



WORLD CHASE TAG[®]

Competition Rules – WCT7

- WCT7 Championship events will be contested using the Team Chase-Off format which currently runs as follows;
 - A game of Rock | Paper | Scissors is used to decide which team Chases or Evades first. The team chasing first shall always occupy the Blue Corner (right of the Chase Plate) and the team evading first shall always occupy the Red Corner (left of the Chase Plate). The respective corners are where athletes should stand while not chasing.
 - Each chase is 20 seconds long and has one chaser and one evader from opposing teams.
 - Each Match is the best of 16 Chases.
At the start of a chase, the Evader may position themselves wherever they choose but must be within the official Quad perimeter.
NOTE: When an official Quad is not used i.e. in licensed gyms carrying the WCT Standard License Agreement (SLA), references to the Quad herein shall be the obstacle area.
 - Both of the Chaser's feet MUST remain in contact with the surface of the Chase Plate until the buzzer sounds. False starts will only be recalled in instances where the Referee deems the Chaser to have infringed these rules AND has gained an unfair advantage in doing so.
 - Only the Referees can call a false start i.e., not the Athletes, Managers or Coaches and false starts should be recalled IMMEDIATELY. The Referee is entitled to issue a Yellow Card in the case of repeated offences or if the False Start was deemed to be intentional.
 - If a chase was clearly a false start, i.e. the Referee deemed the Chaser clearly received an unfair advantage at the start of the chase, but for whatever reason that chase was not re-started immediately, the Referee may let the chase play out and at the end of the chase the Evader can then choose to re-play that chase.
 - Whilst on the Chase Plate, the Chaser may be in contact with other parts of the Quad as long as both feet remain in full contact with the upward surface of the Chase Plate. For example, the toes or a shoelace may touch the border, provided the heel is on the Chase Plate (as well as the athlete's other foot); or the fingers may touch the border, provided both feet remain in full contact with the upward surface of the Chase Plate.

- 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, as mentioned above, the winning athlete in each chase must stay on as the Evader in the following chase.
- If an athlete steps onto the floor or any other area outside of the official Quad perimeter once a chase has started, they lose that chase. The top of the border and the border support legs are considered IN-BOUNDS. Any other object that is not part of the official Quad is considered OUT-OF-BOUNDS.
- In relation to the Team Areas, anything beyond the red line in the following picture is considered OUT-OF-BOUNDS:



- There are no minimum or maximum requirements on how many chases any athlete should be involved in.
- The chase ends the moment 20-seconds has lapsed or as soon as the Chaser tags the Evader. If a Chaser tags an Evader and then immediately steps out-of-bounds, that chase is still recorded as a tag because the tag occurred before the out-of-bounds infringement. All outcomes are based on the moment contact is made with the floor or any other area outside the official quad perimeter. In other words, if BOTH athletes step outside the official Quad perimeter during a chase, the winner of that chase shall be the athlete that committed the infringement last. While an athlete is airborne, they are still considered “in-play” and will only be considered “out-of-bounds” the moment they make contact with any area, person or thing that is not considered to be part of the official Quad or the official athletes involved in that chase.
- If an athlete is evaded, or as soon as an athlete is tagged, they should exit the Quad at the nearest point and return to their team corner by walking around the Quad’s perimeter.
- If an athlete intends to call a DTR, they MUST remain on the Quad (or return to the Quad if they have fallen, run or jumped out) and must not exit the perimeter. Once an athlete has exited the quad and returned to the team, they may no longer call a DTR.
- A team is awarded one point when their athlete successfully evades their opponent for the entire duration of the chase (i.e. 20 seconds).
- Tags must be made with any part of the arm (i.e. NOT your foot). In instances where contact is initiated by the Evader running into, or falling upon, the Chaser, a tag may be awarded even though contact is not made with the arm of the Chaser. In such

instances, the emphasis will be on who Initiated the contact - if contact is from Chaser to Evader without arm contact, it will NOT be deemed a tag, however, if contact is from Evader to Chaser without arm contact, it will be deemed a tag. 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 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].

- Intentional contact from a Chaser to an Evader using any part of the Chaser’s body other than their arm is illegal and subject to a Yellow or Red Card depending on the severity of the offence.
 - DANGEROUS PLAY IS PROHIBITED.
 - Each team should have a minimum of 5 athletes and a maximum of 6 athletes.
 - Teams can have an additional person to act as coach, strategist, manager etc. and that person can join the team in their allocated position beside the quad, but that 7th person is not permitted to be involved in any chases.
 - The entire team (including the coach / strategist) must remain in the allocated team corner for the duration of the chase.
- In the initial chase, the Red Corner team that Evades first must make their athlete selection before the Chasing team in the Blue Corner. The Chasing team can then make their selection based on Evading team’s choice.

NOTE: Matches have an even number of chases. That means there is NO theoretical advantage in either chasing or evading first. It’s all down to team preference.

- There will be a 25-second rest period between chases. The moment one chase ends, the clock starts counting down before the next chase begins. If an athlete is not ready, the buzzer will NOT wait. The “Athletes Ready!” statement is not a question - it’s a command.
- All athletes must enter the quad via Chase Plate.
- If an Evading athlete requires hydration between chases, they must step out of the Quad before doing so. **UNDER NO CIRCUMSTANCES MUST LIQUID BE CONSUMED ON THE QUAD.** Infringement of this rule will be deemed “Unsportsmanlike” conduct and the offending athlete may be given a Yellow Card. If the Evading athlete is still outside the Quad when the next chase commences, that chase will immediately cease, and it will be recorded as a No Contest Tag (NCT). Water will be provided in each of the Back Line corners next to the Loading Bay and Tilted Cube respectively. Athletes should consume water from the appropriate bottle – Red Bottle for the Red Corner team and Blue Bottle for the Blue Corner team. Water bottles will be squeezable and have a bent tube to enable the water to be consumed without mouth contact.

Substitutions

Substitutions are NOT allowed. The winner of the chase MUST stay on as the Evader in the next chase.

Any team can send out any Chaser from their line-up, but the athlete can only enter the Quad as a Chaser, NOT as an Evader (unless it’s a Sudden Death Chase Off or it’s the first chase of the match).

Number of Chases

Not all matches will last the full 16 chases. If for example, one team is winning 3-0 after 13 chases and they are on as the Evading team, the match is effectively over (in chase 14, the Chasing team has to first catch the Evader to stay on as the Evader, and then they only have 2 chases left, so the best result could only be 3-2).

Wrongful Decisions & Signals

If a chase is mistakenly halted for whatever reason e.g. a Referee makes a wrongful decision and awards a tag when it should not have been awarded, or a Chaser mistakenly comes into contact with an Evader using any part of their body other than a hand and such contact causes the Evader to stop evading, the referee may call that chase a “No Contest” and demand that it is replayed.

If the Head Referee determines that the cessation of the chase was made at a point in the chase where the Evader would have secured an evasion had the cessation not occurred, the referee may, at their sole discretion, award a “Penalty Evasion”.

Referee Signals & Decisions

1. TAG - The referee signal for a TAG is arms crossed across the chest.



TAG

2. EVASION - The referee signal for EVASION is parallel arms raised above the head - same as a six in Cricket or an extra point American Football.



EVASION

3. NO TAG - The signal for “No Tag” is arms outstretched to the side.



NO TAG

4. FALSE START - The signal for False Start is rotating arms - only the Head Referee can call a False Start.



FALSE START

5. DTR - The Signal for DTR (Disputed Tag Review) simulates the drawing of a rectangular box in front of the chest area – same as a VAR signal in Soccer.



DTR (Disputed Tag Review)

6. INJURY - The signal for an injury that requires immediate medical attention is a raised fist held in the air.



INJURY REQUIRING IMMEDIATE MEDICAL ATTENTION

NOTE: Injury prevention is an important element of Chase Tag®. If an athlete gets injured, they must signal a "Time Out" and that chase effectively ends with the athlete / team that signals the time out forfeiting that chase. If that athlete can no longer participate, their team will continue with their remaining athletes.

Equipment & Protection

The rules on protective equipment in Chase Tag® have been established in consultation with the athletes and are intended to improve longevity in the sport without creating reckless behaviour or promoting bad technique.

Athletes are permitted to wear mouthguards as well as protection on knees, shins, wrists, elbows, and hips (front and side hips, not back). No other protection is permitted. The protection should be made from gel, cloth or soft plastic. Hardened plastic protection is NOT permitted on any area apart from the shin.

Using tape to provide additional support to mitigate injury on wrists, ankles, knees, shoulders etc is permitted.

Chalk (liquid or powder) or similar substances are not permitted. Gloves may be used but no clothing or compound that leaves residue on the quad may be used.

Any equipment, including shoes or braces, that enhances the performance of an athlete beyond their natural ability is not permitted.

Oxygen – see Anti-Doping Policy.

Cap Policy (also applies to hats, bandanas, headbands etc)

Athletes are permitted to wear caps provided they take whatever precaution is necessary to ensure the garment does not repeatedly become detached during a chase which causes a health and safety issue to both athletes.

If a cap does fall off during a chase, the Referees should try and remove the garment from the quad provided they can do so without disrupting the Chase. However, if the garment falls in such a position

that may likely cause a trip hazard and cannot easily be removed, the Referee may halt that chase and ask for it to be replayed.

If the cap of the Evader is touched by the arm of the Chaser WHILE it is still being worn by the Evader, that will be considered a Tag. However, if the cap falls off the Evader and is subsequently touched by the Chaser while it is no longer being worn by the Evader, that will NOT be considered to be a Tag.

If a cap that is worn by either the Chaser or the Evader falls off the athlete and lands OUTSIDE the official perimeter of the Quad, it is NOT considered out-of-bounds.

If it was determined by the Head Referee that an athlete dropped a cap or any other material or object in an effort to get the chase re-played, or to cause distraction etc. the Referee is entitled to issue a Yellow Card for the first action or if the action was deemed to be not deliberate. If the action was deliberate or is repeated by the athlete in question, the Referee is entitled to issue a Red Card.

NOTE: If an athlete removes their cap during a chase and throws it safely to an area outside the official perimeter of the Quad, that will not be considered to be a Yellow or Red Card offence.

If an athlete's cap repeatedly falls off during chases, the Head Referee has the right to prevent that athlete from wearing the cap in future chases during that event.

Any head wear worn during a chase must be made of fabric and not have padding of any kind. Helmets are not permitted, and Athletes are not permitted to wear or more than 1 item of head wear e.g. two caps or a cap and a beanie etc.

Religious head wear is only permitted following written permission from WCT.

26/08/24 – We had a call with around 24 gym owners from all over the world and apart from Oleg in Israel, all participants felt that helmets or padding should NOT be allowed (96% in favour of no helmets).

Athletes Jerseys

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

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

- a) No two athletes on the same team have the same number.
- b) Their number has not been allocated to an active Knight of Flight (KoF). Existing KoF numbers in the Open Division are 1, 3, 4, 7, 17 & 420 and number 0 in the Women's Division.

Injury Procedure

If an Evading athlete gets injured in a chase and is tagged, the rules remain the same i.e. the tagged athlete is eliminated and the Chaser now becomes the Evader in the next chase (a team cannot swap out an athlete or make substitutions).

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 (again, substitutions are not allowed).

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 Chasing in Chase 2 would then have the Evading position in Chase 3.

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.

If an Evading athlete is bleeding, which could cause a trip hazard, they will be seen by a medical professional who will take sole responsibility to determine if any 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.

Athletes, Managers, or Coaches cannot call an Injury Time Out unless the injury is a potential head trauma that went unnoticed by the Referees or Chief Medic. If an Athlete, Manager, or Coach tries to pull 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.

DTR (Disputed Tag Review) Procedure

If an athlete feels the Referee's decision is incorrect, they can call a DTR (Disputed Tag Review). Disputed decisions will be resolved with the following procedure:

1. The Head Referee consults the athletes. If the athletes are in agreement that either a tag or an evasion was made, there is no dispute. However, if their answers differ, the Tag is considered "Disputed".

If a Line Referee was in a strong position to make the call or has any feedback that may be useful for the Head Referee (e.g. has witnessed unsportsmanlike conduct), they should immediately make the Head Referee aware of any such information. If any Referee is certain beyond reasonable doubt that a tag either did or did not occur, this may be communicated to the Head Referee who is entitled to deny the DTR and make a decision without reviewing the playback video footage.

2. A team may ask for a DTR but note this - the decision **ALWAYS** favours the winner of the review because it gives the Evader a longer rest time than the allocated 25-seconds between chases.
3. The athlete disputing the tag MUST inform the Head Referee WHERE the alleged tag took place to allow the playback operator to prepare the footage.

4. The DTR is played back on a monitor and viewed by the Referees. If a clear decision can be made, that's the final decision. If a clear decision cannot be made, the Referee will side with the Evader as **it is the responsibility of the Chaser to make all tags as clear as possible.**
5. If a Playback system is not in place, the Head Referee will confer with his / her assistant Referees and come to a final decision which could be any one of the following scenarios:
 - i) A Tag.
 - ii) An Evasion.
 - iii) No Contest - in which case the chase will be replayed.
6. The Head Referee can call DTRs independently from the teams. However, if the Head Referee calls a DTR and a team / athlete concedes that chase, it is the responsibility of that team / athlete to notify the Head Referee to cancel the DTR as soon as possible so the match can resume without the Evader gaining more rest time than necessary.
7. If a team calls a DTR for tactical reasons when there is no **reasonable** grounds for a dispute i.e. to delay the match for whatever reason, the Head Referee is entitled to deny the DTR on the grounds of "Unsportsmanlike Conduct".
8. A Chaser may call for a "Sportspersonlike DTR" if they feel they could have made a tag but didn't in order to maintain the safety of the Evader [Reference: Eric Moor .v. Leo Urban 2019].

"Gamesmanship"

The following actions are considered "gamesmanship" and are permitted in moderation:

- Talking to an opponent before, during, or after a chase.
- Pointing or gesturing to an opponent before, during, or after a chase.
- Inviting specific members from the opposing team to step up to the Chase Plate for the next chase.

"Unsportsmanlike" Conduct

The following actions are considered "unsportsmanlike" and are not permitted:

- Faking an injury to get a tag.
- Blatantly ignoring a tag when one has obviously taken place.
- Putting ANYTHING on the Quad that could potentially cause harm to another athlete, including water or any other liquids or gels and articles of clothing etc.
- Not showing due regard for the safety of a fellow competitor during a chase.
- A Chaser using their legs to kick, tag or otherwise impede the Evader. All intentional contact with an opponent must be made with the arm.
- Calling a DTR to delay the match when there are no reasonable grounds for a DTR.

Yellow / Red Cards

Severe instances of unsportsmanlike conduct may be subject to the issuance of a RED card and instant dismissal from the tournament. Lesser actions may be subject to a YELLOW card.

If an athlete is penalised with two yellow cards in the same match, they will be dismissed from that match. Equally, if an athlete is penalised with 3 yellow cards in the same event, they will be dismissed from that event.

Yellow and Red Cards can be issued and retracted retrospectively if any action or information previously unseen or unknown by a Referee comes to light. If any misdemeanour is discovered after the event that could have resulted in a RED or YELLOW CARD, the offending athlete may receive their sanction (if applicable) at their next event whenever that may be.

Sudden Death Chase Off

If the match ends in a draw, it will be settled by a Sudden Death Chase Off with the following rules;

- The team that initially Evaded at the start of the match (i.e. the red corner) will now chase first in the Sudden Death Chase Off.
- In the initial chase of the Sudden Death Chase Off, the team that Evades first (which will now be the blue corner team) must make their athlete selection before the Chasing team (red corner). The Chasing team can then make their selection based on the Evading team's choice.
- In the initial chase, a record is made of the exact time that a tag is made. If there is no tag (i.e. the chase ends in an Evasion), the time that is recorded is recorded as 20 seconds.
- The teams now swap roles so that the team that was Evading is now Chasing and vice versa.
- Again, the Evading team must make their athlete selection first and the Chasing team can make their selection based on the Evading team's choice.
- In the second chase, a record is made of the exact time that a tag is made (evasions are recorded as 20 seconds).
- The team with the longest Evasion time wins.
- If the times are the same (e.g. 20 seconds), the process is repeated until there is an outright winner.

Alternate Athletes

Teams are limited to 6 athletes and must have a minimum of 5 athletes in the Open Division and 4 athletes in the Women's Division at the start of the event (numbers are based on a World Championship Event - minimum numbers may be reviewed for smaller events by the event organiser on a case-by-case basis).

If a team wants to bring an alternative athlete in case a team member gets injured during practice, that alternative can have their headshot taken with the rest of the team. However, once the team's first match begins, the final athlete roster (maximum of 6 athletes) can no longer be changed, and the alternative athlete is not permitted to play if an injury occurs to another athlete after the team's initial match begins.

WCT ATHLETE TRANSFER RULE

(NOTE: Definitions are outlined below)

1. At the beginning of each 'Season', teams competing in National Championship Events must 'Register' a team that outlines their 'Team Roster' (deadline to be confirmed each Season). Athletes named on any Team Roster will be considered to be an 'Active WCT Athlete'.

NOTE: Extensions on deadlines will only be considered for teams competing in countries where a National Championship event was not anticipated at the start of the Season.

2. Teams that finished in the Top 8 at the World Championship immediately prior to the new Season MUST also Register their Team Roster at the same time regardless of whether or not a National Championship event is scheduled in their country during the Season.
3. Teams are given the opportunity to make 'Transfers' during two 'Transfer Windows' which are as follows:
 - a) Before a Team's Roster is submitted – i.e. after the previous WCT World Championship and before that team's first Team Roster deadline of their first WCT Event Pyramid Event.
 - b) During the Mid-Season i.e. between the first Team Roster deadline of their team's first WCT Event Pyramid Event and the World Championship of the current Season.
4. Teams are limited to 1 Transfer per Transfer Window (effectively, 2 transfers per Season) for all 'Active WCT Athletes'.
5. Teams can select any number of 'New Recruits' throughout the Season.
6. Any Active WCT Athlete NOT Registered in a team at the start of the Season is still considered to be an 'Active WCT Athlete' and subject to the same Transfer Rules as those outlined above.
7. A newly formed team can select any number of 'New Recruits' and can also select up to two Active WCT Athletes provided that no more than one of those Active WCT Athletes finished in the top 8 at the World Championship immediately prior to the new Season. A New Team could also make an additional Transfer in the Mid-Season Transfer Window subject to the rules outlined above.
8. Individual athletes are only permitted to be Transferred once per Season.
9. A team can apply to change their team's name prior to their initial WCT Event Pyramid event, but the above rules still apply. Teams cannot change their name Mid-Season unless extenuating legal circumstances requires a change to be made.
10. Teams may choose to 'Register' their team at any point prior to their registration deadline (see paragraphs 1 & 2 above) and once a team has been Registered, only two athletes are permitted to be Transferred from that team throughout the Season (1 Transfer in each Transfer Window). However, teams that finished in the Top 8 at the World Championship immediately prior to the new Season, have no restrictions on the number of athletes that may leave their team.

NOTE: The purpose of this paragraph (and indeed the Athlete Transfer Rule as a whole) is to protect smaller, up-and-coming teams that are trying to build their Rosters and compete against the more dominant teams who have the advantage of being able to attract the most sought-after athletes.

DEFINITIONS:

Active WCT Athlete: Athletes who were Registered in a Team Roster of any team that competed in any WCT Pyramid Events in either the previous or current seasons. This includes athletes who are Registered in a Team Roster but didn't actually take part in any match or chase.

New Recruits: Athletes who were NOT Registered in a Team Roster of any team that competed in any WCT Pyramid Events in either the previous or current seasons. Athletes from previous WCT Pyramid events before the season immediately preceding the current season, are also consider New Recruits.

Register: The action of registering a Team to compete in a WCT Event Pyramid event. This includes providing the Team's name and primary and secondary jersey colours, and also submitting up to 8 names in the Team's Roster.

Season: The period of time beginning immediately after the conclusion of the final match at a World Championship event and continuing up to the conclusion of the final match at the following World Championship event.

Team Roster: A list of up to 8 athletes who a team intends to compete with at a WCT Pyramid event.

NOTE: Prior to the event itself, a team will be required to submit their 'Super Six' who will be the final athletes who compete in any particular event once that event begins. The 'Super Six' must either be athletes previously Registered in the Team Roster, or new athletes that Transferred within the Transfer Window and subject to the rules contain herein.

Transfer Window: The periods within which a Transfer can be made.

Quad Inspection

Each team will have the opportunity to inspect the quad before the event. There should be no expectation that it meets any standard other than its own presence. Bar height, distances, surface textures etc. may be different from other quads. The Quad will remain consistent throughout the event to the best of the organiser's ability for all practices and all competition matches. It is up to each athlete to inspect the quad for safety issues and any structural expectations.

Anti-Doping Policy

1. General:
 - a. These guidelines of World Chase Tag® fighting against doping are based upon the worldwide Anti-doping charter for fighting against doping.
2. Definitions:
 - a. Doping is the attempt to raise the fitness of the sportsman or woman, using doping substances (oral, injection, or otherwise) by the sportsman or woman or an auxiliary person before or between a competition or in training.
 - b. Doping-substances are:
 - i. Stimulants (e.g., drugs with ephedrine),
 - ii. Analeptics (camphor and strychnine derivatives),
 - iii. Narcotics,
 - iv. Local anesthetics,
 - v. Hypnotics,

vi. Anti-depressants, psychoactive drugs, vii. Diuretics, viii. Cortisone, ix. Beta-receptor blockers, x. Alcohol, xi. Caffeine (-15 ug /ml urine).

3. Prohibition:

- a. Using doping substances corresponding to the above is prohibited and will be punished accordingly.
- b. World Chase Tag® and its member organizations have clauses for the case of violation against the prohibition of doping in the contracts with coaches and athletes (gross breach of contract).
- c. Using on medical grounds/exceptions:
 - i. On medical grounds the substances named must not be taken if the players are already in the competition.
 - ii. If the player has a medical attestation for taking the medication that contains substances on the doping list, these guidelines are not relevant.
 - iii. The medical attestation must not be older than six (6) months. An attestation of the public health officer is valid for twelve (12) months.

4. Injections of local anesthetics are tolerated under the following:

- a. Using Procaine, Xylocaine, Carbocaine, etc., but not Cocaine.
- b. Only local injections or injections into the joints.
- c. Existing of a medical indication.

5. Oxygen:

- a. The use of oxygen during a match is permitted. However, it cannot be consumed during an athlete's 'session' on the quad – it can only be consumed before a 'session' or after a 'session' is completed. A 'session' is defined as the moment an athlete steps onto the Chase Plate to the moment that same athlete is tagged, or the match is completed (whichever is the soonest).
- b. Oxygen cannot be consumed on the quad or any other area surrounding the quad. All oxygen consumption must take place in the designated team area i.e. either of the Red or Blue Corners.

6. Scope:

- a. These guidelines are valid for all players for World Chase Tag® and its member organizations.

Anti-Gambling Policy

A World Chase Tag® athlete, coach, referee, or staff member shall not gamble / place a wager on any WCT game, match, chase, competition, or event. Wagering by these individuals is strictly prohibited and shall be grounds for permanent suspension from World Chase Tag®.

Any player who violates these provisions shall be subject to a suspension from any World Chase Tag® event for a minimum period of five (5) years.

A player shall not do any of the following:

1. Fail to give his or her best efforts in competition.
2. Gamble on anything relating to World Chase Tag®.

3. Associate with or have dealings with persons whose activities, including gambling, might reflect adversely upon the integrity of the World Chase Tag® league.
4. Bet money or anything of value on a World Chase Tag® event or similar event, whether or not the player is a competitor in such a competition.
5. Offer or give a bribe, gift, payment, reward, or anything of value to any player with the intention of influencing his or her efforts in a competition.
6. Solicit, agree to accept, or accept a bribe, gift, payment, reward, or anything of value offered or given with the intention of influencing the player's efforts in a competition.
7. Fail to report promptly to the leadership of World Chase Tag® any known or suspected offer, bribe, gift, payment, reward, or anything of value, or any agreement, acceptance, or bet described in the foregoing.

Points System

Teams will play a Round-Robin format where teams receive the following points after each match:

- 3 Points for a win
- 1 Points for a draw
- 0 Points for a loss

Any match that ends in a draw will be decided by Sudden Death Chase-Off where the winning team will receive a single additional Bonus Point for that match and the losing team will receive no further points for that match. In other words, for matches that end in a draw, one team will end up with 2 points after the Sudden Death Chase-Off (i.e. the winner) and the loser will end up with just 1 point.

If teams are equal on points, their rank will be determined by the following criteria in hierarchical order of importance:

1. The results of the match between the teams that are equal on points.
2. The Evasion Difference i.e. the total number of Evasions secured for the team in question during the Group Stage matches minus the total number of Evasions conceded by the team in question during the Group Stage matches.
3. Total Number of Evasions secured for the team in question during the Group Stage matches.
NOTE: Evasions from Sudden Death rounds do NOT contribute to the Evasion Difference or Total Number of Evasions Secured.
4. Rock / Paper / Scissors

NOTE: *If three teams are equal on points, the first defining criteria above cannot be applied (i.e. results between the teams that are equal on points). In such cases, the second, and then third criteria will be applied to establish a higher rank for at least one team (i.e. Evasion Difference then Total Evasions). Once rank is established for at least one team, the initial rules are applied to the two remaining teams to establish their rank. If three teams are still equal after Evasion Difference and Total Evasions, the final rank will be decided by drawing lots.*

Insurance

WCT does not provide medical insurance for athletes. All athletes should take out their own medical insurance. A viable solution is typically parental or employer-provided insurance, however, not all insurances cover sporting events like WCT. Supplemental insurance is recommended.

USPK Insurance

USPK provides \$25,000 of additional coverage for any parkour or World Chase Tag® event with its [Pro Membership tier](#) for \$90 annually. This coverage goes beyond WCT and even covers outdoor training and is valid for 1 year from the join date. Membership includes PK brand discounts, voting rights in forthcoming leadership elections, and eligibility to join Athlete and Judging Advisory committees to guide the future of parkour (more info on membership benefits can be found [here](#)). Any questions about USPK or this insurance can be directed to USPK Board Member [Adam Kozy](#).

Final Word

World Chase Tag® appreciates the effort and dedication that you have given to this sport and for those of you who step onto the Chase Plate, we salute you.

Keep chasing and don't get caught.

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