

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/IE2pBArkt7IHG1Eskj1Q4I>



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 5 min 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
- 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
 - Disc in end zone/out of play is put back into play after twenty (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, buses, trailers, 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, play indoors or adjust schedule as needed due to extreme delays in the playing schedule

Weather Procedure - Hot Weather

- 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 WUCC
 - 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 WUCC 2022:
 - Brian Gisel (CAN): Tournament Technical Director (Chair)
 - Karina Woldt (AUS): WFDF Event Manager
 - Dale Wilker (USA): LOC Tournament Director
 - Nicole Bulos (DOM): Spirit of the Game Director
 - Rueben Berg (AUS): Head Game Advisor
- 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

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”

- Teams are representatives for ALL ultimate players around the world
- 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

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 field site, accommodations, or any other location
 - Violent or criminal behaviour
 - Disrespect shown towards tournament staff and volunteers
- The TRG will review all incidents of misconduct reported by tournament staff, volunteers or participants

LOC Information

- Event Guide - <https://www.wucc.sport/Docs/event-guide.pdf>
- Website FAQ - <https://www.wucc.sport/Participants/FAQ>

COVID

- WUCC is bringing together almost 4000 people from over 30 countries
- The most common transmission of COVID is between players from the same team. If you are experiencing any active COVID symptoms see the PPB page 23 guide for test locations. Tests (RAT) will be available to purchase from the WFDF Office near the Medical Tent from Sunday at the venue or earlier from the Marriott hotel.
- To maximize the safety of your team, WFDF recommends that all team members test regularly during the course of WUCC.
- Other mitigation measures include:
- Wearing masks indoors & during public transportation, avoiding close contacts with participants outside of your team, frequent hand washing and keeping distance



WFDF Anti-Doping - Testing at WUCC



WFDF Anti-Doping - Testing at WUCC

- The **WFDF Anti-Doping rules as of 1 January 2022** apply to the WFDF 2022 World Ultimate Club Championships (WUCC) competitions as the event is part of the Test Distribution Plan (TDP) 2022.
- The rules are available from the official WFDF website
wfdf.org/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 WUCC must sign the **Anti-Doping declaration form**.
- Testing can occur anytime and anywhere to any accredited participant during the WUCC event
- Other authorities may conduct independent testing

WFDF Anti-Doping - Testing at WUCC

- TUE applications must be handed over to the WFDF Executive Director no later than end of July 23, 2022
- Only official TUE application are accepted, not vague emails about a “friend” who is using “something” and is that ok?

No TUE application will be accepted after that deadline

- Exemption: Emergency medical procedures required during WUCC



Showcase Games

- Most games taking place on **Fields 22 & 23** 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.
- There are several times during the schedule when showcase game teams are 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 of volunteers for ceremony
 - There are 30 Medals/team. Players should be lined up first for receiving medals

Questions and FAQ

- Link - <https://forms.gle/tw6cutoyNFp4Nkam9>



Good Luck!

