

WFDF

National Team Player Eligibility Regulations for WFDF Ultimate Worlds Events

Version 2007

Table of Contents

1. Preface	3
1.1. WFDF Membership	3
2. Definitions	3
2.1. National Association	3
2.2. Event	3
2.3. Division	3
2.4. National Team	3
2.5. Small Ultimate Community	3
3. Player Classes	4
3.1. Legal Citizen	4
3.2. WFDF Citizen	4
3.3. Resident Non-Citizen	4
3.4. Ultimate Community Member	4
4. Team Rosters	5
4.1. Total number of players	5
4.2. Team composition	5
4.3. Extra player for Small Ultimate Communities	5
4.4. Divisions	5
4.5. Dual Eligibility	5
5. Rulings	6
5.1. Spirit of the Game	6
5.2. Penalties	6
5.3. Authority	6
5.4. Process	6

1. Preface

1.1. WFDF Membership

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. For details and exceptions for provisional members, please refer to www.wfdf.org/index.php?page=rules/team_eligibility.htm

2. Definitions

2.1. National Association

A National Association is a WFDF Member recognised by WFDF as representing the sport of ultimate for a Country.

2.2. Event

An Event is a WFDF Ultimate Championship for National Teams, and includes:

- WFDF World Ultimate and Guts Championships
- WFDF World Junior Ultimate Championships
- WFDF Regional Ultimate Championships

2.3. Division

A Division is a distinct Ultimate competition within an Event, with individual limitations to gender and/or age and currently include:

- Open
- Women
- Mixed
- Masters
- Women Masters
- Junior Open
- Junior Women

2.4. National Team

A National Team (or Team) is a group of players representing a Country in a particular Division of an Event.

2.5. Small Ultimate Community

A country which fulfils the following criteria will be considered a small Ultimate community:

- A maximum of 300 Ultimate players are registered with the National WFDF member (Ultimate Federation, Flying Disc Federation or similar).
- The country has been a WFDF Member for less than 16 years.

3. Player Classes

Only the following players are allowed to play for a particular Country at an Event:

3.1. Legal Citizen

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

3.2. WFDF Citizen

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

3.3. Resident Non-Citizen

Players are deemed to be "Resident non-citizens"

- a) if they own a legal certificate of **permanent** residency issued by the country's government; or
- b) if they have moved to the country at least 20 months prior to the start date of the event and spent more than 75% of those 20 months in the country.

3.4. Ultimate Community Member

Players are deemed to be "Ultimate community members" at the discretion of the National Association if they are considered to be a significant part of that Country's ultimate community, but don't fall under the above categories.

The following may be taken into account by the National Association in making this decision:

- Residency history in that Country
- Participation in that Country's ultimate events, especially national championships
- Past representation on National Teams
- Participation in the development of ultimate in the Country

The reasoning will be provided along with registration information.

4. Team Rosters

4.1. Total number of players

A Team must have a minimum of 14 Players and a maximum of 28 Players registered on their roster for the Event.

Note: Due to the late notice, for WUGC 2008 in Vancouver the maximum number of Players will still be 32.

Should a team lose players during the tournament due to injuries the team will be allowed to continue to participate.

4.2. Team composition

A Team may have on its roster:

- any number of Legal Citizens or WFDF Citizens,
- a maximum of 4 Resident Non-Citizens
- a maximum of 1 Ultimate Community Member replacing one of the Resident Non-Citizens.

4.3. Extra player for Small Ultimate Communities

Teams from small Ultimate communities will be allowed to add one extra Resident Non-Citizen or Ultimate Community Member to their Roster.

4.4. Divisions

All divisions will apply the same team roster rules.

4.5. Dual Eligibility

A player may not be on two different rosters for the same WFDF event.

5. Rulings

5.1. Spirit of the Game

It is expected that National Associations and National Teams will follow spirit of the game in following these rules and WFDF places trust on the National Associations to follow these rules.

5.2. Penalties

Failure to follow these rules may result in any combination of the following penalties:

- suspension of a Player from the Event,
- loss of competition points, placings, medals earned by a Team,
- suspension of a Team from the Event,

5.3. Authority

Before or after the Event, the WFDF Ultimate Committee, or an appointed subcommittee, will rule on issues of Team and Player eligibility.

During the Event, the Tournament Rules Group will rule on issues of Team and Player eligibility and any penalties to be recommended to the WFDF Ultimate Committee.

5.4. Process

A process of natural justice will be followed in any tribunal hearing regarding eligibility matters:

- The accused shall receive notice of, and know the nature of, the accusation made against them.
- The accused shall be given the opportunity to state their case.
- The tribunal shall act in good faith and without bias.