

# Coaches & Captain's Meeting

Virtual Briefing Deck



# Event Communication

- Coaches & Captains Whatsapp
  - Used for sending information to Captains & Coaches
  - **Primary communication channel for schedule changes!**
  - Scan QR Code to Join
  - <https://chat.whatsapp.com/JMZHacDiAq5J7HHBfxzL4v>



# Competition Rules

Game Point Target	Game Time Cap	Half Point Target	Half Time Cap	Half Time Length	Timeouts
15	100 Min	8	55 Min	7 Min*	4/game Max 2/half

- Following current point when Time Cap is reached
  - +1 to highest score = new Point Target
  - Half Cap and End of Game Cap work the SAME way. +1 = New Half Point Target
- Cap does not impact use or number of Timeouts
- \*Half Time (Mandatory Break)

# Game Starting & Time Process

- Roster Verification with scorekeeper 10 min prior to game
- Pre-Game Flips prior to game
  - Inform Timekeeper/Scorekeeper of results and team colours
  - Mixed: Flip for which team will determine initial ratio
    - Following 1st point, ratio changes
    - Thereafter ratio changes every 2 points
    - Gender Matching Pulls in effect
- Post-Game
  - Confirm game score with Scorekeeper
  - Deliver SOTG score to Scorekeeper
  - Post Game activities should occur off the field if the next game is beginning shortly. (Give next teams space to warm up)

# Time Process

- Game Start
  - Game clock will start on the scheduled time if field is available
  - Game clock will only stop for SOTG stoppage, prolonged injury situation (more than 2 min) or game delay (e.g. weather)
- Time Between Points - Timekeeper or Game Advisor will signal
  - 45 Sec: Offence 15 Sec warning (1 whistle)
  - 60 Sec: Offence Ready/Defence 15 Sec warning (2 whistles)
  - 75 Sec: Pull (3 whistles)

# Time Process Continued

- Timeouts During Points
  - Offensive team has Seventy-Five (75) sec to set
  - Defensive team has Ninety (90) sec to check disc into play
- Timeouts Between Points
  - Timeout adds Seventy-Five (75) sec to time between points
- Foul/Violation Call
  - After fifteen (15) sec captains could/should get involved
  - After forty-five (45) sec if the conversation is no longer productive the call will be considered contested. Sixty (60) sec if translators are needed.
  - Coaches/Captains may enter the field to correct a call by their team to a result which is to the detriment of their own team
- Turnover
  - Disc in field of play is put back into play after ten (10) sec. In endzone/out of play (20) sec

# Spirit of the Game Stoppage

- If a team's captain, spirit captain or WFDF Official believes that either or both teams are failing to follow the Spirit of the Game (SOTG), they may call a "Spirit of the Game Stoppage". This can only be called:
  - During a stoppage in play
  - Between Points
- Spirit of the Game Stoppages:
  - Do not impact the number of Timeouts either team has
  - Will stop the game clock immediately on being called
  - Must be used to address the issues of Spirit by the teams during the current game and not for any tactical reasons

# Weather Procedure - Lightning

- WFDF Officials, working with Tournament Organizers, will monitor local weather and make decisions on the suspension of a games
- Lightning suspension will be communicated by volunteers and using WhatsApp
  - Games and game time will be stopped, players and officials will leave fields to cars, buildings, or your dormitory rooms (**not tents**)
  - Players will return once WFDF officials give the all clear
  - Appropriate warm up time will be given before games resume
- Any delays may impact future game start times
  - WFDF may act to shorten games, cancel games, play indoors or adjust schedule as needed due to extreme delays in the playing schedule



## Weather Procedure - Heat

- WFDF Officials, working with Tournament Organizers, will monitor local weather and make decisions on the suspension of games
- In the case of extreme hot weather, play may be adjusted in the following ways:
  - Additional stoppages may be added between points
  - Play may be rescheduled to avoid playing in the hottest time of day
  - Play may be suspended if conditions are too extreme
- **Weather Delays will be announced on radio (fields), email (Team Administrators) & WhatsApp**

# Game Officials

- Each game will have a Scorekeeper and Timekeeper, responsible for:
  - Providing Official Game Disc which must be used at event
  - Roster verification prior to start of game
  - Monitor and announce time items (Game Start, Timeouts, Time between points, Half Time, Game Cap)
  - Record score and statistics (Goals & Assists)
  - Collect SOTG scores at the conclusion of game
- These officials **DO NOT**:
  - Give rule clarification and/or advice on calls when asked
  - Make calls when asked by teams
  - Implement any penalties (Time violations, Off-Sides)

# Game Advisors

- Game Advisors working a game have these responsibilities:
  - Pre-Game Meeting with teams and record result of flip(s)
  - Monitor and announce time items
  - Use hand signals to communicate calls
  - Signal off-side & time infractions, penalties called by players
  - Monitor player uniforms (Showcase Games)
  - Give rule clarification and advice on calls when asked
  - Respect 3 meter line always, especially when you have GAs
- Player/Official Ejection
  - The Head GA has the ability to eject a player or support person from a game for misconduct (All ejections reviewed TRG)

# Tournament Rules Group (TRG)

- The Tournament Rules Group for WU24 2023:
  - Brian Gisel (CAN): Tournament Technical Director (Chair)
  - Janna Hamaker (USA): Head Game Advisor
  - Karina Woldt (AUS): WFDF Managing Director Events
  - Luke Tobiasiewicz (GBR): LOC Tournament Director
  - Patrick Fourcampre-Maye (FRA): WFDF Event Coordinator
  - Si Hill (GBR): LOC Tournament Director
  - Wayne Davey (GBR): Spirit of the Game Director

# Tournament Rules Group (TRG)

- TRG Responsibilities
  - Final decision making group for all disciplinary actions
  - Review of any player ejections
  - Conduct complaint committee for duration of event
  - Review SOTG scores
  - Official means of communication for teams regarding competition

# Spirit of the Game

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

- SOTG scores will be collected after each game, reviewed daily and published
- The SOTG director or assistant may communicate with teams during the event to address low SOTG scores and work with teams to improve their performance going forward
- Communication between the WFDF SOTG Group and teams during the event regarding Spirit Scores is an essential part of the SOTG process

# Player Conduct

- It is expected that all players, coaches, support staff and spectators act with the utmost of professional conduct. Your actions reflect on yourselves, your teams, your countries and the sport.
- Inappropriate Conduct includes but is not limited to:
  - On field actions that are contrary to the Spirit of the Game;
  - Discriminatory words or deeds on or off the field of play;
  - Destruction or disrespect for property at any location;
  - Violent or criminal behaviour;
  - **Disrespect shown towards staff, volunteers or spectators in person or on-line.**
- The TRG will review all incidents of misconduct reported by tournament staff, volunteers or participants

## LOC Information

- Website FAQ - <https://www.wu24.sport/faqs>
- Participant Tents/Shade should be staked or otherwise secured
- Please direct feedback to LOC & WFDF Officials
- Cricket Square is out of bounds
  - If your disc lands in this area please ask a volunteer to retrieve it for you.
- No Smoking on Site
- No Glass on Site
- No Personal Drones - If found these will be confiscated for the remainder of the event.



# LOC Information

- Helicopter Landing Area
  - The area adjacent to the Player Tent is used as an Emergency Helicopter Landing Area
  - Helicopter Landings may take place during the event
  - No Picnic, Structures or Equipment to be left in this area
- Beware of trams crossing at the entrance and exit of the venue

## WFDF Anti-Doping - Testing at WU24



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- The **WFDF Anti-Doping rules as of 1 January 2023** apply to the WFDF 2023 World Under-24 Ultimate Championships (WU24) competitions.
- The rules are available from the official WFDF website  
[\*\*https://wfdf.sport/anti-doping/\*\*](https://wfdf.sport/anti-doping/)
- Captains may receive further information on the rules and their implementation after the captains meeting from WFDF Executive Director Volker Bernardi upon request.

## WFDF Anti-Doping - Testing at WUCC

- Each player of participating in at event must sign the **Anti-Doping declaration form**.
- Testing can occur anytime and anywhere to any accredited participant during the event
- Other authorities may conduct independent testing

## WFDF Anti-Doping - Testing at WU24

- TUE applications must be handed over to the WFDF Executive Director no later than end of June 2, 2023
- Only official TUE application are accepted

No TUE application will be accepted after that deadline

- Exemption: Emergency medical procedures required during WU24



# Showcase Games

- Most games taking place on **Fields 1, 2 & 3** are considered showcase games and will be streamed live at [Utiworld.com](https://ultiworld.com)
- These games should adhere to the tournament schedule, but some adjustment could occur due to broadcasting requirements. This will be communicated to teams by officials.
- Player Movement on Field 1 for the finals and possibly for some other games may be limited to 1 side of the pitch.
- Playoff games are all TBD. Matches will be decided by WFDF and communicated to teams as soon as possible. **Main communication channel is WhatsApp, see top of this presentation for QR code to join WUCC Teams Group!**

# Uniform Requirements

- All Showcase Games will have Game Advisors who will monitor team uniforms according to the WFDF Championships Appendix Section C
  - All players must wear team shirt and shorts
  - All hats worn by team members must match in colour and style and have the same logo.
  - Visors or Headbands with team or no logo are permitted if they match in colour with the team hats.
  - Coaches & Support staff should wear attire that is similar to that of the team
- Team uniform colour may be assigned by GAs/WFDF

# Finals/Medal Ceremony

- Teams in Finals may have further communications on procedure by WFDF/TOC once matches are determined
- Medals (30 per team) will be presented following each Gold Medal game for Gold, Silver, Bronze and SOTG
  - Bronze and SOTG teams are asked to be in uniform and prepared to attend medal presentation following final game in their division
  - We ask that the Post-Game celebration for the final game be delayed until after the medal ceremony
  - Players/Coaches should follow direction and instruction of volunteers for medal ceremony



## Questions and FAQ

- Link - <https://forms.gle/3fjispHJNcmkFX35u7>



Good Luck!

