

EUF Equipment Requirements

Version 2015.01

All EUF championships adhere to the WFDF requirements for equipment to be used at WFDF Ultimate championships. This document collects all these requirements to help players, team captains, federations, and tournament directors.

The only difference from the WFDF requirements is section 2.6.3, where you can find additional guidelines for sponsorships and advertisements.

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1. Discs

While the 2013 WFDF rules state that “Any flying disc acceptable to both captains may be used”, the following is the list of discs that are currently approved by the WFDF for championship games:

- DiscraftUltraStar, Westland Mold – Hot Stamp
- DiscraftUltraStar, Westland Mold – Supercolor Center
- DiscraftUltraStar, Web Mold – Hot Stamp
- DiscraftUltraStar, Web Mold – Supercolor Center
- Daredevil Gamedisc

2. Uniforms

2.1. Purpose

- 2.1.1. 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.
- 2.1.2. They also aim to protect player safety and comfort, and fairness in the competition.
- 2.1.3. 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 EUF events.
- 2.1.4. 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 maximize the benefits to our sport.
- 2.1.5. EUF requires teams to consider the public image of the sport when designing uniforms for EUF events.
- 2.1.6. EUF reserves the right to require a team to alter or replace text or graphics on a garment or to replace an entire garment.

2.2. General

- 2.2.1. A uniform should consist of, at minimum, a shirt to cover the upper torso and shoulders and pants to cover the lower torso and upper legs.
- 2.2.2. 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.
- 2.2.3. For every game, a team should bring a set of matching shirts that they know will be distinct from their opponents' shirts when viewed from both the front and the back.
- 2.2.4. A team should 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.

2.3. Home and Away

- 2.3.1. An event schedule may designate a "home" and "away" team for each game.
- 2.3.2. 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 toss.
- 2.3.3. The home team has the first choice of shirt colour.
- 2.3.4. 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.

2.4. Shirts

- 2.4.1. All players on a team should wear shirts that match in colour and pattern.
- 2.4.2. Players may wear different cuts, for example long sleeve, short sleeve or no sleeve, but the body of the shirts should be matching in colour and pattern.
- 2.4.3. Each player in a team for a particular game should be designated by a unique integer between 0 and 99 inclusive.
- 2.4.4. The shirt that a player wears in that game should bear their number, expressed only in Arabic numerals, with an optional leading zero for numbers between 0 and 9 inclusive.
- 2.4.5. The number should 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.

- 2.4.6. The number may also appear elsewhere on the shirt.
- 2.4.7. The numbers should be entirely one colour, filled solidly, and of a significantly different colour from the background shirt colours.
- 2.4.8. There should not be any overlaid design or characters obscuring the numbers.

2.5. Optional Features

- 2.5.1. For a national team, the uniform may also include the International Olympic Committee three letter code representing that country and/or its national flag.
- 2.5.2. Shirts may have player names printed on them.

2.6. Sponsorship Logos

- 2.6.1. Teams participating in EUF Championship tournaments may display sponsor's logos or emblems on their shirts. Each participating team retains the sole commercial rights to their uniforms.
- 2.6.2. Sponsors logos or emblems should be neatly sewn or printed onto uniforms. They should also leave enough of the original shirt uncovered to enable a member of the TRG to distinguish the actual colour of the uniform from any direction.
- 2.6.3. In some countries the advertising of various products such as tobacco and alcohol are prohibited by law. Teams entering into sponsorship arrangements are expected to be aware of any such restrictions in the host country of a EUF Championship tournament. Contact the TD for advice on any potential sponsorship restrictions.
- 2.6.4. The EUF would like to stress that the promotion of certain types of products or organizations may be detrimental to the image of Ultimate. For this reason contact the EUF president at to seek approval for any dealing with companies or products related with weapons, betting, tobacco, or alcohol.

2.7. Shorts

- 2.7.1. All players on a team should wear shorts that match in colour and pattern.
- 2.7.2. Players may wear different cuts, for example shorts, skirts or long pants, but the section covering the lower torso and upper legs should be matching in colour and design and the remainder should be consistent in colour.

2.7.3. Shorts may have numbers sewn or printed on the front left leg. The number should match that of the player's shirt.

2.8. Undergarments

2.8.1. Players may wear clothing under their uniform in order to protect them from injury, temperature, sunlight, etc.

2.8.2. EUF considers that if any exposed parts of undergarments are black or white, they will best prevent a clash with the main uniform colours.

2.9. Gloves

2.9.1. Players may wear gloves, but they should not in any way damage the disc or leave any residue on the disc.

2.10. Headgear

2.10.1. Players may wear hats, caps or other headgear to protect them from sun exposure, the weather, injury or for personal comfort.

2.10.2. If players on a team wear headgear, EUF considers that matching that headgear will improve the image of the sport.

2.11. Socks

2.11.1. Socks or stockings do not need to be matching in any way.

2.11.2. If players on a team wear long socks, EUF considers that matching those socks will improve the image of the sport.

2.12. Footwear

2.12.1. Players may wear shoes or boots. This footwear does not need to be matching in any way.

2.12.2. Any studs or ridges on the sole of the footwear should not protrude more than 20 millimetres from the sole nor have any sharp edges.

2.12.3. Metal studs are not allowed on footwear. While this includes metal-tipped studs, requesting from the opponent to change shoes may be out of place.

2.13. Team Captain Armband

2.13.1. At any time during a game, a team should designate exactly one captain in attendance. The team captain should wear a distinctive coloured armband on their upper arm.

2.13.2. If the team captain becomes injured or is otherwise unable to continue in the game, the team should immediately designate a new captain who then gets the team captain armband.

2.13.3. Armbands may be provided by game officials.

2.14. Additional Requirements

2.14.1. Players should not wear anything that is dangerous to other players. This includes wristwatches, bracelets, buckles and protruding jewelry.

2.14.2. Players should not wear anything that gains an advantage by substantially enhancing the physical presence of the player.

2.14.3. Players, substitutes and team officials should not use any equipment that amplifies their voices.

3. References

Follow the links below to see all the WFDF equipment requirements that have been used to create this document.

[WFDF 2013 rules](#) (see section 3)

[Official WFDF 2103 rules interpretations](#)

[WFDF 2013 Rules Appendix](#) (see Appendix C)

[WFDF list of approved discs](#)