**Introduction**

The intention of these rules is to provide additions to the basic rules to create a smooth-running, spectator-friendly, well-resourced elite sports event. Where there is a discrepancy between the Rules of Beach Ultimate and the Appendix, the Appendix takes precedence. These rules set the standard for *World Flying Disc Federation (WFDF)* events, but should also guide best practice for non-WFDF events. Specifically, these rules should be applied at the following events:

- World Beach Ultimate Championships,
- *World Masters Beach Ultimate Championships*,
- *Continental Beach Ultimate Championships* (e.g., Pan-American Beach Ultimate Championships, Asia-Oceanic Beach Ultimate Championships, All Africa Beach Ultimate Championships),
- *ANOC* World Beach Games (along with other changes as mandated by WFDF and/or event hosts),

For non-WFDF events, a selection or modification of these rules may be added to the basic rules of play, according to the level of resources available and the standard of play.

Deleted: in order

Deleted: World Beach Ultimate Club Championships,

Deleted: World Masters Beach Ultimate Club Championships,

Deleted: IWGA

**Formatted:**

No bullets or numbering, Tab stops: Not at 2.54 cm

Deleted: Basic modifications for a non-WFDF event may include:

- playing surface,
- number of players,
- size of field,
- length of game, and
- field markings.
Appendix A: WFDF Additional Championship Game Rules

A1. Playing Field
A1.1. The entire surface of the field of play must be sand.
A1.2. Playing field dimensions:
A1.2.1. The playing field is seventy-five (75) metres long by twenty-five (25) metres wide.
A1.2.2. The central zone is forty-five (45) metres long, and the two end zones are fifteen (15) metres deep at each end of the central zone.
A1.3. A restraining line must be established a minimum of three (3) metres from the perimeter line. All persons from the active teams must remain outside this line during play. A second restraining line must be established a minimum of two (2) meters from the first restraining line. These restraining lines may be increased by a WFDF Official at their discretion. All other persons, apart from permitted officials, and equipment must remain outside this line during play.
A1.3.1. Where a second restraining line is used, the distance for calling a sideline obstruction according to Rule 2.7 is increased from three (3) metres to five (5) metres.

Figure 1 Field diagram with restraining lines

A1.4. The minimum distance between adjacent fields must be three (3) metres.
A1.4.1. If the distance between adjacent fields is less than six (6) metres a maximum of two (2) non-players per team are allowed between the fields during play. No other persons or equipment, apart from permitted officials, are allowed between the two fields during play.
A1.5. A WFDF Official must approve in writing any reduction to the location of the restraining line, any further reduction to distance between two adjacent fields, or any reduction to the field size.
A1.6. To allow a field to fit in a smaller playing area an exemption may be requested to reduce the field size, with the minimum width being twenty-five (25) metres and the minimum length being seventy (70) metres. End zones may be reduced to a minimum size of twelve and a half (12.5) metres.
A1.7. WFDF Officials may require teams to limit the location of team members, Non-playing Team Support (NPTS), and equipment to specific areas, which could include a requirement to be only on one sideline or in a designated smaller area.
A1.7.1. Anyone who is not registered as a player or a NPTS, shall be deemed a spectator with restricted access rights.

A2. Equipment
A2.1. Discs:
A2.1.1. Only the Official Game Disc of the event may be used for play.
A2.1.2. The team in possession may choose to substitute a disc during play in the following situations:
A2.1.2.1. If the disc is out-of-bounds, and it will save time to substitute it. This must be clearly communicated to the opposition.

A2.1.2.2. During any stoppage, but only to replace a damaged disc.

A2.1.2.3. Between the end of a point and the next pull.

A2.1.3. Officials may hold spare Official Game Discs to be substituted in the above situations.

A3. Start of Game

A3.1. Team representatives will determine the order of initial choices by tossing two discs (the “toss”).

A3.2. One of the representatives will call “same” or “different”, while the discs are in the air.

A3.3. If both discs are facing up or both facing down, then “same” wins, otherwise “different” wins.

A3.4. The toss should happen on the field.

A3.5. The game clock will start at the scheduled time as signalled by a WFDF official.

A3.5.1. Alterations to the starting time may only be made at the discretion of a designated WFDF official.

A3.5.2. If, after the toss, the starting time is altered by more than fifteen (15) minutes, or the game is moved to a different field, the team that won the toss may change their initial choice. The opponent may then also change their choice as required. This must happen at least five (5) minutes before the revised starting time.

A3.6. The game clock does not affect the number of time-outs available for a team.

A4. Length of Game

A4.1. Target

A4.1.1. A team wins having reached the target of thirteen (13) goals.

A4.2. Time cap:

A4.2.1. The time cap occurs after forty-five (45) minutes of game time, if the target has not been reached.

A4.2.2. At time cap play continues until completion of the current point. If at the completion of the current point neither team has reached thirteen (13) goals, one (1) goal is added to the highest score to determine a time cap target. The game continues until a team wins by reaching the time cap target.

A4.2.3. The time cap does not affect the number of time-outs available for a team.

A4.3. Half Time:

A4.3.1. Half time occurs after the first team reaches the half time target of seven (7) goals.

A4.3.2. Half time lasts zero (0) minutes.

A4.4. Half Time Cap:

A4.4.1. The half time cap occurs after twenty-five (25) minutes of game time, if the half time target has not been reached.

A4.4.2. At half time cap play continues until the completion of the current point. If at the completion of the current point neither team has reached seven (7) goals, one (1) goal is added to the highest score to determine a half time cap target. The game continues until a team reaches the half time cap target, and then half time occurs.

A4.4.3. The half time cap does not affect the number of time-outs available for a team.

A4.5. Time-outs:

A4.5.1. Each team may take one (1) time-out per game. A time-out lasts seventy-five (75) seconds.

A4.6. The game clock does not stop for Spirit Stoppages, and once an injury stoppage or technical stoppage has lasted more than two (2) minutes. The game clock must restart once play restarts.

A5. Time Limits

A5.1. A timekeeper must be appointed to monitor time and signal time warnings.

A5.2. The toss:

A5.2.1. Team captains must complete the toss at least five (5) minutes before the start of the game.

A5.2.2. If the toss hasn’t been completed, and one team’s captain isn’t present for the toss five (5) minutes before the start of the game, the captain in attendance will make both the choice of initial possession and the choice of which end they will defend.

A5.2.3. If neither captain is present, the first to arrive will have those choices.
A5.3. At the start of a half of play:
A5.3.1. The timekeeper will signal:
A5.3.1.1. Sixty (60) seconds prior to the start of a half.
A5.3.1.2. The start of a half.
A5.4. At the start of a point, and prior to the subsequent pull to begin play:
A5.4.1. Offence
A5.4.1.1. After forty-five (45) seconds from the start of a point all offensive players should stand with one foot on their defending goal line without changing position relative to one another, until the pull is released.
A5.4.1.2. The offensive team should ensure that the defensive team has an unobstructed view of the offensive players.
A5.4.1.3. The offensive team has sixty (60) seconds from the start of a point to signal readiness to receive the pull. The offence must be legally positioned and all non-players from the offensive team must be off the playing field before the offence can legally signal readiness.
A5.4.1.4. If the offence fails to legally signal readiness in time the opposition should call a “pre-pull time limit violation” and play must stop until both teams acknowledge the violation. This violation must be called prior to the pull.
A5.4.2. Defence
A5.4.2.1. The defensive team has seventy-five (75) seconds from the start of a point to pull the disc, or fifteen (15) seconds after the offense has legally signalled readiness, whichever is later.
A5.4.2.1.1. All non-players from the defensive team must be off the playing field before the pull is released. If non-players from the defensive team are not off the field, this is to be treated as an offside violation.
A5.4.2.2. If the defence fails to pull in time the opposition should call a “pre-pull time limit violation” and play must stop until both teams acknowledge the violation. This violation must be called prior to the pull.
A5.4.3. Mixed division
A5.4.3.1. In a mixed division, if applicable, the relevant team has fifteen (15) seconds from the start of a point to indicate whether it will play with three (3) females or three (3) males.
A5.4.3.2. The relevant team must indicate the gender mix (“three women” or “three men”) verbally and by using the appropriate hand signal.
A5.4.3.3. If the relevant team fails to indicate gender mix in time, the same gender mix as the previous point will be assumed, or, if at the start of a half, a gender mix of two (2) females and three (3) males will be assumed.
A5.4.4. The timekeeper will signal:
A5.4.4.1. In a mixed game, if applicable, fifteen (15) seconds after the start of the point (relevant team must indicate gender mix).
A5.4.4.2. Forty-five (45) seconds after the start of the point (15 second warning for offence).
A5.4.4.3. Sixty (60) seconds after the start of the point (15 second warning for defence).
A5.4.4.4. Seventy-five (75) seconds after the start of the point, or fifteen (15) seconds after the offense has legally signalled readiness, whichever is later (play must start).
A5.4.4.5. If a series of whistles are used to indicate the time limits, the time limit is not considered to have been reached until the first sound of the last whistle.
A5.4.5. Restarting play after a “pre-pull time limit violation”
A5.4.5.1. On the first instance of a “pre-pull time limit violation” for a team, or if the violation is contested, no penalties apply. The offence must signal readiness within fifteen (15) seconds of the violation call, and the pull must be released within thirty (30) seconds of the violation call, or fifteen
(15) seconds after the offense has legally signalled readiness, whichever is later.

A5.4.5.2. For any subsequent accepted “pre-pull time violation” for a team, the infringing team must take a time-out. Play must resume according to A5.6.

A5.4.5.3. However, if the infringing team has no time-outs left:

A5.4.5.3.1. If the offense is the infringing team, the pull occurs as usual, and then the thrower must establish a pivot point as per 7.9, 7.10, 7.11 or 7.12 and then play restarts as soon as possible as if a time-out had been called at that spot (unless 7.8 applies).

A5.4.5.3.2. If the defense is the infringing team, the pull occurs as usual and then the receiving team may let the disc hit the ground untouched and then choose to treat it as if a brick had been called and restart play at the brick mark. No check is required.

A5.4.6. If the pull is to be repeated, including for a contested offside violation, or is delayed due to a time limit violation:

A5.4.6.1. Substitutions are not permitted, unless in accordance with rule 19.1.

A5.4.6.2. Time-outs are not permitted.

A5.4.6.3. The offense must signal readiness within fifteen (15) seconds of the violation call, and the pull must be released within thirty (30) seconds, or fifteen (15) seconds after the offense has legally signalled readiness, whichever is later.

A5.5. At the end of a time-out taken after a pull and before the point finishes:

A5.5.1. If the offense is not ready to resume play, the defense may announce “delay of game” and, if the delay continues, the defense may call a violation. After the violation call, the thrower must establish possession at the correct spot, and all other offense players must stop moving and remain at that location until the disc is checked in. The defense can continue moving until the disc is to be check in.

A5.5.2. The defense must check the disc in within ninety (90) seconds after the start of the time-out, or fifteen (15) seconds after all offensive players have established their position, whichever is later.

A5.5.2.1. If the defense has not checked the disc in, the offense may announce “delay of game” and, if the delay continues, the offense may call a violation. After the violation call the defense must stop moving and remain at that location until the disc is checked in.

A5.5.3. The time keeper will signal:

A5.5.3.1. Forty-five (45) seconds after the start of the time-out (30 second warning for offense).

A5.5.3.2. Sixty (60) seconds after the start of the time-out (15 second warning for offense).

A5.5.3.3. Seventy-five (75) seconds after the start of the time-out (15 second warning for defense).

A5.5.3.4. Ninety (90) seconds after the start of the time-out, or fifteen (15) seconds after all offensive players have established their position, whichever is later (play must start).

A5.6. At the end of a time-out taken after the start of a point and before the pull:

A5.6.1. The time-out adds seventy-five (75) seconds to the time allowed between the start of the point and the pull.

A5.6.2. After seventy-five (75) seconds from the start of the point, the timekeeper will signal the end of the time-out, and the time limits and signals as for A5.4 will commence.

A5.7. After play has stopped for a call or discussion:

A5.7.1. After fifteen (15) seconds, if the issue is not resolved, the captains will step in.
A7.2. After forty-five (45) seconds, if the issue is not resolved, the play will be considered contested. The disc must be returned to the last non-disputed thrower.

A7.2.1. If there is a significant language barrier between the two teams, a WFDF official may allow an additional fifteen (15) seconds to resolve issues and to restart play.

A7.3. After one (1) minute play must be restarted.

A7.4. The timekeeper will signal forty-five (45) seconds after play stopped, and will repeat the signal every fifteen (15) seconds if play has not restarted.

A7.5. If an injury stoppage is called whilst a time limit is in place, the time limit shall be paused while the injury is addressed or until the injured player is removed from the playing field.

A7.6. The preferred method of signalling by a timekeeper should be the use of a whistle, possibly assisted by verbal information and hand signals, following procedures outlined in the WFDF Tournament Director’s Manual.

A7.7. If a team chooses to assess a time violation, they must call "violation" and should use Hand Signal No. 14.

A6. Mixed Division

A6.1. Events must specify which of the following ratio rules will be used to determine if points are played with a ratio of three (3) females and two (2) males, or with a ratio of two (2) females and three (3) males.

A6.1.1. Ratio Rule A will be used for all WFDF Events (including all National Events, Club Events, Continental Events).

A6.2. Ratio Rule A ("prescribed ratio" rule):

A6.2.1. At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting the gender ratio for the first point. For the second and third points the ratio must be the reverse of the first point. For the fourth and fifth points the ratio must be the same as the first point. This pattern of alternating the ratio every two points repeats until the end of the game (half-time has no impact on the pattern).

A6.3. Ratio Rule B ("end zone decides" rule):

A6.3.1. At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting which end zone is "End Zone A", with the other end zone becoming "End Zone B". At the start of each point the Team that is at End Zone A must choose the gender ratio. This process applies for the first half. For the second half, at the start of each point the Team that is at End Zone B must choose the gender ratio.

A6.4. Upon request by the opposing team captain, offensive players should await the pull, after signalling readiness, in such a way that the defense can easily determine gender matchups.

A7. Teams

A7.1. A team must have one designated team captain and one designated spirit captain per game.

A7.1.1. The team captain is a team member, who is eligible to participate in the game, and has been designated to represent the team in decision-making on behalf of the team before, during, and after a game.

A7.1.2. The spirit captain is a team member, who is eligible to participate in the game, and has been designated to address, discuss, and resolve spirit issues at any point throughout the competition with opponents, teammates, coaches, and game or event officials.

A7.2. A team may have a coach or coaches to assist their team. Coaches are people who are not eligible to participate in the game and are considered to be Non-playing Team Support. If a team has more than one (1) coach, they must have one (1) designated coach per game to represent the team in decision-making on behalf of the team before, during, and after a game. All coaches are expected to abide by the Spirit of the Game.

A7.3. A team must have five (5) players available for every point. A team in the mixed division must have three (3) female and three (3) male players available for every point.

A7.3.1. If a team does not fulfill the requirements of A7.3 they must lose a time-out, and the start of the point will be delayed for seventy-five (75) seconds.

A7.3.2. If the team has no time-outs left, their opposition must be awarded a goal, and the start of the point will be delayed for seventy-five (75) seconds.
A7.3. If neither team fulfils the requirements of A7.3 both teams must be penalised as stated in A7.3.1, until one team fulfils the requirements of A7.3 or until A7.3.4 applies.

A7.3.4. If a team has not met the requirements of A7.3 up to twenty (20) minutes after the start of a game or a point, they must forfeit the game.

A7.3.5. A team that forfeits will record a loss in addition to the forfeit, the opposition will record a win. No score will be recorded for the game.

A7.3.6. If both teams forfeit, both teams will record a loss for the game.

A7.4. If a point has commenced and a team does not have exactly five (5) people playing the point or does not have the correct gender ratio, then the opposition may call a violation and stop play, or the infringing team may use a time-out to address the issue (as per Rule 20.4).

A7.4.1. The infringing team must choose which of their player(s) will be removed/added. If players are being added, the opposition may make the same number of substitutions to their team.

A7.4.2. If a violation is called, the opposition must choose either to restart play as if a time-out had been called (as per Rule 20.3), or to restart the point.

A7.4.3. If a violation of A7.4 is called after a goal has been scored and prior to the ensuing pull, the opposition may choose to nullify the goal and restart the point.

A8. Language

A8.1. The stall count and all calls must be in English.

A8.1.1. Players who have significant difficulty communicating verbally must ensure team captains discuss appropriate alternatives prior to the start of the game.

A9. Competitive Play

A9.1. During any given point, the players involved must endeavour to score the point and/or prevent the opponent from scoring.

A9.2. If a breach of A9.1 occurs, this must be reported to a member of the Tournament Rules Group.

A10. Advice From Non-players

A10.1. During any stoppage, if it is practical to do so, a team’s captain, spirit captain, or coach, may enter the field, without being asked, to encourage a player from their own team to change a call. However this may only occur if the outcome will be to the detriment of their own team.

A10.2. Teams may use a non-player as a translator to assist in communication during a stoppage. The translator should act in good faith to translate as accurately as possible. People who are translating should clearly announce to both teams when they are translating and when they are instead providing advice on a call. The time limits detailed in section A5.7.2.1 will apply if a translator is being used for a discussion.

A11. Use of Technology

A11.1. Players may view photographic or video footage of a call if it is available. However play may not be unreasonably delayed for this purpose.

A11.1.1. If team members on the sideline are providing advice based on photographic or video footage, they must only provide that advice if asked (unless A10.1 applies), and only if the outcome will be to the detriment of their own team. If a team member has advice based on photographic or video footage that would benefit their own team, they should discuss this with opposition team members on the sideline, or invite the players involved to view the footage themselves.

A11.2. Players must not use any form of electronic communication devices to communicate with other players or team members.

A12. Foul and Violation Calls

A12.1. A game that involves a significant number of calls, especially when these remain disputed, should be brought to the attention of the Tournament Technical Director (TTD) or the Tournament Rules Group (TRG) by a captain or game official as soon as possible. The TRG determines whether further action should be taken against teams or individuals.

A12.2. If there are repeated Dangerous Plays from a team, or there is an egregious Dangerous Play, team Captains and Spirit Captains should meet to discuss how to address this. This could include:

A12.2.1. Calling a Spirit Stoppage.
A12.2.2. Discussing options for avoiding future Dangerous Plays.
A12.2.3. Changing the outcome of a play, even if that outcome is not in accordance with a specific rule.
A12.2.4. Not allowing the relevant player(s) to continue playing that game.
A12.2.5. Contacting a member of the Tournament Rules Group (TRG) to request that a WFDF Official or TRG member attend the remainder of the game.

A13. Spirit Stoppage

A13.1. If a team’s captain, spirit captain, a designated WFDF Official, or TRG member, believes that either or both teams are failing to follow the Spirit of the Game (SOTG), they may call a “Spirit Stoppage”. This can only be called:
A13.1.1. After a call which stops the play or any other stoppage, prior to the disc being checked in.
A13.1.2. After the start of a point and prior to the ensuing pull.
A13.2. During this stoppage, neither team may engage in tactical discussions. All team members of both teams should form one “spirit circle” in the middle of the field.
A13.3. Separately from the spirit circle, the two opposing team captains and spirit captains must discuss all current issues with adherence to SOTG, determine actions to rectify those issues, and then convey the agreement to the spirit circle.
A13.4. Spirit Stoppages do not affect, nor are they affected by, the number of time-outs available.
A13.5. Time taken for a Spirit Stoppage will be added to the game time to determine time caps for the game. The person who initiated the Stoppage will convey the start and end of the Stoppage to game officials for time-keeping purposes.
A13.6. After a Spirit Stoppage called during play, players must return to the approximate positions they held prior to the Spirit Stoppage being called.
Appendix B: WFDF Additional Championship Event Rules

B1. Rosters
B1.1. A team must have a minimum of twelve (12) players registered on its playing roster for the event.
B1.1.1. A team in the mixed division must also have a minimum of six (6) female and six (6) male players on its roster.
B1.1.2. Should a team lose registered players during the event due to injuries the team will be allowed to continue to participate in the event.
B1.2. A team may have a maximum of twenty (20) players on its roster.
B1.3. Player Maximum and Minimum limits do not apply to coaches or other support staff who may be registered with the team for the event.
B1.4. Medical disqualification of players due to serious medical condition
B1.4.1. If the Event Chief Medical Officer (CMO) determines that a player should not return-to-play due to a serious medical condition, then the player is disqualified from playing until the CMO subsequently determines the player is medically cleared to return-to-play.
B1.4.2. The CMO will re-evaluate a medically disqualified player for return-to-play at least every 24 hours during the tournament, or more often if the CMO’s discretion.
B1.4.3. The CMO’s decision cannot be overruled by another medical provider.
B1.4.4. The Tournament Rules Group is responsible for the enforcement of this policy.
B1.4.5. The CMO will rapidly communicate with the Tournament Rules Group to notify them of a medical disqualification and medical clearance.
B1.5. If a team is found to have played a game with non-rostered players, this should be brought to the attention of the Tournament Director or the Tournament Rules Group (TRG) by a captain or game official as soon as possible. The TRG determines whether further action should be taken against teams or individuals.

B2. Divisions
B2.1. Each team must be registered into one of the following divisions:
B2.1.1. Mixed (X)
B2.1.2. Open (O)
B2.1.3. Women’s (W)
B2.1.4. Master Mixed (MX)
B2.1.5. Master Open (MO)
B2.1.6. Master Women’s (MW)
B2.1.7. Grand Master Mixed (GMX)
B2.1.8. Grand Master Open (GMO)
B2.1.9. Grand Master Women’s (GMW)
B2.1.10. Great-Grand Master Mixed (GGMX)
B2.1.11. Great-Grand Master Open (GGMO)
B2.1.12. Great-Grand Master Women’s (GGMW)
B2.1.15. Under-24 Women’s (U24W)
B2.1.16. Under-20 Mixed (U20X)
B2.1.17. Under-20 Open (U20O)
B2.1.18. Under-20 Women’s (U20W)
B2.1.19. Under-17 Mixed (U17X)
B2.1.20. Under-17 Open (U17O)
B2.1.21. Under-17 Women’s (U17W)
B2.1.22. Under-16 Mixed (U16X)
B2.1.23. Under-16 Open (U16O)
B2.1.24. Under-16 Women’s (U16W)
B2.1.25. Under-15 Mixed (U15X)
B2.1.27. Under-15 Women’s (U15W)

B2.2. Player eligibility is to be determined from the relevant WFDF Eligibility Rules.
B2.3. Minimum division size:
   B2.3.1. For a division to take place at a WFDF World Event there must be registration from a minimum of six (6) countries.
   B2.3.2. For a division to take place at a WFDF Regional Event there must be registration from a minimum of four (4) countries.
   B2.3.3. The WFDF Beach Ultimate Committee may allow a division with fewer countries for developmental reasons at their discretion.

B3. Ranking Criteria and Tie Breakers
   B3.1. After round robin pool play, rank all teams in each pool by the number of games won.
   B3.2. If teams are tied, break that tie using the ranking criteria.
       B3.2.1. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.
       B3.2.2. If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.
   B3.3. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team.
       B3.3.1. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.
       B3.3.2. If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.
   B3.4. Ranking criteria, in order:
       B3.4.1. Number of games won, counting only games between the teams that are tied.
       B3.4.2. Fewest games forfeited.
       B3.4.3. Goal difference, counting only games between the teams that are tied.
       B3.4.4. Goal difference, counting games against all common opponents.
       B3.4.5. Goals scored per game, counting only games between the teams that are tied.
       B3.4.6. Goals scored per game, counting games against all common opponents.
       B3.4.7. Each team nominates one player to throw one disc from behind the goal line to the far brick point on a regulation playing field. Throwing order is determined randomly, by disc toss or otherwise. Teams are ranked in order by the distance from the resting place of each disc to the brick point, from closest to furthest.

B4. Inclement Weather Rules
   B4.1. Pre-emptive rescheduling
       B4.1.1. WFDF Officials will monitor weather forecasts at least twenty-four 24 hours ahead of each day’s play.
       B4.1.2. If inclement weather is predicted for a day of play, Officials may inform all captains of a modified schedule of play no later than twelve (12) hours before the new scheduled commencement of play on that day.
       B4.1.3. The modified schedule may include an earlier start time, shorter breaks between games, lower time caps and/or a lower target. Shortened game times should only be used where there is high likelihood of interruption and little capacity to catch up any delayed game on a subsequent day (eg if it is the final day).
       B4.1.4. In extreme cases, the modified schedule may include pre-emptively cancelled games to provide space for more important games to be rescheduled.
       B4.1.5. Play may also be allowed to finish later in the day in the case of a delay.
   B4.2. Lightning
       B4.2.1. On-site risk identification
           B4.2.1.1. On a day where thunderstorms are predicted, Officials will access live weather observations, such as on-line weather radars or radio weather warnings, to anticipate the arrival of thunderstorms at the venue.
           B4.2.1.2. If a thunderstorm is imminent, Officials should inform all captains and officials on site that there is a possibility of play being suspended and to reiterate the WFDF rules regarding risk identification and response.
           B4.2.1.3. If lightning is observed or thunder is heard, a WFDF Official will count the time between the lightning (flash) and the thunder (bang). If the time delay is less than thirty (30) seconds then the strike was closer than ten (10) kilometres and the playing area will be cleared immediately.
B4.2.1.4. If lightning technology is present at the venue then B4.2.1.3 does not apply and WFDF Officials may act based on the advice of the venue officials.

B4.2.1.5. If anyone observes hair standing on end, hears crackling or hears static on electronic devices, a lightning strike may be imminent, and all people in the vicinity should be alerted.

B4.2.2. Response to observed risk
B4.2.2.1. Upon a lightning risk being identified, an Official must immediately alert both team captains. Play must be immediately suspended and the disc left where it lies. Any play after a captain has been informed of the suspension will be deemed null and void.
B4.2.2.2. All people should seek appropriate shelter.
B4.2.2.3. If people are caught exposed in a thunderstorm and cannot seek appropriate shelter, they should crouch into a ball, preferably in a hollow in the ground, and remove any metal accessories.

B4.2.3. Resuming play
B4.2.3.1. Players must only return to the playing field once thirty (30) minutes has elapsed since lightning or thunder was last observed and after official notice from WFDF Officials that return to the field is permitted.

B4.3. Hot weather
B4.3.1. During each day’s play WFDF Officials will determine if extreme hot weather will pose a risk to players of heat-related illness and injuries.
B4.3.2. On days where extreme hot weather is predicted WFDF Officials should inform all captains and officials on site and convey appropriate methods for dealing with hot weather. Captains and officials should also inform players and other persons on the field of these methods.
B4.3.3. In the case of extreme hot weather, play may be adjusted in the following ways:
B4.3.3.1. Additional stoppages may be added between points to allow players to rest and re-hydrate.
B4.3.3.2. Play may be rescheduled to avoid playing in the hottest time of the day.
B4.3.3.3. Game length and points cap may be reduced.
B4.3.3.4. Play may be suspended or cancelled if conditions are deemed by the TRG/TTD/CMO to be too extreme.

B5. Suspended or Cancelled Play
B5.1. Designated WFDF Officials may suspend or cancel any game if they have a reasonable reason to do so. The reason/s must be communicated to the teams affected.
B5.1.1. If WFDF Officials determine that a game is to be suspended or cancelled, the following rules outline how play can be continued and appropriate results determined.
B5.1.2. If play is suspended mid-point, a WFDF Official will take note of the disc position at the time of the suspension.
B5.1.3. If play is suspended between a goal being scored and the ensuing pull, then the offence will be free to choose a new line-up, even if those had been already signaled at the time of the suspension.

B5.2. Rescheduling
B5.2.1. During a period of suspended play all team captains present at the venue must meet with WFDF Officials to discuss the process for rescheduling games. Where possible games will be rescheduled. Time caps and points caps may be reduced to allow games to be rescheduled.

B5.3. Resumption of suspended play
B5.3.1. If rescheduling allows for the suspended game to be continued, then play should resume where possible with the disc in the approximate position it was when the field was cleared. Play restart as if a time-out had been called (as per Rule 20.3).
B5.3.2. Teams will be allowed ten (10) minutes to warm-up prior to the resumption of play, once allowed onto the playing field.

B5.4. Determine results of suspended and cancelled games
B5.4.1. If rescheduling does not allow for suspended games to be continued, or games are cancelled, the following rules must be used to determine the outcome of the games:

Deleted: whether
Deleted: will
Deleted: 4
B5.4.1.1. For a suspension of play, if at least half the game time had elapsed or one team had scored at least half the points target, then the leading team is declared the winner. If scores were tied then the winner is determined by count-back to whichever team was ahead prior to the previous point being scored.

B5.4.1.2. For initial pool play, if clause B5.4.1.1 does not apply, then the winner of the game will be the higher-seeded team as determined prior to the tournament.

B5.4.1.3. For subsequent pool play and finals, if clause B5.4.1.1 does not apply, then the Tournament Rules Group will determine if the game will be considered a draw, or if the winner of the game will be the higher-ranked team at that point (taking into account the results from initial pool play and the WFDF tiebreakers where applicable).

B5.5. Game cancellation criteria

B5.5.1. Due to weather or other unexpected issues, WFDF may be required to adjust the schedule and/or games. In these cases WFDF will cancel games based on their importance. The following criteria outlines the importance of games, in descending order.

B5.5.1.1. Games that may impact qualification for future “Multi-Sport” events, such as World Games or Olympics.

B5.5.1.2. Playoff Games in the following order: Finals, Semi-Finals, Bronze Medal, Quarter-Finals/Pre-Semi-Finals, other playoff rounds (Pre-Quarters/Round of 16).

B5.5.1.3. Placement games that determine the 5th & 6th and 7th & 8th place teams.

B5.5.1.4. Playoff games for teams below 8th place. Where possible, final placement ties will be avoided for as many places as possible, with higher placements having higher priority over lower placements, or by taking into account the number of games played by teams across the event.

B5.5.1.5. Initial Pool games.

B5.5.1.6. Power Pool games.

B6. Tasks of Game Officials

B6.1. There are two categories of Game Officials: Support Staff and Game Advisors.

B6.2. Support staff

B6.2.1. Support Staff may support the ongoing game by supplying players with information through visible and audible signals.

B6.2.2. Basic duties of the Support Staff include:

B6.2.2.1. Recording the score

B6.2.2.2. Recording time-outs taken

B6.2.2.3. Timing the game, half time and time-outs

B6.2.2.4. Signaling time limits according to WFDF Ultimate Rules Appendix “Time Limits”

B6.2.3. Additional duties of game officials may include:

B6.2.3.1. Recording player statistics

B6.2.3.2. Recording spirit scores and most valuable player nominations

B6.2.3.3. Informing spectators of any calls made and their resolution

B6.2.3.4. Supplying players with a printed version of the WFDF Rules of Ultimate if requested

B6.2.3.5. Performing any duties that may be undertaken by non-players, including providing perspective on line calls when asked (“Line Assistants”)

B6.2.4. Support Staff may only enter the playing field area if invited by both team captains, or by both players involved in a discussion who need to consult that support staff.

B6.2.5. Support Staff may not interfere with the ongoing game by making any calls or decisions. These include:

B6.2.5.1. Foul/violation calls.

B6.2.5.2. Line calls.

B6.2.5.3. Stopping the game if a team did not respond to a time warning correctly.

B6.2.5.4. Stopping a discussion.
B6.2.5.5. Telling the players what call to make.

B6.2.6. Support Staff do not remove the responsibility for Players to make and resolve all calls.

B6.3. Game Advisors

B6.3.1. In addition to being able to undertake the same duties as Support Staff, Game Advisors also closely monitor time limits and conduct issues, and provide advice and information to teams regarding the game.

B6.3.2. The specific duties of Game Advisors are:

- Hold pre-game meetings with team representatives to discuss the game advisor role and any event specific rules.
- Closely monitor time limits, and encourage teams to comply with these time limits and related rules.
- Closely monitor the restraining line and restraining zones, and encourage teams to comply with the rules concerning these areas.
- Closely monitor teams regarding offside and encourage teams to comply with the rules regarding offside.
- Provide non-binding perspective on any call, including, but not limited to, “down”, “out”, “foul”, and “travel”, when asked.
- Provide rule clarifications, when asked.
- Closely monitor the restraining line and restraining zones, and encourage teams to comply with the rules concerning these areas.
- Closely monitor teams regarding offside and encourage teams to comply with the rules regarding offside.
- Provide non-binding perspective on any call, including, but not limited to, “down”, “out”, “foul”, and “travel”, when asked.
- Provide rule clarifications, when asked.
- Closely monitor teams regarding offside and encourage teams to comply with the rules regarding offside.
- Provide non-binding perspective on any call, including, but not limited to, “down”, “out”, “foul”, and “travel”, when asked.
- Provide rule clarifications, when asked.
- Closely monitor teams regarding offside and encourage teams to comply with the rules regarding offside.
- Provide non-binding perspective on any call, including, but not limited to, “down”, “out”, “foul”, and “travel”, when asked.
- Provide rule clarifications, when asked.
- Closely monitor teams regarding offside and encourage teams to comply with the rules regarding offside.
- Provide non-binding perspective on any call, including, but not limited to, “down”, “out”, “foul”, and “travel”, when asked.
- Provide rule clarifications, when asked.
- Closely monitor teams regarding offside and encourage teams to comply with the rules regarding offside.
- Provide non-binding perspective on any call, including, but not limited to, “down”, “out”, “foul”, and “travel”, when asked.
- Provide rule clarifications, when asked.
- Closely monitor teams regarding offside and encourage teams to comply with the rules regarding offside.
- Provide non-binding perspective on any call, including, but not limited to, “down”, “out”, “foul”, and “travel”, when asked.
- Provide rule clarifications, when asked.

B6.3.3. Game Advisors should only provide their non-binding perspective on a play when it is clear and obvious to them what occurred.

B6.3.3.1. Once players have sought the perspective of a Game Advisor the players must immediately resolve the discussion, or treat the call as contested.

B6.3.4. Game Advisors may only enter the playing field during a stoppage, and may do so without the need to seek approval from captains/players.

B6.3.5. Game Advisors do not remove the responsibility for Players to make and resolve all calls.

Deleted: Use of Technology
Players may view photographic or video footage of a call if it is available. However play may not be unreasonably delayed for this purpose. If team members on the sideline are providing advice based on photographic or video footage, they must only provide advice if asked (unless A11.1 applies), and only if the outcome will be to the detriment of their own team. Players must not use any form of electronic communication devices to communicate with other players or team members.

Foul and Violation Calls
A game that involves a significant number of calls, especially when these remain disputed, should be brought to the attention of the Tournament Director or the Tournament Rules Group (TRG) by a captain or game official as soon as possible. The TRG determines whether further action should be taken against teams or individuals.

If there are repeated Dangerous Plays from a team, or there is an egregious Dangerous Play, team Captains and Spirit Captains should meet to discuss how to address this. This could include:
- Calling a SOTG stoppage.
- Discussing options for avoiding future Dangerous Plays.
- Changing the outcome of a play, even if that outcome is not in accordance with a specific rule.
- Not allowing the relevant player/s to continue playing that game.
- Requesting a member of the Tournament Rules Group to attend the remainder of the game.
Appendix C: Uniform Requirements

C1. Purpose
C1.1. The primary purpose of these uniform requirements is to distinguish between players on opposing teams, and to identify individual players. This allows players, officials and spectators to follow and interpret the game correctly.
C1.2. They also aim to protect player safety and comfort, and fairness in the competition.
C1.3. Additionally, better quality uniforms are expected to convey a better image of our sport to the world, taking advantage of the media and spectator opportunities of WFDF events.
C1.4. These requirements aim to minimize the costs to players of meeting their primary purpose. If resources allow, teams are encouraged to exceed the minimum requirements of these rules in order to maximise the benefits to our sport.
C1.5. WFDF requires teams to consider the rules and public image of the sport when designing uniforms for WFDF events.
C1.6. WFDF reserves the right to require a team to alter or replace text or graphics on a garment or to replace an entire garment.

C2. General
C2.1. A uniform must consist of, at minimum, a shirt to cover the chest and abdomen, and clothing to cover the lower torso and upper legs.
C2.2. A single item of clothing is allowable as a uniform if it meets the requirements of the two separate items as expressed in these rules.
C2.3. A team must bring at least two distinct sets of shirts to each game (this distinction should include taking into account colour vision deficiency).
C2.4. All uniform items must be of professional quality and must not negatively impact the image of the sport.

C3. Home and Away
C3.1. An event schedule may designate a “home” and “away” team for each game.
C3.2. WFDF may designate team colour for certain games.
C3.3. If the event schedule does not designate home and away teams, the team captains will determine which team is the home team before the game by a disc toss or other fair method.
C3.4. The home team has the first choice of shirt colour.
C3.5. Prior to arriving at a game, a team may tell their opponent which shirt is their “home” shirt, and they are bound by that decision.

C4. Shirts
C4.1. All players on a team must wear shirts that match in colour and pattern (sleeve lengths may vary).
C4.2. Each player in a team for a particular game must be designated by a unique integer between 0 and 99 inclusive.
C4.3. The shirt that a player wears in that game must bear their number, expressed only in Arabic numerals, with an optional leading zero for numbers between 0 and 9 inclusive.
C4.4. The number must be sewn or printed onto the back of the shirt. Each digit in the number must be a minimum of sixteen (16) centimetres high and have a minimum line width of three (3) centimetres wide.
C4.4.1. The number may also appear elsewhere on the shirt.
C4.5. The numbers must be clearly visible from a distance, entirely one colour, and of a significantly different colour from the background shirt colours.
C4.6. There must not be any overlaid design or characters obscuring the numbers.

C5. Pants
C5.1. Pants are deemed to be any clothing that covers at least the lower torso and upper legs.
C5.2. All players on a team must wear pants that match in colour and pattern.
C5.3. Pants must have numbers sewn or printed on the front left leg. The number must match that of the player's shirt.

C6. Optional Features
C6.1. If the team is a national team, the uniform may also include the International Olympic Committee three letter country code representing that country and/or its national flag.
C6.2. Shirts may have player names printed on them.
C6.3. Uniforms may have a sponsor name or logo printed on them.

C7. Undergarments
C7.1. Players may wear clothing under their uniform in order to protect them from injury, temperature, sunlight, etc.
C7.2. WFDF considers that if any exposed parts of undergarments are black, white, or matching the main uniform colours, this will improve the image of the sport.

C8. Gloves
C8.1. Players may wear gloves, but they must not in any way damage the disc or leave any residue on the disc.
C8.2. Players are prohibited from applying any substance to their hands, for the purposes of enhancing grip, which can transfer to the disc during the course of play.

C9. Headgear
C9.1. Players may wear hats, caps or other headgear to protect them from sun exposure, the weather, injury or for personal comfort.
C9.2. If players on a team wear hats, all hats must be similar in style and colour. For the purposes of this rule, visors and hats are considered to be of similar style.
C9.3. Headgear must not display non-related commercial logos or other non-related sports team logos.

C10. Socks
C10.1. If players on a team wear long socks, WFDF considers that matching those socks will improve the image of the sport.
C10.2. Socks and stockings must not display non-related commercial or other non-related sports team logos.

C11. Footwear
C11.1. Footwear with soles thicker than 3 millimetres, or non-bendable footwear, is not allowed.
C11.2. Socks must not have studs or ridges on the soles.

C12. Additional Uniform Requirements for Players
C12.1. Players must not wear anything that is dangerous to other players.
C12.2. Players must not wear anything that gains an advantage by substantially enhancing the physical presence of the player.
C12.3. Team uniforms must comply with the WFDF Event Social Justice Policy.
C12.4. Players, substitutes and team officials must not use any equipment that amplifies their voices.
C12.5. Players, substitutes and team officials may be requested to refrain from using, or restrict the location of, any props that could negatively impact the image of the sport.

C13. Coaches and Support Staff
C13.1. Coaches and support staff must wear appropriate attire when on the sideline, preferably in a similar style to their team, but preferably in a colour that distinguishes them from their players.
C13.2. Coaches and support staff may be requested to change their attire, where possible, if, for example, it clashes with that of relevant WFDF Officials.
Appendix D: WFDF Eligibility and Roster Guidelines

D1. Team Eligibility – National Team Rosters

D1.1. WFDF membership is a requirement for registering and competing in WFDF sanctioned championship events. Only regular, organizational, and associate member organizations in good standing may register teams.

D1.2. A National Federation is a WFDF Member recognized by WFDF as representing the sport of ultimate for a country.

D1.2.1. A country which fulfills the following criteria will be considered a small Ultimate community for the purposes of National Team roster eligibility per division (for Juniors events, only the number of eligible registered players for that division shall be used for the calculations):

D1.2.1.1. Mixed Divisions: A maximum of one hundred and fifty (150) female ultimate players or a maximum of one hundred and fifty (150) male ultimate players are registered with the National Federation (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.

D1.2.1.2. Open Divisions: A maximum of one hundred and fifty (150) male ultimate players are registered with the National Federation (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.

D1.2.1.3. Women’s Divisions: A maximum of one hundred and fifty (150) female ultimate players are registered with the National Federation (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.

D1.2.1.4. Under-20 Mixed Divisions: A maximum of seventy-five (75) U20 female ultimate players or a maximum of seventy-five (75) U20 male ultimate players are registered with the National Federation (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.

D1.2.1.5. Under-20 Open Division: A maximum of seventy-five (75) U20 male ultimate players are registered with the National Federation (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.

D1.2.1.6. Under-20 Women’s Division: A maximum of seventy-five (75) U20 female ultimate players are registered with the National Federation (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.

D1.2.1.7. The country has been a National Federation for less than sixteen (16) years.

D1.3. WFDF World Ultimate Championship Events for National Teams are:

D1.3.1. WFDF World Beach Ultimate Championships (WBUCh)

D1.4. All players on National Team Roster must be members of the National Federation in good standing, and must meet whatever other requirements are placed on them by the National Federation.

D1.5. Player Classes – All players on a National Team Roster must belong to one of the following classes:

D1.5.1. Legal Citizen - Players are deemed to be "Legal citizens" if they own a passport or equivalent legal document issued by the country’s government.

D1.5.2. WFDF Citizen - Players are also deemed to be "WFDF citizens" if they have moved to the country at least four (4) years prior to the start date of the event and spent more than 75% of those four (4) years in the country.

D1.5.3. Resident Non-Citizen - Players are deemed to be "Resident non-citizens" if they own a legal certificate of permanent residency issued by the country’s government; or if they have moved to the country at least twenty (20) months prior to the start date of the event and spent more than 75% of those twenty (20) months in the country.

D1.6. Team Roster Composition – A National Team may have on its roster:

17
D1.6.1. any number of Legal Citizens or WFDF Citizens

D1.6.2. a maximum of three (3) Resident Non-Citizens

D1.7. Team Roster Composition – Small Ultimate Community

D1.7.1. Teams from small Ultimate communities will be allowed to add one (1) extra Resident Non-Citizen to their Roster.

D1.7.2. For Teams from small Ultimate communities, the length of time for Resident Non-Citizens referenced in section D1.5.3 will be reduced to ten (10) months.

D1.8. A single player may not participate on more than one team during a single WFDF Event.

D1.9. The team roster must be inspected by an official of the National Federation who represents the team before it is submitted. This official must endorse the roster to indicate they have inspected it and found it to be in accordance with player eligibility.

D1.10. WFDF reserves the right to invalidate a submitted roster if it is felt that the team does not adequately represent the country the team is intended to represent.

D2. Player Eligibility – Gender

D2.1. In order to be eligible to play in the following WFDF playing divisions, players must meet the specified criteria.

D2.2. The eligibility of transgender athletes is governed by the WFDF Transgender Policy.

D2.3. Mixed Divisions – All players are eligible to participate in the Mixed Divisions of all competitions.

D2.4. Open Divisions – All players are eligible to participate in the Open Divisions of all competitions.

D2.5. Women’s Divisions – All female players are eligible to participate in the Women’s Divisions of all competitions.

D3. Player Eligibility – Age

D3.1. In order to be eligible to play in the following WFDF playing divisions, players must meet the specified criteria.

D3.2. Mixed, Open and Women’s Divisions – A player participating in these divisions must be fourteen (14) years old or older during the calendar year in which the tournament concludes.

D3.3. Master Divisions

D3.3.1. A player participating in a Master division as a female must be thirty (30) years old or older during the calendar year in which the tournament concludes.

D3.3.2. A player participating in a Master division as a male must be thirty-three (33) years old or older during the calendar year in which the tournament concludes.

D3.4. Grand Master Divisions

D3.4.1. A player participating in a Grand Master division as a female must be thirty-seven (37) years old or older during the calendar year in which the tournament concludes.

D3.4.2. A player participating in a Grand Master division as a male must be forty (40) years old or older during the calendar year in which the tournament concludes.

D3.5. Great Grand Master Divisions

D3.5.1. A player participating in a Great Grand Master division as a female must be forty-five (45) years old or older during the calendar year in which the tournament concludes.

D3.5.2. A player participating in a Great Grand Master division as a male must be forty-eight (48) years old or older during the calendar year in which the tournament concludes.

D3.6. Under_24 (U24) Divisions – A player participating in these divisions must be fourteen (14) years old or older and must not be twenty-four (24) years old or older during the calendar year in which the tournament concludes.

D3.7. Junior: Under_20 (U20) Divisions – A player participating in these divisions must be twelve (12) years old or older and must not be twenty (20) years old or older during the calendar year in which the tournament concludes.

D3.8. Under_17 (U17) Divisions – A player participating in these divisions must be twelve (12) years old or older and must not be seventeen (17) years old or older during the calendar year in which the tournament concludes.
D3.9. **Under-14 (U14) Divisions** – A player participating in these divisions must be ten (10) years old or older and must not be fourteen (14) years old or older during the calendar year in which the tournament concludes.

D3.10. **Under-11 (U11) Divisions** – A player participating in these divisions must be eight (8) years old or older and must not be eleven (11) years old or older during the calendar year in which the tournament concludes.

**D4. Roster Details**

D4.1. Rosters that are submitted for all events must include the following information for all players:

D4.1.1. Full Name
D4.1.2. Jersey Number (0-99)
D4.1.3. Date of Birth
D4.1.4. Gender
D4.1.5. Nationality

D4.2. Designated WFDF Officials can require teams to provide evidence around these roster details.

**D5. Roster Eligibility – Continental Championships (AOBUC, PABUC, AABUC)**

D5.1. Teams playing at Asian Oceanic Beach Ultimate Championships (AOBUC), All African Beach Ultimate Championships (PABUC) or Pan American Beach Ultimate Championships (PABUC) may submit any roster that has been approved by the National Federation of the country they are representing.

D5.2. WFDF will allow more liberal interpretation of eligibility for players at Continental Championships to encourage participation, but encourage National Federations to keep the “National” eligibility criteria in mind when approving rosters.

D5.3. WFDF reserves the right to invalidate a submitted roster if it is felt that the team does not adequately represent the country the team is representing.

**D6. Exemptions**

D6.1. For exceptional circumstances Federations may apply to the WFDF Beach Ultimate Committee for exemptions to the Eligibility and Roster Guidelines listed in Section D.
Appendix E: Seeding, Schedule and Event Bids

E1. Seeding for National Team Events (per division)

E1.1. Use final standings of the previous instance of event being seeded to determine the top eight (8) teams.

E1.2. For remaining countries not included in E1.1, determine the seeding by using the average score of:

E1.2.1. the final standings of the previous instance of the event being seeded, and

E1.2.2. the current WFDF World Ultimate Rankings.

E1.2.3. Where a country did not attend the previous instance of the event being ranked, use only that countries current World Ultimate Ranking.

E1.3. All countries with a zero (0) score from E1.2 will be ordered at the bottom of the seeding list by random draw.

E1.4. Re-seeding for European Teams

E1.4.1. WBUC: Reorder European Teams, keeping relative position to non-European Teams, based on most recent European Beach Ultimate Championships.

E2. Seeding Pools (Semi-Random Seeding)

E2.1. Pools will be seeded using a traditional “snake” numbering system. Example:

<table>
<thead>
<tr>
<th>Pool A</th>
<th>Pool B</th>
<th>Pool C</th>
<th>Pool D</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>8</td>
<td>7</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>9</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>15</td>
<td>14</td>
</tr>
<tr>
<td></td>
<td>17</td>
<td>18</td>
<td>19</td>
</tr>
</tbody>
</table>

E2.2. In situations where pools have an uneven number of teams, the pools with fewer teams will correspond with the pool with the #1 seed, then the pool with the #2 seed and so on.

Example:

<table>
<thead>
<tr>
<th>Pool A</th>
<th>Pool B</th>
<th>Pool C</th>
<th>Pool D</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>8</td>
<td>7</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>9</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>15</td>
<td>14</td>
</tr>
<tr>
<td></td>
<td>17</td>
<td>18</td>
<td></td>
</tr>
</tbody>
</table>

E2.3. The #1 seed for each pool gets placed according to the ranking list of teams.

E2.4. The next “n” number of teams from the ranking list, where “n” = the number of pools, are randomly drawn into the next “n” number of positions.

E2.4.1. For systems with 4 or more pools “n” is always a minimum of 4 and a maximum of 50% of the number of pools (while enough unplaced teams remain)

E2.5. Repeat step E2.4 until all teams are placed.

E3. Bids to National Team Events (WBUC)

E3.1. For each division, where space is available, all WFDF National Federations indicating an expression of interest for each division will receive one (1) bid in each playing division for each event.

E3.2. Where events have limitations on the number of teams or participants, WFDF will reduce the number of bids offered to National Federations by the following criteria implemented in
order. No Federation will receive more than one (1) bid per playing division. For sections E3.2.1 & E3.2.3 WFDF may limit the number of bids offered using the most recent WFDF World Rankings of Ultimate if implementing that criteria for all National Federations exceeds the event capacity.

E3.2.1. National Federations receive one (1) bid in each playing division in which the National Federation placed a team in the top nine (9) (including ties), from the previous relevant World National Team Event.

E3.2.2. The host federation will receive one (1) bid in each division for any division which they did not receive a bid in E3.2.1.

E3.2.3. National Federations not receiving a bid from E3.2.1 or E3.2.2 will receive one (1) bid in each playing division in which the National Federation placed a team in the top three (3) (including ties), following the removal of teams from countries receiving bids in E3.2.1 and E3.2.2, from that countries Continental Event concluding prior to ten (10) months before the start of the event.

E3.2.4. National Federations who have not received a bid in E3.2.1, E3.2.3, or E3.2.2 will be given a single bid in the division of their choice, assuming space is available, based on the current WFDF World Ultimate Rankings as of the time of opening of registration for the event.

E3.2.5. Following the initial release of bids created by E3.2.1, E3.2.3, E3.2.3, and E3.2.4, remaining bids, bids returned by National Federations or bids forfeited by teams failing to meet event registration deadlines for each division will be given to National Federations from the waitlist.

E3.2.6. A waitlist will be created for each playing division in the event using remaining teams who have expressed an interest in attending the event in the order of the WFDF World Ultimate Rankings as of the opening of registration for the event. Any country accepting a single bid in E3.2.4 will have all remaining teams on the waitlist in other divisions moved to the bottom of the waitlist, in order of WFDF World Ultimate Rankings for all similar teams.

E4. Scheduling Rules

When creating the schedule for WFDF World Events, officials will take into account the following criteria. Each section is considered more important than the one following.

E4.1. All teams in the tournament must have the same path to the championship based on overall schedule structure. Example – No team is given an automatic “bye” to a later round in the event unless all teams had a similar opportunity to achieve that bye.

E4.1.1. An exception can be made if an event has an uneven number of teams in the initial pools. In this case teams in pools with more teams may need to play an additional game in round robin play, and an additional team from a larger pool may be eliminated from the next round over a pool with fewer teams.

E4.2. Teams will not play games in consecutive timeslots in the same day.

E4.3. Teams will not play more than three (3) games in the same day.

E4.3.1. This rule may be broken if significant scheduling constraints exist, or in the case that weather issues have created a need to fairly complete the tournament. Example – playing Quarter Finals, Semi-Finals and Finals on the last day of the event rather than cancel the Quarter Final round. In this case the schedule must adhere to the following:

E4.3.1.1. No team will play four (4) games in one (1) day more than once at a tournament.

E4.3.1.2. When possible, a team should only play a fourth game in a single day if that game is against another team that is also playing its fourth scheduled game of that day.

E4.3.1.3. When possible, teams involved in a fourth game should have followed the same schedule for the day, with games and byes having occurred at the same time.

E4.4. Schedule should minimize teams playing in the last timeslot of a day and the first timeslot the next day.

E4.5. Schedule should minimize the possibility of the same team playing in the first timeslot of a tournament for three (3) consecutive days.
E4.6. Schedule should minimize the possibility of the same team playing in the first timeslot and the last timeslot of the day.

E4.7. Eligible Events, Divisions and Max Points:

<table>
<thead>
<tr>
<th>Event</th>
<th>Divisions</th>
<th>Max Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>WUGC/WUCC</td>
<td>O/W/X</td>
<td>48</td>
</tr>
<tr>
<td>WBUC</td>
<td>O/W/X</td>
<td>48</td>
</tr>
<tr>
<td>WBUC</td>
<td>MO/MW/MX</td>
<td>24</td>
</tr>
<tr>
<td>WBUC</td>
<td>Other Masters Divisions</td>
<td>12</td>
</tr>
<tr>
<td>WU24/WJUC</td>
<td>O/W/X</td>
<td>36</td>
</tr>
<tr>
<td>WMUC/WMUCC</td>
<td>MO/MW/MX</td>
<td>24</td>
</tr>
<tr>
<td>WMUC/WMUCC</td>
<td>Other Masters Divisions</td>
<td>12</td>
</tr>
<tr>
<td>Continentals</td>
<td>O/W/X</td>
<td>24</td>
</tr>
<tr>
<td>Continentals</td>
<td>Masters Divisions*</td>
<td>12</td>
</tr>
</tbody>
</table>

*Age Restricted Divisions at Continentals Events are only eligible if the same division has previously occurred at WJUC, WMUCC, WMUC (for Grass Events) or WBUC (for Beach Events).

E4.8. The most recent World Ultimate Rankings are defined as the rankings that are current at the time of the bid allocation process for any given event.

E5. Adjustments to seeding and bids.

E5.1. In exceptional circumstances the Beach Ultimate Committee has the authority to adjust the seedings and bids generated by the rules set out in Section E.

E5.2. If adjustments are made by the Beach Ultimate Committee, the reasons for these adjustments must be published by WFDF.

Appendix F: Hand Signals

F1. Purpose of Hand Signals:

F1.1. To signal to other players, game officials, substitutes, team staff or spectators, what call has been made by the players involved. Note: Responsibility for all calls remains with the players.

F2. Use of Signals:

F2.1. Signals may be made either by the players involved, or by players or non-players (eg officials) who have heard the call.

F2.2. Non-players may only signal in response to a player’s call on the field.

F2.3. Non-players should also use signal 22 to indicate which team made the call, after the following calls: Foul, Violation, Retracted, Time-out, Spirit Stoppage and Stoppage.
1. Foul
   "Foul"
   Hold one arm straight out and chop the other forearm across the straight arm

2. Violation
   "Violation"
   Hands above head forming a V, closed fists

3. Goal
   "Goal"
   Raise both arms, fully extended, straight up, palms facing inward

4. Contest
   "Contest"
   Two fists bumped together in front of chest, back of hands facing outward

5. Accepted
   "Accepted"
   Forearms extended in front of body, elbows tight against torso with palms facing upwards

6. Retracted/Play On
   "Retracted" "Play On"
   Sweeping crossover motion with both arms extended down in front of body

7. In/Out-of-bounds – Out of end zone
   "In" "Out"
   Point with one arm extended, flat palm, thumb parallel to fingers, towards playing field (in) or away from playing field (out)

8. Disc down
   "Down"
   Index finger straight arm pointing down at 45 degree

9. Disc up
   "Up"
   Elbow down forearm vertical index finger pointing upward

10. Pick
    "Pick"
    Arms raised, elbows bent, fists facing head

11. Travel
    "Travel"
    Closed fists, rotate wrists around in a vertical circle

12. Marking Infraction
    "Fast Count" "Straddle" "Disc Space" "Wrapping" "Double Team" "Vision"
    Arms extended to side, palms facing front
13 Turnover
"Turnover"
Right arm extended in front of body, palm facing up and then rotate to palm facing down

14. Timing Violation
"Stall" "Violation"
Tap head with open hand

15. Off side
"Off side"
Arms crossed overhead in an X, hands closed in a fist

16. Time-out
"Time-out"
Form a T with the hands, or a hand and the disc

17. Spirit Stoppage
"Spirit Stoppage"
Upside down T formed by the hands

18. Stoppage
"Injury" "Technical"
Hands clasped and raised above head, arms bent

19. Gender Ratio: Men
"Gender Ratio: Men"
Hands cupped behind head, elbows out to side

20. Gender Ratio: Women
"Gender Ratio: Women"
Arms extended to side, hands closed in a fist

21. Play has stopped
Wave both extended arms crosswise overhead

22. Match Point
"Match Point"
Both arms pointing straight up to the left, palms facing down

23. Who made the call
"Called by Offence/Defence"
Pointing with two arms straight out, towards the end zone being defended by the team
Appendix G: Legal Code

Attribution 4.0

By exercising the Licensed Rights (defined below), You accept and agree to be bound by the terms and conditions of this Creative Commons Attribution 4.0 International Public License ("Public License"). To the extent this Public License may be interpreted as a contract, You are granted the Licensed Rights in consideration of Your acceptance of these terms and conditions, and the Licensor grants You such rights in consideration of benefits the Licensor receives from making the Licensed Material available under these terms and conditions.

Section 1 – Definitions.

a. Adapted Material means material subject to Copyright and Similar Rights that is derived from or based upon the Licensed Material and in which the Licensed Material is translated, altered, arranged, transformed, or otherwise modified in a manner requiring permission under the Copyright and Similar Rights held by the Licensor. For purposes of this Public License, where the Licensed Material is a musical work, performance, or sound recording, Adapted Material is produced where the Licensed Material is synched in timed relation with a moving image.
b. Adapter's License means the license You apply to Your Copyright and Similar Rights in Your contributions to Adapted Material in accordance with the terms and conditions of this Public License.
c. Copyright and Similar Rights means copyright and/or similar rights closely related to copyright including, without limitation, performance, broadcast, sound recording, and Sui Generis Database Rights, without regard to how the rights are labeled or categorized. For purposes of this Public License, the rights specified in Section 2(b)(1)-(2) are not Copyright and Similar Rights.
d. Effective Technological Measures means those measures that, in the absence of proper authority, may not be circumvented under laws fulfilling obligations under Article 11 of the WIPO Copyright Treaty adopted on December 20, 1996, and/or similar international agreements.
e. Exceptions and Limitations means fair use, fair dealing, and/or any other exception or limitation to Copyright and Similar Rights that applies to Your use of the Licensed Material.
f. Licensed Material means the artistic or literary work, database, or other material to which the Licensor applied this Public License.
g. Licensed Rights means the rights granted to You subject to the terms and conditions of this Public License, which are limited to all Copyright and Similar Rights that apply to the Licensed Material and that the Licensor has authority to license.
h. Licensor means the individual(s) or entity(ies) granting rights under this Public License.
i. Share means to provide material to the public by any means or process that requires permission under the Licensed Rights, such as reproduction, public display, public performance, distribution, dissemination, communication, or importation, and to make material available to the public including in ways that members of the public may access the material from a place and at a time individually chosen by them.
j. Sui Generis Database Rights means rights other than copyright resulting from Directive 96/9/EC of the European Parliament and of the Council of 11 March 1996 on the legal protection of databases, as amended and/or succeeded, as well as other essentially equivalent rights anywhere in the world.
k. You means the individual or entity exercising the Licensed Rights under this Public License. Your has a corresponding meaning.

Section 2 – Scope.

a. License grant.

1. Subject to the terms and conditions of this Public License, the Licensor hereby grants You a worldwide, royalty-free, non-sublicensable, non-exclusive, irrevocable license to exercise the Licensed Rights in the Licensed Material to:
   A. reproduce and Share the Licensed Material, in whole or in part; and
   B. produce, reproduce, and Share Adapted Material.
2. Exceptions and Limitations. For the avoidance of doubt, where Exceptions and Limitations apply to Your use, this Public License does not apply, and You do not need to comply with its terms and conditions.
3. Term. The term of this Public License is specified in Section 4(a).
4. Media and formats technical modifications allowed. The Licensor authorizes You to exercise the Licensed Rights in all media and formats whether now known or hereafter created, and to make technical modifications necessary to do so. The Licensor waives and/or agrees not to assert any right or authority to forbid You from making technical modifications necessary to exercise the Licensed Rights, including technical modifications necessary to circumvent Effective Technological Measures. For purposes of this Public License, simply making modifications authorized by this Section 2(a)(4) never produces Adapted Material.
5. Downstream recipients.
   A. Offer from the Licensor – Licensed Material. Every recipient of the Licensed Material automatically receives an offer from the Licensor to exercise the Licensed Rights under the terms and conditions of this Public License.
B. **No downstream restrictions.** You may not offer or impose any additional or different terms or conditions on, or apply any Effective Technological Measures to, the Licensed Material if doing so restricts exercise of the Licensed Rights by any recipient of the Licensed Material.

6. **No endorsement.** Nothing in this Public License constitutes or may be construed as permission to assert or imply that You are, or that Your use of the Licensed Material is, connected with, or sponsored, endorsed, or granted official status by, the Licensor or others designated to receive attribution as provided in Section 3(b)(1)(A)(i).

b. **Other rights.**

1. Moral rights, such as the right of integrity, are not licensed under this Public License, nor are publicity, privacy, and/or other similar personality rights; however, to the extent possible, the Licensor waives and/or agrees not to assert any such rights held by the Licensor to the limited extent necessary to allow You to exercise the Licensed Rights, but not otherwise.

2. Patent and trademark rights are not licensed under this Public License.

3. To the extent possible, the Licensor waives any right to collect royalties from You for the exercise of the Licensed Rights, whether directly or through a collecting society under any voluntary or waivable statutory or compulsory licensing scheme. In all other cases the Licensor expressly reserves any right to collect such royalties.

**Section 3 – License Conditions.**

Your exercise of the Licensed Rights is expressly made subject to the following conditions.

a. **Attribution.**

1. If You Share the Licensed Material (including in modified form), You must:
   A. retain the following if it is supplied by the Licensor with the Licensed Material:
      i. identification of the creator(s) of the Licensed Material and any others designated to receive attribution, in any reasonable manner requested by the Licensor (including by pseudonym if designated);
      ii. a copyright notice;
      iii. a notice that refers to this Public License;
      iv. a notice that refers to the disclaimer of warranties;
      v. a URI or hyperlink to the Licensed Material to the extent reasonably practicable;
   B. indicate if You modified the Licensed Material and retain an indication of any previous modifications; and
   C. indicate the Licensed Material is licensed under this Public License, and include the text of, or the URI or hyperlink to, this Public License.

2. You may satisfy the conditions in Section 3(a)(1) in any reasonable manner based on the medium, means, and context in which You Share the Licensed Material. For example, it may be reasonable to satisfy the conditions by providing a URI or hyperlink to a resource that includes the required information.

3. If requested by the Licensor, You must remove any of the information required by Section 3(a)(1)(A) to the extent reasonably practicable.

4. If You Share Adapted Material You produce, the Adapter’s License You apply must not prevent recipients of the Adapted Material from complying with this Public License.

**Section 4 – Sui Generis Database Rights.**

Where the Licensed Rights include Sui Generis Database Rights that apply to Your use of the Licensed Material:

a. for the avoidance of doubt, Section 2(a)(1) grants You the right to extract, reuse, reproduce, and Share all or a substantial portion of the contents of the database;

b. if You include all or a substantial portion of the database contents in a database in which You have Sui Generis Database Rights, then the database in which You have Sui Generis Database Rights (but not its individual contents) is Adapted Material; and

c. You must comply with the conditions in Section 3(a) if You Share all or a substantial portion of the contents of the database.

For the avoidance of doubt, this Section 4 supplements and does not replace Your obligations under this Public License where the Licensed Rights include other Copyright and Similar Rights.

**Section 5 – Disclaimer of Warranties and Limitation of Liability.**

a. Unless otherwise separately undertaken by the Licensor, to the extent possible, the Licensor offers the Licensed Material as-is and as-available, and makes no representations or warranties of any kind concerning the Licensed Material, whether express, implied, statutory, or other. This includes, without limitation, warranties of title, merchantability, fitness for a particular purpose, non-infringement, absence of latent or other defects, accuracy, or the presence or absence of errors, whether or not known or discoverable. Where disclaimers of warranties are not allowed in full or in part, this disclaimer may not apply to You.
b. To the extent possible, in no event will the Licensor be liable to You on any legal theory (including, without
limitation, negligence) or otherwise for any direct, special, indirect, incidental, consequential, punitive, exemplary, or
other losses, costs, expenses, or damages arising out of this Public License or use of the Licensed Material, even if
the Licensor has been advised of the possibility of such losses, costs, expenses, or damages. Where a limitation of
liability is not allowed in full or in part, this limitation may not apply to You.

c. The disclaimer of warranties and limitation of liability provided above shall be interpreted in a manner that, to the
extent possible, most closely approximates an absolute disclaimer and waiver of all liability.

Section 6 – Term and Termination.

a. This Public License applies for the term of the Copyright and Similar Rights licensed here. However, if You fail to
comply with this Public License, then Your rights under this Public License terminate automatically.
b. Where Your right to use the Licensed Material has terminated under Section 6(a), it reinstates:
   1. automatically as of the date the violation is cured, provided it is cured within 30 days of Your discovery of
      the violation; or
   2. upon express reinstatement by the Licensor.

For the avoidance of doubt, this Section 6(b) does not affect any right the Licensor may have to seek remedies for Your
violations of this Public License.

c. For the avoidance of doubt, the Licensor may also offer the Licensed Material under separate terms or conditions
or stop distributing the Licensed Material at any time; however, doing so will not terminate this Public License.
d. Sections 1, 5, 6, 7, and 8 survive termination of this Public License.

Section 7 – Other Terms and Conditions.

a. The Licensor shall not be bound by any additional or different terms or conditions communicated by You unless
expressly agreed.
b. Any arrangements, understandings, or agreements regarding the Licensed Material not stated herein are separate
from and independent of the terms and conditions of this Public License.

Section 8 – Interpretation.

a. For the avoidance of doubt, this Public License does not, and shall not be interpreted to, reduce, limit, restrict, or
impose conditions on any use of the Licensed Material that could lawfully be made without permission under this
Public License.
b. To the extent possible, if any provision of this Public License is deemed unenforceable, it shall be automatically
reformed to the minimum extent necessary to make it enforceable. If the provision cannot be reformed, it shall be
severed from this Public License without affecting the enforceability of the remaining terms and conditions.
c. No term or condition of this Public License will be waived and no failure to comply consented to unless expressly
agreed to by the Licensor.
d. Nothing in this Public License constitutes or may be interpreted as a limitation upon, or waiver of, any privileges
and immunities that apply to the Licensor or You, including from the legal processes of any jurisdiction or authority.

Creative Commons is not a party to its public licenses. Notwithstanding, Creative Commons may elect to apply one of its
public licenses to material it publishes and in those instances will be considered the “Licensor.” The text of the Creative
Commons public licenses is dedicated to the public domain under the CC0 Public Domain Dedication. Except for the limited
purpose of indicating that material is shared under a Creative Commons public license or as otherwise permitted by the
Creative Commons policies published at creativecommons.org/policies, Creative Commons does not authorize the use of the
trademark “Creative Commons” or any other trademark or logo of Creative Commons without its prior written consent,
including, without limitation, in connection with any unauthorized modifications to any of its public licenses or any other
arrangements, understandings, or agreements concerning use of licensed material. For the avoidance of doubt, this paragraph
does not form part of the public licenses.

Creative Commons may be contacted at creativecommons.org.
Appendix H: Acknowledgements

The 2021-2024 WFDF Rules of Beach Ultimate and Appendix v1.0 were reviewed and revised by many hard working individuals. We would like to thank everyone on the following committees for their input:

- WFDF Beach Ultimate Committee
- WFDF Beach Ultimate Rules Working Group
- WFDF Ultimate Committee
- WFDF Board of Directors

It is WFDF's intention to review the Rules of Beach Ultimate every four years. The Rules Working Group will collect and consider any and all suggestions for rule changes. If you have any comments on these rules or suggestions for future changes, please email rules@wfdf.sport.