

# World Chase Tag® - Sporting Regulations

**Version: WCT8 Season | Effective for the entire WCT8 Season |** Last updated: 20 July 2026

This rulebook applies to all WCT™-sanctioned competition for the duration of the WCT8 Season. It supersedes all prior versions.



## Table of Contents

|                                                                         |    |
|-------------------------------------------------------------------------|----|
| World Chase Tag® - Sporting Regulations .....                           | 1  |
| Summary of WCT8 amendments .....                                        | 2  |
| PART I - MATCH FORMAT .....                                             | 5  |
| PART II - TAG MECHANICS AND SCORING .....                               | 10 |
| PART III - ATHLETE CONDUCT AND DISCIPLINARY RULES .....                 | 13 |
| PART IV - TEAM STRUCTURE AND REGISTRATION .....                         | 16 |
| PART V - SUBSTITUTIONS, TRANSFERS, AND PLAYER MOVEMENT .....            | 24 |
| PART VI - REFEREEING AND OFFICIAL SIGNALS .....                         | 27 |
| PART VII - SAFETY, EQUIPMENT, CLOTHING, ANTI-DOPING AND INSURANCE ..... | 30 |
| PART VIII - MATCH FORMAT, POINTS SYSTEM AND TIEBREAKERS .....           | 33 |
| PART IX - QUAD™ STANDARDS AND INSPECTION PROTOCOL .....                 | 35 |
| PART X - GOVERNANCE, SANCTIONS AND DISPUTE RESOLUTION .....             | 36 |
| PART XI - DEFINITIONS AND FINAL PROVISIONS .....                        | 37 |

## Summary of WCT8 amendments

The WCT8 Season rulebook introduces the substantive changes summarized below. Each new or amended article is marked "Amendment Date: July 20, 2026"; all other articles carry over unchanged from previous versions. A companion WCT™ Code of Conduct is published alongside these Sporting Regulations (see item 14).

### Competition structure and rankings

1. **Clubs and Teams (new - Article 4.5).** The registered entity is now the Club. Each Club fields one Professional (A) Team per division and may field one or more B Teams (reserve). Athletes who have only played for B Teams are New Recruits, freely recruitable until first listed on an A Team roster, after which they become Professional Athletes bound by the transfer rules. A-Team rosters expand to up to ten (10), of whom six (the Super Six) play each event.
2. **Championship participation and qualification (new - Article 4.6).** Entry to National, Continental and World Championships is invitational and determined by official rankings; wild cards are discontinued. National Championship participation is mandatory for eligible teams. The World Championship field is completed by two provisions (the winner of each National Championship earns a place, and each region, APAC, PANAM and EMEA, is represented), and by ranking-based invitations for newly formed or lower-ranked teams that climb before Worlds. A minimum-activity rule requires at least one ranked event within twelve months to remain eligible.
3. **Official leaderboard and ELO ranking (new - Article 4.7).** A separate ELO leaderboard is kept for the Open and Women's Divisions. Ratings move with competition level, opponent strength and result, and update after each match. Teams on equal ratings share a rank, and a defined hierarchy resolves ties for invitational eligibility using head-to-head, country and regional representation, activity, results and disciplinary record, with no recourse to drawing lots. A team inactive for more than twelve months is removed from the leaderboard (rating frozen) and reassessed once it competes again. B Teams are ranked on separate Training Rankings, never displayed alongside the Official Leaderboard.
4. **Ranked Chase-Off™ events (new - Article 4.8).** Defines the open-registration ranking event: hosted by a licensed Performance Center with an Official Quad™, open to all official WCT™ teams, with athlete licence and transfer-window checks, standard or Extended Format play, a Level 2 Certified Event Manager on site, advance declaration, and mandatory results submission to WCT™ for ELO ingestion. Sanctioned events may carry the season prefix (for example "WCT8 Stockholm Chase-Off™"), subject to the host's licensing contract.

## Athlete status, eligibility and movement

1. **Athlete licensing (new - Article 4.4).** Every athlete MUST hold an active annual WCT™ Athlete License to compete in any event that counts towards official rankings. No active license, no competition.
2. **Divisions, age and athlete eligibility (new - Article 4.9).** Establishes the Open and Women's Divisions and their eligibility, a minimum age of sixteen for official title events, one division per athlete per official event, and a discretion for Performance Centers to admit fifteen-year-olds and dual-division entry at non-official events.
3. **Transfers (revised - Articles 5.2 to 5.4).** Two fixed transfer windows per year (1-31 January and 1-31 July), one transfer per team per window, a strict 23:59 London-time deadline with a defined email submission process, a one-period cooldown before an athlete may transfer again, and a transfer shield for teams outside the Top 8.
4. **New Recruits and Free Agents (new - Articles 5.6 and 5.7).** New Recruits may be signed outside the transfer windows. A Professional Athlete never reverts to New Recruit status but becomes a Free Agent if not listed on any A Team roster during the current or preceding season and may then be signed outside the windows.

## Match format

1. **Sudden Death Chase-Off™, new format (revised - Articles 1.1.7 and 1.2.6).** Roles are no longer reversed automatically; the team that did not win the opening Rock-Paper-Scissors chooses the Sudden Death roles. Each team then plays two chases as Evader and two as Chaser, with no athlete in the same role twice, and the higher combined evasion time wins.
2. **Extended-Format match, experimental (new - Article 1.7).** A trial thirty (30) chase format with an eight-player roster, a three-minute halftime after chase 15, half-squads of four with substitutions at the break, and Sudden Death on a tie. WCT™ may use it for straight knock-out matches in WCT8 and may adopt it as standard from in WCT9.

## Tags, fair play and discipline

1. **Obvious tags and Tag Contact Taxonomy (revised - Article 2.1; new - Article 2.5).** Tags are called only where the Referee is certain beyond reasonable doubt; otherwise, the chase continues. Four operative contact categories (Clear Tag, Marginal Contact, Phantom, Bad-Faith Claim) each map to a defined outcome and set out when non-concession of a clear tag or a false claim may be carded.
2. **DTR tracking and non-concession (revised - Article 6.2).** WCT™ tracks how often each athlete is involved in a DTR or video review and how many decisions go against them, supporting Yellow Cards for DTR abuse or repeated non-concession.
3. **Cards, suspensions and appeals (revised - Article 3.2).** Yellow card = verbal warning; two yellows in a match or a red = suspension for the rest of the match plus

the following match; three yellows in an event = suspension from the current and following match; serious offences may escalate to removal or a ban. A match-end appeal to the Event Sport Director is introduced, and the reason for a Yellow Card is explained only after the penalised athlete has left the Quad™.

4. **Officiating hierarchy and false starts (revised - Articles 1.3, 6.1, 6.3, 6.4).** A Video Referee, where present, supersedes the Head Referee, and an Event Sport Director at major events supersedes both. Returning both feet to the Chaser Plate cancels a false start, with a defined replay rule where an advantage was gained.

## Results, tiebreakers and forfeits

1. **Tiebreakers (revised - Article 8.3).** Drawing lots and Rock-Paper-Scissors are removed. After head-to-head, evasion difference, total evasions and cards received, rank is decided by average evasion time, then average time to tag when chasing, and finally by a tie-break chase, so standings are always settled on the Quad™.
2. **Forfeits, no-shows and walkovers (new - Article 8.4).** A team that fails to appear concedes a 2-0 walkover, receives zero points in a round-robin and is eliminated in a knockout, with further sanctions available including removal from the event, withholding of prize money and a ranking penalty.

## Safety, equipment and kit

1. **Anti-doping and testing (revised - Article 7.4).** The policy is now aligned with the World Anti-Doping Code and Prohibited List. On-site drug and alcohol testing, a mandatory retest one hour after a positive, removal from the competition on a second positive, and no participation or presence at the athlete barriers until the retest result arrives.
2. **Approved protective gear (new - Article 7.2.3).** Only approved protective gear is permitted: WCT™ Official gear, or gear from brands approved through WCT's process.
3. **Team jerseys (new - Articles 4.3.3, 7.3.6 and 4.8.10).** Event jerseys are produced for the declared match squad rather than the full roster. Teams may compete in their official team jersey at any Ranked Chase-Off™ hosts may not require a host-produced jersey, and hosts wishing to add their own sponsors must commission official jerseys through WCT™ and E-Vadr™. Reproduction of official designs outside that channel is prohibited.

## Companion document

1. **WCT™ Code of Conduct (new).** A dedicated WCT™ Code of Conduct is created for the WCT8 Season and published alongside these Sporting Regulations. It sets the behavioural, integrity and anti-abuse standards expected of athletes, clubs, coaches and staff, on and around the Quad™ and in all WCT™ settings. Breaches may be sanctioned under Article 10.2 and the disciplinary process in this rulebook.

# PART I - MATCH FORMAT

## Article 1.1 - Match Composition and Duration

*Amendment Date: July 20<sup>th</sup>, 2026*

1.1.1 Each official match of World Chase Tag® shall be contested in the “Team Chase-Off™” format.

1.1.2 A match consists of a maximum of sixteen (16) consecutive chases. Each chase shall last no longer than twenty (20) seconds.

1.1.3 In every chase, a single athlete from each team participates, one designated as the Chaser, the other as the Evader.

1.1.4 Following the initial Chase, **the winning athlete in each chase MUST stay on as the Evader**. The team that loses the chase must put out an athlete who comes on as the Chaser in the following chase. For clarity, the Chasing team is permitted to play ANY athlete they choose, including the same athlete as the previous chase - the choice is entirely up to the Chasing team. However, **the winning athlete in each chase must stay on as the Evader** in the following chase.

1.1.5 A team is awarded one evasion point when their athlete successfully evades their opponent for the entire duration of the chase (i.e. 20 seconds).

1.1.6 At the conclusion of the sixteenth (16th) chase, the team with the higher number of evasion points shall be declared the winner. A match may conclude before the sixteenth (16th) chase where the outcome has become mathematically certain.

1.1.7 Sudden Death Chase-Off™ (from WCT8). If a match is tied at the end of its scheduled chases and a winner must be determined, the match enters a Sudden Death Chase-Off™ under the following rules. The standard "winner stays on as Evader" continuation (1.1.4) does not apply during Sudden Death; the structure below governs instead.

- i. Format. Each team plays two (2) chases as Evader and two (2) chases as Chaser, for four (4) chases in total.
- ii. Role selection. The team entitled to choose under Article 1.2.6 decides whether to evade or chase in the first chase. Roles then alternate each chase, so that across the four chases each team evades two times and chases two times.
- iii. No repeated role. An athlete may play at most one chase as Evader and one chase as Chaser. No athlete may evade twice, and no athlete may chase twice. Each team must therefore use at least three different athletes, rewarding squad depth and pairing.
- iv. Selection order. Before each chase the Evading team declares its athlete first, and the Chasing team then selects in response.

- v. Timing. In each chase the exact evasion time is recorded. A full successful evasion is recorded as twenty (20) seconds; if the Evader is tagged, the time of the tag is recorded.
- vi. Result. The two evasion times of each team are added together. The team with the greater total evasion time across its two evading chases wins the match.
- vii. Persistent tie. If the totals are equal, the teams play additional single tie-break chases (one evading chase each, Evader declared first, longest evasion winning), repeated until there is an outright winner. Athletes may be reused for these tie-break chases only.
- viii. Sudden Death evasion times and results do not count toward season standings, evasion tallies, or tie-break metrics under Article 8.3 (see Article 2.2.3).
- ix. Where a team has fewer than three (3) available athletes, the no-repeated-role requirement in (iii) is relaxed to the minimum extent necessary, and the Head Referee shall record the reason.

## Article 1.2 - Determination of First Chase

*Amendment Date: July 20<sup>th</sup>, 2026*

1.2.1 The right to determine the initial Chaser and Evader shall be decided via a one-round game of Rock | Paper | Scissors, played between nominated representatives of each team, on and following the Referee's instruction.

1.2.2 The team winning the game shall select whether to chase or evade first.

1.2.3 The team designated as Chaser for the first chase shall occupy the Blue Corner; the opposing team (Evader) shall occupy the Red Corner.

1.2.4 The Evader may position themselves freely within the boundary of the Quad™ prior to the chase.

1.2.5 At a team's request, a back-to-back Rock | Paper | Scissors may be played if a team feels uncomfortable engaging in eye contact with their opponent or suspects cheating.

1.2.6 Sudden Death role selection (from WCT8). Roles in a Sudden Death Chase-Off™ (Article 1.1.7) are no longer reversed automatically. The right to choose whether to evade or chase first in the Sudden Death belongs to the team that did not win the Rock-Paper-Scissors under 1.2.1, that is, the team that did not choose the match-starting roles. This compensates the team that did not hold the start-of-match choice.

## Article 1.3 - Commencement of a Chase and False Starts

*Amendment Date: July 20<sup>th</sup>, 2026*

1.3.1 At the start of each chase, the Chaser must place both feet fully on the Chaser Plate.

1.3.2 The chase begins only upon the audible signal (buzzer).

1.3.3 A False Start is declared at the discretion of the Head Referee (or the Video Referee, where present), and occurs when the Chaser leaves the Chaser Plate before the buzzer in a manner that gains them an advantage.

1.3.4 For clarity: having both feet on the Chaser Plate and both hands on the floor inside the Quad™ or on the perimeter is allowed.

1.3.5 Jumping up and down on the Chaser Plate (including performing a backflip) is allowed, provided the athlete is moving up and down only and not moving forward or gaining forward momentum.

1.3.6 If the false start provides a material advantage to the Chaser, the chase shall be immediately restarted.

1.3.7 Repeated or intentional false starts may result in the issuance of a Yellow Card in accordance with Article 3.2.

1.3.8 When a False Start is called, the Chaser, on hearing or identifying the call, **MUST return and place both feet back on the Chaser Plate before resuming the chase** (necessarily losing time in the process). Doing so cancels the False Start and no restart of the Chase will be effectuated.

1.3.9 If the Chaser fails to return to the Chaser Plate after a False Start and nonetheless makes a tag, the **Evader may request that the chase be replayed**. If, despite the false start, the Evader successfully evades, then no advantage was gained from the false start: the evasion stands and is awarded to the Evader.

## Article 1.4 - Chase Termination and Scoring

*Amendment Date: Original*

1.4.1 Each chase shall end either: when the Chaser successfully executes a tag on the Evader, or when the 20-second time limit expires without a valid tag.

1.4.2 If the Evader is not tagged within the time limit, one (1) evasion point is awarded to their team.

If both athletes step out of bounds simultaneously, the athlete who makes contact with the out-of-bounds surface last shall be considered the winner of the chase. If no distinction can be made on which athlete stepped out-of-bounds first, the chase will be replayed. Out-of-Bounds – see Article 1.6

## Article 1.5 - Evader Continuity and Role Transition

*Amendment Date: Original*

1.5.1 The athlete who successfully evades a chase shall retain the Evader role for the subsequent chase.

1.5.2 The opposing team must assign a new athlete from their active roster to assume the Chaser role.

1.5.3 Athlete rotation is unrestricted unless limited by substitution rules under Part V.

**Evader Injury:** If the Evader is injured or otherwise unable to continue, the chase shall be ruled a No Contest Tag (NCT), and evasion status shall be awarded to the opposing team for the following chase. See 3.3.4.

## Article 1.6 - Boundary Regulations

*Amendment Date: Original*

1.6.1 The official Quad™ perimeter is defined as the physical limit of all platforms, bars, and obstacle frames intended for gameplay.

1.6.2 Any athlete stepping beyond the perimeter during a chase is considered out-of-bounds and automatically loses the chase.

1.6.3 The upper surfaces of perimeter obstacles and structural legs are considered in-bounds. Any other surface is considered out-of-bounds.

1.6.4 Boundary Clarifications: Athletes are considered “in-play” while airborne; a chase result is determined by the first contact with an out-of-bounds surface. In case of simultaneous exit, the athlete who touches the ground last shall be considered the winner. If no distinction can be made on which athlete stepped out-of-bounds first, the chase will be replayed.

1.6.5 Post-Tag Out-of-Bounds: If the Chaser steps out of bounds immediately after executing a valid tag, the tag shall remain valid, provided contact occurred before the Chaser exited the Quad™.

## Article 1.7 - Extended-Format Match (Experimental, from WCT8)

*Amendment Date: July 20<sup>th</sup>, 2026*

1.7.1 Purpose and status. WCT™ will trial an extended match format alongside the standard sixteen (16) chase match. This format is experimental. WCT™ may designate specific matches to be played under it, for example straight knock-out matches during the WCT8 Season and may adopt it as the standard format from WCT9.

1.7.2 Roster. Each team may field up to eight (8) players for an Extended-Format match.

1.7.3 Length and scoring. The match consists of thirty (30) chases, scored under the standard evasion-point rules (Articles 1.1.5 and 2.2).

1.7.4 Halftime. A halftime break of three (3) minutes is taken after the fifteenth (15th) chase.

1.7.5 Continuation across halftime. The normal continuation rule (Article 1.1.4) carries across the break: the winner of chase 15 evades first in chase 16 (in practice, a Chaser who won chase 15 by a tag starts chase 16 as Evader). The athlete required to evade in chase 16 may not be substituted during halftime.

1.7.6 Half-squads. Only four (4) players from each team may play in each half. Each team's four players for each half must be declared by the coach.

1.7.7 Substitutions. Substitutions between the four (4) first-half players and the four (4) second-half players may be made only during halftime. The player who must start chase 16 as Evader (1.7.5) may not be substituted.

1.7.8 Balanced first evasion. Each half contains an odd number of chases (15). In the event that the first half produces only tags and no evasions, the alternation of roles means the team that chased first in the match (Blue Corner) evades first in the second half. This balances the first-chase advantage across the two halves.

1.7.9 Tie. If the match is tied at the end of the thirtieth (30th) chase, the Sudden Death Chase-Off™ in Article 1.1.7 is applied.

1.7.10 Pre-Sudden-Death substitution. Where an Extended-Format match is tied after the thirtieth (30th) chase and proceeds to a Sudden Death Chase-Off™, each team may make one (1) substitution to its playing group before the Sudden Death begins. The incoming athlete may be any eligible athlete from the team's match roster (Article 1.7.2). This substitution is in addition to the halftime substitutions under 1.7.7. Once the Sudden Death has begun, the no-repeated-role and athlete-selection rules in Article 1.1.7 apply.

1.7.11 Application. Except as modified by this Article, all standard match rules apply.

## Article 1.8 - Team Movement and Quad™ Etiquette

*Amendment Date: July 20<sup>th</sup>, 2026*

1.8.1 Athletes not currently participating in a chase must remain within their designated team area (Red or Blue Corner).

1.8.2 Athletes may not obstruct the Referees, the field of play, or athletes in motion.

1.8.3 Upon completion of a chase, athletes must return to their corner by moving around the perimeter of the Quad™.

1.8.4 Teams may have a maximum of a Head Coach (Manager) and an Assistant Coach join the six athletes at the Team's position beside the Quad™.

## Article 1.9 - Athlete Participation Flexibility

*Amendment Date: Original*

1.9.1 There is no minimum or maximum number of chases that a single athlete should participate in during a match.

1.9.2 Strategic deployment of athletes across chases is at the full discretion of the team, provided all substitutions conform to Part V of this rulebook.

## PART II - TAG MECHANICS AND SCORING

### Article 2.1 - Definition of a Valid Tag

*Amendment Date: July 20<sup>th</sup>, 2026*

2.1.1 A Tag is defined as intentional, physical contact made by the Chaser's arm on any part of the Evader's physical body (including hair) or worn clothing (e.g., shirt, cap, shoes) during an active chase.

2.1.2 The arm includes the hand, forearm, elbow, or upper arm.

2.1.3 Contact initiated with other parts of the body (e.g., leg, head, chest) shall not constitute a valid tag, unless that contact was clearly initiated by the Evader.

2.1.4 Tags must be obvious. A tag shall be called only where the Referee is certain, to the standard of no reasonable doubt, that clear contact was made by the Chaser's arm as defined in 2.1.2. Contact that cannot be distinguished from incidental, glancing or imperceptible contact is not an obvious tag and MUST NOT be called; the Referee shall allow the chase to continue so the Chaser may make a clearer, unambiguous tag. The contact types in Article 2.5 guides this assessment.

2.1.5 Collision Without Tag Intent: If an Evader collides with a Chaser, the Referee shall assess the intent and direction of movement: if the Evader initiated contact, a Tag shall be awarded; if the Chaser initiated contact without tag intent, a Yellow or Red Card may be issued if the movement was reckless or dangerous.

2.1.6 Unintentional Advantage: If a Chaser unintentionally uses any part of their body other than their arm to make contact with the Evader (i.e. not a tag) and such contact causes the Evader to either slow down or fall, subsequently leading to a legitimate tag, the Referee may elect to have that chase replayed. In such instances, if either athlete is unable to continue due to injury, they may be replaced by another member of their team within 3-minutes [Reference: Jules Mettetal .v. Orlando Devaux, Roubaix 2024].

2.1.7 No Contest Tag. If a chase cannot be validly concluded due to injury, technical error, false start, athlete strategy, athlete expulsion or referee instruction it will be recorded as a No Contest Tag (NCT). No points are awarded and the team that would have occupied the 'Chaser' status in that chase would now occupy the 'Evader' status in the following chase, consistent with Article 3.3.4.

## Article 2.2 - Successful Evasion and Scoring

*Amendment Date: Original*

2.2.1 A team is awarded one (1) evasion point when their athlete successfully avoids being tagged for the full twenty (20) seconds of a chase.

2.2.2 No points shall be awarded if the Evader steps out-of-bounds during the chase. In such circumstances, that chase will be recorded as a Tag.

2.2.3 Scoring Clarifications: Evasion points earned during Sudden Death Chase-Offs™ do not count toward total evasion tallies or tie-breaking metrics under Article 8.3.

## Article 2.3 - Illegal Contact and Dangerous Conduct

*Amendment Date: July 20<sup>th</sup>, 2026*

2.3.1 Chasers are prohibited from making physical contact using the legs, torso or chest, head or face, or any body part not defined as part of the arm in Article 2.1.2.

2.3.2 Intentional violations of this rule constitute illegal contact and may result in disciplinary action under Article 3.2.

2.3.3 Illegal Contact and Dangerous Conduct Penalties: Yellow or Red Cards for repeated or clearly intentional violation.

2.3.4 Illegal Contact and Dangerous Conduct (Examples: Tripping the Evader using a foot is likely to result in a Red Card; a shoulder bump causing a fall is likely to result in a Yellow or Red Card depending on severity and intent. Grabbing an airborne athlete's leg and pulling them down is a serious safety breach and is likely to result in a Red Card.)

## Article 2.4 - Chaser Plate Procedure

*Amendment Date: July 20<sup>th</sup>, 2026*

2.4.1 At the start of each chase, the Chaser must have both feet in contact with the upward-facing surface of the Chaser Plate.

2.4.2 Contact with adjacent Quad™ elements (such as placing hands on a boarder or toes on the edge) is permitted, provided that both feet remain fully planted on the Chaser Plate.

2.4.3 False starts arising during the Chaser Plate procedure are governed in full by Article 1.3 and are not separately defined here.

## Article 2.5 - Tag Contact Taxonomy

*Amendment Date: July 20<sup>th</sup>, 2026*

2.5.1 Purpose. This Article provides a common vocabulary for describing contact during a chase. It guides Referees, athletes and Video Review in applying Article 2.1, and it supports

the tracking, non-concession and DTR provisions of Article 6.2. It does not replace the card system in Article 3.2.

2.5.2 Each contact is classified as one of three outcomes: Valid Tag (chase ends, tag awarded); No Tag (chase continues, benefit of the doubt to the Evader); or Referee's Judgment (a tag only if the obvious-tag standard in 2.1.4 is met).

#### 2.5.3 Contact types:

- a. Clear Tag - firm, controlled or clearly visible contact by the arm on the Evader's body or clothing, unmistakable to the Referee. Includes what is colloquially called a solid tag, clean touch, slap or contact. Outcome: Valid Tag. Where a tag is delivered with excessive or dangerous force, it may additionally be reviewed as Illegal Contact under Article 2.3.
- b. Marginal Contact - light, glancing or uncertain contact, including a graze or a faint brush of clothing. Outcome: Referee's Judgment, tending to No Tag wherever doubt exists.
- c. Phantom - a tag claimed or signaled where no actual contact can be confirmed. Outcome: No Tag.
- d. BS Tag (Bogus Simulation) - a bad-faith or theatrical claim by a Chaser claiming a tag that did not occur. Outcome: No Tag on the claim itself.

2.5.4 Non-concession of a clear tag (Evader). Where a Clear Tag (2.5.3 a) has plainly been made and the Evader does not stop or concede, the Evader may be issued a Yellow Card for unsportsmanlike conduct under Article 3.2. Because these contact types leave no genuine doubt that the tag was felt, a Yellow Card may be issued without waiting for a repeated pattern.

2.5.5 False or bad-faith claim (Chaser). Where a Chaser claims a BS Tag (2.5.3 d), the Chaser may be issued a Yellow Card under Article 3.2.

2.5.6 Borderline types and pattern-based bad faith. For a Phantom Tag, the ruling depends on the circumstances, and a single instance is generally not sanctioned. However, where multiple instances of the same contact type involving the same athlete are taken to a DTR or Video Review and consistently go against that athlete, WCT™ may treat this as bad faith and sanction that athlete with a Yellow or Red Card, consistent with the review tracking in Article 6.2.7 and the abuse provisions in Article 6.2.8.

2.5.7 Benefit of the doubt. Consistent with Articles 2.1.4 and 6.2.5, where a contact cannot be confidently classified as a Clear Tag, the benefit of the doubt is awarded to the Evader and the chase continues.

## Article 2.6 - Chase Cadence and Timing

*Amendment Date: Original*

2.6.1 A fixed twenty-five (25) second interval shall occur between the end of one chase and the beginning of the next.

2.6.2 This countdown is automatic and continuous throughout the match.

2.6.3 The Referee or PA System will signal readiness using the command: “Athletes Ready!” - this is a declaration, not a question.

2.6.4 The Evader must be physically present on the Quad™ before the start buzzer sounds.

2.6.5 If the Evader is not present on the Quad™ when the start buzzer sounds, that chase will be recorded as a No Contest Tag (NCT), and the opposing team shall assume Evader status for the next chase.

## PART III - ATHLETE CONDUCT AND DISCIPLINARY RULES

### Article 3.1 - Permitted Gamesmanship vs. Unsportsmanlike Conduct

*Amendment Date: July 20<sup>th</sup>, 2026*

3.1.1 Certain behaviors are recognized as part of competitive gamesmanship and are permitted within reasonable limits. Permitted actions include speaking to an opponent before, during, or after a chase; gesturing or pointing at an opponent; and verbally or visually inviting an athlete to step onto the Chaser Plate.

3.1.2 These actions are allowed provided they do not escalate into provocation, or disrespect. Referees may issue warnings if behavior becomes excessive and conduct at the Red and Blue barriers may be policed by the Head Referee.

3.1.3 The following are considered unsportsmanlike conduct and may result in penalties: feigning injury for tactical advantage; refusing to acknowledge an obvious tag (intentional non-concession to tire an opponent); placing unauthorized liquids, gels, or foreign objects on the Quad™; making intentional contact with body parts other than the arm; and initiating a Disputed Tag Review (DTR) without reasonable grounds.

3.1.4 Referees will determine the severity of the action and issue penalties ranging from verbal warnings to suspension, in accordance with Article 3.2.

### Article 3.2 - Yellow and Red Card System, Suspensions and Appeals

*Amendment Date: July 20<sup>th</sup>, 2026*

3.2.1 The disciplinary card system consists of two sanctions:

- Yellow Card - a formal verbal warning.
- Red Card - a serious sanction for dangerous or seriously unsporting conduct.

### 3.2.2 Suspension thresholds.

- Two (2) Yellow Cards and / or one (1) Red Card in a single match results in the athlete being suspended for the remainder of that match and for the following match of the event.
- Three (3) Yellow Cards across a single event results in the athlete being suspended from the current match, even if it is the athlete's first card in that match, and from the following match of the event.

3.2.3 Card Effect on Match Flow. If a Chaser or Evader is sent off due to the issuance of a Yellow or Red Card after either a successful Tag or a successful Evasion, they will not be able to contest the following chase as an Evader and that Chase will be recorded as a No Contest Tag (NCT), consistent with Article See 3.3.4.

3.2.4 Yellow card timing and delayed explanation. A Yellow Card must not pause play or grant the penalized athlete extra rest. The Referee will therefore not explain the reason for a Yellow Card until after the penalized athlete has stepped off the Quad™. For example, if a Chaser commits a dangerous tag and is shown a Yellow Card, the Referee will wait until that athlete (now taking the Evader role) has left the Quad™ before explaining the decision - which may be one or several chases after the offence - so that a penalized athlete is never rewarded with extra rest for dangerous play or misconduct.

3.2.5 Administrative sanctions for serious offences. For serious offences, and to protect athletes, WCT™ may apply administrative sanctions beyond the card system, up to and including removal from the event entirely and a temporary or permanent ban from WCT™ events. These sanctions are determined by WCT™ (the Event Sport Director on-site, and/or the WCT™ disciplinary committee).

3.2.6 Retrospective cards. Cards may be issued or revoked retrospectively, following video review or upon discovery of new evidence.

3.2.7 Appeal procedure (in-event). A team captain may appeal a card or suspension at the end of the match in which it was issued. The appeal is referred to the Event Sport Director, who reviews the facts. The appeal MUST be lodged immediately after the match has finished, by informing the Head Referee at the end of the match, who then alerts the Event Sport Director. No appeal may be started later than directly after the match ends. An appeal raised after one or more subsequent matches have taken place will not be heard. The decision of the Event Sport Director is final.

## Article 3.3 - Injury Protocol and Medical Timeouts

*Amendment Date: Original*

**3.3.1 No Substitutions:** No substitutions are permitted once the event has begun unless authorized by the Event Director which will only apply under exceptional circumstances.

3.3.2 Injury to an unsuccessful Evader - If an Evading athlete becomes injured in a chase and is tagged, normal rules apply, and the Chaser now becomes the Evader in the next chase.

3.3.3 Injury to an unsuccessful Chaser - If a Chasing athlete gets injured in a chase and doesn't tag the Evader within the 20-seconds, that chase is recorded as an Evasion and normal rules apply.

3.3.4 Injury to a successful Chaser or Evader - If a Chaser tags an Evader in a Chase but can't continue as the Evader in the subsequent chase, that chase is forfeited and recorded as a No Contest Tag (NCT). The team that was Chasing would then have the Evading position in the subsequent chase. In other words, if an athlete wins a Chase (e.g. Chase 1) but can't continue due to an injury in the subsequent chase as the Evader (i.e. Chase 2), that chase is forfeited (Chase 2) and recorded as a No Contest Tag (NCT). The team that was supposed to be Chasing in Chase 2 would then have the Evading position in Chase 3. The same rule applies to a successful Evader who is subsequently injured following an evasion.

3.3.5 Blood Injuries and Head Injuries: Athletes may not enter the Quad™ as Chasers if they are bleeding or have been ruled unfit to compete following a Head Injury Assessment. If the Head Referee suspects that an athlete is bleeding or requires a Head Injury Assessment, the Head Referee shall signal to the medical team, who will assess the athlete. Any athlete who refuses assessment shall not be permitted to continue competing in the event.

3.3.6 Injury Time Out - Blood: If an Evading athlete is bleeding, which could cause a slip hazard, they will be seen by a medical professional who will take sole responsibility to determine if that athlete is fit to continue without the danger of causing harm to themselves or any other athletes. The match will be halted for minor blood wounds to be dealt with within 3 minutes, but for major blood wounds that can't be remedied within 3-minutes, the injured Evading athlete will have to forfeit their next chase which will be recorded as an NCT, and that athlete may not come back as a Chasing athlete until the injury has been dealt with.

3.3.7 Injury Time Out - HITOA: If an athlete wins a chase but receives a head injury and is willing to continue in the next chase, the Chief Medic or the Head Referee may demand a HITOA (Head Injury Time Out Assessment) to assess the injury. It is the SOLE responsibility of the Chief Medic to determine whether the injured athlete should continue in the subsequent Chase, and their decision must be made within 3 minutes. If the Chief Medic is unable to make a definite decision within 3 minutes, or if they rule the injured Evading athlete should not continue, the following chase will be forfeited and recorded as an NCT. Referees are advised to use the SCAT5 tool to assess the injury while medical team arrives on-site.

3.3.8 Injury Time Out - Athletes / Managers / Coaches - Athletes, Managers or Coaches cannot call an Injury Time Out. However, if the injury is a potential head trauma that went unnoticed by the Referees or Chief Medic they must alert the Head Referee who will act accordingly. If an Athlete, Manager, or Coach tries to manipulate the Head Referee into calling a HITOA (Head Injury Time Out Assessment) to gain the extra 3-minute recovery, and it is later observed through action replay that such an injury was highly unlikely or impossible,

the offending Athlete, Manager or Coach will receive retrospective punishment ranging from a verbal warning to periodic suspension.

## Article 3.4 - Referee Control of Equipment and Clothing

*Amendment Date: July 20<sup>th</sup>, 2026*

3.4.1 The Head Referee and officiating team reserve the right to inspect any item of equipment, protective gear, or clothing used by athletes at any point before or during an event.

3.4.2 All items must comply with the standards outlined in Article 7.2 and 7.3 and related sections of this rulebook.

3.4.3 The Head Referee has final authority to approve or disallow any item based on safety, fairness, or potential for disruption; request removal or replacement of non-compliant items; and issue warnings or disciplinary measures in the event of repeated non-compliance.

3.4.4 Athletes may request clarification in advance of an event if their equipment deviates from standard norms.

3.4.5 In case of disagreement, the Referee's judgment shall be final and binding for the duration of the event.

## PART IV - TEAM STRUCTURE AND REGISTRATION

### Article 4.1 - Team Naming Policy

*Amendment Date: July 20<sup>th</sup>, 2026*

4.1.1 In order to preserve the distinct identity of World Chase Tag® as an independent sport, all team names must avoid references to other disciplines, such as "Parkour," "Freerun," "PK," "Gymnastics," or "Tricking."

4.1.2 Exception Clause: Teams that have officially participated in a WCT™-sanctioned event prior to July 20, 2026 may retain their original name. However, such teams may not rebrand or alter their name in any way that retains the sport-related reference.

4.1.3 All team names are subject to review and approval by WCT™ administration prior to registration.

4.1.4 Team names may not be changed during an active season unless required by legal obligation (e.g., trademark dispute, dissolution of title sponsor).

4.1.5 Legacy Name Reuse: For illustration purposes, a team named "XX Freerun" that competed in WCT6 may retain its name. However, it may not rebrand to "YY Freerun" as such modifications violate the original exemption terms.

## Article 4.2 - Team Registration Requirements

*Amendment Date: July 20<sup>th</sup>, 2026*

4.2.1 To register as an official WCT™ Club, the following information must be submitted and validated by the WCT™ governance body: Team Owner (a legal or natural person with full contractual authority); Team Manager (designated operational contact for WCT™ communications, may be the same as owner); Coach or Strategist (optional but must be declared if actively present); Team Colors (one primary and one secondary jersey color); Country of Registration (determines team nationality and international grouping; this designation is permanent once validated); City of representation; Team logo (preferably in vector format); and a list of registered, licensed athletes and the Club must declare its Professional (A) Team and any B Teams per division (Article 4.5).

4.2.2 Optional but encouraged fields include the official home training facility.

4.2.3 All registration documents must be submitted before the beginning of the event season and must comply with formatting standards provided by WCT™.

## Article 4.3 - Team Roster and Athlete Declaration

*Amendment Date: July 20<sup>th</sup>, 2026*

4.3.1 Each Club must submit a formal roster of athletes in advance of any WCT™ event. A maximum of ten (10) athletes may be registered under one team, but only six (6) may participate in an event. This designated group is referred to as the “Super Six.” For official events, the Open Division requires a minimum of four (4) rostered athletes, while the Women’s Division requires a minimum of three (3). All rostered athletes must hold an active Athlete License (Article 4.4).

4.3.2 Rosters are locked at the start of the event. While teams may register alternate or backup athletes beforehand, substitutions during the event are prohibited unless explicitly authorized by the Event Director due to exceptional circumstances. Once a team has entered its first match of the event, no further substitutions or roster modifications are permitted, regardless of the reason.

4.3.3 Event jerseys are produced for the declared match squad for that event (the Super Six, or up to eight athletes in an Extended-Format match under Article 1.7.2), not for the full registered roster.

## Article 4.4 - Athlete Licensing and Eligibility

*Amendment Date: July 20<sup>th</sup>, 2026*

4.4.1 Every athlete MUST hold a valid, active WCT™ Athlete License to take part in any event that counts towards official WCT™ rankings. This includes, without limitation: 1v1 Squared™, Ranked Chase-Offs™, National Championships (nationals), Qualifiers, Continental Championships (continentals), and the World Championship (Worlds).

4.4.2 The Athlete License is issued per year (annual) and must be active at the date of the event in which the athlete competes.

4.4.3 An athlete who does not hold an active license is not eligible to compete and may not be fielded in any ranking-bearing match. Fielding an unlicensed athlete may result in forfeiture and disciplinary action against the team.

4.4.4 It is the joint responsibility of the athlete and the team to ensure each competing athlete holds a valid, active license before the event begins.

4.4.5 The licensing requirement is in addition to, and does not replace, any team registration, contract, Code of Conduct, or media/consent requirements set by WCT™.

## Article 4.5 - Club and Team Structure

*Amendment Date: July 20<sup>th</sup>, 2026*

4.5.1 From the WCT8 Season, the primary registered entity is referred to as the Club. A Club is the organization (formerly referred to as a "team") that registers with WCT™ under Article 4.2 and fields one or more competitive Teams.

4.5.2 Professional (A) Team. Each Club may field one (1) Professional Team, known as its A Team, per division (Open Division and Women's Division). The A Team is the Club's ranking-bearing entity for official title events (Article 4.6).

4.5.3 B Teams. A Club may field additional Teams, known as B Teams, or C Teams or reserve teams, per division, to develop and field more athletes (for example "Rooftop Kings" as the A Team and "Rooftop Rangers" as a B Team). Each Team must carry a distinct name approved under Article 4.1 and clearly associated with the Club.

4.5.4 B Teams may enter Ranked Chase-Offs™ and other open-registration ranking events. B Teams or C Teams are ranked on the separate Training Rankings (Article 4.7.9) using the same ELO method as A Teams, and may face A Teams in Ranked Chase-Offs™, but they do not appear on the Official Leaderboard and do not qualify for National, Continental or World Championships (Articles 4.6.6 and 4.7.9).

4.5.5 An athlete who competes only for a Club's B Team(s), and is not on the roster for any Professional (A) Team, holds the status of New Recruit. Professional athletes who have been inactive i.e. not appeared on any official Club rosters for an entire season are also considered to be New Recruits. A New Recruit is not bound by the transfer windows and may be recruited by any Professional Team at any time (Article 5.6).

4.5.6 Promotion to Professional Athlete. As soon as a New Recruit is fielded in an official match for any Professional (A) Team, that athlete becomes a Professional Athlete and is thereafter bound by the transfer rules in Part V (windows, cooldown and transfer shield). A Professional Athlete may not revert to New Recruit status, but may acquire Free Agent status under Article 5.7.

4.5.7 Intra-Club movement. A Club may move a Professional Athlete between its own A Team and its B Team(s) within a division without that movement being considered a transfer, provided the athlete remains within the same Club. Movement of a Professional Athlete to a different Club is considered a transfer governed by Part V.

4.5.8 Rosters. The A Team may register up to ten (10) athletes, of whom six (6) are declared as the Super Six for each event (Article 4.3). All rostered athletes, A or B, must hold an active Athlete License (Article 4.4).

## Article 4.6 - National Championship Participation and Event Qualification

*Amendment Date: July 20<sup>th</sup>, 2026*

4.6.1 From the WCT8 Season, entry to official WCT™ title events (National Championships, Continental Championships, and the World Championship) is invitational and determined by official WCT™ rankings. Wild card entries are discontinued.

4.6.2 National Championship participation is mandatory. A Professional (A) Team that is eligible for and invited to its country's National Championship MUST enter and compete in it to remain eligible for that season's Continental Championship and / or World Championship. A Team that skips a National Championship for which it qualified, without prior written dispensation from WCT™, forfeits its ranking-based eligibility for that season's Continental Championship and World Championship. Teams for which no National Championship is held, or which are not eligible for one, are covered by 4.6.8 and 4.6.9.

4.6.3 Selection by ranking. Subject to 4.6.4 and 4.6.5, the field for each title event is filled by inviting the highest-ranked eligible A Teams in the relevant division, up to the number of places published by WCT™ for that event (for example the Top 8, Top 12, or Top 16).

4.6.4 Provision 1 - National Champions. The winner of a National Championship that has been granted World Championship qualification status will earn an automatic place at that season's World Championship, even where its ranking would otherwise place it outside the qualifying cut. World Championship qualification status will be determined and announced by WCT™ before any relevant National Championship takes place.

4.6.5 Provision 2 - Regional representation. The World Championship field MUST include at least one (1) A Team from each WCT™ region (APAC, PANAM, and EMEA). Where no team from a region qualifies on ranking or as a National Champion, the highest-ranked eligible A Team from that region is invited to fill a regional place.

4.6.6 Only A Teams (Professional Teams, Article 4.5) may qualify for and compete in official title events. B Teams are not eligible for title-event selection.

4.6.7 Publication. Before each season WCT™ will publish the number of places at each title event, the ranking snapshot date used for selection, and the calendar of recognized National and Continental Championships.

4.6.8 A team that is newly registered after its National Championship has taken place, and that earns a sufficiently high ranking before the World Championship, may be invited to Worlds on ranking, notwithstanding that it did not play a National Championship. That Team however remains subject to the minimum activity requirement in 4.6.10.

4.6.9 A team that was not ranked high enough to be invited to its National Championship, but that earns a sufficiently high ranking before the World Championship, may be invited to Worlds on ranking. It remains subject to the minimum activity requirement in 4.6.10.

4.6.10 **Minimum activity requirement.** To be eligible for the World Championship, a team MUST have competed in at least one (1) ranked event (a National Championship or a Ranked Chase-Off™) within the twelve (12) months preceding the World Championship. A team that deliberately sits out ranked competition to protect its leaderboard position will not be invited to Worlds and is not eligible, regardless of its stored rating. This requirement applies to all teams, including those invited under 4.6.3, 4.6.8 and 4.6.9.

## Article 4.7 - Official Leaderboard and ELO Ranking

*Amendment Date: July 20<sup>th</sup>, 2026*

4.7.1 Official leaderboard. WCT™ maintains an official leaderboard that ranks teams by an ELO rating. The leaderboard is the sole basis for ranking-based selection under Article 4.6.

4.7.2 Separate leaderboards per division. A separate leaderboard is kept for each division, the Open Division and the Women's Division. Ratings carry across the seasons into one international leaderboard per division.

4.7.3 The points a team wins or loses from a match depend on the level of the competition, the strength of the opponent, and the result of the match. Beating a higher-ranked opponent earns more points than beating a lower-ranked one. A team's rating is updated after each individual match it plays at an eligible event, not only on the final result of that event.

4.7.4 Only matches contested by athletes holding an active Athlete License (Article 4.4) count towards the leaderboard.

4.7.5 Ranked Chase-Offs™ are open-registration ranking events. Any registered team, including a newly formed or lower-ranked team, may enter a Ranked Chase-Off™ to earn or improve its rating and work towards selection under Article 4.6 (see 4.6.8 and 4.6.9).

4.7.6 Inactivity and removal from the leaderboard. The leaderboard applies a mechanical decay for inactivity. A team that does not compete in any ranked event for more than twelve (12) months is removed from the official leaderboard. The team's ELO rating is retained (frozen), not deleted. The rating is only reassessed, and the team's place on the leaderboard restored, once the team competes again in a ranked event. A team removed for inactivity is not ranked and, under Article 4.6.10, is not eligible for the World Championship until it has competed again.

4.7.7 Equal ratings. Where two or more teams share the same ELO rating, they hold the same rank on the Official Leaderboard, and the next rank below is offset by the number of teams tied. For example, if three teams are tied at 5th, the next team ranks 9th (there is no 6th, 7th or 8th).

4.7.8 Ranking Hierarchy for Equal Teams. If hierarchy needs to be established between two equal teams for invitational eligibility to an event, the following criteria (in the order outlined) will be used to establish rank:

- i. The head-to-head result of the most recent match between the teams that are equal on points (only applicable if the match was played within the previous 12 month period)
- ii. Country representation. The team whose country has fewer teams already selected for that event ranks higher.
- iii. Regional representation. Where countries are equally represented, the team from the WCT™ region (APAC, PANAM, EMEA) with fewer teams already selected for that event ranks higher.
- iv. Ranked events contested. The team that has contested more Ranked events over the ranking period ranks higher.
- v. Matches won. The team with more match wins over the ranking period ranks higher, regardless of the ranking of the opponents beaten.
- vi. Disciplinary record. The team with fewer cards received over the ranking period ranks higher. One red card counts as three yellow cards.
- vii. Average evasion time. The team with the higher average evasion time over the ranking period ranks higher.

**No tie for invitational eligibility is decided by drawing lots.**

4.7.9 Training Rankings for B Teams. B Teams are ranked on a separate leaderboard, the Training Rankings, kept apart from the Official Leaderboard used for title-event selection. The Training Rankings use the identical ELO method (Article 4.7.3). Where an A (Professional) Team and a B Team meet in a Ranked Chase-Off™, the result updates both teams' ELO, but A Teams and B Teams are never displayed on the same table or leaderboard. A B Team's position, even if numerically higher than an A Team's, confers no title eligibility; only A Teams may qualify for National, Continental and World Championships (Article 4.6.6).

## Article 4.8 – Ranked Chase-Off™ Events

*Amendment Date: July 20<sup>th</sup>, 2026*

4.8.1 Definition. A Ranked Chase-Off™ is an official ranking event played under this rulebook and hosted by a WCT™ Performance Center. Its results count towards the Official

Leaderboard (Article 4.7). Unlike title events, a Ranked Chase-Off™ is open to registration and is not invitational.

4.8.2 Host. A Ranked Chase-Off™ may only be hosted by a WCT™ Performance Center, meaning a licensed Club that operates an Official Quad™ (Part IX) and whose WCT™ license is valid and up to date at the time of the event.

4.8.3 Open registration. Registration is open to all official WCT™ teams. The host may not restrict entry on an invitational basis, subject only to venue capacity and any entry process published by WCT™.

4.8.4 Eligibility and roster verification. The host is responsible for verifying, for every competing team, that every athlete fielded holds an active Athlete License (Article 4.4) and that all player movement complies with the transfer windows and rules in Part V. In addition, every athlete a team fields at a Ranked Chase-Off™ MUST be listed on that team's official registered roster (Article 4.3; for Clubs, the relevant A Team or B Team roster under Article 4.5). Teams may not field guest, borrowed, or otherwise unregistered athletes. Unlicensed or non-rostered athletes may not compete.

4.8.5 Format and rules. Matches are played in the standard sixteen (16) chase format (Article 1.1) or the experimental thirty (30) chase Extended Format (Article 1.7), under rules identical to all other WCT™ competition. No local rule variations are permitted.

4.8.6 On-site management. A WCT™ Level 2 Certified Event Manager (or higher) MUST be present on-site for the duration of the event.

4.8.7 Results submission. The organizing Club MUST submit the results of all matches to WCT™ after the event, in the format required by WCT™, so they can be ingested into the ranking algorithm and update the Official Leaderboard (Article 4.7). Results not submitted in the required manner may not be rated.

4.8.8 Declaration and registration. Each Ranked Chase-Off™ MUST be declared to WCT™ at least three (3) months in advance, and athlete and team registration for the event MUST be handled through the official WCT™ website.

4.8.9 A sanctioned Ranked Chase-Off™ may carry the current season prefix in its official name, in the form "WCT8 [City] Chase-Off™" (for example, "WCT8 Stockholm Chase-Off™"). The season prefix denotes that the event counts towards the Official Leaderboard and therefore towards qualification for title events. Only events sanctioned as Ranked Chase-Offs™ under this Article may use the season prefix. Use of the season prefix, and of any WCT™ mark in an event name, must remain in line with the terms of the organization's licensing contract, under which further conditions may apply. Hosts should refer to their licensing contract or to their WCT™ manager before publishing an event name.

4.8.10 Competing teams may wear their official team jersey (Article 7.3.6). Where a host wishes to produce event jerseys carrying its own sponsors, these must be commissioned as official jerseys through WCT™ and E-Vadr.

## Article 4.9 – Divisions, Age and Athlete Eligibility

*Amendment Date: July 20<sup>th</sup>, 2026*

4.9.1 Divisions. WCT™ competition is contested in two divisions: the Open Division and the Women's Division.

4.9.2 Division eligibility. Athletes compete in the division corresponding to their gender. The Women's Division is open to women. The Open Division is open to all athletes, regardless of gender.

4.9.3 WCT™ may publish a separate divisional eligibility policy where required by a national federation, host jurisdiction or international body.

4.9.4 One division per official event. At official title events (National Championships, Continental Championships and the World Championship), an athlete may compete in only one (1) division for that event.

4.9.5 Minimum age (official events). To compete at an official title event, in either division, an athlete must be at least sixteen (16) years of age.

4.9.6 Non-official events. At non-official events (for example Ranked Chase-Offs™, jams and exhibitions), the organizing Performance Center may, at its discretion:

- (a) admit athletes who are at least fifteen (15) but under sixteen (16) years of age; and
- (b) allow a female athlete to compete in both the Women's Division and the Open Division over the same weekend.

A female athlete may be registered on both her Club's Women's Division team and its Open Division team. She may compete in both divisions at such an event ONLY if she is listed on the official registered roster of both teams (Articles 4.3 and 4.8.4). An athlete who is not on the official roster of both teams may not compete in both divisions. This is subject to the division eligibility in 4.9.2, and does not affect the one-division limit for official title events in 4.9.4.

4.9.7 Proof of age. Athletes must be able to provide proof of age and identity on request.

## Article 4.10 Individual Honors (MVP Titles)

*Amendment Date: July 20<sup>th</sup>, 2026*

4.10.1 WCT™ recognizes a Most Valuable Player (MVP) at each tier of title event:

- Knight of Flight (KoF): the MVP of the World Championship (Worlds).
- Baron of Bolt (men's) or Baroness of Bolt (women's): the MVP of a National Championship.

- Duke of Dodge (men's) or Duchess of Dodge (women's): the MVP of a Continental Championship.

4.10.2 Titles are awarded per event and per division, as determined by WCT™.

4.10.3 Reserved numbers. Knight of Flight honorees may be allocated reserved jersey numbers under Article 7.3.5.

## PART V - SUBSTITUTIONS, TRANSFERS, AND PLAYER MOVEMENT

### Article 5.1 - Substitution Policy

*Amendment Date: Original*

5.1.1 Substitutions are not permitted during the course of a match. Once a chase has been completed, if the Evader was successful, that athlete must remain on the Quad™ to serve as the Evader in the next chase. The team that is chasing may freely select any eligible athlete from its active roster to step in as the next Chaser.

In the event that a Chaser or Evader sustains an injury after a successful tag or evasion and is unable to continue, see 3.3.4 **Injury to a successful Chaser or Evader.**

### Article 5.2 - Transfer Windows

*Amendment Date: July 20<sup>th</sup>, 2026*

5.2.1 Transfers between registered WCT™ teams may only take place within one of two **fixed** transfer windows each year, regardless of when any event is scheduled:

- Window 1: 1 January to 31 January (inclusive).
- Window 2: 1 July to 31 July (inclusive).

5.2.2 The transfer windows apply to all teams equally.

5.2.3 Each team is permitted a maximum of one (1) transfer per transfer window.

5.2.4 A transfer **MUST** be registered with WCT™ by 23:59 London time on the last day of the window (31 January or 31 July) at the latest. Any transfer submitted after this deadline will not be registered and will be refused.

5.2.5 Transfer submission process. For a transfer to be valid, it **MUST** be sent by email to WCT™ HQ within the transfer window (by 23:59 London time on the last day of the window, as outlined in 5.2.4). The email must be addressed to all of the following: - christian@worldchasetag.com - damien@worldchasetag.com - loic@worldchasetag.com

and must CC both:

- the athlete being transferred; and
- the team captain or owner of the team the athlete is transferring from.

A transfer that is not submitted in this manner, to these recipients, with the required parties in copy, that is not within the window deadline, will not be registered and will be refused.

## Article 5.3 - Individual Athlete Transfer Cooldown

*Amendment Date: July 20<sup>th</sup>, 2026*

5.3.1 An athlete may transfer between teams but must sit out one (1) full transfer period before transferring again. In other words, an athlete who transfers in a January window may not transfer again - whether to a different team or back to their original team - until the January window of the following year, skipping the intervening July window entirely. The same logic applies to an athlete transferring in a July window (who must wait until the following July). Any attempt to transfer during the cooldown period will be refused by WCT™ administration, and the athlete remains registered to their current team.

## Article 5.4 - Transfer Shield (Teams Outside the Top 8)

*Amendment Date: July 20<sup>th</sup>, 2026*

5.4.1 A **transfer shield** protects teams ranked **outside the Top 8**. A team ranked **below the Top 8 may not lose more than two (2) players to transfers in a single season**.

5.4.2 Top 8 status is assessed from the **rankings in effect during the relevant transfer window**. A team's protection in a given window therefore depends on its ranking at that time.

5.4.3 Once a shielded team has lost two (2) players to transfers in the season, no further outgoing transfer from that team will be validated for the remainder of that season.

5.4.4 Newly registered teams remain subject to WCT™ approval of their initial roster to preserve competitive integrity and prevent the concentration of elite athletes.

## Article 5.5 - Team Name Changes

*Amendment Date: June 30, 2025*

5.5.1 A team may only request to change its name prior to participating in its first official WCT™ event of the season. Once a team has appeared in competition, the registered name becomes fixed for the duration of that season.

5.5.2 Mid-season name changes are not permitted, except in cases where legal obligations mandate a rebranding or dissolution of a previous title. In such cases, written justification must be submitted, and WCT™ reserves the right to approve or reject the change at its discretion.

## Article 5.6 - Recruitment of New Recruits (B Team Athletes)

*Amendment Date: July 20<sup>th</sup>, 2026*

5.6.1 A New Recruit (Article 4.5.5) is not subject to the transfer windows (Article 5.2), the transfer cooldown (Article 5.3), or the transfer shield (Article 5.4). A Professional Team may recruit a New Recruit at any time, subject to WCT™ registration and roster limits.

5.6.2 Recruitment is confirmed by written notice to WCT™ HQ in the manner set out in Article 5.2.5 (email to the HQ recipients, copying the athlete and the releasing Club's owner or manager). WCT™ registers the athlete to the recruiting Professional Team and updates the athlete's status to Professional Athlete.

5.6.3 From the moment a New Recruit appears on the official Roster for any Professional (A) Team (Article 4.5.6), the athlete is a Professional Athlete and all subsequent moves between Clubs are transfers governed by Articles 5.2 to 5.4.

5.6.4 Movement of an athlete between Teams within the same Club is governed by Article 4.5.7 and is not a transfer.

## Article 5.7 – Free Agents

*Amendment Date: July 20<sup>th</sup>, 2026*

5.7.1 A Professional Athlete who has not been listed on the roster of any Professional (A) Team during the current season or the immediately preceding season holds the status of Free Agent. For the WCT8 Season this means an athlete who was not listed on an A Team roster at any point during WCT7 or WCT8, including their ranked events.

5.7.2 A Free Agent may be signed by any Club at any time, outside the transfer windows, and the signing counts against neither the signing Club's transfer allowance (Article 5.2.3) nor the releasing Club's transfer shield (Article 5.4).

5.7.3 A Professional Athlete never reverts to New Recruit status (Article 4.5.6). Free Agency is the only route by which a Professional Athlete may move between Clubs outside the transfer windows.

5.7.4 A Professional Athlete who does not meet 5.7.1 is not a Free Agent and may move between Clubs only by transfer under Articles 5.2 to 5.4.

5.7.5 On being listed on the roster of a Professional (A) Team, a Free Agent resumes full Professional Athlete status and is again bound by Articles 5.2 to 5.4.

5.7.6 Registration. Free Agent signings are confirmed by written notice to WCT™ HQ in the manner set out in Article 5.2.5.

## PART VI - REFEREEING AND OFFICIAL SIGNALS

### Article 6.1 - Role and Composition of the Referee Team

*Amendment Date: Original*

6.1.1 Each official WCT™ match is overseen by a team of referees, typically composed of four individuals: one Head Referee and three supporting Referees. The Head Referee holds ultimate authority in all in-game decisions and is responsible for maintaining the integrity of the match according to the official ruleset.

6.1.2 Referees are responsible for monitoring all chases, ensuring rule compliance, identifying tags and false starts, assessing boundaries, and issuing disciplinary measures where necessary. Their interpretations must be based on both the letter and the spirit of the rulebook.

6.1.3 At larger events, a Video Referee is also present. Where a Video Referee is present, the Video Referee supersedes the Head Referee.

6.1.4 At major events, such as the World Championship (Worlds), an Event Sport Director is also present and supersedes both the Head Referee and the Video Referee.

### Article 6.2 - Disputed Tag Review (DTR)

*Amendment Date: July 20<sup>th</sup>, 2026*

6.2.1 The Disputed Tag Review (DTR) is a formal process that allows an athlete to challenge a tag decision made during a chase and must be initiated immediately after the chase in question, before the athlete exits the Quad™.

6.2.2 To initiate a DTR, the athlete must perform the designated hand signal by forming a rectangle with their hands. This signal must be made clearly and visibly to the Referee team before the athlete leaves the Quad™.

6.2.3 Once the signal is made, the Head Referee conducts an immediate verbal consultation with both athletes involved. If both parties agree on the outcome, the DTR is deemed unnecessary and automatically dismissed.

6.2.4 If the outcome remains disputed, the Referees proceed to review video footage, if available, using footage from the official broadcast system or the designated Referee Check System. If no footage is available or the footage proves inconclusive, the Referee team must confer and issue a ruling based on collective judgment. The available outcomes are:

- (a) the tag is upheld as valid,
- (b) the evasion is awarded to the Evader, or
- (c) the chase must be replayed.

6.2.5 The burden of proof lies with the Chaser. In all cases of ambiguity or doubt, the benefit of the doubt is awarded to the Evader.

6.2.6 DTRs must not be used as a tactic to cause delay or to gain recovery time. If the Head Referee determines that a team is abusing the DTR mechanism, the request may be denied outright, and the team may receive a Yellow Card for unsportsmanlike conduct.

6.2.7 DTR and review tracking (from WCT8). From the WCT8 Season, WCT™ will keep track, within a competition, of how many times each individual athlete is involved in a DTR or video review, and how many of those decisions go against them. This supports consistent identification of patterns of abuse.

6.2.8 Abuse of DTR or repeated non-concession. Abusive use of the DTR, or abusive behavior such as an Evader repeatedly refusing to stop and claiming not to have felt a tag (potentially to tire out the Chaser before subsequent chases), may result in a Yellow Card.

## Article 6.3 - Video Review (VR)

*Amendment Date: July 20<sup>th</sup>, 2026*

6.3.1 The Video Review (VR) is a video-assisted officiating protocol initiated by the refereeing team - not by athletes or team staff. Its purpose is to assess and verify reviewable events within the 25-second interval between chases, without interrupting the pace or flow of the game. VR is automatically triggered for every chase by the Video Referee.

6.3.2 Situations eligible for review include: Disputed Tags (DT); Out of Bounds (OB); False Starts (FS); Dangerous Play (DP); Lost Item (LI); Late Tag (LT); and Other (OT).

6.3.3 The VR process consists of five steps:

1. a reviewable situation is flagged;
2. the review is initiated during the standard 25-second inter-chase break;
3. video footage from multiple angles is reviewed;
4. the Video Referee makes the final ruling;
5. the decision is communicated and play resumes.

6.3.4 The possible outcomes are: Clear Confirmation (the original call stands with full support from video evidence); Clear Contradiction (video clearly shows an error and the correction is applied); or Inconclusive (the Head Referee may consult the panel, view selected angles, or order a replay).

6.3.5 At major WCT™ events, a dedicated and independent VR crew oversees all video reviews, operating separately from broadcast production to guarantee impartiality.

## Article 6.4 - Finality of Referee Decisions, and Video Replay

*Amendment Date: Original*

6.4.1 Referees are the sole arbiters of rule interpretation during live gameplay. Their authority covers all chase results, tag validations, boundary calls, and disciplinary measures. Players, coaches, and managers must respect all referee decisions.

6.4.2 The Head Referee retains overriding authority on interpretation and application of the rules during disputes unless a Sport Director is present, in which case Sport Director is final authority on interpretation and application.

6.4.3 Video replay may be used at the discretion of the Head Referee to assist in resolving DTRs or unclear chase outcomes. Only official footage provided by WCT™ production or authorized event partners is admissible.

6.4.4 In the event that no video footage is available or the footage is inconclusive, the original real-time decision will stand.

## Article 6.5 - Referee Jurisdiction and Scope

*Amendment Date: July 20<sup>th</sup>, 2026*

6.5.1 Referees are empowered to inspect athletes' equipment, enforce standards of conduct, and disqualify players or teams for violations of safety or sportsmanship. They may also pause or delay the match to address external factors, including medical incidents or technical malfunctions.

6.5.2 Only the Head Referee or Sport Director may authorize exceptions to protocol, restart chases, or escalate issues to WCT™ administration.

## Article 6.6 - Referee Signals

*Amendment Date: Original*

WCT™ referees use a standard set of non-verbal signals to communicate chase outcomes and officiating decisions.

6.6.1 A successful tag is indicated by the referee crossing both arms over their head in an “X” shape.

6.6.2 An evasion is signaled with both arms extended vertically, raised straight above the head.

6.6.3 An unsuccessful tag attempt is shown by extending both arms outward to the sides, parallel to the ground.

6.6.4 A false start is communicated by rotating arms in a circular motion above the head.

6.6.5 A Disputed Tag Review (DTR) or Video Review (VR) is shown by forming a rectangle in the air in front of the chest using both hands.

6.6.6 Injury is signaled by raising one clenched fist high above the head.

All signals must be delivered decisively and be clearly visible to athletes and sideline officials.

## Article 6.7 - Injury and Time-Out Signals

*Amendment Date: Original*

6.7.1 If an athlete sustains an injury during a chase, they must raise a clenched fist above their head to signal the need for medical attention.

6.7.2 Referees are authorized to stop the match at any moment if they witness head trauma, unsafe movement, or a potentially dangerous situation, regardless of whether the athlete signals for help.

6.7.3 A formal "Time-Out" may only be declared by a Referee or the designated Chief Medic. It cannot be called by athletes or coaches. See 3.3.8 Injury Time Out - Athletes / Managers / Coaches

6.7.4 If it is later determined that a team or athlete intentionally exaggerated or faked an injury to manipulate timing or disrupt the opponent's rhythm, retrospective penalties may be applied, up to and including a Yellow Card, Red Card, or suspension under Article 3.2, depending on severity and intent. See 3.3.8 Injury Time Out - Athletes / Managers / Coaches

## PART VII - SAFETY, EQUIPMENT, CLOTHING, ANTI-DOPING AND INSURANCE

### Article 7.1 - Athlete Safety and Responsibility

*Amendment Date: Original*

7.1.1 Athletes are responsible for ensuring their own safety and physical readiness. Before each event, athletes must assess the Quad™ to verify its condition and report any hazards or irregularities to the Head Referee. The Quad™ may vary in height, materials, or structural layout depending on the venue; athletes must adapt accordingly.

7.1.2 Maintaining hydration, physical recovery, and appropriate warm-up before chases is the responsibility of each participant.

### Article 7.2 - Protective Equipment Policy

*Amendment Date: July 20<sup>th</sup>, 2026*

7.2.1 Permitted items of protective equipment include soft padding made of gel, cloth, or flexible plastic worn on the knees, shins, groin area and elbows; mouthguard; athletic tape

or kinesiology tape for joint support; and gloves provided they do not leave residue or alter grip surfaces.

7.2.2 Prohibited items include hard plastic equipment (except for shin guards and the groin area), chalk in any form, chemical grip enhancers, and any equipment that alters traction or leaves debris or surface residue on the Quad™. Helmets and rigid headgear are disallowed, and athletes may not wear more than one head covering simultaneously.

7.2.3 Approved protective gear (from WCT8). Starting during the WCT8 Season, only approved protective gear will be permitted at WCT™ events. Approved gear means either: (a) WCT™ Official protective gear, sold through the [www.e-vadr.com](http://www.e-vadr.com) website; or (b) protective gear from brands that follow WCT's guidelines and work with WCT™ to have their equipment approved. The approval process is pending and will be published by WCT™.

## Article 7.3 - Clothing, Cap and Headwear Rules

*Amendment Date: Original*

7.3.1 Headwear is allowed but must be worn securely and must not interfere with the chase. If a cap is touched while it is being worn, the tag is valid. If it falls off and is tagged separately from the athlete, the tag is invalid.

7.3.2 If headwear disrupts play or creates a potential hazard, the Referee may declare a replay or prohibit its use for the rest of the event. Athletes wearing religious headwear must seek and receive written approval from WCT™ prior to competition.

7.3.3 Teams may have a Head Coaches (Manager) and an Assistant Coaches join the 'Super Six' athletes at the Team's position beside the Quad™ in line with Article 1.8.4. In such cases, Head Coaches and Assistant Coaches should be respectfully dressed in a suit, a tracksuit or in suitable attire representing the team's colors. The Head Referee may exclude any Head Coach or Assistant Coach from the Team's position beside the Quad™ if they fail to follow the dress guidelines outlined in this article.

7.3.4 Athletes must compete in the jersey designated for their team which may change from competition to competition in terms of design and permitted colors.

7.3.5 Athletes may display any 3-digit number of their choosing provided that:

- i. No two athletes on the same team have the same number.
- ii. Their number has not been allocated to an active Knight of Flight (KoF). Existing KoF numbers in the Open Division are 1, 3, 4, 17 & 420 and number 0 in the Women's Division.

Where a Knight of Flight athlete has not appeared on a Club roster for three consecutive seasons, their jersey number will cease to be reserved in the relevant Division and will return to general circulation.

7.3.6 Teams may compete in their official team jersey at any Ranked Chase-Off™, and a host may not require teams to wear a host-produced jersey. A hosting Performance Center that wishes to feature its own event sponsors may commission official jerseys through WCT™ and E-Vadr, which may carry the host's sponsors alongside the official design. Reproduction, imitation or resale of official WCT™ or team jersey designs outside the WCT™ and E-Vadr channel is prohibited.

## Article 7.4 - Anti-Doping, Drug and Alcohol Testing

*Amendment Date: July 20<sup>th</sup>, 2026*

7.4.1 WCT™ enforces an anti-doping policy aligned with the World Anti-Doping Code (WADA Code) and consistent with IOC standards. The WADA Prohibited List, as amended from time to time, applies. The use of any prohibited or performance-enhancing substance is forbidden, including stimulants such as amphetamines and ephedrine, narcotics, diuretics, corticosteroids, high-dose caffeine, and alcohol during competition. Mandatory testing may be conducted at WCT™ events; a positive result may lead to immediate disqualification and further sanction under the WADA Code and Article 10.2.

7.4.2 Local anesthetics such as Procaine or Xylocaine may be permitted for injury management with valid medical justification. Supplemental oxygen may only be used before or after matches, never during a match.

7.4.3 Athletes taking prescription medication must apply for a Therapeutic Use Exemption (TUE), in line with the WADA TUE standard, and submit a medical certificate dated within six months of the event.

7.4.4 Drug and alcohol testing at events. Drug and alcohol testing will take place at WCT™ events. Any athlete who returns a positive result (found to be under the influence) must undergo a second test one (1) hour after the first positive test.

7.4.5 If the second test is also positive, the athlete is removed from the competition entirely.

7.4.6 An athlete who has returned a first positive result may not compete and may not appear at or next to the athlete barriers (where their team is playing) until the result of the second test has arrived.

## Article 7.5 - Anti-Gambling Policy

*Amendment Date: Original*

7.5.1 All forms of gambling participation or manipulation in any World Chase Tag® event is strictly forbidden for anyone involved in World Chase Tag®, including athletes, coaches, referees, and staff. Prohibited actions include betting on WCT™ matches, facilitating or accepting bribes, intentionally manipulating outcomes for financial or other gain, and maintaining relationships with known match fixers or professional gamblers.

7.5.2 Any confirmed violation results in a minimum five-year suspension. In severe cases, the individual may be permanently banned from all WCT™-sanctioned events and partnerships.

7.5.3 All Chasing athletes are required to give their full effort during every chase, regardless of the scoreline, fatigue, or strategic considerations. Any Chasing athlete found deliberately underperforming or “throwing” a chase that subsequently leads to an Evasion, may be subject to disciplinary investigation.

7.5.4 Tactical NCTs for Evading Athletes. If an Evading athlete intends to give up an evasion opportunity for tactical reasons, they may signal to the Referee and that chase will be recorded as an NCT (No Contest Tag) consistent with Articles 2.17. and 3.3.4.

## Article 7.6 - Insurance Requirements

*Amendment Date: Original*

7.6.1 World Chase Tag® does not provide medical or liability insurance for participating athletes. It is the sole responsibility of each athlete to secure their own personal health coverage and verify that it includes participation in high-intensity or competitive sport.

# PART VIII - MATCH FORMAT, POINTS SYSTEM AND TIEBREAKERS

## Article 8.1 - Match Types and Formats

The standard format is a 16-chase match. See Article 1.1.

## Article 8.2 - Round-Robin Points System

*Amendment Date: Original*

8.2.1 In competitions with a group stage or round-robin format, a win awards three points, a draw gives each team one point, and a loss provides zero points.

8.2.2 In the event of a draw followed by a Sudden Death Chase-Off™, the winning team earns an additional bonus point (two total: 1 for the draw + 1 bonus), and the losing team remains at one point. For example, if Team A and Team B tie 3-3 and Team A wins Sudden Death, Team A is awarded 2 points and Team B receives 1.

## Article 8.3 - Tiebreaker Rules

*Amendment Date: July 20<sup>th</sup>, 2026*

8.3.1 If two or more teams finish the group stage with the same number of points, rankings are determined using the following tiebreakers in strict order:

- i. head-to-head result between the tied teams;
- ii. Evasion Difference (evasions scored minus evasions conceded);
- iii. total number of evasions scored across all matches;
- iv. total number of cards received (more cards ranks the team lower). One red card is the equivalent of three yellow cards;
- v. average evasion time across all chases in the group stage (the higher average ranks higher);
- vi. average time taken to tag when chasing (the lower average ranks higher);
- vii. a single tie-break chase per team (Evader declared first, longest evasion time ranks higher), repeated until rank is established.

No group-stage rank is decided by drawing lots or by Rock-Paper-Scissors.

8.3.2 Sudden Death evasions do not count toward Evasion Difference or Total Evasions Scored. In a three-way tie, the head-to-head criterion is skipped initially; Evasion Difference is used first to isolate one team, after which head-to-head results are used between the remaining two.

8.3.3 If three or more teams are equal on points, the first defining criteria above cannot be applied (i.e. head-to-head results between the teams that are equal on points). In such cases, the second, and then third and then fourth criteria will be applied to establish a higher rank for at least one team (i.e. Evasion Difference then Total Evasions then total number of cards received). Once rank is established for at least one team, the initial rules are then applied to the remaining teams to establish their rank. If three or more teams are still equal after Evasion Difference, Total Evasions and number of cards received, criteria v to vii are then applied in order until rank is established.

## Article 8.4 – Forfeits, No-Shows and Walkovers

*Amendment Date: July 20<sup>th</sup>, 2026*

8.4.1 If a team fails to appear, forfeits, or is not present and ready when its match is scheduled to begin, the match is awarded to the opposing team as a walkover, recorded as a two to nil (2-0) win for the team that was present.

8.4.2 Consequences. The absent or forfeiting team receives zero (0) points for that match. In a round-robin, the present team is credited with the win under Article 8.2; in a straight knockout, the absent or forfeiting team is eliminated and the present team advances.

8.4.3 Additional sanctions. Depending on the nature and circumstances of the offence, WCT™ may impose further sanctions, including but not limited to removal from the event, suspension or withholding of prize money, a ranking penalty on the Official Leaderboard, and disciplinary action under Article 10.2.

8.4.4 Genuine cause. The Event Sport Director or Event Director may waive or reduce sanctions where the failure to appear results from a genuine and documented cause such as injury, travel disruption, or force majeure.

## PART IX - QUAD™ STANDARDS AND INSPECTION PROTOCOL

### Article 9.1 - Quad™ Specifications

*Amendment Date: Original*

9.1.1 The Quad™ is the official arena for all WCT™ matches. All competition-grade Quads must meet a set of core standards, including a clearly marked perimeter, a functional Chaser Plate, and a network of obstacles offering varied elevation and spacing. WCT™ LLC recognizes 2 official Quads™

- a. 8x8 meter Quad™ - WCTLLC Approved Blueprints
- b. 12x12 meter Quad™ - WCTLLC Approved Blueprints

9.1.2 All surface materials must provide sufficient grip and structural integrity to support high-speed chases. The Quad™ must be free from loose or hazardous elements. Full standardization of texture or surface composition across events is not required; variations are accepted as part of the competitive challenge.

### Article 9.2 - Inspection Policy

*Amendment Date: Original*

9.2.1 Each participating team is granted access to the Quad™ for inspection prior to the start of competition, to explore transitions, test surfaces, examine bar spacing, and identify any elements that may affect performance or safety.

9.2.2 During this time, athletes must report any potentially dangerous flaws or structural inconsistencies to the Event Director or Head Referee. Once inspection is complete, the Quad™ is accepted “as-is,” and no further adjustments are required unless an issue poses an imminent safety hazard.

### Article 9.3 - In-Event Consistency

*Amendment Date: Original*

9.3.1 Following the start of official competition, the Quad™ must remain unchanged in layout and structure for the duration of the event.

9.3.2 In the event of emergency damage or failure, any repairs or modifications must be reviewed and authorized by the Event Director, matching the original components in dimensions and function where possible.

9.3.3 The same Quad™ configuration must be used for both practice and competitive rounds. Exceptions are allowed only for non-functional elements such as lighting, video walls, or cosmetic effects.

## Article 9.4 - Athlete Responsibility

*Amendment Date: Original*

9.4.1 All athletes are individually responsible for preparing to compete on the specific Quad™ in use, including understanding its layout, adjusting movement strategies, and performing personal safety checks.

9.4.2 If an injury occurs due to misjudged distances or obstacle arrangements, the athlete may not use this as grounds for protest.

# PART X - GOVERNANCE, SANCTIONS AND DISPUTE RESOLUTION

## Article 10.1 - Authority and Oversight

*Amendment Date: Original*

10.1.1 All WCT™ competitions are governed under the exclusive authority of World Chase Tag® LLC (“**WCT**”), which oversees the sport’s rules, licensing, and international expansion. WCT™ reserves the right to amend or clarify the ruleset at any time, with updates communicated in advance to all registered teams and officials.

10.1.2 Event-specific oversight may be delegated to licensed regional organizations or event producers, provided they operate within the framework set by WCT™. Final interpretation of the rules remains under the authority of WCT™-appointed Head Referees and Directors.

## Article 10.2 - Sanctions and Disciplinary Action

*Amendment Date: July 20<sup>th</sup>, 2026*

10.2.1 Violations of the WCT™ rulebook, athlete Code of Conduct, or event regulations may result in disciplinary action, ranging from verbal warnings and match suspensions to long-term bans, depending on the nature and severity of the offence.

10.2.2 Sanctions may be applied for offences including, but not limited to: use of prohibited substances, unsportsmanlike conduct, intentional rule manipulation, falsified athlete

documentation (including competing without a valid Athlete License), team misconduct, or association with gambling activity.

10.2.3 The disciplinary committee may act retroactively, including through video review or post-event reports. Penalties may apply to athletes, team managers, coaches, or officials, and may extend across national and international WCT™ events.

## Article 10.3 - Dispute Resolution and Appeal Procedure

*Amendment Date: July 20<sup>th</sup>, 2026*

10.3.1 In-event card and suspension appeals are governed by Article 3.2.7 (appeal to the Event Sport Director at the end of the match). For any other protest or dispute not resolved during the event, a formal appeal must be submitted within 48 hours to the Event Director or WCT™ governing office, outlining the decision in question, the grounds for objection, and any supporting evidence.

10.3.2 The appeal will be reviewed by an appointed arbitration panel, which may include Head Referees, WCT™ representatives, and external advisors if necessary. The panel's decision is final and binding within WCT's jurisdiction.

10.3.3 Appeals lodged without clear merit, or as a tactic to disrupt competition, may be dismissed and may result in disciplinary action. Repeat misuse of the appeal process may lead to suspension of appeal privileges.

## PART XI - DEFINITIONS AND FINAL PROVISIONS

### Article 11.1 - Key Definitions

*Amendment Date: July 20<sup>th</sup>, 2026*

11.1.1 **Tag** - An intentional, visible physical contact made by the Chaser's arm (hand, forearm, elbow or upper arm) on any part of the Evader's body or clothing, resulting in the end of a chase and consistent with the provisions outlined in Article 2.1.

11.1.2 **Evasion** - A successful chase by the Evader, where the Evader survives the full 20 seconds of the chase without being tagged or stepping out of bounds, earning one point for their team.

11.1.3 **No Contest Tag (NCT)** - A result issued when a chase cannot be validly concluded due to injury, technical error, false start, athlete strategy, athlete expulsion or referee instruction. No point is awarded.

11.1.4 **Chaser Plate™** - The designated launch zone from which every Chaser must begin the chase. Both feet must be planted until the buzzer sounds.

**11.1.5 Super Six** - The six athletes officially declared to compete in a WCT™ event. Only these athletes may take part in matches once the event begins.

**11.1.6 Athlete License** - The mandatory, annual (per-year) license each athlete must hold and keep active to compete in any event counting towards official WCT™ rankings (1v1 Squared™, Ranked Chase-Offs™, nationals, qualifiers, continentals, and Worlds). See Article 4.4.

**11.1.7 Transfer Window** - One of the two fixed annual periods (1-31 January and 1-31 July) during which an athlete may move from one WCT™ Club to another, under Article 5.3. Each team may make one transfer per window; the registration deadline is 23:59 London time on the last day of the window.

**11.1.8 Transfer Shield** - The protection under Article 5.5 by which a team ranked outside the Top 8 may not lose more than two players to transfers in a season, with Top 8 status assessed from the rankings in effect during the relevant window.

**11.1.9 Event Sport Director** - The WCT™ official responsible, among other duties, for reviewing in-event card and suspension appeals under Article 3.2.7, whose decision on such appeals is final.

**11.1.10 Video Review (VR)** - A standardized, referee-initiated video review process to validate outcomes including tags, false starts, and dangerous play.

**11.1.11 Club** - The registered organization (formerly "team") that enters WCT™ competition under Article 4.2 and fields one or more Teams. See Article 4.5.

**11.1.12 Professional (A) Team** - A Club's ranking-bearing Team in a division, the only Team type eligible for National, Continental and World Championship selection. See Articles 4.5 and 4.6.

**11.1.13 B Team** or Reserve - An additional Team fielded by a Club for development and for ranking events such as Ranked Chase-Offs™, not eligible for title-event selection. See Article 4.5.

**11.1.14 New Recruit** - An athlete who has competed only for B Team(s) and is not on the roster for a Professional (A) Team. Professional athletes who have been inactive i.e. not appeared on any official Club rosters for an entire season are also considered to be New Recruits. New Recruits are freely recruitable outside the transfer windows. See Articles 4.5 and 5.6.

**11.1.15 Professional Athlete** - An athlete who has been fielded for a Professional (A) Team, thereafter, bound by the transfer rules in Part V. See Articles 4.5 and 5.6.

**11.1.16 Free Agent** - A Professional Athlete not listed on any A Team roster during the current or preceding season, signable outside the transfer windows. See Article 5.7.

**11.1.17 Official Leaderboard** - The ELO-based ranking of teams maintained separately for the Open and Women's Divisions, used to determine selection for title events under Article 4.6. See Article 4.7.

**11.1.18 ELO Rating** - A team's numerical rating on the Official Leaderboard, updated match by match according to competition level, opponent strength and result, and frozen after twelve (12) months of inactivity. See Article 4.7.

**11.1.19 Ranked Chase-Off™** - An open-registration ranking event played under this rulebook and hosted by a WCT™ Performance Center, whose results update the Official Leaderboard. See Article 4.8.

**11.1.20 Performance Center** - A licensed WCT™ Club operating an Official Quad™ with a current WCT™ license, entitled to host Ranked Chase-Offs™. See Article 4.8 and Part IX.

**11.1.21 Training Rankings** - The separate ELO leaderboard on which B Teams are ranked, kept apart from the Official Leaderboard and conferring no title eligibility. See Articles 4.5 and 4.7.9.

**11.1.22 Knight of Flight (KoF)** - The Most Valuable Player of the World Championship. See Articles 4.10 and 7.3.5.

**11.1.23 Baron of Bolt / Baroness of Bolt** - The Most Valuable Player of a National Championship (male / female). See Article 4.10.

**11.1.24 Duke of Dodge / Duchess of Dodge** - The Most Valuable Player of a Continental Championship (male / female). See Article 4.10.

## Article 11.2 - Final Provisions

*Amendment Date: July 20<sup>th</sup>, 2026*

**11.2.1** This rulebook supersedes all prior versions, applies for the entire WCT8 Season, and is immediately enforceable upon publication. All teams, athletes, referees, and organizers must adhere to the standards outlined within.

**11.2.2** Future amendments or additions may only be made by the World Chase Tag® Executive Committee. Consultation with the Referee Advisory Board and Athlete Advisory Board is required for any rule affecting gameplay, safety, or eligibility.

**11.2.3** All official updates will be released with a changelog and enforcement date. Teams are responsible for reviewing and complying with the latest edition prior to event participation.

**11.2.4** For any scenario not explicitly covered within this document, the Head Referee holds interpretive authority at the event level, and their ruling is final and binding for that competition.

## Article 11.3 - Contact and Governance

*Amendment Date: Original*

11.3.1 For questions, clarification, proposals, or complaints related to this rulebook, contact WCT's governing body at: [christian@worldchasetag.com](mailto:christian@worldchasetag.com) / [loic@worldchasetag.com](mailto:loic@worldchasetag.com)

11.3.2 WCT™ governance includes internal and external regulatory frameworks to support the global development of the sport. Additional documentation may be issued as independent supplements, including the Disciplinary Committee Structure, the Federation Development Framework, and the National Licensee Compliance Handbook.

11.3.3 These materials, when referenced or published, carry equal regulatory weight and may be cited alongside this rulebook.

*2026 World Chase Tag® Sporting Regulations - WCT8 Season. © World Chase Tag®.*

