

This document is intended to outline the WFDF Uniform Guidelines for all WFDF Events. WFDF reserves the right to amend and update guidelines at anytime. The guidelines provided do not supersede the rules defined within Section C of the Rules appendix.

SCOPE

The primary purpose of these guidelines is to ensure uniforms conform to the official rules, that they aid the identification of players during games and avoid difficulties that arise due to uniform design.

Also noted are best practice with regards to design that hinder identification. The guidelines are intended for Teams, shirt designers, gear manufacturers and national federations to aid future decision making with regards to uniform design.

WFDF encourages teams to reach out to WFDF's Major Sponsor and Official Apparel & Merchandise Partner [VC Ultimate](#) to obtain professional advice, design and production of uniforms at competitive prices. Adriana would be happy to work through any of your questions - info@vcultimate.com.

RULES

Official uniform rules can be found in Appendix C - Page 16. [Download](#)

WFDF requires every team to bring a playing jersey to the captains meeting where it will be checked for suitability. Please feel free to provide a copy of draft design artwork for our approval before you produce your uniforms if you are unsure you can email events@wdf.sport.

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HOW CLEAR SHOULD SHIRTS BE?

A person with good eyesight or corrected eyesight (i.e. wearing glasses/contact lenses) should be able to identify you quickly, while you are moving, from 100m away.

Example: At the WUCC 2018 opening game the commentary team were positioned 40m back from the field, 10m up and slightly offset from the halfway line. The back corner of the furthest endzone was comfortably 100m away, if a layout score happens in that part of the field the commentary team need to quickly identify you, as do the game advisors, fans, and people watching at home.

WHY SHOULD TEAMS AND PLAYERS CARE?

It's not every day that a player gets to play at a WFDF event, or if the player is fortunate, for their game to be streamed. On this basis it is partially important for the team and players to be identifiable.

If the commentary team can't read a player's number they will not get the credit for the great plays they have made. Clear numbers and names also help the Media Team, volunteers, scorekeepers, photographers, SOTG and WFDF Officials.

Example: There were nearly 3000 players at WUCC 2018, no matter how famous a player may be, from a distance you are an athlete with a number on your back. If a player's number can't be read then they are anonymous. At World Games in 2017 the WFDF Media commentary team were remote from the fields and commentated via a monitor.

All colour contrasts should be measured using this online tool

<https://webaim.org/resources/contrastchecker/>

BACK OF SHIRT NUMBER

Numbers on shirts are mandatory

- Size and position
 - The number must be at least 25 cm tall.
 - The number should be between 30cm and 35cm tall.
 - The number must be positioned in the centre of the back.
 - The number must be completely visible when a shirt is tucked in.
- Colour
 - The number must be in a single colour.
 - The background should be in a single colour which must have at least a contrast of 6

- If the background uses a pattern or gradient the number must have at least a contrast of 6 at all points
- Typeface
 - The number must be in a typeface that uses a stroke width of at least 3cm.
 - The number must be in a typeface that uses a stroke width of not more than 5cm.
 - The number should use a simple block font.
 - The number could be outlined as long as the previous conditions are met.

BACK OF SHIRT NAME

Names on the back of shirts are highly recommended but not mandatory - if a name is used the following recommendations apply

- Size and position
 - The name should be between 5cm and 7cm tall
 - The name should be positioned at least 4cm above the number
- Colour
 - The name must be in a single colour.
 - The background should be in a single colour which must have at least a contrast of 6

SHORT NUMBERS

Numbers on the back of shorts are optional - if numbers are used on shorts the following recommendations apply

- Size and position
 - Short numbers should be between 10cm and 15cm tall.
 - Short numbers can be on either leg and on the front or back of the shorts.
 - The number should be visible directly from the front or directly from the back.
- Colour
 - The number must be in a single colour.
 - The background should be in a single colour which must have at least a contrast of 6

FRONT OF SHIRT NUMBER

Numbers on the front of shirts are highly recommended but not mandatory - if a number is used the following recommendations apply

- Size and position
 - The number should be between 10cm and 15cm tall.
 - The number should be towards the top of the shirt, above the midpoint

- Colour
 - The number must be in a single colour.
 - The background should be in a single colour which must have at least a contrast of 6

PERMITTED USE OF EVENT & WFDF LOGOS

PLAYING UNIFORM - EVENT LOGO

Teams competing at WFDF sanctioned events are permitted to use the official event logo on their playing uniforms only. Official logo must be no larger than 4"/10cm wide and can be used only once on any piece of official playing uniform. (Light and dark competition jerseys and shorts only).

The official event logo or official tournament name may not be used on non-uniform aspects intended for wear/use off the competition field. (Hats, long sleeves, warm-ups, bags, etc. are excluded from using the logo)

Use of the official event logo on uniforms does not mean that any team has any official connection or representation on behalf of the event.

The use of official event logo or event title in ANY other form outside use on playing uniforms is **strictly prohibited**. The event logo may not be used for printing in brochures, on promotional materials, adverts or discs and may not under any circumstances be used for commercial profit.

Registered teams in good standing may use the official event logo for strictly non-commercial purposes of promoting the registered teams attendance at the event via the teams official digital social media accounts. Notification by the team and acceptance by WFDF of a team's official digital social media accounts is required in advance of any event logo use.

The event logo shall always be used in their true correct and full forms with **no modifications**.

Any team found in breach of the uniform rules found in Section C of the Rules appendix, or in breach of the terms for the logo use will be dealt with by the WFDF Tournament Rules Group.

WFDF LOGO

Teams, member NF's, corporates or sponsors may not use the WFDF logo without prior written consent from WFDF.

WFDF does not allow anyone to replicate or use the WFDF or Event Logos in any way (including on any print products or digital media) without prior written approval. Requests for use along with a draft artwork must be provided in writing to WFDF.

For the avoidance of doubt, teams are not entitled to develop another name/logo in any way connected with the tournament nor any promotions.

[Download Logos](#)

If you have other questions about uniform design (use of country flag, IOC code, sponsor logos etc), please ask on the [FAQ link](#).

ACKNOWLEDGEMENT

The above recommendations have been produced by the WFDF Media Team with special thanks to Tom Styles and approved by the Ultimate Chair Brian Gisel.