



COMPETITION MANUAL

Freestyle Player Association

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<http://www.freestyledisc.org>

**Edition by [Freddy Finner](#)
*FPA Competition Director***

INTRODUCTION

Freestyle is creative movement with a flying disc. Competitive freestyle is a sport whereby individual players or teams of two or three players perform a routine, which consists of a series of throws, catches and moves, done to music using one or more discs. The routine is compared to the routines of the other competitors through scoring done by judges, who evaluate the routine on the basis of difficulty, execution, and artistic impression. The player or team with the best score is declared the winner.

This manual is intended as to guide tournament planners in creating and administering successful events. The following procedures are mandatory for the FPA World Championships (FPAW), FPA American Freestyle Open (AFO), European Freestyle Open (EFO), American Freestyle Championships (AFC), European Freestyle Championships (EFC), FPA-sponsored events, and tournaments at which the FPA officiates.

Exceptions to these procedures may be made by a majority vote of the full FPA Board. Players must be informed of any exceptions no later than 45 days before competition begins.

Players should be informed of exceptions at other tournaments no later than 14 days before competition begins. Exceptions due to inclement weather or emergency are not subject to these deadlines.

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701. TOURNAMENT FACILITIES

701.01 COMPETITION SITE

The competition site should consist of a large flat playing surface at least 12m x12m in size. The performance area / field will need to be located and laid out to take best advantage of the prevailing winds.

702. TOURNAMENT STAFFING

The Tournament Director should ensure that the following responsibilities are provided:

702.01 HEAD JUDGE

The Head Judge oversees all categories of competition. Responsibilities include but are not limited to the following:

- Work with the TD to set registration and team deadlines and ensure they are met.
- Work with TD to provide all the necessary equipment and technology for judging tables. See APPENDIX: LIST OF NEEDS FOR TOURNAMENT JUDGING / SOUND / TABULATION AREAS
- Work with TD and Board to recruit Division Directors and International Committees.
- Communicate responsibilities to Division Directors and International Committees.
- Create initial raw seeding list for event and provide to Division Directors to create initial seeding lists.
- Ensure all directors and members are present and fill in where necessary.
- Communicate to players the expectations, schedule, judging responsibilities, and any other necessary information before, during, and after the event.
- Ensure provisional and final results are announced and posted after each round.
- Work with TD and staff to ensure event runs smoothly and on time.

702.02 DIVISION DIRECTOR

It is required to have a Division Director or a team of two Division Directors to oversee each division. The Competition Director and/or FPA Board Members will assist in recruiting the Division Directors.

The Division Director makes sure all the rounds in his/her division go smoothly. He/she uses the Competition Manual and the Judging Manual to:

- Using raw seeding numbers provided by the FPA, creating initial drafts of each round's pools
- Confirming the pools with the International Committee for the division
- Creating judging panels for each round, and confirming judging panels with the division's Committee
- Overseeing the administration of each round - making sure judges are present, seated, on time. Collecting judging sheets following the rounds. If necessary, entering scores in the electronic tabulation spreadsheets.
- Using the Competition Manual to resolve any questions or disputes. (The division's Committee, FPA Board representatives and Tournament Competition Supervisor, can assist as needed.)
- Reviewing scores after each round and announcing results as "preliminary."
- Notifying players that scores are posted. After notification players have at least 30 minutes to review preliminary scores, after which scores are made official.

702.03 SOUND DIRECTOR

The sound director collects music from teams and plays music for teams. The sound director also oversees incidental music during warm-up, between performances and after competition.

702.04 ANNOUNCER

The announcer's job is to entertain the spectators and inform them about the competition. During competition, the announcer's primary responsibilities include introducing each team, making requested time announcements, and sometimes providing color commentary for spectators between performances.

702.05 TIMER

The timer operates a stopwatch that keeps the official time of a routine. If there are any time penalties (see Section 706.07), the timer reports this information to the Division Director. Sometimes the announcer or the sound director acts as the timer.

702.06 DATA COORDINATOR

The Data Coordinator(s) tabulates scores and submits them to that Head Judge. The Division Director(s) may also act as statistician.

702.07 INTERNATIONAL COMMITTEE

The Competition Director and/or FPA Board Members will assist in forming the International Committees (and alternates) in advance of the event. The Committee is a group of international representatives whose goal is to insure the best, most neutral possible competition pools and judging assignments and to act as a resource for dispute resolution. The International Committee uses the Competition Manual and the Judging Manual to:

- Review initial pool assignments made by the Division Director and recommend any necessary changes.
- Review and approve judges for each round as selected by the Division Directors.
- Assist in resolving questions or disputes if needed.
- Be available to Division Directors when called and check in with them before leaving the field.

703. TOURNAMENT FORMATS AND EVENT PROGRESSIONS

The event progression for the tournament determines how many teams advance to the next round. When there is more than one pool, an equal number of teams advances from each pool. If four teams advance from each pool, the four teams with the highest score in Pool A advance, and the four teams with the highest scores in Pool B advance. Scores are never compared between teams from Pool A and teams from Pool B. Ties are broken within a pool to determine advancement to the next round.

All choices of playing order and subsequent round seedings are based on results from the previous round, with ties broken based on Quarterfinal Round seeding.

703.01 DIVISIONS OF COMPETITION

For FPAW, AFO, AFC, EFO, EFC, FPA-sponsored events and tournaments at which the FPA officiates, the divisions of competition are:

- Open Pairs: defined as any two players competing as a team
- Mixed Pairs: defined as one man and one woman player competing as a team
- Women's Pairs: defined as two women players competing as a team
- Open Co-op: defined as any three players competing as a team

Each division must be played if there are at least two entered teams.

703.02 MAXIMUM NUMBER OF TEAMS

No more than 64 teams may compete in any division at the FPAW. If more than 64 teams register, the top 56 teams according to world rankings seeding are eligible to compete. The Tournament Director, in consultation with the FPA Competition Director, may award up to eight wildcards for the remaining competition positions. If less than eight wildcards are awarded, the 64-team field is filled by the teams with the next highest world rankings seeding.

703.03 DETERMINING THE NUMBER OF COMPETITION ROUNDS

The number of rounds, number of pools, and number of teams in the final depend on the number of entrants. The Event Progression Appendix provides details on the number of rounds and the size of pools based on the number of entries in a division.

703.04 BASELINE NUMBER OF TEAMS IN FINAL

The baseline number of finals teams is as follows:

- Open Pairs: 8
- Mixed Pairs: 6
- Women's Pairs: 4
- Open Co-op: 6

Consult the Event Progression Appendix for more details on when the sizes of finals differ from these baselines.

703.05 LENGTH OF ROUTINES

Routines in the Semifinals and Finals of Open Pairs, Mixed Pairs and Women's Pairs are four minutes. Routines before the Semifinals of these divisions are three minutes.

Routines in the Semifinals and Finals of Open Co-op are five minutes. Routines in rounds before the Semifinals of Open Co-op are four minutes.

703.06 PLAYING ORDER

Semifinals and Finals use Earned Playing Order. All rounds before the Semifinals use random playing order.

703.07 ADJUSTMENTS TO THE NUMBER OF ROUNDS

If a round of competition is for seeding only and if all players in a division agree to skip that round, the round may be skipped. If a round is skipped, the initial seeding for the tournament will be used to seed and set playing order the following round.

704. SEEDING AND POOLS

704.01 REGISTRATION AND SIGN-UP

The Tournament Director will set a deadline by which all players must register for play.

The Tournament Director will set a deadline by which all players will declare their teams. For the FPAW, the deadline for registration and team sign-up shall be no later than 48 hours before competition in the category begins.

704.02 SEEDING AND FORMATION OF POOLS

Once the team sign-up deadline has passed, the Division Director seeds the teams, split teams into pools as necessary, and determines the judging panels. The primary goal in setting up playing pools is to fit the teams into pools that are balanced.

Use the following checklist to set up Preliminary pools:

1. Determine the number of pools
2. Create raw seeding list
3. Allot provisional wildcards
4. Create an adjusted raw seeding list
5. Finalize wildcards and create official seeding list
6. Consult international committee to approve wildcards and seeding list
7. Determine playing order
8. Post provisional pool assignments
9. Respond to player comments
10. Announce official pool assignments

A. Determine The Number of Pools

The number of pools is determined by the total number of teams and available space. Use (EVENT PROGRESSION APPENDIX) to determine the number of teams in each pool. Pools shall contain no more than 8 teams. The only exception is if only nine total teams are entered in Open Pairs.

B. Create Raw Seeding List Using FPA Rankings

1. Get The FPA Rankings List (www.shrednow.com/rankings/). There are two monthly rankings lists: Open and Women. If the current list is not found, contact Arthur Coddington or an FPA Board member for the most recent list.
2. Find Ranking Points For Each Player. Find the number of FPA Ranking Points for each entrant. For Open categories, get the ranking points from the Open Rankings list. For Women's categories, get the ranking points from the Women's Rankings list. For Mixed Pairs, the male teammate's points come from the Open

Rankings, and the female teammate's points come from the Women's Rankings. Add the FPA Ranking Points for each team member to get the team's Seeding Score.

Open Format Competitions. Some tournaments offer formats beyond the scope of the formats described in 703.01. If the number of players on a team is not standard throughout a category (for instance, pairs teams competing against three-person teams), the Seeding Score is the total ranking points for the team divided by the number of players on a team. (Note that these formats are not allowed for FPAW/AFC/EFC/AFO/EFO.)

3. Order the teams by Seeding Score. Create the Raw Seeding List by ordering the teams by Seeding Score. The team with the highest Seeding Score is the top seed. The team with the lowest Seeding Score is the low seed.

C. Allot Provisional Wild Cards

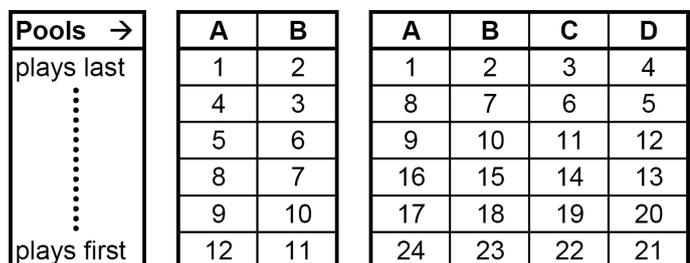
A team may be moved an unlimited number of places higher on the seeding list by using a wildcard. A wildcard may not be used to move a team down. Follow these steps to change the pool assignments by awarding up to three (3) wildcards:

A wildcard is most often used when the FPA Ranking of at least one member of a team is lower than he/she deserves. The Head Judge evaluates, using criteria such as the preparation and strength of each team, the reason a low-ranked team has not competed (for instance, injury), and whether the team is the defending champion in that event.

The Head Judge may award provisional wildcards to underrated teams before the Rough Draft Pools are created, but (s)he should be mindful that sometimes the teams most deserving of wildcards are not obvious until the Rough Draft Pools step is completed.

D. Create Rough Pools

Create pools based on the Raw Seeding List. See Diagram (Create Rough Pools) for a visual of the assignment of teams to 2- and 4-pool rounds. Start by putting the top seed in the top box of the A pool then move to the right across the grid. When you have filled the rightmost spot, move down to the next row of boxes and continue assigning teams in a zigzag pattern until you run out of teams.



Create Rough Pools

E. Finalize Wild Cards and Create Official Seeding List

1. Evaluate whether the pools seem balanced. One method to check this is to mentally split the teams into contenders, dark horses and teams that may be eliminated. By doing this, you can decide whether there are a balanced number of each caliber team in each pool. If pools are unbalanced, adjust the provisional wildcards and award any unused wildcards to balance the pools.
2. Re-evaluate. Have the wildcards made the seeding more fair and the pools more balanced? Focus on how the wildcards impact the makeup of the final pool assignments. It is more important to have balanced pools than to seed teams exactly where they should be. There is compromise involved, and if the pools are balanced as much as possible, all teams will have a fair opportunity to advance.
3. Official Seeding List. The Official Seeding list is used to determine Quarterfinal pools and helps determine Earned Playing Order in subsequent rounds (see 704.02, Section G.3). The Official Seeding List is complete after wildcards have been awarded.

F. Consult International Committee for Approval of Wildcards and Seeding List

Once the rough pools are created, including wild cards, the International Committee is to be consulted for feedback. Based on their feedback about the balance of the pools, wildcards may be adjusted to create the Provisional Pools.

G. Determine Playing Order

First Round of Three Rounds. In a three round competition, the order of play in the first round is Random. Draw teams randomly to determine playing order.

First Round of Two Rounds. In a two round competition, the order of play in the first round is based on seeding. The low seeds play first and the high seeds play last.

Subsequent Rounds/Earned Playing Order. Earned Playing Order is used to determine the order of play for all rounds after the first round. The seeding/playing order of subsequent rounds is based on how well a team placed in the initial round (the top performing teams playing last in each pool).

H. Post Provisional Pool Assignments

The Division Director must post the provisional pool assignments and playing order for player review before the scheduled start of play for the day.

Each division's provisional pool assignments must be posted at least 30 minutes before the division's start time so players have a reasonable time to review the pool assignments and playing order. Ideally, provisional pool assignments are posted at least one hour before the division's start time.

Any comments about pool assignments or playing order must be made to the Division Director or his/her designated representative during the review period.

I. Respond to Player Comments

The Division Director, in consultation with the Head Judge and the International Committee, reviews player comments and determines whether any changes will be made before the Provisional Pools are made official.

J. Announce Official Pool Assignments

The Division Director posts the final pool assignments and playing order.

K. Creating Pools After the First Round

- 1.** Revised Seeding List. To determine pool assignments for all rounds after the first round, create a Revised Seeding List. List the preliminary round pool winners according to their rank on the Official Seeding List. Repeat the same procedure to seed the second place teams and so on until all advancing teams are seeded. This Revised Seeding List is only used to put teams into pools. It does not affect the Official Seeding List.
- 2.** Create Pools. Using the Revised Seeding List, place teams into pools using the instructions in section 704.02 D.
- 3.** Allot wildcards. If the pools are uneven, three wild cards may again be used to switch teams between pools. Wildcards may be used to switch teams without affecting earned playing order. For instance, a team in the 3rd playing position in Pool A may be switched with a team in the 3rd playing position in pool B. A team in the 3rd playing position in Pool A may NOT be switched with a team in the 4th playing position in Pool B. These wildcards do not affect the Official Seeding List.

705. JUDGING PANELS

There are three judging categories (Difficulty, Artistic Impression, Execution). Scores from all judges are added together to produce a final overall score for each team. For FPAW, the panel must consist of three judges per category. AFO, AFC, EFO, EFC, FPA-sponsored events and tournaments at which the FPA officiates may elect to have two judges per category.

705.01 WHO ARE THE JUDGES?

Players Judge Each Other. At most competitions, players judge one another. Players who have been eliminated, players in the opposing pools or qualified non-entered players are most often recruited for judging panels. The Head Judge should give judging assignments to as many competitors as possible during preliminary rounds to guarantee that all players have practiced judging for later rounds.

Non-player Judges. Qualified, non-player judges may be hired or used on a volunteer basis in any round of competition. Judging panels as describe in section 705.01 are still to be used.

705.02 CREATING JUDGING PANELS

Preparation. Judging assignments should be determined and posted the night before a round when possible. If possible, judging assignments for the next day should be posted for players at the tournament site before the end of the playing day.

- 1.** List The Available Judges. In order to create a judging panel, first determine who the available judges are. All entered players are required to make themselves available to judge in the category in which they are entered.

Priority In Assigning Judges. Unless there are non-player judges, the first judges to be considered for a judging panel should be those entered in the category that is being judged. For instance, those entered in Mixed Pairs should be considered for a Mixed Pairs judging panel before Open Pairs entrants are considered.

- 2.** Assign Judges. Determine who the most qualified and reliably non-biased judges are in each category. Try to distribute experienced judges across all three categories so inexperienced judges can seek advice if needed. Whenever possible, the Head Judge should not be assigned to judge any component.

Conflicts of Interest. Try to avoid conflicts of interest in assigning judges. For instance, whenever possible two teammates should not judge the same category. Similarly, a judge should not be asked to evaluate the performance of his or her significant other.

- 3.** Practice Judges. Players who have not had much judging experience should be encouraged to practice judging when their pool is not playing. These judges-in-training should sit with the judging panel and be treated just like an official judge except that their score is not counted.

705.03 JUDGING EDUCATION AND TRAINING

An inexperienced judge may be assigned to a panel as a fourth judge in any category. The fourth judge scores each team and learns from working with the other three judges.

706. ADMINISTRATION OF A COMPETITION

706.01 Music

Selection of Music. Players are entitled to choose their own music. The Tournament Director may set a deadline by which teams must submit their music in an appropriate format (for instance CD or Cassette). If a team fails to submit their music before the deadline, the Head Judge may substitute another musical selection. The Head Judge should take care to make this a random selection among songs appropriate for freestyle play in order not to discriminate against the team's preferences or playing style.

Explicit Lyrics. The Head Judge may reject a music selection due to explicit vocals. In order to best represent our sport, teams are encouraged to choose music that is acceptable on a broad scale, and in keeping with and respectful of cultural standards of the tournament location. The standards a tournament uses for music selection should be provided to players 6 months prior to the event start date.

Live Music. A team may play to live, non-amplified acoustic music in competition, provided the consent of the Tournament Director is obtained and tournament procedure or schedule is not affected.

706.02 LOGISTICS OF MULTIPLE POOLS

Two Pools. When there are two pools, use the same field and have the pools play one after the other.

Four Pools. When there are four pools, use the same field for all pools. Two pools alternate play. For instance, the first team from Pool A plays followed by the first team from pool B followed by the second team from Pool A until all teams have finished play. Pool C judges Pool A, and Pool D judges Pool B and vice versa.

706.03 ADMINISTRATION OF A ROUND

A. Warm-Up

In the absence of a separate warm-up area, players should be given a minimum of 15 minutes to warm up on the competition field immediately prior to the beginning of the round.

The Tournament Director may waive warm-up play on the competition field if a comparable warm-up field is provided or if the competition round is in the format of a show or demonstration. If warm-ups are to be limited, players must be informed before the start of the tournament.

Access to the warm-up session should first be given to competitors participating in the next pool. Other competitors may be excluded from this warm-up unless they are directly assisting a pool participant's warm-up.

B. Introductions

Introductions of teams should be brief and geared toward spectators.

C. Start of Performance

The routine begins with the first disc skill shown by the team.

Music should start as soon as the players have been introduced and are ready to begin. If there is a delay, the team should be informed and be given the option to exit the field.

D. Restart Due To A Disturbance

If there is a disturbance during a team's routine (such as children or a dog on the field or a sound system malfunction), the team shall have the option to request a restart of their routine. The responsibility for asking for the restart rests with the team. The request must be made immediately after the disturbance. The Division Director will determine the validity of the disturbance and the need for a restart. Restarts will not be granted for incorrect time calls.

706.04 SCRATCHES

Before a Round. If a team scratches before the start of a round, they place last in that round. If a team advances to subsequent round and scratches before the beginning of the round, they place last in that round and are not replaced with the next highest finishing team from their qualifying pool.

During a Round. If a team scratches after the start of their routine, the judges should score their routine as is, and the team should be placed according to the points awarded by the judges.

706.05 DISQUALIFICATIONS

Placement of Teams. If a team is disqualified, they place last in that event. Teams finishing behind a disqualified team in a pool move up one notch. If a team qualifies for a subsequent round and is disqualified before that round begins, the next highest finishing team does not advance to the next round in place of the disqualified team.

Grounds for Disqualification. The Tournament Director or Head Judge may disqualify a player on the following grounds:

- Failure to Judge
- Use of Illegal Drugs During The Event
- Disturbance of the Tournament

706.06 TIEBREAKERS

In the event that more than one team has the same final overall score to the nearest tenth of a point, the tie shall be broken.

- 1. Best Two of Three Categories.** The team with the higher score in two of the three judging categories (Artistic Impression, Execution, Difficulty) will place higher.
- 2. Poll of Judges.** If this method does not resolve the tie because the teams are tied in one or more components, the following method will be used. Each judge in the tied categories will cast a confidential vote for the team that, in his/her opinion won the category (s)he judged. The team winning two of three votes in a tied category wins that category. Then, the team that wins two of three categories wins the tie.
EXAMPLE: Team A wins Difficulty, Team B wins Artistic Impression and the teams are tied in Execution. The Execution judges each cast a vote on which team in their opinion played most flawlessly. Team B receives two votes, and Team A receives one. Team B wins Execution. Since Team B wins Execution and Artistic Impression, it wins the tie and is placed higher than Team A.

706.07 TIME PENALTIES

Teams must complete their routines within ten seconds of the routine's time limit (for instance, the 4-minute mark for a 4-minute routine). The timing for the routine shall be based on the official's timer unless a visible clock is provided, in which case the visible clock shows the official timing of the routine. The official timing of the routine should start with the first throw or initiation of a move with the disc. Failure to complete the performance within this twenty-second window will result in a Severe Error execution deduction from each Execution Judge against the team's total score.

706.08 TIME ANNOUNCEMENTS

Teams are responsible for keeping track of the elapsed time of their routines. Teams may request time announcements during their routines unless an elapsed-time or time-remaining clock is visible to players on the field. If such an elapsed time or time-remaining clock is visible to players on the field, the Tournament Director may elect not to allow time announcements.

Incorrect Time Calls. In the absence of a visible clock, players may be given consideration for incorrect or missed time calls. If an incorrect call is given, or if a call is omitted that results in a team finishing too early or too late, the time penalty may be waived. Restarts will not be granted for incorrect time calls.

706.09 ANNOUNCING/POSTING SCORES

Results should first be announced as unofficial results. Tabulation forms for each round should be posted for at least 30 minutes as unofficial results, and players should be informed that the results are available for review. Players are responsible for checking the tabulation forms. If requested, the Division Director or Head Judge will allow a player to look at judges' individual scoring sheets. Players must present any questions or protests promptly during this evaluation period. The Division Director or Head Judge should involve the International Committee if any results are contested. Results may be made official after this evaluation period.

707. JUDGING POLICIES

707.01 JUDGING RESPONSIBILITIES

All players must judge when asked to. If a player fails to judge or fails to complete his/her responsibilities as a judge, that player's teams may be disqualified from all categories at the tournament. The teams will be listed as placing last among all entered teams and will be ineligible for prizes or ranking points for that event. The FPA Board may take further action regarding future competitive eligibility for the player.

707.02 EXEMPTION

A player may be exempted from judging if (s)he is unavailable due to illness, pre-existing travel plans or other excuse deemed acceptable by the Division Director or Head Judge. The excuse must be presented in advance of the start of the tournament.

707.03 BIAS

Judges and officials must put aside personal biases to the best of their ability and judge only the components assigned to them.

707.04 WHEN A JUDGE DOES NOT REPORT

If a judge fails to report for a round and no substitute can be found, that judge's score will be determined by averaging the other acceptable scores for that team in that judging component.

707.05 REPORTING SCORES

Judges must complete calculations and report each team's scores to the Division Director within 5 minutes of the end of the team's performance.

707.06 ABSENT JUDGE OR UNACCEPTABLE JUDGING SHEET

If a judge is absent or otherwise unwilling or unable to turn in a fair judging sheet, that judge's score will be the average of the other acceptable scores for that team in that judging component.

707.07 DISQUALIFYING A JUDGE'S SCORE

After the division play, if a Division Director, Head Judge, Tournament Director or FPA Competition Director questions a score sheet completed by a judge, then the following process will be used:

If the questionable scores are deemed unacceptable for the round, the points will be recalculated by averaging the other acceptable scores for each team in that judging category.

707.07.01 Questionable Judging Sheet

Availability to all competitors. The tabulation form for the division will be made available (e.g., displayed on a bulletin board at the playing site) to all competitors for a minimum of 30 minutes after the provisional results have been announced; if requested, all the judging sheets have to be visible (even if not posted).

Definition of appropriate scores. To determine whether scores are appropriate, the following factors should be considered:

- Consistent with the criteria described by In the FPA Judging Manual and demonstrates a judge's understanding of the basic scoring process for freestyle judging.
- Not indicative or suggesting strong bias (i.e., scores that are significantly lower or higher than what would be expected for performance; numbers that are inconsistent with scales used by the FPA Judging Manual).
- The judge's rough ranking is in accordance with his/her view of how well each team performed in that category.
- Demonstrating clear and lucid thinking throughout the process of judging a particular division.

707.07.02 Communication Of Concerns To The Judge

The judge who produced the scoresheet in question should be informed about concerns regarding the scoring. Should the judge not be accessible due to physical absence from the competition site, contact should be attempted through phone or other means.

The Tournament Director, Head Judge and Division Director have 1 hour to attempt to communicate with the judge. Should a good-faith effort be made and the judge is inexplicably unavailable, then the process continues without this dialogue with the International Committee (see Section 707.07.03).

The International Committee will be assembled at any time prior to, during, or after discussion with the judge has occurred. (see Section 707.07.03)

707.07.03 Convening Of Division International Committee

The International Committee for that particular division will be assembled to discuss whether the score is acceptable.

Should the International Committee determine that the judge's scores are appropriate, then the judge's scores will be honored and included in the calculations for a final score in that division.

Should the International Committee determine that the judge's scores are inappropriate, then the judge's scores will be expunged.

707.07.04 Voting Process Of International Committee

The International Committee will vote on how to proceed: either accept the judge's score sheet, or reject the sheet. Those involved in the decision making process are:

- the International Committee for that division
- the Division Director(s) for that division
- the Head Judge
- the FPA Competition Director (if available)

The decision will be confirmed by simple majority vote.

707.07.05 Final Decision Procedure

Once a decision has been reached, the judge will be informed of the decision.

The calculations of the judging sheets will proceed according to the decision.

After calculations are completed and re-checked, the scores will then be made available to all competitors for a minimum of 30 minutes afterwards. Should no further numerical concerns be noted by competitors or judges, the results will be announced as final.

707.08 COMMUNICATION AMONG JUDGES

Judges are encouraged (but not required) to communicate with each other during performances.

707.09 ROUNDING OF SCORES

Scores are rounded to the nearest tenth of a point on electronic or manually calculated judging sheets. For example, 3.44 is rounded to 3.4, and 3.45 is rounded to 3.5.

707.10 CORRECTING SCORES

Judges may not change a score once it is reported unless they can prove it was a simple mathematical error. Judges must show the Division Director the actual math error. If the Division Director determines that the changed score is due to a math error, the change should be allowed.

707.11 ALCOHOL AND SMOIKING

Drinking of alcoholic beverages and smoking are prohibited at the judging table.

707.12 PRESENCE AT JUDGING TABLE

Judges must report to the judging table and be seated when called. They are not to leave the judging table without the Division Director or Head Judge's permission.

708. PLAYER EXPECTATIONS

The presentation of all freestyle events is very important to the continued growth and enjoyment of the sport. Sponsors, the community, the Freestyle Players Association, the World Flying Disc Federation and the General Association of International Sports Federations can all be harmed by inappropriate behavior. Therefore, it will not be tolerated.

At any flying disc event or tournament, even non-FPA events, if a player violates the FPA's Player Expectations, engages in disruptive behavior or behavior that endangers the sport, that player is subject to punishment by the FPA according to FPA policy and the FPA bylaws. Simple statements of disagreement with FPA or WFDF policy do not constitute endangerment of the sport.

708.01 DRESS CODE

Players should present themselves in a sporting athletic fashion. Add some language about further protocol, flexibility for routines.

708.02 DRUGS AND ALCOHOL

Drugs and alcohol are strictly forbidden on the playing field. Proper liquor permits must be obtained if sales are to be displayed at any event. In all cases, players should avoid intoxication when they are in the public eye at the tournament site.

708.03 FOUL LANGUAGE AND BAD PRESENCE

Players should conduct themselves in a responsible and sportsmanlike manner. Excessive displays of anger or displeasure in oneself or others while in the public eye in competitive situations are grounds for disqualification.