

WFDF 2026

World Team Disc Golf Championships

8 - 12 September 2026
Vilnius, Lithuania



Competition Format

Participant Guide

Version 1.1, September 7

PARTICIPATING TEAMS

The 2026 WFDF World Team Disc Golf Championships will bring together national teams from around the world for five days of competition in Vilnius, Lithuania.

WTDGC is a team competition in which players compete individually or in pairs, but every result contributes to the overall result of their national team. The Championship includes separate Open and Masters divisions, while allowing eligible players to be registered in both divisions under specific participation rules.

A total of 47 national teams will compete at WTDGC 2026, with 28 teams in the Open Division and 19 teams in the Masters Division.

The Championship is expected to bring together approximately 440 players, accompanied by around 60 additional registered team members, including team officials, captains and caddies.

Open Division — 28 teams

- ▶ Australia, Austria, Canada, Colombia, Croatia, Czechia, Estonia, Finland, France, Germany, Great Britain, Hungary, Iceland, Ireland, Italy, Japan, Latvia, Lithuania, Netherlands, Norway, Poland, Romania, Slovakia, South Africa, Spain, Switzerland, Ukraine and United States of America.

Masters Division — 19 teams

- ▶ Australia, Austria, Canada, Czechia, Denmark, Estonia, Finland, France, Germany, Great Britain, Iceland, Latvia, Lithuania, Netherlands, Norway, Poland, Spain, Ukraine and United States of America.

One national team – two divisions

For WTDGC purposes, each country is considered **one national team competing across two divisions – Open and Masters**.

Each division may include a maximum of **12 registered players**. Players who meet the applicable eligibility requirements may be registered in both divisions and may compete in matches in either division during the Championship.

Importantly, **a player may compete in a division only if they are included among the maximum 12 registered players for that division**. Registration in one division does not automatically make a player available for the other division.

For example, a Masters-eligible player registered on the Open roster may compete for the Masters team only if that player is also registered on the Masters roster.

This provides teams with additional flexibility when managing their player rosters and availability during the Championship.

The following restrictions apply:

- ▶ A player may compete in a maximum of **eight matches in total** across both divisions.
- ▶ A player may **not compete in both divisions in the same round**. For example, a player competing in Open Round 3 cannot also compete in Masters Round 3.
- ▶ To compete in a division, the player must be included on the **registered roster for that division**.
- ▶ A player who is registered on the rosters of **both divisions** must have played **at least one match during Rounds 1–6 in a division in order to be eligible to compete in Round 7 or Round 8 in that division**.

Open and Masters rounds are scheduled separately, making cross-division participation possible. However, teams remain responsible for ensuring that players can realistically meet their playing commitments.

PARTICIPANT SUMMARY

What every team needs to know before the Event

EIGHT ROUNDS

Each division has eight scheduled rounds. The top four teams after Round 6 advance to the medal play-offs. All other teams play one additional Swiss round followed by a final placement match.

SIX SWISS ROUNDS

Rounds 1–6 use a Swiss competition system. There are no fixed pools. After Round 1, teams are generally paired with opponents with the same or a similar number of match points.

TOP FOUR

After Round 6, the top four teams advance to the semi-finals in Round 7: **1 v 4** and **2 v 3**. In Round 8, the semi-final winners play for gold and the semi-final losers play for bronze.

ALL OTHER TEAMS

Teams ranked fifth or lower remain in one lower-field Swiss competition for Round 7. The standings after that round determine the Round 8 placement matches: **5 v 6, 7 v 8, 9 v 10**, and so on.

FOUR GAMES PER MATCH

Each match between two national teams consists of **four games: two Singles and two Modified Alternate-Shot Doubles games**.

SCORING

Each individual game awards **2 game points for a win, 1 for a draw and 0 for a loss**.

Eight game points are available in each team match.

A team earning more than four game points wins the match and receives **2 match points** in the standings; a 4:4 draw gives each team **1 match point**.

18 HOLES

All Singles and Doubles games are scheduled for **18 holes**.

A **two-and-a-half-hour time cap** applies to most games, with a defined close-game extension procedure.

PLAYER RANKING AND MATCH ROSTERS

Every player has a fixed **Internal Team Player Ranking** based on the August 2026 PDGA ratings update.

For each match, teams select six eligible players.

The selected players are assigned to their required Singles and Doubles positions according to that ranking.

PDGA LIVE

PDGA Live is the official scoring system.

Paper scorecards are used as backup scoring and to record the pre-determined teeing assignments in Modified Alternate-Shot Doubles.

SPIRIT OF THE GAME

Spirit of the Game applies throughout WTDGC.

Teams are expected to evaluate their opponents after each match and submit their SOTG evaluations by the applicable deadline.

FINAL WFDF REGISTRATION AND ADEL

All registered WTDGC participants will be added to the **WFDF event registration system**. Each participant will receive an **automated email from** registration@wfdf.sport containing a link to complete their individual event registration.

All registered participants — **players and other registered team members** — must confirm the **WFDF Event Participant Agreement** and **Liability Waiver** as part of this process.

In addition, **players only** must confirm the **Anti-Doping Privacy Notice** and upload a valid **ADEL Anti-Doping Education Certificate**.

Team Captains and Managers are responsible for helping ensure that all members of their team complete the applicable requirements before the Championship. **Players who have not completed all required registration and anti-doping requirements will not be eligible to compete.**

Championship path at a glance

Round(s)	Teams involved	How opponents are decided	What the round decides
Rounds 1–6	All teams	Round 1 based on initial seeding; Rounds 2–6 through the Swiss system	Standings after Round 6 determine the Top Four
Round 7	Teams ranked 1–4	Semi-finals: 1 v 4 and 2 v 3	Winners advance to the Gold Medal Match; losers to the Bronze Medal Match
Round 7	Teams ranked 5th and lower	One additional Swiss round	Updated standings determine the Round 8 placement matches
Round 8	Semi-finalists	Semi-final winners play for Gold; semi-final losers play for Bronze	Final positions 1–4
Round 8	All remaining teams	Adjacent teams in the standings after Round 7: 5 v 6, 7 v 8, 9 v 10, etc.	Remaining final Championship positions

TEAM CAPTAINS' RESPONSIBILITIES

Team Captains are the primary point of contact between their national team and the event organisers. They are responsible for ensuring that players and other registered team members understand the competition procedures and receive relevant official information throughout the Championship.

Team Captains must ensure that their team understands:

- ▶ the distinction between **matches, games, match points and game points**;
- ▶ the Swiss competition system and how opponents are determined;
- ▶ the standings and tie-break procedures;
- ▶ the Match Play rules used at WTDGC;
- ▶ the rules and specific format of Modified Alternate-Shot Doubles;
- ▶ the Internal Team Player Ranking and match-roster procedures;
- ▶ the applicable time-cap and pace-of-play procedures;
- ▶ Spirit of the Game requirements;
- ▶ practice and warm-up procedures;
- ▶ uniform and team-access requirements; and
- ▶ any event-specific rules and procedures communicated by WFDF or the Tournament Director.

Team Captains are also responsible for:

- ▶ attending the **Team Captains' Meeting on Monday, 7 September at 10:00 or 18:00**, or ensuring that the team is represented by an authorised representative;
- ▶ joining the official **Team Captains' WhatsApp group**, which will be used for important and urgent event communication;
- ▶ knowing their team's online submission credentials;
- ▶ ensuring that players have the information required to use **PDGA Live**;
- ▶ monitoring official event announcements and communicating relevant information to their team;
- ▶ ensuring that all team members comply with applicable uniform, access and conduct requirements; and
- ▶ immediately communicating any significant competition issue to the appropriate event official.

Before the Championship

Team Captains must:

- ▶ verify their final Championship roster and the eligibility of all registered players;
- ▶ provide any required information for players without a current PDGA rating;
- ▶ confirm the relative Internal Team Player Ranking of players with equal Player Ratings for the Event;
- ▶ ensure that all players meet the applicable **PDGA membership and Certified Official requirements**;
- ▶ ensure that all players complete their **WFDF participant registration and ADEL requirements**;
- ▶ ensure that all other registered team members complete their required **WFDF participant registration and Event Participant Agreement**;
- ▶ review the published initial team seeding and promptly report any data errors; and
- ▶ submit the team's **Default Match Roster** by the published deadline.

Before every match

Team Captains must:

- ▶ check the officially published opponent, course, starting holes and round start time;
- ▶ check the published player starting-hole assignments;
- ▶ submit the required Match Roster no later than 60 minutes before the scheduled start of the round, unless the Default Match Roster is to apply automatically;
- ▶ ensure that all selected players are eligible to compete in that division and round;
- ▶ ensure that player assignments follow the Internal Team Player Ranking; and
- ▶ ensure that all participating players and team members comply with the applicable uniform requirements.

Teams receiving a Swiss bye do not need to submit a Match Roster for that round.

After every match

Team Captains must:

- ▶ ensure that the results of all four games are correctly completed and confirmed in **PDGA Live**;
- ▶ check the published match result and updated standings and promptly report any error;
- ▶ ensure that the team completes its required **Spirit of the Game evaluation** by the applicable deadline;
- ▶ monitor the official competition channels for publication of the next round's pairing, course and starting-hole assignments.

Before the next match

Teams must wait for the **officially published Swiss pairing** before treating their next opponent as confirmed.

The next opponent must **not** be inferred from the current standings, unofficial calculations or provisional information. Swiss pairings are generated only after the preceding round has been completed, checked and confirmed.

OFFICIAL COMMUNICATION, CONTACTS AND RESOURCES

Throughout the Championship, Team Captains are responsible for monitoring the official WTDGC communication channels and ensuring that relevant information is passed on to their players and other team members.

Competition information, including **pairings, standings, course and starting-hole assignments, schedule updates and other round-specific information**, will be published through the designated official event resources.

The **Team Captains' WhatsApp group** will be used for important operational information and urgent announcements, including significant schedule changes, weather-related delays or suspensions, and other matters requiring immediate communication with teams.

Where information from an unofficial source conflicts with information published or communicated through an official WTDGC channel, teams must follow the **official event information**.

Key contacts

General Enquiries

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Official Facebook Page: [@wfdf.wtdgc](https://www.facebook.com/wfdf.wtdgc)
Official Instagram Page: [@wfdf.wtdgc](https://www.instagram.com/wfdf.wtdgc)

Official competition resources

The following online competition resources will be used during WTDGC 2026:

- ▶ Match Roster submission system;
- ▶ official standings and Swiss pairings;
- ▶ SOTG submission system;
- ▶ online caddie books and course information; and
- ▶ other operational forms and competition resources as required.

The relevant links, access details and any required passwords will be communicated directly to Team Captains through the official WTDGC communication channels before the Championship.

During the Championship, Team Captains should use the links and access details provided through the official channels rather than previously saved or unofficial versions of competition resources.

Any changes to competition resources or access details will be communicated through the official Team Captains' communication channels.

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1. WHY THIS FORMAT IS USED

WTDGC 2026 uses a **Swiss competition system** for the first six rounds of both the Open and Masters divisions.

The Swiss system has been introduced to create a competition structure that is **fairer, more competitive and less dependent on initial seeding** than the fixed-pool formats used at previous editions of WTDGC.

Under a fixed-pool system, teams can be significantly affected by the strength of the pool into which they are initially placed. A strong team placed in an unusually difficult pool may face a substantially different path through the Championship than a similarly ranked team in another pool.

The Swiss system reduces this effect by progressively pairing teams according to their results during the Championship.

After the opening round, teams increasingly face opponents with the **same or a similar competitive record**. Strong-performing teams therefore tend to meet other strong-performing teams, while teams with fewer match points are progressively paired with teams in a similar position.

This provides several important benefits:

- ▶ **Initial seeding matters less.** Seeding is important for Round 1, but subsequent pairings increasingly reflect actual performance at WTDGC 2026.
- ▶ **More meaningful matches.** As the Championship progresses, teams are increasingly likely to face opponents performing at a similar level.
- ▶ **No fixed pools.** Teams are not locked into a predetermined group for the qualification stage.
- ▶ **Performance determines progression.** The standings after six Swiss rounds determine which teams advance to the medal play-offs.
- ▶ **Every match matters.** Match points, game points and the strength of opponents faced all contribute to the standings and applicable tie-break procedures.

Six Swiss rounds

The first six rounds of each division are played using the Swiss system.

Round 1 is determined from the **Initial Team Seeding**. From Round 2 onwards, pairings are generated using the official Swiss pairing procedure described later in this Guide.

After Round 6, the **top four teams** in each division advance to the semi-finals.

Teams ranked fifth and lower continue in one lower-field Swiss competition for Round 7. The standings after Round 7 are then used to determine the final placement matches.

Why 18 holes?

All Singles and Modified Alternate-Shot Doubles games are scheduled for **18 holes**.

The 18-hole format provides enough playing time for differences between teams to emerge while remaining compatible with the overall Championship schedule and allowing multiple rounds to be played on the same competition day.

Combined with the Swiss system, this creates a format in which teams are tested across multiple opponents and courses before the final Championship positions are decided.

2. KEY TERMS

To avoid confusion, the following terminology is used consistently throughout this Guide.

Match

The complete contest between two national teams in one round.

Each match consists of **four games played simultaneously**:

- ▶ two Singles games; and
- ▶ two Modified Alternate-Shot Doubles games.

Game

One individual Singles or Doubles contest within a match.

Each game is played over 18 holes and contributes game points to the overall match result.

Game Points

Points awarded from each individual game:

- ▶ Win = 2 game points
- ▶ Draw = 1 game point
- ▶ Loss = 0 game points

With four games in each match, a total of **8 game points** are available.

Match Result

The combined result of the four games between the two national teams.

For example:

Country A 5 : 3 Country B

Country A wins the match.

Match Points

Points awarded to the national teams according to the overall match result:

- ▶ Match win = 2 match points
- ▶ Match draw = 1 match point
- ▶ Match loss = 0 match points

Match points are the primary basis for the Swiss standings.

Round

One scheduled stage of competition in which each participating team plays one match, except where a team receives a Swiss bye.

Both divisions have **eight scheduled rounds**.

Swiss Stage

The first six rounds of the Championship, during which teams are paired using the Swiss competition system.

For teams ranked fifth and lower after Round 6, Round 7 is also played as a Swiss round within the lower field.

Initial Team Seeding

The ranking of teams before the start of competition, calculated using the methodology described in Section 4.

The Initial Team Seeding is used to determine the Round 1 pairings and may also be used as the final tie-break criterion where required.

Internal Team Player Ranking (ITPR)

The fixed ranking of players within each team based on their **Player Rating for the Event**.

The ITPR determines how the six players selected for a match are assigned to the required Singles and Doubles positions.

Match Roster

The six eligible players selected by a team to compete in a particular match.

Default Match Roster

A team's pre-submitted group of six players that is automatically used if no match-specific roster is submitted by the applicable deadline.

Swiss Bye

A round in which a team does not play an opponent because the number of teams in the applicable Swiss field is odd.

The treatment of byes for standings and tie-break purposes is described later in this Guide.

Placement Match

A Round 8 match used to determine final Championship positions outside the medal matches, for example **5 v 6**, **7 v 8**, **9 v 10**, and so on.

3. COMPLETE COMPETITION STRUCTURE

Each division has **eight scheduled rounds**.

The competition consists of three stages:

1. Rounds 1–6 – Swiss Stage
2. Round 7 – Semi-Finals and Lower-Field Swiss Round
3. Round 8 – Medal and Placement Matches

3.1 Rounds 1–6 – Swiss Stage

All teams compete in one Swiss field within their division.

There are **no fixed pools**.

Round 1 pairings are determined from the Initial Team Seeding. From **Round 2 onwards**, teams are paired using the official Swiss pairing procedure, with teams generally facing opponents with the same or a similar number of Match Points.

Each team plays **one match per round**, except where a Swiss Bye is required because the number of teams in the field is odd.

After Round 6, the standings are calculated using the ranking and tie-break procedures described in Section 7.

The **top four teams** advance to the medal play-offs.

3.2 Round 7 – Semi-Finals

The top four teams after Round 6 leave the Swiss field and play the semi-finals:

- Semi-Final 1:** 1st v 4th
- Semi-Final 2:** 2nd v 3rd

The winners advance to the **Gold Medal Match**.

The losing teams advance to the **Bronze Medal Match**.

Semi-final matches must produce a winner. The procedure for resolving a tied match is described later in this Guide.

3.3 Round 7 – Lower-Field Swiss Round

All teams ranked 5th and lower after Round 6 remain together in one lower-field Swiss competition.

Their results and records from Rounds 1–6 are carried forward.

Round 7 is therefore not a new competition or a reset of the standings.

The Round 7 pairings are generated using the same Swiss pairing principles, but only among teams remaining in the lower field.

The standings after Round 7 determine the Round 8 placement matches.

3.4 Round 8 – Medal Matches

The semi-final winners play the Gold Medal Match, determining 1st and 2nd place.

The semi-final losers play the Bronze Medal Match, determining 3rd and 4th place.

Both medal matches must produce a winner.

3.5 Round 8 – Placement Matches

All teams outside the top four play one final placement match.

Teams are paired according to their position in the standings after Round 7:

5th v 6th

7th v 8th

9th v 10th

11th v 12th

...and so on through the remaining field.

Each placement match directly determines the final positions of the two teams involved.

For example, the winner of the **5th v 6th** match finishes 5th in the Championship and the loser finishes 6th.

Placement matches must therefore produce a winner. The procedure for resolving a tied match is described later in this Guide.

3.6 Odd number of teams in the lower field

If the lower field contains an odd number of teams in Round 7, one team will receive a **Swiss Bye** according to the applicable Swiss pairing procedure.

If an odd number of teams remains available for the Round 8 placement matches, the lowest-ranked team without an opponent will finish in the final remaining position without playing a Round 8 match.

3.7 Rematches

During the Swiss stage, the pairing system will seek to **avoid rematches wherever possible**.

However, a rematch may occur where required to produce a valid Swiss pairing.

A previous meeting between two teams does **not** prevent those teams from meeting again in the semi-finals, medal matches or placement matches.

4. INITIAL TEAM SEEDING

The Initial Team Seeding is used to determine the **Round 1 pairings** in each division.

The seeding combines two independent measures of team strength:

- ▶ **50% WFDF World Disc Golf Ranking**
- ▶ **50% Team Strength Ranking**, based on the ratings of the strongest eligible players on the registered WTDGC roster.

The objective is to combine the historical international performance of each country with the current playing strength of the team registered for WTDGC 2026.

4.1 WFDF Ranking Component

The WFDF component is based on the **2025 WFDF World Disc Golf Ranking**.

Each participating country receives its ranking position among the WTDGC teams in its division. Countries tied in the WFDF World Ranking receive the average of the ranking positions they occupy.

For example, if two countries share positions 10 and 11 among the participating teams, both receive a WFDF ranking value of **10.5**.

The complete 2025 WFDF World Disc Golf Ranking used for this calculation is included in **Appendix C**.

4.2 Team PDGA Rating Component

The second component reflects the playing strength of each team using current PDGA Player Ratings.

For seeding purposes, a **Player Rating for the Event** is established for every registered player.

For players with a current PDGA rating, the rating from the relevant **August 2026 PDGA ratings update is used**.

For players without a current PDGA rating, an estimated rating may be assigned for the purpose of the WTDGC seeding calculation.

Open Division

The Team PDGA Rating is calculated from the six highest Player Ratings for the Event, subject to the requirement that the six-player group includes at least:

- ▶ **two FPO players**, and
- ▶ **four other eligible Open players**.

Masters Division

For the Masters Division, the Team PDGA Rating is calculated using the August 2026 PDGA ratings of the following six eligible players:

- ▶ **three MP40-eligible players**
- ▶ **two FP40-eligible players**
- ▶ **one MP50-eligible player**

Where a required player does not have a current PDGA rating, an estimated rating may be assigned for the purposes of the Initial Team Seeding.

Where a team does not have a registered player available for one of the required eligibility categories, an assigned rating may be used for that vacant position for seeding purposes.

4.3 Calculating the Initial Seed

For each team, the two ranking positions are averaged:

$$\text{Initial Seeding Score} = (\text{Team PDGA Ranking} + \text{WFDF Ranking}) \div 2$$

The team with the lowest combined score receives **Seed 1**, the next-lowest receives Seed 2, and so on.

Where teams have the same combined Initial Seeding Score, the **Team PDGA Rating Ranking** takes precedence.

4.4 Preliminary and Final Initial Seeding

The seeding presented below is the **preliminary Initial Team Seeding**, calculated from the player rosters and rating information available at the time of publication of this Guide.

Roster changes made before the Championship may affect a team's PDGA Rating Ranking and therefore its Initial Team Seeding.

The Initial Team Seeding will be **finalised on Saturday, 5 September at 12:00 Vilnius time**. The official Round 1 pairings will then be determined and published.

Any roster changes made **after this deadline will not result in a recalculation of the Initial Team Seeding**.

4.5 Preliminary Initial Team Seeding – Open Division

Seed	Team	Seeding Score	Team PDGA Rating	PDGA Rank	WFDF Rank
1	Estonia	1.00	997.2	1.0	1.0
2	Canada	2.50	994.0	2.0	3.0
3	Czechia	5.00	981.3	5.0	5.0
4	Finland	5.00	980.0	6.0	4.0
5	United States of America	5.00	978.0	8.0	2.0
6	Norway	6.00	991.5	3.0	9.0
7	Germany	7.00	979.3	7.0	7.0
8	Australia	7.75	966.2	9.5	6.0
9	Japan	8.25	984.8	4.0	12.5
10	Austria	8.75	966.2	9.5	8.0
11	Latvia	10.75	965.5	11.0	10.5
12	Great Britain	12.75	952.3	13.0	12.5
13	France	12.75	950.2	15.0	10.5
14	Switzerland	13.50	962.8	12.0	15.0
15	Slovakia	14.00	950.8	14.0	14.0
16	Netherlands	16.00	941.8	16.0	16.0
17	Lithuania	17.00	935.7	17.0	17.0
18	Croatia	19.25	903.5	20.0	18.5
19	Hungary	21.00	903.2	21.0	21.0
20	Poland	21.25	923.2	18.0	24.5
21	Spain	21.25	888.5	24.0	18.5
22	Ukraine	22.00	901.0	22.0	22.0
23	Iceland	22.50	913.8	19.0	26.0

24	Colombia	23.00	865.0	26.0	20.0
25	Ireland	24.75	873.8	25.0	24.5
26	South Africa	25.00	890.8	23.0	27.0
27	Italy	25.00	843.5	27.0	23.0
28	Romania	28.00	801.8	28.0	28.0

4.6 Preliminary Initial Team Seeding – Masters Division

Seed	Team	Seeding Score	Team PDGA Rating	PDGA Rank	WFDF Rank
1	United States of America	1.50	963.0	1.0	2.0
2	Finland	3.00	958.5	2.0	4.0
3	Canada	3.00	955.3	3.0	3.0
4	Estonia	3.00	953.8	5.0	1.0
5	Germany	5.50	955.2	4.0	7.0
6	Czechia	6.50	929.8	8.0	5.0
7	Norway	7.50	938.7	6.0	9.0
8	Australia	8.00	915.7	10.0	6.0
9	France	8.75	937.3	7.0	10.5
10	Great Britain	11.50	914.5	11.0	12.0
11	Austria	11.50	888.2	15.0	8.0
12	Latvia	11.75	902.5	13.0	10.5
13	Denmark	13.00	929.2	9.0	17.0
14	Lithuania	13.00	913.3	12.0	14.0
15	Netherlands	13.50	895.0	14.0	13.0
16	Spain	15.50	870.7	16.0	15.0
17	Ukraine	17.50	841.8	19.0	16.0
18	Iceland	18.00	865.7	17.0	19.0
19	Poland	18.00	846.0	18.0	18.0

5. INTERNAL TEAM PLAYER RANKING

Each team has a fixed **Internal Team Player Ranking (ITPR)** for each division.

The ITPR is based on each player's **Player Rating for the Event** and is used throughout the Championship to determine the playing positions of the six players selected for each Match Roster.

The purpose of the ITPR is to ensure that teams cannot strategically change the relative ranking of their players from one round to another.

5.1 Player Rating for the Event

Each registered player is assigned a **Player Rating for the Event**.

For players with a current PDGA Player Rating, the rating from the applicable **August 2026 PDGA ratings update** is used.

For players without a current PDGA Player Rating, an estimated rating is established before the Championship.

Once established, the Player Rating for the Event remains fixed for the purposes of WTDGC 2026.

Any subsequent change to a player's PDGA rating during or after the Championship does not affect their WTDGC Player Rating for the Event or their Internal Team Player Ranking.

5.2 Ranking Within the Team

Each team has **one Internal Team Player Ranking covering all registered players in that division**, ranked from highest to lowest according to their August 2026 PDGA rating.

The ranking is fixed for the duration of the Championship.

For each Match, the six selected players must meet the eligibility requirements for the positions to which they are assigned. Their relative order within each applicable player category must follow the team's fixed Internal Team Player Ranking.

In the **Open Division**, all players are included in the same team ranking. From the six players selected for a Match:

- ▶ the four players assigned to MPO positions are designated **MPO1 to MPO4** according to their relative order in the team ranking;
- ▶ the two players assigned to FPO positions must be FPO-eligible and are designated **FPO1 and FPO2** according to their relative order in the team ranking.

An FPO-eligible player may also occupy an MPO position. If so, that player's position among MPO1–MPO4 is determined by their place in the same fixed team ranking.

In the **Masters Division**, all players are likewise included in one fixed team ranking. From the six players selected for a Match:

- ▶ the three players assigned to MP40 positions must be MP40-eligible and are designated **MP40-1 to MP40-3** according to their relative order in the team ranking;
- ▶ the two players assigned to FP40 positions must be FP40-eligible and are designated **FP40-1 and FP40-2** according to their relative order in the team ranking;
- ▶ the player assigned to MP50 must be MP50-eligible.

A player who is eligible for more than one category appears only once in the team ranking. Their applicable Match position is determined by the position for which they are selected and their relative ranking among the other players selected for that category.

The Internal Team Player Ranking determines player order only. The **Round-specific player assignment** table then determines which ranked positions play Singles and which play Doubles in each Round.

5.3 Players with the same rating

Where two or more players within the same ranking category have the same Player Rating for the Event, the team must determine their internal order before the Championship.

For example, if two MPO players both have a Player Rating for the Event of 950, the team must specify which player is ranked above the other.

Once this order has been confirmed, it becomes part of the team's fixed Internal Team Player Ranking and **cannot be changed from round to round**.

5.4 How the ITPR is used for Match Rosters

Before each match, the team selects the six eligible players who will form its Match Roster.

The ITPR is then applied to those six selected players to determine their relative playing positions for that match.

This means that a player's match position depends on the other players selected for that particular Match Roster.

For example, if a team has MPO players ranked:

MPO1 – MPO2 – MPO3 – MPO4 – MPO5 – MPO6

and selects MPO1, MPO3, MPO5 and MPO6 for a particular match, their relative order within that Match Roster remains:

MPO1 → MPO3 → MPO5 → MPO6

The team may choose which eligible players are included in the Match Roster, but it **cannot change their ranking order**.

The specific way in which these ranked positions are assigned to Singles and Doubles games in each round is described in **Section 12.3 – Round-Specific Player Assignments**.

5.5 Players registered in both divisions

A player registered on both the Open and Masters rosters may have a ranking position in each division.

Their ranking is determined separately within each registered division according to the applicable player categories and Player Rating for the Event.

Registration and ranking in both divisions do not remove the cross-division participation restrictions described earlier in this Guide.

6. HOW THE NEXT OPPONENT IS SELECTED

WTDGC 2026 uses **Swiss Manager** as the authoritative software for generating Swiss pairings.

The competition uses the **FIDE Dutch Swiss method without acceleration**, adapted for the WTDGC competition structure.

Opponents are not selected manually by event staff. The pairing software generates the pairings according to the teams' results and the applicable Swiss pairing rules.

6.1 Round 1

Round 1 is based on the final **Initial Team Seeding**.

Teams are ordered by seed and divided into an upper half and a lower half. Corresponding positions from the two halves are then paired.

Open Division – 28 teams

Seeds **1–14** form the upper half and Seeds **15–28** form the lower half.

The Round 1 pairing pattern is:

1 v 15, 2 v 16, 3 v 17 ... 14 v 28

Masters Division – 19 teams

Because the Masters field contains an odd number of teams, one team receives a bye.

Seed **19** receives the Round 1 bye, while the remaining 18 teams are divided into:

Upper half: Seeds 1–9

Lower half: Seeds 10–18

The Round 1 pairing pattern is:

1 v 10, 2 v 11, 3 v 12 ... 9 v 18

The detailed treatment of Swiss Byes is explained in **Section 8**.

6.2 Rounds 2–6

From Round 2 onwards, pairings are based primarily on the Match Points teams have earned during the Championship.

Teams with the same number of **Match Points** are placed in the same score group.

Within each score group, teams are ordered according to the applicable standings and tie-break criteria described in **Section 7**.

The pairing system then seeks to pair teams within that group, normally matching teams from the upper part of the group against teams from the lower part.

Where a complete set of valid pairings cannot be created within a score group, Swiss Manager may adjust the order or move the minimum necessary number of teams between neighbouring score groups.

This may be necessary, for example, when:

- ▶ a score group contains an odd number of teams;
- ▶ a proposed pairing would create a rematch; or
- ▶ another pairing restriction prevents a valid complete set of matches.

The pairing system prioritises valid complete pairings, avoidance of rematches and the smallest practical difference in Match Points between opponents.

As a result, a team will **usually**, but not necessarily always, play an opponent with exactly the same number of Match Points.

6.3 Lower-Field Round 7

After Round 6, the top four teams are removed from the Swiss field and advance to the semi-finals.

All teams ranked fifth and lower remain in a single lower-field Swiss competition.

Their results from Rounds 1–6 remain in force, and Swiss Manager generates the Round 7 pairings using the same Swiss pairing principles described above.

The lower-field competition is therefore **not restarted after Round 6**.

6.4 Avoiding rematches

During Swiss rounds, the pairing system seeks to avoid teams playing the same opponent more than once.

However, avoidance of rematches is not absolute. If no valid complete pairing can otherwise be produced, Swiss Manager may generate a repeat pairing.

A previous meeting during the Swiss stage does not prevent two teams from meeting again in a semi-final, medal match or placement match.

6.5 Pairings cannot be changed for convenience

Once an official pairing has been generated and published, it will not be changed simply to:

- ▶ obtain a preferred course or starting hole;
- ▶ avoid a particular opponent;
- ▶ create a preferred featured or media match; or
- ▶ prevent teams from meeting again later in the Championship.

A published pairing may be corrected only where the underlying competition data are incorrect or the pairing itself is demonstrably inconsistent with the applicable pairing rules.

6.6 When pairings become official

Teams must **not attempt to determine their next opponent from the live standings alone**.

Swiss pairings can only be generated after the relevant preceding results have been completed, checked and confirmed.

The expected publication timing is:

Pairing	Expected publication
Round 1	Before competition begins
Rounds 2, 4 and 6	After the preceding afternoon round, normally the previous evening
Rounds 3 and 5	After the morning round is complete and results are verified
Round 7 and Semi-Finals	After Round 6 is complete and the Top Four is confirmed
Round 8 Placement and Medal Matches	After Round 7 and the Semi-Finals are complete

Only officially published pairings are valid.

Teams should not rely on unofficial calculations, provisional standings or assumptions about likely Swiss opponents when preparing for the next round.

7. STANDINGS AND TIE-BREAK RULES

The standings are recalculated after every Swiss round.

A team's position is determined first by its **Match Points**. Where two or more teams have the same number of Match Points, the tie-break criteria below are applied in order.

Some tie-break values depend on the subsequent results of previous opponents. This means that a team's tie-break values may change when an opponent it played earlier wins, draws or loses a later match.

7.1 Tie-break order

The following criteria are applied in order. The next criterion is used only where two or more teams remain tied after all preceding criteria have been applied.

1. Total Match Points

The total Match Points earned by the team:

match win = 2 Match Points
match draw = 1 Match Point
match loss = 0 Match Points

A Swiss Bye adds 2 Match Points, subject to the specific bye rules described in Section 8.

2. Head-to-head Match Points – play-off qualification mode

For standings that determine qualification for the Semi-Finals after Round 6, or the Round 8 placement pairings after Round 7, the Match Points earned in direct Matches between the tied teams are compared, provided that **all relevant tied teams have played one another**.

3. Head-to-head Game Points – play-off qualification mode

If the teams remain tied, the total Game Points earned in the direct Matches between the tied teams are compared, again provided that all relevant tied teams have played one another.

4. Game Points weighted by opponent success

The Game Points earned by a team in each Match are multiplied by the **current total Match Points of the opponent from that Match**.

For each opponent, the weighted contribution is calculated as:

Game Points earned against that opponent × opponent's total Match Points

The contribution from the opponent with the **lowest Match Points** total is removed from the calculation. The remaining contributions are added together to produce the team's weighted Game Points value.

This is a Sonneborn-Berger-style calculation designed to give greater value to Game Points earned against opponents who perform strongly during the Championship.

Because opponents' Match Points totals may change as later rounds are completed, this tie-break value may also change during the Championship.

5. Total Game Points

The total number of Game Points earned by the team across all four component Games in all Matches played.

Each individual Game awards:

win = **2 Game Points**

draw = **1 Game Point**

loss = **0 Game Points**

6. Opponents' Total Game Points

The combined current total of Game Points earned by all opponents the team has actually played.

This criterion therefore reflects the overall competitive strength of the team's opponents.

7. Initial Team Seeding

If teams remain equal after all applicable performance-based criteria, the team with the better **Initial Team Seeding** is ranked higher.

This ensures that the published standings always have a unique order.

Published standings

The published standings after each Round will show each team's Total Match Points, Game Points weighted by opponent success (GPWOS), Total Game Points, and Opponents' Total Game Points (OTGP). These values are calculated automatically by Swiss Manager.

Head-to-head criteria are applied separately where required in play-off qualification mode and may therefore affect the final ordering used to determine Semi-Final qualification or Round 8 placement pairings.

7.2 When head-to-head criteria apply

Head-to-head criteria are used specifically where the standings determine progression into the next direct-placement stage:

- ▶ after **Round 6**, when determining the four Semi-Final teams and their positions 1–4; and
- ▶ after **Round 7**, when determining the order used to create the Round 8 placement matches.

Head-to-head criteria are applied only where all teams remaining in the tie have played each other.

If this condition is not met, the applicable head-to-head criterion is skipped and the next tie-break criterion is used.

7.3 Opponent-based values are dynamic

Opponent-based tie-break values are not fixed at the moment a Match is completed.

For example, if Team A defeated Team B in an early round and Team B subsequently performs strongly, Team A's opponent-weighted tie-break value may improve.

For this reason, teams should rely on the **official published standings** rather than attempting to calculate their final position independently before all relevant results have been confirmed.

Opponent	Team A Game Points	Opponent Match Points	Opponent Game Points	W e i g h t e d contribution
B	5	10	29	$5 \times 10 = 50$
C	4	8	19	$4 \times 8 = 32$
D	6	8	23	$6 \times 8 = 48$
E	2	12	37	$2 \times 12 = 24$
F	7	4	16	$7 \times 4 = 28$ – removed
G	3	6	25	$3 \times 6 = 18$

7.4 Official standings

Swiss Manager is the authoritative system for calculating the Swiss standings and applying the applicable tie-break criteria.

Standings published immediately after completion of a round may remain subject to verification while Game results, forfeits, byes or other competition data are being checked.

The standings become official for the purpose of generating the next pairing once the relevant results have been verified and confirmed by the event officials.

7.5 Worked Example of Tie-Break Calculation

The following example shows how the first four standings criteria are calculated for **Team A after six Swiss rounds**.

Team A has played Teams B, C, D, E, F and G.

Match results and weighted Game Points

For Criterion 2, the contribution from the opponent with the **lowest Match Points total** is removed.

In this example, Team F has the lowest opponent Match Points total with **4**, so its contribution of **28** is removed.

The resulting weighted Game Points value is:

$$50 + 32 + 48 + 24 + 18 = 172$$

Standing criterion	Calculation	Team A value
Match Points	Based on the six Match results	7
Weighted Game Points	$50 + 32 + 48 + 24 + 18$	172
Total Game Points	$5 + 4 + 6 + 2 + 7 + 3$	27
Opponents' Total Game Points	$29 + 19 + 23 + 37 + 16 + 25$	149

Team A's tie-break values

If Team A is tied with another team on **Match Points**, the weighted Game Points value of **172** is compared first.

If the teams remain tied, their **Total Game Points** are compared, followed by **Opponents' Total Game Points** and, where applicable, the remaining tie-break criteria described above.

Because opponent totals continue to change as later results are recorded, Weighted Game Points and Opponents' Total Game Points may also change during the Championship.

8. BYES, FORFEITS, WITHDRAWALS AND RESULT CORRECTIONS

8.1 Swiss Bye

A Swiss Bye is required whenever the number of active teams available for pairing in a division is odd.

The following rules apply:

- ▶ The Bye is assigned to the **lowest-ranked eligible team that has not previously received a Swiss Bye**.
- ▶ No team receives a second Swiss Bye until every other active eligible team has received one.
- ▶ In Round 1, the lowest-ranked team means the team with the lowest Initial Team Seeding.
- ▶ In later Swiss rounds, it means the lowest-ranked eligible team in the current official standings.
- ▶ A Swiss Bye counts as a **Match win and awards 2 Match Points**.
- ▶ The Bye awards **no Game Points**.
- ▶ It creates no opponent for the Weighted Game Points or Opponents' Total Game Points tie-break calculations.
- ▶ A Bye is therefore **not recorded as an 8:0 Match result**.

The purpose is to give the unpaired team the primary standings value of a Match win while treating the unplayed Match as neutrally as possible for opponent-based tie-breaks.

8.2 Team Forfeit

If a team forfeits an entire Match, the opposing team is awarded an **8:0 Match result**.

The forfeiting team receives:

0 Match Points
0 Game Points

The opposing team receives:

2 Match Points
8 Game Points

If both teams forfeit the Match, both teams receive **0 Match Points and 0 Game Points**.

A team that receives an unplayed Match win because its opponent fails to appear is not subsequently eligible to receive the ordinary pairing-allocated Swiss Bye while other eligible teams remain available.

8.3 Participating with an Incomplete Team

A team may participate with an incomplete team provided that at least four eligible players are available.

When a team does not have enough registered players to fill all six required player positions, the vacant position is normally the **lowest-ranked position in the relevant player category**, according to the Internal Team Player Ranking.

For example, if a Masters team has only one registered FP40 player, that player is assigned **FP40-1**, while **FP40-2** remains vacant.

The Round-specific player assignments are then applied as follows:

- ▶ If **FP40-2 is assigned to a Singles Game**, that Singles Game is forfeited and the available FP40 player plays the Game assigned to FP40-1.
- ▶ If **FP40-2 is assigned to a Doubles Game**, the available FP40 player is automatically assigned to that Doubles Game. The Singles Game that would otherwise have been played by FP40-1 is left vacant and forfeited.

The same principle applies to other player categories. If a vacant player position would prevent a Doubles Game from being played, but an eligible player of the same category is assigned to a Singles Game, that player is automatically reassigned to the Doubles Game and the corresponding Singles Game is forfeited.

In other words, where an incomplete team has sufficient eligible players to form the required Doubles pairs, **the Doubles Games take priority and must be played**. The team does not have the option to forfeit a Doubles Game in order to play the corresponding Singles Game instead.

This is an automatic assignment rule for incomplete teams and is not a tactical choice available to the Team Captain. All Games that can be played under this rule are played normally, while any Game that cannot be filled is forfeited to the opponent.

If a team has fewer than four eligible players available, it cannot fulfil the minimum Match requirements and will be withdrawn from further competition.

8.4 Player Unavailable for a Match

If a player on a team's registered roster is unavailable for a particular Match, the team is **not required to move the remaining players upward in the Internal Team Player Ranking**.

The team may submit a standard Match Roster that includes the unavailable player in the position they would normally occupy according to the Internal Team Player Ranking. The remaining players therefore retain their normal player positions.

For example, if a team's **MPO1** is unavailable, that player may still be nominated as MPO1. MPO2 remains MPO2, MPO3 remains MPO3, and MPO4 remains MPO4.

The normal Round-specific player assignments then apply. Any Game to which the unavailable player is assigned is forfeited to the opponent. All other Games are played normally.

The unavailable player is **not required to be present at the course or report to the starting hole**. At the starting hole, the team must inform the opponents that the player will not participate and confirm the forfeiture of the affected Game.

This rule applies regardless of the reason for the player's unavailability and is intended to ensure that the absence of one player does not also force the remaining players into different Internal Team Player Ranking positions.

Once a Game has been forfeited because the nominated player is unavailable, another player may not replace that player or take over their assigned position for that Game.

8.5 Late Arrival at the Starting Hole

All players must be present and ready to play at their assigned starting hole at the scheduled start time.

If a player or team is not present when the Game is due to start, the opponent wins the first hole.

The absent player or team then has an additional **8 minutes** to arrive before each subsequent hole is awarded to the opponent. If they have not arrived within that period, the next hole is awarded and a new 8-minute period begins.

This process continues until the absent player or team arrives and is ready to play.

If the absent player or team has not arrived by the time **six holes have been awarded**, the Game is forfeited and the opponent is declared the winner.

A player or team arriving before the Game has been forfeited joins the Game at the next hole to be played. All holes already awarded because of late arrival remain part of the Game result.

8.6 Player unable to complete a Game

Once a Match has started, players **cannot be substituted**.

If a player is unable to complete a Singles or Doubles Game because of injury or another reason, that Game is forfeited to the opponent.

The remaining Games within the national-team Match continue wherever possible.

8.7 Team Withdrawal or Absence from a Round

A team that withdraws from the Championship is removed from all subsequent pairings.

If organisers know in advance that a team will be unavailable for one particular round, that team will not be included in the pairing for that round.

Swiss Manager applies the applicable technical treatment for forfeits, withdrawals and other unplayed Matches when calculating subsequent pairings and tie-break values.

8.8 Virtual Opponent Treatment

For opponent-based tie-break calculations, a team that is removed from later rounds may be treated as a **virtual opponent** for the remaining Swiss rounds.

The purpose of the virtual-opponent calculation is to prevent teams that previously played an opponent who later withdraws or leaves the Swiss field from being unfairly disadvantaged in opponent-based tie-breaks.

The applicable virtual-opponent values are calculated automatically by Swiss Manager and applied consistently across the standings.

The same principle is used after Round 6 when the Top Four teams leave the Swiss field for the Semi-Finals, so that their earlier opponents are not disadvantaged merely because those teams no longer participate in the lower-field Round 7.

8.9 Result Corrections and Verification

After every round, Team Captains must verify that the published results of all four Games in their Match are correct.

Any discrepancy must be reported as soon as possible and within the announced verification period.

Where an error is reported before the next Swiss pairing is generated, the result will be corrected before the standings and next-round pairings are finalised.

Once an official pairing has been generated by **Swiss Manager**, verified and published, it is considered final and will not be manually changed.

Swiss Manager performs the pairing calculation across the complete field, taking into account the applicable competition settings, score groups, floating and rematch avoidance. Individual pairings may therefore be influenced by pairing requirements elsewhere in the field.

Teams are therefore responsible for checking their results promptly after every Match and reporting any errors before the next Swiss pairing is generated.

9. MATCH LENGTH AND TIME CAP

All Singles and Doubles Games are scheduled for **18 holes**.

A **two-and-a-half-hour time cap** applies to most Games and is measured from the official round-start signal.

The **medal Games are not subject to the time cap**.

The time cap provides a clear and predictable playing window for each round. This is particularly important on days with multiple rounds, as results must be completed and verified before the next Swiss pairings, course assignments and player assignments can be produced.

The time cap is not intended to rush normal play. Players are expected to maintain a reasonable pace throughout the round and must not deliberately slow play in an attempt to influence the number of holes completed when the current Game situation is favourable to them.

9.1 Procedure when the time cap expires

When the two-and-a-half-hour limit is reached:

1. Players complete the hole currently being played.
2. After that hole is completed, the current Match Play margin in that Game is checked.
3. If the Game is tied or only one hole apart, exactly one additional hole is played.
4. If one side is two or more holes ahead, the Game ends immediately after completion of the current hole.
5. After the one additional hole, the Game ends regardless of the resulting margin. The result may therefore be a win or a draw.

When a hole is considered in play

A. For purposes of the event time cap, an Open Hole is a hole on which the group is required to begin play because the playing area has become sufficiently clear under this section.

B. A hole becomes Open when the group is present at the teeing area and the following condition is satisfied:

- ▶ Par 3: The group ahead has completed the hole and cleared the playing area.
- ▶ Par 4: The hole is clear; or all players in the group ahead have reached the putting area within 10 metres of the target and a tee throw cannot reasonably reach, endanger, or distract them.
- ▶ Par 5: The hole is clear; or all players in the group ahead have advanced at least 200 metres (656 feet) from the front of the teeing area.

C. Regardless of B, a player must not throw if the throw might injure someone or distract another player. If a player can reasonably reach the group ahead with the intended tee throw, the playing area is not clear for that player.

D. When a hole becomes Open, the player or team first in the throwing order must prepare to play without undue delay. The time allowed for the throw is governed by PDGA Rule 802.03. The 30-second period does not begin until all conditions of 802.03 are satisfied.

E. If a hole becomes Open before expiration of the time cap, the group must play and complete that hole even if the first tee throw is made after expiration of the time cap. A hole that has not become Open when the time cap expires is not played.

A Game that completes all 18 holes before the time cap ends normally.

The additional hole permitted under the time-cap procedure is **not sudden death**. It is simply the final hole permitted under the time-cap rule.

Example

At the time-cap signal, Team A is **1 up** and the players are currently playing a hole. They complete that hole.

If Team A remains 1 up, the Game becomes tied, or Team B moves 1 up, **one additional hole is played**.

After that additional hole, the Game ends. No second additional hole is permitted under the time-cap rule.

9.2 Tied Matches in Swiss rounds

A **4:4 Match result** is a valid draw during the Swiss stage.

Each team receives: 1 Match Point
No further play is required to determine a Match winner.

9.3 Matches that must produce a winner

The following Matches cannot finish tied:

- ▶ Semi-Finals;
- ▶ Gold Medal Matches;
- ▶ Bronze Medal Matches; and
- ▶ Round 8 Placement Matches.

If the four Games produce an overall **4:4 Match result**, the Match winner is determined using the direct-resolution procedure below.

9.4 Direct-resolution procedure

The tie is first broken by comparing the **Game Points earned in the two Doubles Games** within the Match.

If one team earned more Game Points from the two Doubles Games, that team wins the Match.

If the Doubles Game Points are also tied, the Match is decided by **sudden-death Match Play** between designated players.

The designated sudden-death players are:

Open Division

- ▶ Round 7: MPO1
- ▶ Round 8: FPO1

Masters Division

- ▶ Round 7: MP40-1
- ▶ Round 8: FP40-1

The relevant player is the player assigned to that position on the Match Roster for the Match.

9.5 Sudden-death starting hole

For **Semi-Finals** and **Medal Matches**, sudden death begins on **Hole 1 of the layout used for the Match** and continues on Hole 2, Hole 3 and subsequent holes until the tie is broken.

For other **Round 8 Placement Matches**, sudden death begins on the hole immediately following the hole on which the final Game of the tied Match was completed.

For example, if the final Game finishes on Hole 17 of Course B, sudden death begins on Hole 18. If still tied, play continues on Hole 1, Hole 2 and so on until a winner is determined.

10. COURSE AND STARTING-HOLE ASSIGNMENTS

WTDGC 2026 is played on two 18-hole Championship courses.

For Swiss rounds, **opponents are determined first**. Course and starting-hole assignments are made only after the official Match pairings have been generated.

Course or starting-hole preferences therefore do not influence Swiss pairings.

10.1 Course assignments

Course assignments are managed separately from the Swiss pairing process.

The assignment procedure seeks to provide the fairest practical distribution of Matches between the two Championship courses over the course of the event.

When assigning Matches to courses, the system considers factors including:

- ▶ the number of previous rounds each team has played on each course;
- ▶ avoiding unnecessary repeated use of the same course;
- ▶ maintaining an appropriate overall balance of course assignments; and
- ▶ operational requirements of the competition.

Where appropriate, broadcast, media or featured-game requirements may also be considered when assigning a Match to a course or starting hole. These considerations do not influence the Swiss pairing itself and will not take precedence over the overall fairness and operational requirements of the competition.

Perfectly identical course histories for every team cannot always be guaranteed, particularly because Swiss pairings are determined by competition results rather than by course preference.

The priority is therefore to achieve the **fairest practical overall distribution** without interfering with the integrity of the Swiss pairing process.

10.2 Open Division

Open Division Matches are distributed between **Course A and Course B**.

Because the Swiss pairing is completed before course allocation, two teams may occasionally have different previous course histories when they are paired.

The course-assignment procedure seeks to minimise these differences over the Championship as a whole.

10.3 Masters Division

All Masters teams play on the same **course in each round**.

The planned course rotation is:

Rounds 1, 3, 5 and 7 – Course A

Rounds 2, 4, 6 and 8 – Course B

This provides Masters teams with an alternating course schedule throughout the Championship.

10.4 Starting-hole assignments

Most WTDGC rounds use a **shotgun start**.

Once the Match pairings and course assignments are confirmed, each Match is assigned a starting hole.

Starting-hole allocation seeks to distribute teams around the course while supporting the operational requirements of the round.

The starting hole assigned to a Match applies to the players from **both national teams** involved in that Match.

The detailed assignment of players and Games to starting groups is described in **Section 12.4 – Starting Groups and Starting Procedures**.

10.5 Medal Match Starting Procedures

The **Masters Gold and Bronze Medal Matches** will use a **shotgun start**, with starting holes assigned by the Tournament Technical Director.

The **Open Gold and Bronze Medal Matches** will use a golf start from **Hole 1**, or from another designated hole where this better suits the course layout and allows the Matches to finish in an area suitable for accommodating a larger number of spectators. The two Games within each Match will start in the scheduled order and at the assigned starting times.

All players must be present and ready to play at their assigned starting location before their scheduled start time.

Semi-Finals and placement Matches use the starting procedure and starting-hole assignments published for the applicable Round.

10.6 Official assignments

Course and starting-hole assignments become official when published through the designated WTDGC competition resources.

Teams must check the official information before every Match and ensure that all selected players know:

- ▶ their opponent;
- ▶ the correct course;
- ▶ their starting hole or tee time; and
- ▶ where and when they are required to report before play.

Any subsequent change required for operational, safety, weather or competition reasons will be communicated through the official event communication channels.

11. MATCH ROSTERS AND PLAYER ASSIGNMENTS

Each team selects **six eligible players** to compete in each Match.

The six selected players form the team's **Match Roster** for that Match.

Teams may change their Match Roster from round to round, provided that all selected players meet the applicable eligibility requirements and participation restrictions.

Once the six players have been selected, their playing positions are determined according to the team's fixed **Internal Team Player Ranking (ITPR)** and the player-assignment rules applicable to that round.

11.1 Match Roster submission

Match Rosters are submitted through the official **WTDGC online roster submission system**.

Team Captains or authorised Team Managers will receive the credentials required to access the system.

For each Match, the team enters the **jersey numbers of the six selected players**.

The system uses the registered player data and the team's fixed ITPR to identify the players and determine their applicable playing positions.

Teams therefore select **which six eligible players will compete**, but cannot manually change the relative ranking of those players.

11.2 Default Match Roster

Before the start of competition, each team must submit a **Default Match Roster** for each division in which it competes.

The Default Match Roster consists of six eligible players and acts as the team's automatic roster if no Match-specific roster is submitted by the applicable deadline.

The Default Match Roster may also be used intentionally where the team wishes to use the same six players for a Match.

The Default Match Roster does not prevent a team from submitting different Match Rosters for subsequent rounds.

11.3 Submission deadline

A Match-specific roster must be submitted no later than **60 minutes before the scheduled start of the round**.

Teams may submit a Match-specific roster earlier once the relevant Match pairing has been officially published.

If no Match-specific roster has been submitted by the deadline, the team's **Default Match Roster automatically applies**.

No additional submission or confirmation is required where a team intends to use its Default Match Roster.

After the submission deadline, the roster applicable to the Match — whether the Default Match Roster or a Match-specific roster — is considered final, except where a change is specifically approved under Section 11.4.

11.4 Roster changes after the deadline

Once the Match Roster submission deadline has passed, teams may not normally change the six players selected for that Match.

This applies whether the applicable roster is:

- ▶ the team's **Default Match Roster**; or
- ▶ a **Match-specific roster** submitted for that Match.

In exceptional circumstances, the Tournament Technical Director may approve a roster change after the deadline where there is a legitimate reason and the integrity of the competition is not compromised.

Teams should not assume that a change after the deadline will be permitted.

11.5 Player eligibility

Every player selected for a Match Roster must:

- ▶ be registered on the WTDGC roster for the relevant division;
- ▶ meet the applicable division eligibility requirements;
- ▶ have completed all required WFDF registration and anti-doping requirements;
- ▶ meet the applicable PDGA membership and Certified Rules Official requirements; and
- ▶ remain eligible under all WTDGC participation rules.

A player who is not eligible for the relevant division cannot be included in that division's Match Roster.

11.6 Players registered in both divisions

Players registered on both the Open and Masters rosters may be selected for Matches in either division, subject to the restrictions described earlier in this Guide.

In particular:

- ▶ a player may compete in a maximum of **eight Matches in total across both divisions**;
- ▶ a player may not compete in both divisions in the **same round**; and
- ▶ to compete in Round 7 or Round 8 in a particular division, a dual-registered player must have played at least one Match in that division during **Rounds 1–6**.

Teams are responsible for monitoring these limits when submitting Match Rosters.

The roster submission system accepting a player does not remove the team's responsibility to ensure that the player is eligible to compete.

11.7 Incomplete Match Rosters

A team should submit a complete six-player Match Roster whenever possible.

Where fewer than six eligible players are available, the Match may proceed provided that the team has at least **four eligible players** and can fulfil the minimum Match requirements.

Any Game for which the team cannot provide the required eligible player or players is forfeited to the opponent.

The applicable forfeit and withdrawal procedures are described in **Section 8**.

11.8 No substitutions after the Match begins

Once the Match has started, the submitted Match Roster is fixed.

Players cannot be replaced during the Match.

If a player becomes unable to continue because of injury or another reason, the affected Game is forfeited and the remaining Games continue wherever possible.

11.9 Player assignments

Submitting six players does not mean that the Team Captain freely assigns those players to Singles and Doubles Games.

The six selected players are placed into the required playing positions according to:

1. their fixed **Internal Team Player Ranking**; and
2. the **round-specific player-assignment pattern**.

This system ensures that teams retain flexibility in selecting their six players while preventing strategic manipulation of player order within the Match.

The complete assignment patterns for Open and Masters are shown in **Section 12.3 – Round-Specific Player Assignments**.

12. GAME FORMAT

Each WTDGC Match consists of **four Games played simultaneously**:

- ▶ **two Singles Games**
- ▶ **two Modified Alternate-Shot Doubles Games**

Each Game is played over **18 holes**, subject to the applicable time-cap procedures described in Section 9.

The four Games together determine the overall Match result.

Each Game awards:

- Win – 2 Game Points**
- Draw – 1 Game Point**
- Loss – 0 Game Points**

A maximum of **8 Game Points** is therefore available in each Match.

12.1 Singles – Match Play

Singles Games are played using **Match Play** scoring.

In Match Play, players compete to win individual holes rather than to record the lowest total number of throws over the complete round.

A player wins a hole by completing it in fewer throws than their opponent.

If both players complete the hole in the same number of throws, the hole is tied and neither player gains an advantage for that hole.

The Game score is expressed as the number of holes by which one player leads.

For example:

- ▶ **1 up** – the player has won one more hole than their opponent;
- ▶ **2 up** – the player has won two more holes;
- ▶ **all square** – both players have won the same number of holes.

A hole may be conceded in accordance with the applicable PDGA Match Play rules.

A Game may also finish before Hole 18 where one player leads by more holes than remain to be played.

For example, if a player is **3 up with only two holes remaining**, the opponent can no longer draw or win the Game. The Game therefore ends **3 & 2**.

A completed Singles Game awards:

- ▶ winner – **2 Game Points**
- ▶ loser – **0 Game Points**
- ▶ tied Game – **1 Game Point to each team**

The time-cap provisions in Section 9 apply where the Game has not otherwise concluded.

The complete event-specific Match Play rules, including order of play, penalties, scoring and concessions, are provided in the separate **WTDGC 2026 Match Play and Doubles Rules** document.

12.2 Modified Alternate-Shot Doubles

Doubles Games use a **Modified Alternate-Shot** format.

Each Doubles pair consists of two players from the same national team.

Before the Game begins, the pair must determine which player will tee on each of the 18 holes.

Each player must be assigned to tee on **exactly nine holes**.

A player may not be assigned to tee on more than **three consecutive holes**.

The complete tee assignment must be recorded on the official paper tee-assignment card **before the Game begins**.

Once the Game has started, the tee assignments cannot be changed.

After the tee shot, the two players alternate throws until the hole is completed.

The player who did **not** make the previous throw makes the next throw.

The pre-determined tee assignment for the next hole applies regardless of which player made the final throw on the previous hole.

Example

Players A and B form a Doubles pair.

If Player A is assigned to tee on Hole 1:

- ▶ Player A throws the tee shot;
- ▶ Player B makes the next throw;
- ▶ Player A makes the following throw;
- ▶ the players continue alternating until the hole is completed.

If Player A is also pre-assigned to tee on Hole 2, Player A still takes the Hole 2 tee shot regardless of who made the final throw on Hole 1.

Incorrect player or throwing order

In Modified Alternate-Shot Doubles, the player designated to make the first throw on the hole must make the tee throw. Thereafter, the team members must alternate throws.

A throw made by the incorrect team member is a misplay under PDGA Rule B.05.E.4:

- ▶ If no additional throw has been made, the team receives one penalty throw. The incorrect throw is disregarded and the correct team member throws from the required lie.
- ▶ If an additional throw has been made after the incorrect team member's throw, the team receives two penalty throws and play continues from the current lie.

A re-throw from the same lie must be made by the same team member who made the original throw, as required by PDGA Rule B.05.E.5.

These provisions concern which member of a Doubles team makes the throw. A player or team throwing before an opponent contrary to the applicable order of play is governed by the applicable PDGA Match Play and order-of-play rules.

The Doubles Game itself is scored using **Match Play**, in the same way as a Singles Game.

The complete event-specific Doubles rules are provided in the separate **WTDGC 2026 Match Play and Doubles Rules** document.

12.3 Round-Specific Player Assignments

The six players selected for a Match are assigned to the two Singles and two Doubles Games according to their **Internal Team Player Ranking** and the player-assignment pattern for the applicable round.

Teams cannot freely decide which selected player occupies each playing position.

Different assignment patterns are used across the Championship so that the highest-ranked and lower-ranked selected players are distributed differently between Singles and Doubles Games from round to round.

The official round-specific assignment tables below determine the playing positions.

12.3.1 Open Division Player Assignments

For each Match, the six selected Open Division players are assigned to the two Singles and two Doubles Games according to the following pattern.

Round	Singles 1	Singles 2	Doubles 1	Doubles 2
1	MPO2	MPO3	MPO1 & MPO4	FPO1 & FPO2
2	MPO4	MPO1	MPO3 & FPO1	MPO2 & FPO2
3	FPO2	FPO1	MPO2 & MPO4	MPO1 & MPO3
4	MPO3	MPO4	MPO2 & FPO1	MPO1 & FPO2
5	MPO1	MPO2	MPO3 & FPO2	MPO4 & FPO1
6	FPO1	MPO3	MPO4 & FPO2	MPO1 & MPO2
7	MPO4	FPO2	MPO1 & FPO1	MPO2 & MPO3
8	MPO1	FPO1	MPO2 & FPO2	MPO3 & MPO4

The positions shown above refer to the six players selected for that Match after the **Internal Team Player Ranking** has been applied.

The assignment pattern is fixed and **cannot be changed by the team**.

12.3.2 Masters Division Player Assignments

For each Match, the six selected Masters Division players are assigned to the two Singles and two Doubles Games according to the following pattern.

Round	Singles 1	Singles 2	Doubles 1	Doubles 2
1	MP40-2	MP40-3	MP40-1 & MP50	FP40-1 & FP40-2
2	MP50	MP40-1	MP40-3 & FP40-1	MP40-2 & FP40-2
3	FP40-2	FP40-1	MP40-2 & MP50	MP40-1 & MP40-3
4	MP40-3	MP50	MP40-2 & FP40-1	MP40-1 & FP40-2
5	MP40-1	MP40-2	MP40-3 & FP40-2	MP50 & FP40-1
6	FP40-1	MP40-3	MP50 & FP40-2	MP40-1 & MP40-2
7	MP50	FP40-2	MP40-1 & FP40-1	MP40-2 & MP40-3
8	MP40-1	FP40-1	MP40-2 & FP40-2	MP40-3 & MP50

The positions shown above refer to the six players selected for that Match after the **Internal Team Player Ranking** has been applied.

The assignment pattern is fixed and **cannot be changed by the team**.

12.4 Starting Groups and Starting Procedures

For most competition rounds, WTDGC uses a **shotgun start**.

The four Games within each Match are organised into two starting groups, with the groups starting on two consecutive holes.

Each starting group consists of six players – three players from each national team.

The standard grouping is:

Starting Group 1

- ▶ Singles 1 – one player from each team
- ▶ Doubles 1 – one pair from each team

Starting Group 2

- ▶ Singles 2 – one player from each team
- ▶ Doubles 2 – one pair from each team

Starting Group 1 begins on the Match's assigned starting hole. Starting Group 2 begins on the next consecutive hole.

For example, if a Match is assigned Hole 7 as its starting hole:
Starting Group 1 begins on Hole 7; and
Starting Group 2 begins on Hole 8.

If the Match is assigned **Hole 18**, Starting Group 1 begins on Hole 18 and Starting Group 2 begins on Hole 1.

The two groups play the course independently but remain part of the same national-team Match.

Starting Order

Where a Singles Game and a Doubles Game are playing from the same hole, the Doubles Game always plays first, followed by the Singles Game.

Within each individual Game, a disc flip is used before play begins on the first assigned hole. The winner of the disc flip chooses which side plays first.

If a hole is pushed, the starting order alternates on the next hole. The order continues to alternate following each pushed hole until one side wins a hole.

Once a hole has been won, the side that won the previous hole plays first on the next hole.

Players must report to the correct starting hole in sufficient time to be ready for the official round-start signal.

At their respective starting holes, the groups must organise themselves so that play can begin promptly at the official start time.

During the round

Once play has started, each Singles and Doubles Game remains with its assigned starting group.

If one Game finishes before the other Game in the same group, the players from the completed Game must remain with the group until the remaining Game is completed.

Players whose Game has finished must not interfere with continuing play and remain subject to the applicable rules of conduct and Spirit of the Game.

Players may assist with spotting where appropriate, provided this does not interfere with play. Team members, including players who have already completed their Game, must not act as a visual aid or position themselves to provide a visual reference for a player making a throw, in accordance with the PDGA Rules of Play.

Completion of the Match

The four Games within a Match may finish at different times.

The Match is complete only when all four Games have been completed or otherwise concluded under the applicable time-cap, concession, forfeit or other competition rules.

All Game results must then be correctly recorded and confirmed in **PDGA Live**.

12.5 Semi-Finals, Medal and Placement Matches

Most of the same Game format and player-assignment rules continue to apply in Rounds 7 and 8.

Semi-Finals and lower-field Round 7 Matches use the applicable Round 7 player-assignment pattern shown in Section 12.3.

Medal and Placement Matches use the applicable Round 8 player-assignment pattern.

The four-Game Match structure remains unchanged:

- ▶ two Singles Games;
- ▶ two Modified Alternate-Shot Doubles Games; and
- ▶ a maximum of 8 Game Points available in the Match.

Semi-Finals

After Round 6, the top four teams in each division play:

1st v 4th and 2nd v 3rd

The winners advance to the Gold Medal Match and the losers advance to the Bronze Medal Match.

Semi-Finals must produce a winner. If the four Games result in a **4:4 Match score**, the direct-resolution procedure described in Section 9 applies.

Medal Matches

The Gold and Bronze Medal Matches must also produce a winner.

The **Open Division medal Matches use a golf start**, with the Games beginning at published tee times rather than as part of a shotgun start.

The applicable reporting and starting procedures will be communicated to the participating teams before the medal Matches.

Placement Matches

Teams outside the Top Four play Round 8 Placement Matches according to the standings after lower-field Round 7:

5th v 6th, 7th v 8th, 9th v 10th, and so on.

Each Placement Match directly determines the final positions of the two teams involved and must therefore produce a winner.

If a Placement Match finishes **4:4**, the direct-resolution procedure described in Section 9 applies.

13. SCORING – PDGA LIVE AND PAPER BACKUP

PDGA Live is the official scoring system for WTDGC 2026.

All four Games in every Match must be recorded in PDGA Live. Teams are responsible for ensuring that the scores entered during play are accurate and that the final result of each Game is correctly recorded.

Paper scorecards are provided as a **backup scoring method** and must be available during play in case of technical problems, loss of internet connection or another issue preventing the use of PDGA Live.

13.1 Scoring during a Game

Each Singles and Doubles Game is scored using **Match Play**.

The score should be kept up to date throughout the Game so that both sides can verify the current Match Play situation.

Players should regularly confirm that the recorded score correctly reflects the result of the holes already completed.

If an incorrect score is identified during play, it should be corrected as soon as possible.

PDGA Live scoring note:

If a player does not complete a hole because the hole has already been won or conceded, the score entered in PDGA Live is the number of throws completed plus one.

If a Game finishes before all 18 holes have been played, all remaining unplayed holes must be entered as a score of 1 for both sides so that the scorecard can be submitted.

PDGA Live player information

Due to the specific WTDGC team competition format, some player information displayed in PDGA Live may appear incomplete or different from what players would normally expect, particularly for Doubles Games.

The player information shown in PDGA Live is used for scoring purposes only and does not replace the official WTDGC Match Roster, player positions or eligibility information.

Further information on the use of PDGA Live at WTDGC will be provided during the in-person meeting on Monday, 7 September.

13.2 Responsibility for scoring

For **Singles Games, both players must keep score in PDGA Live.**

For **Doubles Games, each Doubles team must designate one player to keep score in PDGA Live.**

Players from both teams share responsibility for ensuring that the score of their Game is recorded correctly. The use of PDGA Live does not remove the responsibility of players to know and verify the current score.

Players should regularly compare their scoring records during the Game and resolve any discrepancy as soon as it is identified.

Before leaving the playing area after completion of the Game, both sides must ensure that:

- ▶ the Game has been correctly recorded as a win, loss or draw;
- ▶ the final Match Play result is correct; and
- ▶ the result has been properly completed in PDGA Live.

Completed scores and Game results must be confirmed by both sides after play.

13.3 Paper scorecards

Paper scorecards are provided as a backup to PDGA Live.

If PDGA Live cannot be used during part or all of a Game, players must continue recording the Game on the paper scorecard.

The result must then be entered into PDGA Live as soon as practical.

Where a scoring discrepancy cannot be resolved by the players, the matter must be referred to an event official before the result is treated as final.

13.4 Modified Alternate-Shot tee-assignment cards

In addition to the Game score, every Doubles pair must complete the official **Modified**

Alternate-Shot tee-assignment card before the Game begins.

The card must show which player is assigned to tee on each of the 18 holes.

Each player must be assigned exactly **nine tee shots**, and no player may be assigned more than **three consecutive tee shots**.

The tee assignments become fixed once the Game begins and cannot subsequently be changed.

The tee-assignment card must be retained for the duration of the Game and made available to event officials if required.

13.5 Completion of the Match

A national-team Match is complete when all four Games have been completed or otherwise concluded under the applicable competition rules.

The four Game results combine to produce the overall Match score.

For example:

Singles 1:	Team A win → 2:0
Singles 2:	Draw → 1:1
Doubles 1:	Team B win → 0:2
Doubles 2:	Team A win → 2:0

Overall Match score: **Team A 5 : 3 Team B**

Team A therefore receives **2 Match Points** and Team B receives **0 Match Points**.

13.6 Verification of Match results

After the Match, Team Captains should check that all four Game results and the resulting overall Match score are correctly shown in the official competition results.

Any discrepancy must be reported to the event officials **as soon as possible**, particularly before the next Swiss pairing is generated.

Once the results of the round have been checked and confirmed, they are used to calculate the official standings and, where applicable, the next Swiss pairings.

14. COMPETITION SCHEDULE AND BETWEEN-ROUND PROCEDURES

WTDGC 2026 is played over five competition days, from Tuesday 8 September to Saturday 12 September.

Both divisions play eight rounds. Rounds 1–6 form the Swiss stage, Round 7 consists of the Semi-Finals and lower-field Swiss Matches, and Round 8 determines the medal positions and all remaining final placements.

Open and Masters rounds are scheduled separately. This allows eligible players registered in both divisions to compete across divisions, subject to the participation restrictions described elsewhere in this Guide.

14.1 Competition Schedule

The planned competition schedule is:

Day	Time	Division	Round
Tuesday, 8 Sept	12:00	Open	Round 1
Tuesday, 8 Sept	15:00	Masters	Round 1
Wednesday, 9 Sept	08:00	Masters	Round 2
Wednesday, 9 Sept	11:00	Open	Round 2
Wednesday, 9 Sept	14:00	Masters	Round 3
Wednesday, 9 Sept	17:00	Open	Round 3
Thursday, 10 Sept	08:00	Masters	Round 4
Thursday, 10 Sept	11:00	Open	Round 4
Thursday, 10 Sept	14:00	Masters	Round 5
Thursday, 10 Sept	17:00	Open	Round 5
Friday, 11 September	08:00	Masters	Round 6
Friday, 11 September	11:00	Open	Round 6
Friday, 11 September	14:00	Masters	Round 7 – Semi-Finals / Lower-field Swiss
Friday, 11 September	17:00	Open	Round 7 – Semi-Finals / Lower-field Swiss
Saturday, 12 Sept	TBD		
Saturday, 12 Sept	TBD		
Saturday, 12 Sept	TBD		

All published times are in **Vilnius local time (EEST)**.

The competition schedule may be adjusted where necessary because of weather, course conditions, safety considerations or other operational circumstances. Any official changes will be communicated through the designated event communication channels.

14.2 After each round

After a round is completed, the following process takes place before the next Swiss pairing can be published:

1. Game results are completed and verified in **PDGA Live**.
2. The four Game results are combined into the final Match result.
3. Match Points and Game Points are added to the standings.
4. Applicable tie-break values are recalculated.
5. Results and standings are checked by the competition officials.
6. The Swiss Manager generates the next round of pairings.
7. Pairings are reviewed and officially published.
8. Course and starting-hole assignments are published.
9. Teams prepare and submit their Match Rosters for the next round.

Because several tie-break criteria depend on opponents' results, standings should not be considered final until all relevant results from the round have been entered and verified.

14.3 Between rounds

Teams should monitor the official competition information after completing each Match.

Team Captains are responsible for checking:

- ▶ the confirmed result of their previous Match;
- ▶ the updated standings;
- ▶ their next opponent;
- ▶ the assigned course;
- ▶ the assigned starting hole or tee time;
- ▶ the Match Roster submission deadline; and
- ▶ any schedule or operational announcements.

Teams must not rely on predicted Swiss pairings or attempt to determine their next opponent solely from the current standings.

A pairing becomes official only when it has been **published by the competition organisers**.

14.4 Short turnaround between rounds

On days with two rounds in the same division, the time between the completion of one Match and preparation for the next may be limited.

Teams should therefore complete all post-Match responsibilities promptly, including checking the Game results and submitting the required Spirit of the Game evaluation.

Once the next pairing has been officially published, teams should prepare their next Match Roster and confirm their course and starting location.

Players are responsible for being ready at their assigned starting location at the scheduled start time.

14.5 Round 6 and qualification for the Semi-Finals

Round 6 completes the main Swiss stage.

Once all Round 6 results have been verified and the standings confirmed, the **top four teams in each division** qualify for the Semi-Finals.

The Round 7 Semi-Finals are:

1st v 4th and 2nd v 3rd

All teams ranked fifth and lower continue into the lower-field Swiss Round 7.

Round 7 pairings will therefore be published only after the final Round 6 standings have been confirmed.

14.6 Round 7 to Round 8

After the Semi-Finals, the winners advance to the **Gold Medal Match** and the losing teams advance to the **Bronze Medal Match**.

For teams outside the Top Four, the standings are recalculated after the lower-field Swiss Round 7. Round 8 Placement Matches are then determined by adjacent positions in those standings:

5th v 6th, 7th v 8th, 9th v 10th, and so on.

The official Round 8 schedule, course assignments, starting procedures and reporting requirements will be communicated to teams once the relevant Round 7 results have been confirmed.

15. SPIRIT OF THE GAME

15.1 Spirit of the Game

Spirit of the Game (SOTG) is a core principle of flying disc sports. Players are expected to compete fully and pursue the best possible result while doing so with integrity, respect, fairness and personal responsibility.

At WTDGC 2026, every player shares responsibility for creating a positive competitive environment. Competitive intensity is expected, but it must never come at the expense of respect for opponents, teammates, officials, volunteers, spectators, the rules or the course.

The five principles of Spirit of the Game are:

- ▶ Play by the Rules – know and apply the rules honestly and consistently, and be willing to learn when uncertain.
- ▶ Play Safely – avoid dangerous behaviour and show consideration for other players, spectators and the course.
- ▶ Play Nicely – maintain self-control and a positive attitude before, during and after competition.
- ▶ Play Fairly – resolve issues honestly and fairly, acknowledge mistakes and avoid gaining an unfair advantage.
- ▶ Play Together – communicate clearly, respectfully and constructively and help resolve issues efficiently.

15.2 Player Responsibilities

During every Match, players are expected to:

- ▶ know and apply the applicable rules honestly and consistently;
- ▶ respect opponents, teammates, officials, volunteers and spectators;
- ▶ play safely and avoid actions that could endanger others;
- ▶ protect the course and surrounding environment;
- ▶ remain calm and constructive when disagreements occur;
- ▶ communicate respectfully, including in competitive situations; and
- ▶ accept responsibility for their own actions and decisions.

When a rules question or disagreement occurs, players should discuss the issue calmly, listen to relevant viewpoints, refer to the applicable rules where necessary and seek assistance from a Tournament Official when appropriate.

Personal attacks, disrespectful behaviour, aggressive conduct or intimidation are inconsistent with Spirit of the Game.

15.3 Spirit Circles

Teams are encouraged to conduct a brief Spirit Circle before each Match. This provides an opportunity to introduce players, establish expectations for communication and conduct, identify any relevant language or cultural considerations and establish a respectful atmosphere before competition begins.

Following the Match, teams are also encouraged to come together for a brief Spirit Circle. This provides an opportunity to recognise good play and sportsmanship, discuss any concerns constructively and bring closure to the competition.

Spirit Circles should be brief, positive and respectful and should not unnecessarily delay teams preparing for their next Match.

15.4 Spirit Evaluation

After each Match, both teams must complete a Spirit of the Game evaluation of their opponent.

The evaluation considers five areas:

- ▶ Rules Knowledge and Use
- ▶ Safety and Care
- ▶ Self-Control and Attitude
- ▶ Fair-Mindedness
- ▶ Communication

The evaluation should reflect the overall conduct of the opposing team during that specific Match.

Players are encouraged to discuss the evaluation together and consider both positive and negative examples. Scores should be given honestly and consistently and should not be

influenced by the result of the Match.

Spirit scores are intended to encourage positive conduct and improve the Championship experience, not to punish opponents.

15.5 Responsibility for Completing the Evaluation

The Spirit evaluation is a team responsibility. Teams are encouraged to involve the players and other team members who participated in or directly observed the Match rather than leaving the evaluation entirely to one individual.

The Team Captain or another designated team representative is responsible for ensuring that the final evaluation is submitted through the official WTDGC Spirit scoring system.

15.6 Submission Deadlines

Spirit evaluations must be submitted within the published deadlines.

Tuesday–Friday:

All Spirit scores must be submitted by 20:30.

Saturday:

For all Matches other than the Open Gold Medal Match, Spirit scores must be submitted within 30 minutes of the conclusion of the Match.

For the Open Bronze and Gold Medal Matches, Spirit scores must be submitted within 15 minutes of the conclusion of the Match.

Teams should complete their evaluation as soon as reasonably possible after each Match rather than waiting until the submission deadline.

15.7 Spirit of the Game Throughout the Championship

Spirit of the Game applies throughout the Championship, including competition, official practice and interactions with opponents, officials, volunteers and other participants.

Every participant contributes to the atmosphere of WTDGC. By demonstrating respect, fairness, honesty and sportsmanship throughout the event, teams help ensure that the Championship provides a positive and welcoming experience for everyone involved.

16. PRACTICE AND WARM-UP

16.1 Course Availability

The Championship will be played on two 18-hole courses. Both courses are expected to be available before the official practice period.

Teams arriving early may practice on the courses before scheduled official practice sessions begin, subject to local course availability and any instructions or restrictions communicated by the Local Organising Committee or WFDF Events Team.

16.2 Official Practice Days

Official practice sessions will be available from Sunday 6 September through Tuesday 8 September.

Teams wishing to practice during the official practice period must reserve their practice tee times through the official event booking process.

Practice sessions will normally be available:

- ▶ Sunday 6 September: 07:00–18:00
- ▶ Monday 7 September: 07:00–18:00
- ▶ Tuesday 8 September: 07:00–11:00

Practice availability on Tuesday is reduced to allow the courses to be prepared for the start of competition. The first Open Division Matches begin at 12:00.

The WTDGC website and official team communication channels will provide the booking system, available practice slots and any updates to the practice schedule.

Unrestricted Practice During Official Practice Hours

During the official tee-time practice periods, holes that are not currently being used by official practice groups remain available for unrestricted practice.

This includes holes that official practice groups have not yet reached. For example, in the morning, holes further around the course may be used for unrestricted practice until the first official practice group approaches them.

Players using holes for unrestricted practice must give priority to official practice groups and must leave the hole in sufficient time to avoid any interference or delay.

16.3 Team Practice Allocation

To provide fair access to the courses:

- ▶ teams with 9–12 registered players may reserve up to three practice groups per course per day;
- ▶ teams with 8 or fewer registered players may reserve up to two practice groups per course per day.

Each practice group may include a maximum of four players.

Practice groups will normally start at 10-minute intervals on Sunday and Monday. Shorter intervals may be used on Tuesday to maximise course access before the start of competition.

16.4 Practice Format

During scheduled official practice sessions, each player may make a maximum of:

- ▶ three drives from each tee; and
- ▶ three practice throws from subsequent positions or lines of play on each hole.

Teams must use these practice opportunities responsibly and must not unnecessarily delay following groups.

Players should arrive ready to begin at their scheduled start time and maintain an appropriate pace of play throughout the practice session.

If a faster group is waiting and the hole ahead is clear, the slower group should allow the faster group to play through.

16.5 Putting and Warm-Up

Putting practice and repeated short-game practice should take place on the designated practice and warm-up facilities rather than on competition holes during scheduled practice rounds.

Dedicated practice baskets will be available for putting and short-game warm-up.

Players must ensure that warm-up activities do not interfere with Matches in progress, other practice groups, spectators or event operations.

16.6 Practice During the Championship

Once competition has started, practice on a Championship course is permitted only when the relevant course or holes are not in use for competition and when such practice does not interfere with event operations.

Players must follow any instructions from Tournament Officials regarding course access, practice areas and warm-up locations.

Practice throws on a course while a Match or other official competition activity is taking place on that course are not permitted unless specifically authorised by Tournament Officials.

16.7 Opening Ceremony

Practice is not permitted during the Opening Ceremony.

Teams and players must plan their practice and warm-up activities accordingly and follow the published Championship programme.

16.8 Uniforms During Official Practice

Official practice sessions form part of the Championship programme.

Players, caddies and other registered team members participating in official practice activities must comply with the applicable **WTDGC Team Uniform Requirements**.

16.9 Conduct, Safety and Responsibility

All participants are expected to demonstrate good sportsmanship, respect other course users and follow all reasonable directions from Tournament Officials and event staff during practice.

Participants undertake practice activities at their own risk and are responsible for ensuring that their actions do not create unnecessary risk for other players, officials, volunteers, spectators or other users of the course and surrounding facilities.

Teams are responsible for ensuring that their practice groups respect scheduled start times, course access restrictions and the practice limits described in this Guide.

17. TEAM MEMBERS, CADDIES AND ACCESS RIGHTS

WTDGC is a team competition, and registered team members may accompany and support their team on the course during competition.

Access to the playing groups is limited to **registered team members** who comply with the applicable uniform and conduct requirements.

17.1 Team access to playing groups

Registered team members are permitted to follow their team's Games **from the fairways**.

This may include:

- ▶ registered players who are not playing in the current Match;
- ▶ Team Captains and other registered team officials; and
- ▶ registered caddies.

To use these team-access privileges, the person must wear the **official team uniform** and comply with the applicable rules and event procedures.

The official team uniform does not need to be the outermost visible garment where additional clothing is required because of weather conditions.

17.2 Caddies

Players may use registered team members as caddies during their Games.

Caddies are considered part of the playing group and are subject to the applicable **PDGA rules and standards for caddies**.

A caddie may assist the player in the normal ways permitted under the PDGA rules, but must not interfere with another player or team, disrupt play or otherwise act contrary to the applicable competition rules.

17.3 Accompanying team members

Registered team members who join a playing group are subject to the same applicable conduct standards as caddies.

They must:

- ▶ follow instructions from players and event officials;
- ▶ avoid interfering with play;
- ▶ remain aware of other Games taking place on the course;
- ▶ respect players from both teams; and
- ▶ comply with the applicable PDGA, WFDF and WTDGC competition rules.

Where the actions of an accompanying team member result in a rules violation carrying a penalty, that penalty may be applied to the relevant player or Doubles team in accordance with the applicable competition rules.

17.4 Spotting and Disc Information

The playing group is responsible for determining the location and status of discs in play in accordance with the applicable PDGA rules.

Registered team members accompanying a playing group may assist with spotting and may communicate factual observations concerning any disc in play, including its observed location, flight and whether or where it may have crossed an out-of-bounds boundary.

Information provided by an accompanying team member or other spotter is advisory only. It does not constitute a rules ruling and does not replace the responsibility of the playing group to determine the location and status of the disc in accordance with the applicable rules.

Any spotting information should be communicated openly to the playing group. Deliberately false or misleading information, interference with play or other unsportsmanlike conduct remains subject to the applicable competition and conduct rules.

17.5 Following as a spectator

A registered team member may choose not to use their team-access privileges and instead follow the competition **as a member of the general public**.

In that case, the person is treated as a spectator for the relevant Game or Match and is not required to comply with the team-uniform requirement.

However, the person must:

- ▶ remain at a reasonable distance from the playing group;
- ▶ remain in areas available to spectators;
- ▶ not interfere with play;
- ▶ not provide advice or assistance to players; and
- ▶ not otherwise influence players from either their own team or the opposing team.

A person cannot simultaneously act as a spectator while using the additional access or privileges available to registered team members.

17.6 Responsibility for team members

Team Captains are responsible for ensuring that registered team members understand the distinction between **team access** and **spectator access**, and that everyone accompanying a playing group complies with the applicable requirements.

Event officials may give instructions to players, caddies and accompanying team members where necessary to protect safety, prevent interference with competition or maintain the proper operation of the Championship.

18. TEAM UNIFORM REQUIREMENTS

All players and other registered team members participating in WTDGC activities must comply with the WTDGC uniform requirements. National team uniforms should provide clear and consistent identification of the country and contribute to the professional presentation of the Championship.

Team Captains are responsible for ensuring that all members of their team understand and comply with these requirements.

18.1 Player uniforms

Players must wear an official national team uniform during competition and official practice.

As a minimum, the playing uniform must include:

- ▶ an upper garment with sleeves and a neckline or collar consistent with the WTDGC Uniform Requirements
- ▶ shorts, skirt or trousers; and
- ▶ appropriate footwear.

Teams should make every reasonable effort to ensure that uniforms are clean, undamaged and presentable throughout the Championship, particularly for competition, ceremonies and broadcast appearances.

There is no mandatory colour requirement for lower garments. However, teams are encouraged to use consistent or similar colours across the team to maintain a professional and coordinated appearance.

Players may not compete barefoot.

18.2 Country identification and uniform design

The national team uniform must clearly identify the country represented.

The **country name** should be prominently displayed on the uniform, with the upper back recommended as the primary location.

Uniform colours and design should appropriately represent the national team. Sponsor logos are permitted, provided that they do not dominate or compromise the required national identification and event branding.

Where a team has more than one uniform colour or design, players representing the team in the same Match should, wherever practical, wear the same colour set.

18.3 Player and team member numbers

Players and other registered team members requiring a uniform number must use a **unique two-digit number from 01 to 99**.

The number must:

- ▶ be displayed on the right shoulder of the upper garment;
- ▶ consist of two digits, including a leading zero where applicable; and
- ▶ remain the same for that individual throughout the Championship.

A number height of approximately **65–70 mm** is recommended.

Numbers must be unique across the national team, including Open and Masters players and other registered team members using numbered uniforms.

18.4 Required identification panel

The left shoulder area of the official team uniform is reserved for WTDGC and national identification.

The identification panel must include:

- ▶ the WTDGC 2026 logo;
- ▶ the applicable IOC country code;
- ▶ the national flag;
- ▶ the WFDF logo; and
- ▶ the PDGA logo.

Teams must use the approved logos and identification elements in accordance with the WTDGC uniform specifications provided to teams.

18.5 Caddies and other registered team members

Registered caddies and other registered team members accompanying the team in competition areas must wear an official national team uniform.

They are not required to wear exactly the same playing jersey as the players. Teams may use a different official shirt, design or colour set for caddies and other team personnel, and this may help distinguish them from the players currently competing.

Where a uniform number is required, it must be unique within the national team and must follow the numbering requirements described in Section 18.3.

The uniform requirement applies whenever a registered team member is using the team access rights described in Section 17.

A registered team member who chooses to attend as a spectator instead is subject to the spectator provisions described in Section 17 and is not required to wear the official team uniform.

18.6 Outer layers and weather protection

Rain jackets, wind jackets and similar weather-protection garments may be worn over the official uniform when conditions require them.

The player or team member must nevertheless have a compliant official national team uniform underneath.

Teams are encouraged to use official national team outerwear where available, but an official team jacket is not mandatory solely for the purpose of weather protection.

Officials may ask a player or team member to demonstrate that a compliant uniform is being worn underneath an outer layer.

18.7 Official practice and ceremonies

Official national team uniforms must also be worn during **official practice rounds**.

Teams must wear their official national team uniforms at the **Opening Ceremony** and **Award Ceremony**, unless otherwise instructed by WFDF.

Players participating in medal presentations must ensure that their national team identification remains clearly visible. Teams may receive additional instructions regarding presentation requirements for medal ceremonies.

18.8 Damaged or lost uniform items

If an official uniform item is unexpectedly lost, damaged or becomes unusable during the Championship, the team must inform the **WFDF Events Team as soon as possible**.

Where necessary, a temporary solution may be authorised so that the affected participant can continue to participate while maintaining appropriate national identification.

Teams should not independently replace a required uniform item with a non-compliant alternative without first consulting the WFDF Events Team.

18.9 Uniform compliance and sanctions

Teams are expected to resolve identified uniform issues before the affected player or team member participates in a Match.

Event officials may inspect uniforms and require a participant to correct a uniform issue before entering or continuing in the competition area.

Minor dress-code or presentation issues may initially be addressed through an instruction or warning. Repeated or unresolved violations may result in penalties in accordance with the applicable PDGA rules and WTDGC procedures.

Where a uniform violation requires an **event sanction**, the matter will be referred to the **Tournament Rules Group (TRG)**. The TRG is responsible for determining all event sanctions in accordance with the procedures described in Section 22.

The Tournament Technical Director and event officials may require immediate corrective action where necessary, but any formal event sanction arising from a uniform violation will be determined by the TRG.

19. ANTI-DOPING AND ADEL EDUCATION

All players participating at WTDGC 2026 are subject to the **WFDF Anti-Doping Rules** and the **World Anti-Doping Code**.

As WTDGC is an **International Event**, participating players are considered **International-Level Athletes** and may be subject to anti-doping testing during the Championship.

All players must therefore complete the applicable anti-doping education and WFDF registration requirements before they are eligible to compete.

19.1 ADEL education requirement

All players must complete the required **WADA ADEL International-Level Athletes Education Program** before competing at WTDGC 2026.

Upon successful completion of the program, players receive an ADEL certificate.

The certificate must be saved as a **PDF** and uploaded as part of the final WFDF online event registration process.

There is no need to email the certificate separately or bring a printed copy to the Championship.

19.2 Validity of ADEL certificates

ADEL certificates are valid for **two years**.

Players who completed the required education for WTDGC 2024 or another event **after 12 September 2024** do not need to complete the same education again, provided that they have a valid certificate available for upload.

Players whose previous certificate is no longer valid must complete the required education again and obtain a new certificate before the Championship.

19.3 Final WFDF event registration

All registered WTDGC participants will be added to the **WFDF event registration system**.

Once this has been completed, each participant will receive an automated email from registration@wfdf.sport containing a link to complete their individual event registration.

All registered participants – both players and other registered team members – must confirm the:

WFDF Event Participant Agreement and Liability Waiver – 2026

as part of this process.

19.4 Additional requirements for players

In addition to completing the Event Participant Agreement and Liability Waiver, registered players must complete the applicable anti-doping requirements.

This includes:

- ▶ confirming the required anti-doping acknowledgement and privacy information; and
- ▶ uploading a valid ADEL certificate in PDF format.

These anti-doping requirements apply to **players only**. Other registered team members must complete their WFDF event registration and Participant Agreement, but are not required to complete the player ADEL requirement.

19.5 Player eligibility

Completion of these requirements is a condition of eligibility to compete at WTDGC 2026.

A player who has not completed the required **WFDF online event registration** and uploaded a **valid ADEL certificate** before the Championship will **not be eligible to compete**.

Team Captains and Team Managers are responsible for helping ensure that all members of their team complete the applicable requirements before the Championship.

Players should therefore complete the registration process as soon as they receive the automated WFDF registration email and should not leave these requirements until arrival in Vilnius.

20. PACE OF PLAY AND OTHER EVENT-SPECIFIC RULES

Maintaining an appropriate pace of play is particularly important at WTDGC 2026.

With multiple rounds scheduled on the same day, the results of one round must be completed and verified before the next Swiss pairings, course assignments and player assignments can be produced.

The time cap is intended to provide teams with a consistent and reasonable playing window. It is **not intended to rush normal play**, but players and groups must avoid unnecessary delays throughout the round.

20.1 Pace of play

Players and groups must play without undue delay and make every reasonable effort to maintain an appropriate pace of play.

The applicable provisions of the **PDGA Competition Manual** and **Official Rules of Disc Golf** regarding pace of play and excessive time apply throughout the Championship.

This includes the time taken:

- ▶ to make a throw;
- ▶ to progress through each hole;
- ▶ to move between holes; and
- ▶ to be ready to play when it is a player's turn.

Players and groups must move without unnecessary delay from the completion of one hole to the starting area or lie on the next hole.

20.2 Monitoring and enforcement

Event officials may monitor groups that fall behind the expected pace of play.

Where necessary, an event official may accompany a group and actively monitor the time taken by players.

A player or group causing undue delay may be **warned or penalised in accordance with the applicable PDGA rules**.

Teams and players must follow any pace-of-play instructions given by an event official.

20.3 Deliberate slowing of play

Teams must not deliberately slow play in an attempt to influence how many holes are completed before the time cap.

This is particularly important in Match Play, where a team or player may be leading when the time limit approaches.

Any attempt to intentionally delay play for a competitive advantage is contrary to the competition procedures and may result in intervention by an event official.

20.4 Time cap

The detailed two-and-a-half-hour time-cap procedure is described in Section 9 of this Guide.

When the time cap is reached, players must follow the defined procedure for completing the current hole and, where applicable, playing one additional hole.

The time-cap procedure does not replace the normal pace-of-play requirements. Players are expected to maintain an appropriate pace throughout the entire Game regardless of the current score.

20.5 Responsibility for the Time Cap

Players are responsible for tracking the 2.5-hour time cap and applying the time-cap procedure when it is reached.

If play continues beyond the point at which a Game should have ended under the time-cap procedure, and this is subsequently identified, the players must stop the Game immediately.

The official result is the score at the point at which the Game should have ended under the time-cap procedure. Any holes played after that point do not count towards the result.

This applies even if the players continued play because they had not realised that the time cap had already been reached.

20.6 Rules disputes, appeals and sanctions

Rules questions and disputes arising during play must be handled in accordance with the applicable **PDGA Official Rules of Disc Golf** and WTDGC competition procedures.

Where a player disagrees with a ruling and wishes to preserve the right to appeal, the applicable PDGA procedure must be followed. The Tournament Director may make rulings on the interpretation and application of the playing rules in accordance with the PDGA Rules and Competition Manual.

A playing-rule ruling or appeal is separate from any disciplinary or event sanction that may arise from the same incident.

Where an incident may require an **event sanction**, the matter will be referred to the **Tournament Rules Group (TRG)**. The TRG is responsible for determining all event sanctions at WTDGC 2026.

Serious incidents, repeated violations or other matters that may require disciplinary action must be reported as soon as possible to the Tournament Technical Director or another designated event official.

Further information regarding the TRG, reporting procedures and event sanctions is provided in **Section 22 – Event Conduct and Disciplinary Procedures**.

20.7 Additional event-specific instructions

WTDGC 2026 includes a number of competition procedures specific to the team format, including Match Rosters, Internal Team Player Rankings, Modified Alternate-Shot Doubles, the Match time cap, Swiss pairings and Spirit of the Game requirements.

Where an event-specific procedure contained in this Guide applies, teams must follow that procedure together with the applicable PDGA and WFDF rules.

Any additional competition instructions issued during the Championship will be communicated to Team Captains through the official event communication channels.

21. WEATHER DELAYS, SUSPENDED PLAY AND COMPETITION CONTINGENCIES

Weather conditions or other unforeseen circumstances may require the competition schedule to be delayed, suspended or modified.

The safety of players, team members, officials, volunteers and spectators takes priority over maintaining the published competition schedule.

Where necessary, the competition schedule may be adjusted in order to provide the best possible opportunity to complete the Championship by the evening of **Saturday, 12 September**.

21.1 Authority to delay or suspend play

Decisions to delay the start of a round, suspend play already in progress, resume play or make other competition-related schedule changes will be made by the **Tournament Director and designated event officials**, in consultation with the Local Organising Committee where appropriate.

Such decisions may be made because of:

- ▶ lightning or thunderstorms;
- ▶ strong winds;
- ▶ extreme weather conditions;
- ▶ unsafe course conditions;
- ▶ medical or other emergency situations; or
- ▶ any other external circumstance that makes continued play unsafe or impractical.

Teams and players must follow all instructions issued by event officials.

21.2 Suspension of play

If play is officially suspended, all Games must stop in accordance with the suspension procedure communicated by the event officials.

Players must not continue a Game after an official suspension has been announced.

Players should record the status of their Game at the time play is suspended, including the hole being played, the current Match Play score and any other information necessary to allow the Game to resume correctly.

Players must then follow instructions regarding evacuation, shelter, reporting locations or other safety procedures.

21.3 Resumption of a suspended Game

Where conditions allow, a suspended Game will normally be **resumed from the point at which play was stopped**, rather than restarted.

Players must not resume play until an official resumption instruction has been issued.

The organisers will communicate the resumption time and any required reporting or warm-up procedures to the affected teams.

The competition schedule may be adjusted to allow suspended Games to be completed before subsequent rounds are played.

21.4 Completed and incomplete Games

A Game that was completed before the suspension remains completed and its result stands.

A Game that was still in progress at the time of suspension remains incomplete until it is resumed and completed, unless the Tournament Director determines that completion is no longer possible and issues a specific competition ruling.

The completion of some Games within a Match does not by itself make the entire Match complete.

Where possible, incomplete Games will be resumed so that the complete Match result can be determined under the normal competition format.

21.5 Incomplete rounds

Because WTDGC uses a Swiss system, the results of one round are required to determine the standings and generate subsequent Swiss pairings.

For this reason, the organisers will make every reasonable effort to **complete all Matches in a Swiss round before generating the next Swiss round**.

If some Matches have been completed while others remain suspended, the completed results remain recorded, but the next Swiss pairing will normally not be generated until the status of the entire round has been resolved.

Teams must not assume their next opponent from partial standings while a round remains incomplete.

21.6 If a round cannot be completed

If weather, safety or other external circumstances make it impossible to complete a scheduled round within the available competition programme, the Tournament Director may modify the remaining competition schedule.

Depending on the circumstances, this may include:

- ▶ delaying subsequent rounds;
- ▶ changing scheduled round times;
- ▶ changing course or starting procedures;
- ▶ reducing available intervals between rounds;
- ▶ moving unfinished competition to a later available period; or
- ▶ modifying or cancelling later rounds where no reasonable alternative remains.

Any such decision will take into account competitive fairness, player safety, the stage of the Championship and the need to establish meaningful final standings.

21.7 Swiss standings and subsequent pairings

No incomplete Game or Match will automatically be treated as a win, loss, draw or forfeit solely because play was suspended by the organisers.

If an incomplete Swiss round cannot subsequently be completed, the Tournament Director will determine how the affected results are treated for the purpose of the official standings and any subsequent pairings.

Any such procedure will be communicated to all affected Team Captains **before the next competition round is played.**

21.8 Championship priorities

If delays make it impossible to complete the Championship exactly as originally scheduled, the organisers may adjust the remaining format in order to preserve, as far as reasonably possible:

- ▶ a fair determination of the teams qualifying for the Top Four;
- ▶ the Semi-Finals;
- ▶ the Gold and Bronze Medal Matches; and
- ▶ meaningful final standings for the remaining teams.

The exact contingency used will depend on the stage of the Championship and the amount of competition time remaining.

Any modification to the normal eight-round competition structure will be formally communicated to teams before it takes effect.

21.9 Official communication

Weather delays, suspensions, resumptions and changes to the competition schedule will be communicated through the **official WTDGC communication channels**, including the Team Captains' WhatsApp group.

Team Captains are responsible for monitoring these channels and ensuring that relevant information is immediately passed on to their players and other team members.

Information received through unofficial channels should not be relied upon where it conflicts with an official event announcement.

22. EVENT CONDUCT AND DISCIPLINARY PROCEDURES

All participants at WTDGC 2026 are expected to behave in a manner consistent with the values of the World Flying Disc Federation, the principles of Spirit of the Game, and the applicable PDGA and event rules.

These expectations apply throughout the Championship, both during competition and outside the field of play, including official practice, ceremonies and other official event activities.

22.1 Expected conduct

Players and other registered team members are expected to:

- ▶ treat opponents, teammates, officials, volunteers, organisers and spectators with respect;
- ▶ behave in a safe and orderly manner;
- ▶ comply with the applicable rules of play;
- ▶ follow instructions issued by event officials;
- ▶ comply with venue and event regulations; and
- ▶ act honestly and fairly in all competition-related matters.

Serious, repeated or deliberate inappropriate conduct may be referred to the Tournament Rules Group (TRG).

22.2 Tournament Rules Group (TRG)

The Tournament Rules Group (TRG) is the event body responsible for reviewing conduct and disciplinary matters and determining all event sanctions at WTDGC 2026.

The TRG consists of representatives from the Tournament Technical and WFDF Events teams, together with player representatives. Its composition provides a range of event, competition and international perspectives, with representation from **Europe, Pan America and Oceania.**

Event Staff

Craig Sheather (CAN)	– Tournament Technical Director; Pan America
Karina Woldt (AUS)	– WFDF Events; Oceania
Dinko Šimenc (CRO)	– WFDF Events; Europe

Player Representatives

Sue Summers (AUS)	– Disc Golf Committee; past LOC experience; World Games Marshal; Oceania
Maria Buitrago (FRA)	– Disc Golf Committee; PDGA Europe board Member; multilingual; Europe and Pan America
Natalie Holokoi (SUI)	– World Games Marshal; multilingual; Europe
Kevin Gleeson (USA)	– three-time USA player; Pan America

Any TRG member with a conflict of interest in a particular matter must declare that conflict and take no part in the review or decision relating to that matter.

The TRG may gather information from players, Team Captains, officials, witnesses and other relevant persons when reviewing an incident.

Full procedures for reporting, reviewing and determining disciplinary matters, including the range of possible sanctions, are provided in the separate **WTDGC 2026 Disciplinary Procedures**.

22.3 Examples of matters that may be referred to the TRG

Matters requiring consideration by the TRG may include, but are not limited to:

- ▶ serious or repeated breaches of competition rules;
- ▶ abusive, threatening or discriminatory behaviour;
- ▶ dangerous or reckless behaviour;
- ▶ deliberate cheating or manipulation of competition results;
- ▶ deliberate interference with another player, team or event official;
- ▶ physical violence;
- ▶ serious or repeated breaches of event or venue regulations;
- ▶ providing false or fraudulent competition information; and
- ▶ failure to comply with instructions from event officials.

22.4 Competition rulings and sanctions

Routine rules decisions arising during play should be handled in accordance with the applicable PDGA rules and WTDGC competition procedures.

Where an incident may require a sanction beyond the normal application of a playing rule, the matter will be referred to the Tournament Rules Group.

The TRG is responsible for determining all event sanctions.

Any sanction imposed by the TRG will be communicated to the affected player or team and, where appropriate, to the relevant Team Captain.

22.5 Reporting an incident

Players and registered team members should report serious incidents to the Tournament Technical Director or another designated event official as soon as reasonably possible.

Team Captains should assist in communicating relevant information and ensuring that the TRG has the information required to consider the matter.

Persons involved may be asked to provide an account of the incident and any relevant supporting information.

22.6 Official practice and other event activities

The same standards of conduct apply during official practice, ceremonies and other official WTDGC activities.

An incident does not need to occur during a Match in order to be considered by the Tournament Rules Group.

All participants remain responsible for complying with competition rules, venue regulations and instructions from event officials throughout the Championship.

22.7 Further WFDF disciplinary action

A decision by the Tournament Rules Group relates to the operation of WTDGC 2026.

Where the nature or seriousness of an incident warrants further consideration, the matter may also be referred to WFDF under the applicable WFDF disciplinary or conduct procedures.

Any such process is separate from sanctions imposed by the TRG for the Championship.