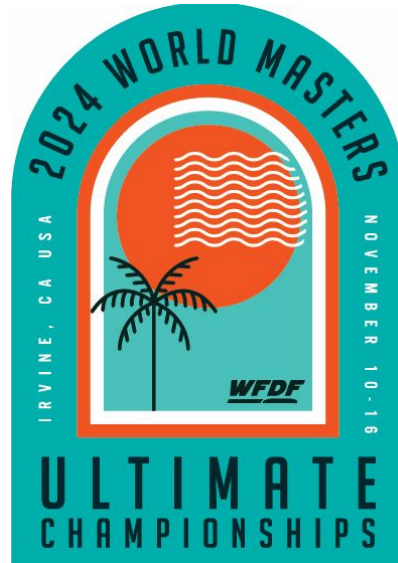


Coaches & Captain's Meeting



WMUC General Information

- There is NO in person Coaches and Captains' Meeting
- There is NO in person Spirit Captains' Meeting
- Please ensure all players review the information in the provided PPT
- Website - <https://wmuc.sport/>

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/JtNKwJOa0ObCmpTU0IIfLG>



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 Scorekeeper of results (O/D, Starting Ends) and team colours
 - Mixed: Flip for which team will determine initial ratio (A)
 - Ratio: ABBAABBAABBAABB...
 - 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.

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 (injury, foul)
 - 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 and buildings (**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 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) & 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 WMUC 2024:
 - Brian Gisel (CAN): Tournament Technical Director (Chair)
 - Shiellah Quintos (CAN): Head Game Advisor
 - Karina Woldt (AUS): WFDF Managing Director Events & Operations
 - Grant Boyd (USA): LOC Tournament Director
 - Jacob Walsh (USA): WMUC 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
 - The TRG will review all incidents of misconduct reported by tournament staff, volunteers or participants

Social Expression Policy

- Participants are reminded that the WFDF Social Expression Policy applies throughout the event.
- Individuals, Teams or Groups not adhering to the policy may be sanctioned during and or post event by the TRG or WFDF.
- Actions during Opening, Closing, Medal Ceremonies or on the field of play are not permitted at any time.
- Event participants are required to following instructions provided by WFDF Officials at all times, noting medal ceremony uniform and protocols with regards to hats and shoes etc.



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 participants act with the utmost of professional conduct. Your actions reflect on yourselves, your teams and your countries.
- Inappropriate Conduct includes but is not limited to:
 - On field actions that are contrary to the Spirit of the Game;
 - Intentionally striking another person;
 - Discriminatory words or deeds on or off the field of play;
 - Destruction or disrespect for property at any location;
 - Violent or criminal behaviour, including theft;
 - Public urination;
 - Disrespect shown towards staff, volunteers or spectators in person or online. **This includes ignoring the instructions of staff or volunteers.**

Code of Conduct

- The WFDF Code of Conduct is applicable at the event
- Captains & Coaches are required to ensure their Teams are aware of the policy and implications.



WFDF Anti-Doping - Testing at WMUC



WFDF Anti-Doping - Testing at WMUC

- The **WFDF Anti-Doping rules as of 1 January 2024** apply to the WFDF 2024 World Masters Ultimate Championships (WMUC).
- The rules are available from the official WFDF website
<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 WMUC

- 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 WMUC

- TUE applications must be handed over (email) to the WFDF Executive Director no later than 9th November, 2024
- Only official TUE applications are accepted
- No TUE application will be accepted after that deadline
- Exemption: Emergency medical procedures required during WMUC



Showcase Games

- Most games taking place on **Fields 0, 22 and 23** are considered showcase games and some games will be streamed live at [Utiworld.com](https://www.ultiworld.com)
- These games should adhere to the tournament schedule, but some adjustment could occur due to broadcasting requirements
- Field Participant Restrictions
 - All players are reminded to respect the 3 and 5 Meter Line for Player safety. Spectators should respect safe distances to the fields.
- Schedule changes and Playoff Field decisions communicated on **WhatsApp, use QR code to join WMUC Teams Group!**

Uniform Requirements

- Most 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, or more formal clothing
- Team uniform colour choice may be assigned by GAs/WFDF

Finals/Medal Ceremony

- Teams in Finals may have further communications on procedure by WFDF/LOC once matches are determined
- Half-times of 10 min for Finals. Game cap changed to 103 min.
- Medals (28 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 (with shoes) and prepared to attend medal presentation following divisions final game
 - 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

Communicable Diseases

We remind teams to practise good hygiene by thorough and often handwashing and **if you are feeling unwell self isolate.**

We do not see any reason for change to happen on or around the field of play at WMUC. However, should any team decide a discussion is warranted to reach an agreement on player/team interaction, we suggest both team representatives meet at least sixty (60) minutes prior to the start of the game to reach an agreement both teams are comfortable with. If agreement is not reached forty-five (45) minutes prior to a game, sidelines should be split and spirit circles spaced. There should be no restrictions if the teams have not met and agreed on an outcome.

Great Park / Event Rules:

- No outside alcohol is allowed on site. The Social Lounge sells beer, wine, and seltzer!
- Dogs are allowed but must be kept on leash (no longer than 6') at all times.
- Smoking is limited to designated smoking areas only.
- Motorized vehicles other than those that meet ADA requirements are not permitted on site.
- Drones cannot be used on site without clearance and permitting through the LOC.

Questions and FAQ

- Link - <https://forms.gle/xHkMUHvvhz777LvY6>



Good Luck!

