool A	Pool B	Pool C	Pool D
Finland	Canada	Estonia	United States of America
Czechia	Germany	Great Britain	Austria
France	Australia	Japan	New Zealand
Slovakia	Latvia	Croatia	Netherlands
Lithuania	Norway	Thailand	Italy
Hong Kong, China	Peoples Republic of China	Singapore	

Pools are based on World Rankings, with a requirement of at least four seeding positions between each team within a pool. This approach ensures a balanced distribution of seedings across the entire event, reducing the advantage for top-seeded teams and minimising disadvantages for teams seeded below the top four. Additionally, this system prevents teams from the same pool from facing each other again in the 1-16 bracket until the Medal Matches.

NB: Colombia withdrew from WTDGC on November 2nd. This has caused a change in the schedule for teams in Pool D and later in the event for Pool E. Please see the Alternate Schedule that has been distributed to Captains and Staff. The implications are that the team finishing last in Pool F will finish 23rd in the event with no need for a play-off.

Format of Play

Matchplay Formats: All rounds will use Modified Alternate Shot Matchplay for doubles and Matchplay singles. The PDGA Rules for Alternate Shot Matchplay Doubles will be followed except where the WFDF Disc Golf Committee indicates in this document.

Player Nomination- Modified Matchplay Doubles: Before each match, doubles teams must nominate which player will tee off on specific holes. In 9-hole matches, one player tees off on 5 holes and the other on 4; in 18-hole matches, each player tees off on 9 holes. No one player may tee off more than 3 times in a row.

These assignments must be recorded on the scorecard system before the match begins.

Shotgun Start: All matches will start simultaneously, except for the medal matches.

Tournament Format

Round 1: Pool Play

Dates: Wednesday November 6th - 4 Games and Thursday November 7th -1 Game

- **Format:** 9-hole matches
- **Course:** Both courses - Emu, Kangaroo, Black Cockatoo and Quokka.
- **Games per Pool:** All Teams in Pools A, B and C will play 5 Games in this Round. Teams in Pool D will play 4 games. Each Game will have 2 Singles matches and 2 Doubles matches per team.

If there is a 2-way tie on points after Round 1 Pool play has been completed then Head to Head results of points won will count first. If still a tie then Match-play points scored in Doubles will be used. If still a tie then scores in Match play points scored in Singles will be used. If still a tie then a play off will be held. For Round 1 this will be between FPO2 players playing in Round 1 Game 5 starting on Hole 18 of The World course. If still a tie then players

will go to Hole 1. If still a tie players will go to Hole 18 again and then Hole 1 until there is a result.

If a 3-way or more tie on points after Round 1 Pool play has been completed then points in games between those three or more teams will be calculated. If there is a clear 1st, 2nd, 3rd etc in the group then those results stand. If after points in games between those 3 or more teams there are 2 teams tied then the Head to Head result will count first.

However, If still a tie between all teams then Match-play points scored in Doubles will be used between all 3 or more teams. If still a tie then scores in Singles will be used. If still a tie then a play off will be held between FPO2 players who have played in Round 1 Game 5 starting on Hole 18 of The World course. If still a tie then players will go to Hole 1 and then Hole 18 again until there is a result.

Round 2: Knockout Phase (Top 16)

Date: Thursday November 7th (afternoon)

- The Top 4 teams from each pool advance to play for places 1-16.
- **Format: All Matches are played for ALL teams as 18 hole matches for the remainder of the event**
- Modified Alternate Shot Matchplay for doubles and Regular Matchplay singles will be used for ALL Games for the remainder of the event.
- **Courses:** World Course for Teams playing for 1-16 place. Mundaring course for Teams playing in Pools E and F
 - Teams will play each other in this format for Round 2 after the Round Robin Pool Play has been completed:
 - **A1 v B4, B1 v A4, C1 v D4, D1 v C4, A2 v B3, B2 v A3, C2 v D3, D2 v C3**

If Teams are tied on points at the end of this round then the tie-break procedures will come into play with points scored in Doubles between the tied teams counting first . If it is still a tie then points scored in Match play in Singles between the teams will be used. If still a tie then a play off will be held between MPO 2 players who have played in Round 2 Game 6 starting on hole 18 of the World Course. If still a tie then players will go to Hole 1. If still a tie players will go to Hole 18 again and then Hole 1 until there is a result.

Pools E and F

The 7 remaining teams will form 2 Pools of 3 and 4 teams (Pools E and F) and play a Round Robin system for the next rounds. The Pools will be made up according to the seeding of the remaining teams.

Pool E will be seeds: 17/A5, 19/C5 and 22/B6

Pool F will be seeds: 18/B5, 20/D5, 21/A6 and 23/C6

All Games for Pools E and F will be played on the Mundaring Course

If Teams are tied on points at the end of this round of Pool play then the tie-break procedures will come into play with the Head to Head score between the teams counting first, followed by Match-play points scored in Doubles between the tied teams. If it is still a tie then points scored in Match play in Singles between the teams will be used. If still a tie then a play off will be held between MPO 2 players who have played in the last Round 2 match starting on hole 18 of the Mundaring Course. If still a tie players will go to Hole 1 and then Hole 18 again until there is a result.

Round 3: Placement Matches (1-16, 17-23)

Date: Friday November 8th (morning)

Format: Modified Alternate Shot Matchplay will be used for Doubles and Matchplay Singles.

Course: The same courses as Round 2

Playing for Places 1-8 and 9-16

- Winning teams from Round 2 play for places 1-8
- **Matchup:** A1 v C2; B1 v D2; C1 v A2; D1 v B2
- Losing teams from Round 2 play for places 9-16.
- **Matchup:** A3 v C4; B3 v D4; C3 v A4; D3 v B4

If Teams are tied on points at the end of Round 3 then the tie-break procedures will come into play with Match-play points scored in Doubles used first. If still a tie then points scored in Match play in Singles will be used. If still a tie then a play off will be held between MP40 players who have played in Round 3 Game 7 starting on hole 18 of the World Course. If still a tie players will go to Hole 18 again and then Hole 1 until there is a result.

Pools E and F continue for places 17-23

Round 4: Semi-Finals and Further Placements

Date: Friday November 8th (afternoon)

Course: The same courses as Rounds 2 and 3.

Playing for Places 1-4, 5-8.

- Winning teams from Round 3 will now compete for places 1-4 in the semi-finals.
- **Matchups: A1 vs. D1; B1 vs. C1**
- The losing teams from these matches will play for places 5-8.
- **Matchups: A2 vs. D2; B2 vs. C2**

Playing for Places 9-16

- Winning teams from Round 3 will compete for places 9-12.
- **Matchups: A3 vs. D3; B3 vs. C3**
- Losing teams from these matches will play for places 13-16.
- **Matchups: A4 vs. D4; B4 vs. C4**

If Teams are tied on points at the end of Round 4 then the tie-break procedures will come into play with Match-play points scored in Doubles used first. If still a tie then points scored in Match play in Singles will be used. If still a tie then a play off will be held between MPO1 players who have played in Round 4 Game 8 starting on hole 18 of the World Course. If still a tie players will go to Hole 1 and then Hole 18 again until there is a result.

Pools E and F will continue their matches and finish their round robin play

Round 5: Final Placements and Medal Matches

Date: Saturday November 9th (morning)

Format: 18 hole Modified Alternate Shot doubles Matchplay Singles.

Course: Same courses as Round 4

Round 5: Placement Matches and Conclusion of Pools E and F

Places 5-16: All teams will play within their brackets to determine their final placements.

- **Places 5-6: A2 vs. B2**

- **Places 7-8: C2 vs. D2**
- **Places 9-10: A3 vs. B3**
- **Places 11-12: C3 vs. D3**
- **Places 13-14: A4 vs. B4**
- **Places 15-16: C4 vs. D4**

Places 17-23: Pools E and F will conclude their matches to finalise placements.

Matchups:

- **Places 17-18: E1 vs. F1**
- **Places 19-20: E2 vs. F2**
- **Places 21-22: E3 vs. F3**

Place 23 will be held by the country finishing bottom of Pool F - F4

Teams playing for the medals (Gold, Silver, Bronze) in Round 6 will not compete in Round 5.

If Teams are tied on points at the end of Round 5 then the tie-break procedures will come into play with Match-play points scored in Doubles used first. If still a tie then points scored in Match play in Singles will be used. If still a tie then a play off will be held between FPO1 players who have played in Round 5 Game 9 starting on hole 18 of the World Course. If still a tie players will go to Hole 1 and then Hole 18 again until there is a result.

Round 6: Finals - Medal Matches

Date: Saturday November 9th (afternoon)

Round 6 will be an 18 hole Final to decide World Team Disc Golf Champions and Medallists for 2024.

Round 6: Medal Matches

- **Gold Medal Match:** The winning teams from Round 4 will compete for the Gold and Silver medals.
 - **Matchup: A1 vs. B1**
- **Bronze Medal Match:** The losing teams from Round 4 will compete for the Bronze medal.
 - **Matchup: C1 vs. D1**

Medal Match Format:

- All previous rules on points and Tie-breaks stay the same.
- Round 6 will consist of 18-hole matches to decide the World Team Disc Golf Champions and medalists for 2024.
- All medal matches will begin with a Golf Start from Tee 1.
- Singles matches will use straight Matchplay, while Doubles will use Modified Alternate Shot Matchplay.
- The Bronze Medal Match will Tee first - Singles followed by Doubles.
- Both Singles matches (Players 3 and 6) will start from the same tee and throw first, followed by Doubles pairings (Players 2 & 5, then Players 1 & 4).

Should the Medal Teams be tied on points at the end of Round 6 then the tie-beak procedures will come into play with Match-play points scored in Doubles used first. If still a tie then points scored in Match play in Singles will be used. If still a tie then a play off will be held between FPO1 players who have played in Round 6 starting on hole 18 of the World Course. If still a tie players will go to Hole 1 and then Hole 18 again until there is a result.

The first hole to be won wins the match and the Medal.

Tournament Procedures

Tournament Rules, Guidelines and Procedure

Points

Every match in the tournament contributes to the overall team score, rewarding both individual and team efforts. Points are awarded for each match within a game, and the results from Round 1 will be based on the total points accumulated against all teams within each pool. This will determine the matchups for Round 2.

- Scoring:
 - Each Singles or Doubles match is worth 2 points for a win and 1 point for a draw.
 - Every Game has a potential of 8 points per team.

The points system will be used in all rounds to decide which team goes through to the next round and in which position.

Tie-Break Procedure

The tie-break procedure is used to determine the ranking of teams that have the same number of points at the end of a round. This procedure ensures a clear progression of teams to the next stage of the tournament without relying on random selection.

If after Round One of Pool Play three or more teams are tied on points, the following steps will be applied in order:

1. **Head-to-Head Result:** The first decider is the result of the head-to-head match between the tied teams in that Pool. The team that won the direct match will rank higher.
2. **Matchplay Points in Doubles:** If the head-to-head result does not break the tie (e.g., in a three-way tie), the next criterion is the total Matchplay points scored in Doubles between the tied teams.
3. **Matchplay Points in Singles:** If still tied, the total Matchplay points scored in Singles between the tied teams will be considered.
4. **Playoff:** If the tie persists after the above steps, a playoff will be held between the players shown on this chart:
 - **Round 1:** FPO2 (participated in Round 1)
 - **Round 2:** MPO2 (participated in Round 2)
 - **Round 3:** MP40 (participated in Round 3)
 - **Round 4:** MP01 (participated in Round 4)
 - **Round 5:** FP01 (participated in Round 5)
 - **Round 6:** FP01 (participated in Round 5)

These must be the players who took part in that Round of the event. The playoff starts on hole 18 of the course the teams played on in that round. The first player to win a hole wins the match for their team.

When It Will Be Used:

The tie-break procedure will be used at the end of Round 1 (or any subsequent rounds) when teams have the same total points. It ensures that a clear ranking can be established for advancing to the next stage of the competition, such as progression from pool play to knockout rounds or placement matches.

Captains Notes - Rules, Guidelines and Recommendations.

Captain Notes are used to inform all Captains and Managers of teams of all other rules, guidelines and procedures that are in place for WFDF 2024 WTDGC. These will be included in the Player Briefing Book as well as being updated where needed.

Please make sure that ALL your players, caddies and travelling guests are aware of the information given to you here.

Rules for Team Selection and Completion of Rosters

Roster Submission

- Team Captains must register their players for each game at least 30 minutes before the start of the round. Rosters must be handed to the Scorekeepers or sent digitally to the Technical Director's Office on time. If a Roster is late then the team could forfeit a hole or be disqualified at the discretion of the WFDF Technical Director.

Player Substitutions

- Teams with more than 6 registered players may substitute players into any match, provided they meet the divisional criteria (MPO, FPO, MP40).
- FPO and MP40 players can participate in MPO matches if they meet the division requirements.

Player Seeding

- All MPO players will be seeded based on their PDGA rating relative to other MPO players from their team selected for the match.
- If an MPO, FPO, or MP40 player does not have a PDGA rating, they will be assigned the 75th percentile rating of all players who are members of PDGA within their division. This will be based on PDGA membership data as of July 15, 2024. These Ratings will be - MPO=975; FPO=905; MP40=967.

Match and Game Allocation:

- Every team will play 5 matches in Round 1 and 9 matches throughout the event.

- All players will play 3 Singles matches; and all players will play 9 doubles pairings. In teams who have more than 6 players individuals will play less - but there is equity in opportunity across this format.

Substitution Impact:

- Teams with more than 6 players will be able to rotate substitutions as described. However, this may result in individual players participating in only one or two singles matches and 5 or 6 doubles matches throughout the event, depending on the team size and strategy.

Minimum Team Size:

- If a country cannot field a full team of 6 players, the matches involving the missing player(s) will be forfeited (singles or doubles).
- Teams unable to field 2 doubles teams for a match, according to WFDF Format and Rules, will also forfeit that match.
- Any team reduced to 3 or less players will be withdrawn from the event.
- The WFDF Disc Golf Committee has designed this format to uphold the standards of inclusion and equality expected of the organization, providing a fair and balanced competition for all participating teams.

Practice Times

The WTDGC website will have all the information needed to book practice rounds, and a table of all time slots is available there. This will be updated each day with booked slots. You can see it at:

<https://www.wtdgc.sport/>

Practice Rules and Guidance

The practice sessions are part of the official event all players, caddies and supporters are expected to behave and act in a responsible and generous way. Please keep to the guidelines we have provided for you. If there is a group faster than your group and there is no one ahead of you - please let them through. Please use common sense and enjoy these days before competition starts. Thank You.

The event will be played on two 18-hole courses.

Each of the courses will have two 9-hole circuits that will be used for competition in Round 1.

Both courses are located in the same area at Mundaring Sports Club.

The courses are likely to be ready to play before Sunday November 3rd and teams arriving earlier can play them without booked practice sessions.

PRACTICE SESSIONS:

All teams can practice the courses from Sunday to Tuesday, and all practice sessions must be booked for both courses on these days. Practice starting times will be from 07:00 to 17:00 (5PM) on Sunday and Monday (60 sessions per course) while on Tuesday, due to the WTDGC opening ceremony, the last practice slot will be a tee time that is 3 hours before players need to gather for the opening ceremony .

There will be a 10 minute delay between each practice group. Please be on time for your session. There should be no more than 4 players on each hole at any time. Each player may only throw 2 x tee shots and 2 x approach shots per hole. There should be no putting practice on any holes - this can be done at the putting practice baskets.

Teams with 9 to 12 players can book 3 time slots (3 groups of 3 or 4 players) for each course on each day. However, Teams with up to 8 players can book only 2 time slots (2 groups of 4 players) for each course on each day.

The Opening ceremony is on Tuesday afternoon. Practice Times will be limited so there will be a 7 minute gap between practice slots on this day to give everyone a chance to practice on both courses.

Only the registered Captain or manager of teams can book sessions. To book your practice send an e-mail to: kenbsummers@gmail.com and a copy to charlie.mead01@gmail.com.

During practice, please respect all people using the area and keep your self and others safe. All teams and players who undertake practice do so at their own risk. Thank You.

Communications

Please use the following links to stay in touch:

www.wtdgc.sport - for all things WTDGC

Mundaringdiscgolf.com.au for information about Mundaring Sporting Club Disc Golf (still WIP on a refresh)

WTDGC social media URL's - Facebook, Instagram, X etc etc

Facebook: <https://www.facebook.com/wfdf.wtdgc>

Instagram: <https://www.instagram.com/wfdf.wtdgc/>

X: https://x.com/wfdf_wtdgc

Scoring systems for competition play and for Spirit of the Game

There will be a live scoring system in use at WTDGC. This will be an App based system that players will use to record scores after each hole. This will then be published live onto the WFDF and WTDGC websites where they can be accessed by anyone who follows the event.

Further information will be given to all teams and players on the use of the App but all players should expect to have to use this system and have the appropriate phone technology to allow them to do so.

Spirit of the Game

Spirit of the Game (SOTG) scoring will be done using score cards. This will be explained further in Captains Notes and in the Player Briefing Book

Caddies

Guides for Caddies

A number of teams have designated Caddies who have the option of caddying for players in their team. Only people that have officially registered may be a Caddy. Players who are registered for the event but not chosen for that match may Caddy for their team. Any other use of Caddies will immediately disqualify that team from the match they are playing.

The rules for Caddies are set out in the PDGA Competition Manual - 3.05. Please make sure all Caddies have read these rules and that all players are also aware of how Caddies should be seen to be behaving. A quick summary is below but the details in the PDGA manual need to be read:

- Follow the PDGA dress code and that for the event. They should wear smart Disc Golf Clothes that are identifiable with their country - but not the same colour/style as their players. For example most teams have 2 shirt colours so they can alternate -
- Players/Teams are responsible for the conduct of their Caddy from the 2 minute warning to when their card is handed in.
- Caddies are NOT part of the player group for the purposes of making group calls or rulings - nor do they contribute to the scoring of SOTG. They may, of course, be apart of the decision about SOTG scores from both a positive or a negative point of view.

- They may be part of the Spirit Circle at the end of the match.
- Section G in the manual is suspended for this event as players who have finished their match are still regarded as active until all holes on their card have been completed by ALL players. This only applies to players who are on that card.

Player Guidelines

These are playing guidance and notes from WFDF DG Committee and event management team for Captains and managers to help WTDGC 2024 run as smoothly as possible.

Please follow this guidance:

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 this document and will be repeated in future Briefing Books., It will also be available on the event website.

Spirit of the Game and Event Discipline

The DG Committee holds a very strong view on the need for all players to take responsibility for their own behaviour both on and off the course in this event. The determining factor in all situations will be the guidance given through the rules and impact of **Spirit of the Game** on all decisions made by players and by LOC and WFDF. We encourage all Captains to reinforce this message to all their players. You will all be representing your country and while disputes may happen on the course there is a well established system for settling these within the WFDF and PDGA Rules and within SOTG. The disciplinary procedures for settling disputes for this event are published at the end of this section.

WFDF Disc Golf Committee will continue to implement the SOTG system and awards for WTDGC 2024 will be detailed in a later document.

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.

All competitors and caddies in a WFDF Disc Golf Match are required to wear their country uniform. This shall be an upper garment (eg; Shirt, blouse, jacket) that will have sleeves (short or long), a collar and be recognised as generally presentable to the public and media (eg; not ripped, dirty or damaged).

Players are also required to wear a lower outer garment (eg: Skirt, shorts, long trousers) and shoes or appropriate footwear. Players will not be allowed to play in bare feet. Sandals are allowed.

The shirt or top should have the country name displayed prominently in a form that is both acceptable to WFDF and to the country it relates to. This gives each country an opportunity to describe itself in both popular and political terms. For example: Germany may choose to name itself Deutschland; Holland may be Netherlands etc. If you are unsure then please contact the Chair of the Disc Golf Committee.

All countries should use the IOC identifier for their country on a sleeve or breast pocket along with their national flag or emblem.

The overall design and colour of the shirt should be representative of the culture and heritage of the country. For example: the use of red, white and blue for France; bald headed eagles for USA; the Trianae Orchid for Colombia or Romulus and Remus for Italy.

Highly recommended: The use of the official WFDF WTDGC Logo. Please contact Karina Woldt for the official copy - please do not adapt or invent your own.

We have found that shirts with the official logo are more valuable as keepsakes as well as future auction items.

It is recommended that every country have 2 different coloured shirts/tops and have 2 of each top for each player. If teams have different colour uniforms - say a white and a blue shirt - then players from the same country shall wear the same colour shirt for all doubles matches.

This is for recognition purposes for the public and for media coverage.

Timings.

All games will start on time except in extreme weather conditions. Please make sure that all your players are aware of this and are on their allocated tee in time. Players arriving late for a match shall forfeit the holes they have missed in both singles and doubles matches.

Extreme Weather:

Should we have extreme weather conditions - especially lightening and thunder storms or heat breaching the Heat Index guidelines - play will be suspended by the sound of a horn. Players should mark their lies and immediately leave the course. Play will resume when safe to do so.

Player replacements -

All teams will be able to replace any registered player with a substitute should that player be injured or unable to play due to medical, emotional or other traumatic events that prevent

them from attending or playing during the week. All substitute players must meet the registration qualifications (passport or residency) to enable the team to continue to play without dispensation.

Teams may add players before the event starts should any of their players be injured. Again, all substitute players must meet the registration qualifications (passport or residency) to enable the team to continue to play without dispensation.

Registered players who are injured before or during the event may remain on their Team Roster until the end of the event in case they make a recovery and are able to play.

Should a player become injured or has to retire for other reasons during a singles match then the team will forfeit that match. Players cannot be substituted once a match has started.

Should a player become injured or has to retire for other reasons in a doubles match then the team will forfeit the match. Players cannot be substituted once a match has started.

Doubles Rules:

Please check the event and PDGA website to be sure that your team understand the Rules. Please make clear to them the difference between Team and Individual warnings:

“Warnings and penalty throws for the following violations shall apply to the team as a whole: courtesy, practice throw, interference, late scorecard, and incorrect scorecard. All other warnings and penalty throws shall apply to the offending player only. Any call that requires confirmation must be confirmed by players on other teams.”

Please note the revision of Doubles rules from PDGA from 2019 to 2022. Since the change of rules on foot-faults and a misplay there is now no warning as previously stated in PDGA Rules but a one stroke penalty. See the official rules on the PDGA website as well as below and at the end of this section.

Clarification of Rules - also see the end of this document where the WFDF and PDGA Rules are reproduced.

B.01 General

A doubles team consists of two players.

The PDGA Rules of Play are to be used except where superseded by these rules.

B.02 Order of Play

The throwing order for the first hole is decided by a flip of one disc. The winner of the flip decides if their team is to throw first or second.

Throwing order on all subsequent tees is determined by the scores on the previous hole, so that the team with the lowest score throws first, and so on. Ties do not change the throwing order.

After all teams have a lie other than the teeing area, the team whose lie is farthest from the target is next in the throwing order.

Members of a team who are throwing from the same lie may throw in either order.

B.03 Penalties

Penalties incurred by a throw apply only to the team member who made the throw. All other warnings and penalties are incurred by the team as a whole and are scored against the team regardless of format.

Any throw which cannot possibly improve a team's score is an extra throw. A team whose member has made an extra throw receives a warning for the first violation, and a penalty throw for each subsequent violation by any member of the team. For example - once a hole has been won any a team no player may make a practice throw or complete the hole themselves.

B.04 Lie

In formats where both team members throw from the same lie, a team member who throws from a lie other than the lie played by the first member to throw receives one penalty throw for misplay.

A lie being played by both team members must be marked using the same marker disc. Failure to do so is a marking violation.

If a lie being played by both team members is relocated for any reason, both members must play from the relocated lie.

Teams have asked WFDF and LOC to clarify these rules around scoring should penalties be imposed on a singles player, doubles player or doubles team during or after a round.

During a round: If a penalty stroke is awarded to a team or player it shall be applied immediately for that hole. The score for that hole will then be adjusted according to the final score on that hole.

After a round: If one or more penalty strokes are added to a team after a round has been completed (Incorrect score card, delay in handing in the scorecard for example) then the number of strokes will be applied as a hole loss per penalty. In Matchplay this means that a player or team who has won by one hole and then get a two stroke penalty will lose the match by one hole as they will get a two hole penalty.

Also make clear the modified alternate shot rules. As in European TDGC players shall nominate which holes they tee from before the start of play - With 9 hole matches the split is 5/4; with 18 hole matches it is 9/9. No one player may tee off more than 3 times in a row.

Match Protocol

There are a number of rules that are specific and particular to WFDF WTDGC and must be followed:

All Games have two doubles matches and two single matches. A doubles match and a Singles match will play from the same tee. Therefore, there will be 6 players on each hole for each match except for the medal matches in Round 6. In particular situations all players must take responsibility for the following:

Spotting - should spotting on a hole be needed by players then the players in the doubles teams who are NOT teeing off shall spot together. This will leave an equal number of players from each team on the tee to ensure fair play and enforce the rules if needed.

Completion of a match - if a doubles or singles match is completed before the other match on the same hole then the players who have finished their match MUST stay with the remaining players until that match is also finished. All players will remain active and must follow all rules and etiquettes until the match is finally over.

Scorecards

As has been stated already - a live scoring system will be used for WTDGC 2024. However, there will also be a backup scoring system using scorecards should the live system be unavailable for any reason.

In these circumstances it is the responsibility of the Team named first in the Schedule of Play to collect the scorecards from the scorekeeper or from their Captain at least 15 minutes before the tee time for that match. AND then to hand the scorecards in within 20 minutes of the end of play - if not sooner. Failure to collect the scorecards on time or hand in scorecards will cost the team a two hole penalty.

Captains Meeting

There will be a Captains Meeting before the Official Opening of WTDGC. There should only be 2 people representing each team at this meeting. This will be on Tuesday November 8th at 15.00. The exact location will be sent to you in the coming weeks.

This meeting is to greet you all and answer any last minute questions you may have **BUT**

Please ask all question's that you have before you arrive - please do not store up any queries.

WFD and PDGA Rules for Matchplay competition.

A.01 General

In match play, a pair of players competes against each other in an effort to win each hole during the round. The player who wins more holes wins the match.

The Official Rules of Disc Golf (which describe medal play) are to be used except where superseded by these rules.

A pair of opponents plays in a group with at least one other pair, or an Official.

A.02 Order of Play

The teeing order for all matchplay rounds is decided by the flip of a single disc. The winner of the flip decides to throw first or second. On all subsequent holes, the player who won the previous hole throws first. Ties do not change the throwing order.

A.03 Penalties

Only a player's opponent may call a violation on or warn a player. Any player in the group or an official may confirm the call.

Penalties and warnings assessed between holes apply to the next hole.

A.04 Scoring

Scoring in match play is recorded in terms of which player has won more holes at any given point. The match starts with the pair tied, or all square. As the match progresses, the player who has won more holes is up that many holes; their opponent is down that many holes.

A player wins a hole by completing the hole in fewer throws than their opponent. The player who won the hole receives a score of 1. The other player receives no score, which can be indicated by a dash. If the two players complete the hole with the same number of throws, the hole is halved, and neither player receives a score.

A player may ask their opponent how many throws they have made on the current hole. A player who falsely reports that number loses the hole.

A.05 Conceding

A player may concede a match at any time before the conclusion of the match. The opponent wins the match.

A player may concede a hole at any time before both players have completed the hole. The opponent wins the hole.

A player may concede their opponent's next throw. The throw is considered to have completed the hole.

A pair of players may agree to halve the hole being played.

A concession may not be declined or withdrawn.

A.06 Winning the Match

When a player is up more holes than there are holes remaining to be played, that player has won the match.

If a pair of players is all square at the end of the round, the match is tied. The Director decides if and how ties are to be broken.

B.01 General

A doubles team consists of two players. Alternative formats with different team sizes are possible and can be extrapolated from these rules.

The Official Rules of Disc Golf are to be used except where superseded by these rules.

B.02 Order of Play

The throwing order for the first hole is decided by the flip of a single disc. The winner of the flip decides to throw first or second. Throwing order on all subsequent tees is determined by the scores on the previous hole, so that the team with the lowest score throws first, and so on. Ties do not change the throwing order.

After all teams have a lie other than the teeing area, the team whose lie is farthest from the target is next in the throwing order.

Members of a team who are throwing from the same lie may throw in either order.

B.03 Penalties

Penalties incurred by a throw apply only to the team member who made the throw. All other warnings and penalties are incurred by the team as a whole and are scored against the team regardless of format. (in Alternate Shot doubles a penalty against a player is also a penalty against the team. For example if a player is penalised for timekeeping violations or poor behaviour then that penalty applies to the whole team)

Any throw which cannot possibly improve a team's score is an extra throw. A team whose member has made an extra throw receives a warning for the first violation, and a penalty throw for each subsequent violation by any member of the team.

B.04 Lie

In formats where both team members throw from the same lie, a team member who throws from a lie other than the lie played by the first member to throw receives one penalty throw for misplay.

A lie being played by both team members must be marked using the same marker disc. Failure to do so is a marking violation.

If a lie being played by both team members is relocated for any reason, both members must play from the relocated lie.

Alternate Shot

The team chooses which member makes the first throw on the first hole and all subsequent holes. This is marked on the scorecard before the round starts.

Each team member then throws from the lie resulting from the previous team member's throw, and so forth. A team completes a hole when either team member completes the hole.

The score for a team on a hole is the number of throws by that team, plus any penalty throws.

A throw by the incorrect team member is a misplay and incurs one penalty throw. The throw is disregarded, and the correct team member throws. If an additional throw has been made after the incorrect team member has thrown, the team receives two penalty throws, and play continues.

For any re-throw from the same lie, the same player makes the re-throw.

The team loses a hole for any hole missed by a late or absent team member. If either team member withdraws or is disqualified, the team is disqualified.

Modified Alternate Shot

Modified Alternate Throw is the same as Alternate Throw, with the following variation: The Director may designate which team member makes the first throw on each hole. This is the case at WTDGC where players chose which tees they will tee from before each match starts and where no player may tee more than 3 times in sequence.

WFDF Disciplinary Procedures

The Disciplinary Policy is outlined in the WFDF Code of Conduct to which all WFDF athletes are asked to adhere. This is further supported by their signing of the Player Waiver form which contracts them to follow the Code of Conduct and to have procedures apply to them should there be any issues.

Particular reference to the following should be made in all deliberations in this matter:

1. PDGA Rule Book and Competition manual 2023/2024
2. Player Waiver Form which will be signed by all competitors for this event
3. WFDF Conduct Policy (http://www.wfdf.org/about/rules-a-policies/doc_download/30-conduct-policy-of-the-world-flying-disc-federation)

4. Use of common sense, experience and judgement.

Notes and Further Information specifically in relation to Disc Golf and the WFDF Conduct Policy and Disciplinary Code:

WFDF expects all Members and their Constituents to treat one another with respect, and to be truthful and considerate in their dealings within the organisation and the disc community. These standards of conduct are maintained by the strong tradition of etiquette and sportsmanship within the flying disc community, and by good-faith resolutions of disputes among the parties involved.

Although much of the WFDF Conduct Policy deals with inappropriate conduct and potential disciplinary procedures required to redress such conduct, it is crucial to note that good conduct is appreciated and commended by WFDF. This is shown by recognising individuals and teams which uphold and demonstrate the Spirit of the Game and sportsmanship in all flying disc disciplines. In addition, we assume that all competitors and ancillary parties understand the benefits of fair and respectful play.

As such WFDF expects all competitors at sanctioned events to know and understand the PDGA Rules of Disc Golf and the WFDF Conduct Policy.

The Tournament Rules Group (TRG) at WTDGC or other sanctioned WFDF Disc Golf events shall be deemed to be an Acting Disciplinary Authority. Its authority relates to that specific event.

An Acting Disciplinary Authority may impose sanctions necessary for the administration of its duties. Such sanctions may include, but are not limited to, assessment of penalty points against a team or player, ejection of a team or player from a single match, ejection of a team or player from the remainder of a Sanctioned Event, or rejection from a roster.

The WFDF Conduct Committee employs a complaint-defense-review-appeal process to ensure justice in resolving allegations of improper conduct after an event.

The Board or the Conduct Committee is not limited in its range of sanctions, except by the requirement that the penalty be proportionate with the severity of the action or its consequences. Such sanctions may include, but are not limited to, any sanctions that an Acting Disciplinary Authority may impose, public or private censure, demand of public or private apology, demand of completion of service to the flying disc community, probation, and suspension from participation in WFDF Sanctioned Events.

Both the TRG and Conduct Committee protect the same standards of conduct.

Wherever possible all conduct and disciplinary issues should be addressed and resolved at the event in which they occur in a timely manner. This shall be determined by the Tournament Rules Committee.

Disciplinary and SOTG issues at WFDF events can be instigated by Tournament Directors, WFDF Technical Director, Members of the Local Organising Committee (LOC), SOTG Director, Tournament Rules Committee, Team Captains, Managers or National Representatives and Registered Players.

Where issues cannot be resolved at the event, or where complaints are received after the event, they shall be referred to the WFGDF DG Committee and to the WFDF Conduct Committee. Complaints shall be investigated and if action is recommended it shall be applied.

All complainants shall have the right of reply and any appeal against sanctions shall be referred to WFDF Board Conduct Committee for final consideration.

At WFDF sanctioned Disc Golf events the Tournament Rules Committee will be composed of the WFDF Technical Director, Event Tournament Director, Spirit of the Game Director, and a minimum of 4 elected Captains or representatives from competing teams. A minimum of one Female player, one Open player and one Master (MP40) are required on the Rules Committee. There should be a minimum of 5 countries represented on the Rules Committee.

Any conflict of interest of any member of the Rules Committee in dealing with any issues should be declared and that individual will take no part in the process. This may include being of the same nationality as a complainant or an individual being complained against; or having a personal relationship with any parties. If required other members of the LOC may be co-opted into the TRG if required.

Any *ad hoc* Conduct Committee appointed by the WFDF Board to determine issues after a Disc Golf event shall include the Chair of the DG Committee or their representative from the DG Committee, assuming no conflict of interest.

WFDF Disc Golf Committee

September 2024