

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 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 upper torso and shoulders and pants to cover the lower torso and upper legs.
 - C2.1.1. A single item of clothing that covers the same areas as a shirt and pants is allowable as a uniform if it meets the requirements of the two separate items as expressed in these rules.
- C2.2. For every game, a team must bring a set of matching shirts that they know will be distinct from their opponents' shirts when viewed from either the front or back.
- C2.3. A team must bring at least two distinct sets of shirts to each game, unless they are certain that their chosen set of shirts for that game will be distinct from their opponents' shirts.

C3.Home and Away

- C3.1.An event schedule may designate a "home" and "away" team for each game.
- C3.2.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 flip or other fair method.
- C3.3.The home team has the first choice of shirt colour.
- C3.4.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.
- C4.2.Players may wear different cuts, for example long sleeve, short sleeve or no sleeve, but the body of the shirts must be matching in colour and pattern.
- C4.3.Each player in a team for a particular game must be designated by an integer number between 0 and 99 inclusive.
- C4.4.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.
- C4.5.The number must be sewn or printed onto the back of the shirt. Each digit in the number must be a minimum of 20 centimetres high and 5 centimetres wide.

- C4.5.1. The number may also appear elsewhere on the shirt.
- C4.6. The numbers must be entirely one colour, filled solidly, and of a significantly different colour from the background shirt colours.
- C4.7. There must not be any overlaid design or characters obscuring the numbers.
- C5. Pants
 - C5.1. All players on a team must wear pants that match in colour and pattern.
 - C5.2. Players may wear different cuts, for example shorts, skirts or long pants, but the section covering the lower torso and upper legs must be matching in colour and design and the remainder must be consistent in colour.
 - C5.3. Pants may 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 code representing that country and/or its national flag.
 - C6.2. Shirts may have player names 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 or white, they will best prevent a clash with the main uniform colours.
- 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.
- 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, WFDF considers that matching those hats will improve the image of the sport.
- C10. Socks
 - C10.1. Socks or stockings do not need to be matching in any way.
 - C10.2. If players on a team wear long socks, WFDF considers that matching those socks will improve the image of the sport.
- C11. Shoes
 - C11.1. Players may wear shoes or boots. Shoes do not need to be matching in any way.
 - C11.2. Any studs or ridges on the sole of the shoes must not protrude more than 20 millimetres from the sole nor have any sharp edges.
- C12. Team Captain Armband
 - C12.1. At any time during a game, a team must designate exactly one captain in attendance. The team captain must wear a distinctive coloured armband on their upper arm.
 - C12.2. If the team captain becomes injured or is otherwise unable to continue in the game, the team must immediately designate a new captain.
 - C12.3. Armbands may be provided by game officials.
- C13. Additional Uniform Requirements for Players
 - C13.1. Players must not wear anything that is dangerous to other players. WFDF considers metal studs to be dangerous.
 - C13.2. Players must not wear anything that gains an advantage by substantially enhancing the physical presence of the player.

C13.3. Players, substitutes and team officials must not use any equipment that amplifies their voices.