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**THE WORLD GAMES
2025 CHENGDU**

**Flying Disc
Technical Handbook**

2025年第12届世界运动会 · THE WORLD GAMES 2025 CHENGDU ·



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1 CONTACTS

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Instagram
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Facebook
The World Games 2025



X
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TikTok
twg2025



Official website
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2 GENERAL INFORMATION

2.1 Province and City

2.1.1 Sichuan Province

Situated in southwest China and on the upper reaches of the Yangtze River, Sichuan is renowned as the “Land of Abundance”. It covers an area of 486,000 square kilometres and borders with seven provinces (including autonomous regions and municipalities directly under the central government), namely, Chongqing, Guizhou, Yunnan, Xizang, Qinghai, Gansu, and Shaanxi. The province has a permanent resident population of over 83 million.

Boasting a long history, Sichuan is the cradle of ancient Shu civilisation, and the place where “Jiaozi”, the earliest banknote in the world, was born. Shu Brocade and Sichuan Shadow Play have been included in UNESCO’s list of intangible cultural heritage. In particular, the sites of Sanxingdui Site and Jinsha Site epitomise the resplendent and mysterious civilisation of ancient Sichuan.

The province also abounds in tourism resources. Among the 26 global tourism resources and brands, there are 3 World Natural Heritage Sites including Jiuzhaigou Valley, Huanglong Scenic and Historic Interest Area and Sichuan Giant Panda Sanctu-

aries, 1 World Cultural Heritage Site (Mount Qingcheng and the Dujiangyan Irrigation System), and 1 World Cultural and Natural Heritage Site (Mount Emei and Leshan Giant Buddha Scenic Area).

Sichuan is active in external exchanges. As of December 2024, it has established friendly relations with 500 provinces/states in 87 countries/regions, and economic and trade relations with over 200 countries/regions. A total of 381 Fortune Global 500 Enterprises have operated in Sichuan. Chengdu, the capital of Sichuan Province, is among the Chinese cities offering a 240-hour visa-free transit policy for travellers from 54 countries.

2.1.2 Chengdu

2.1.2.1 Basic information

Chengdu is the hometown of the Giant Pandas and enjoys over 4,500 years of civilisation history and more than 2,300 years of history as a city, manifesting a perfect mixture of history, culture and modernity. Being the capital of Sichuan Province and a central city in southwest China, Chengdu covers an area of 14,300 square kilometres and has a permanent population of 21.4 million, which has turned it into a megacity known to the world. It is also an important centre of economy, science and technology, finance, cultural creativity, and international exchanges in China, and an international hub for comprehensive transportation and communications.

Today's Chengdu values opening up with global vision. In total, 23 countries have been approved to establish consulates in Chengdu. And the city has established sister-city and friendship city relations with 113 cities around the world, and trade relations with 235 countries/regions worldwide. Chengdu is the third city having two international airports on the Chinese mainland, following Shanghai and Beijing, and the 19th

city with two 4F airports in the world. In 2024, the passenger throughput exceeded 87 million. As of December 2024, it has opened 73 regular international and regional flight routes, covering both passenger and freight services. In addition, it is linked to 118 overseas cities through its international freight train services.

Chengdu has been awarded as the City of Gastronomy by UNESCO for its world-renowned Sichuan cuisine, great variety of delicious street food, and tasty spicy hot pot. It is also selected by UNWTO as China's Best Tourist City. Tianfu culture, the bedrock of Chengdu's city culture, has been nourishing the people and the city with the spirits of valuing innovation, creativity, elegance, fashion, optimism, inclusiveness, friendship, and public welfare. Chengdu has successfully held the Chengdu FISU World University Games, the Thomas & Uber Cup Finals 2024, among other major international events. Culture and sports have become the two focal points as Chengdu is going global in a more open and confident manner.

2.1.3 Geography and Climate

2.1.3.1 Climate

Located in Sichuan Basin, Chengdu has a monsoon-influenced humid subtropical climate characterised by mild weather with no extreme heat in summer, rare ice and snow in winter, plenty of precipitation in autumn and at night, and low-speed winds and high relative humidity. On average annually, the city has a temperature of 16.7°C, a precipitation of 948.6mm, and humidity of 80%.

Table 1 Temperature (°C)

Year		Aug.
2020	Average	25.3
	High	37.5
	Low	16.7

Year		Aug.
2021	Average	25.3
	High	38.6
	Low	16.7
2022	Average	29.4
	High	43.4
	Low	18.8
2023	Average	26.0
	High	37.5
	Low	17.5
2024	Average	28.7
	High	41.3
	Low	17.9
Year-round	Average	25.5
	High	43.4
	Low	13.4

Table 2: Precipitation (mm)

Year	Aug.
2020	695.1
2021	258.8
2022	133.2
2023	201.1
2024	118.9
Year-round	229.4

2.1.3.2 Weather in August

TWG 2025 Chengdu will be held during the height of summer in Chengdu, the period featuring the highest temperature, most precipitation, and most severe convective weather in the year.

During this period, there may be major meteorological disasters with great impacts, including high temperature, rainstorm, strong wind, hail, thunderstorm, as well as secondary disasters such as mountain torrents, floods in small and medium-sized rivers, geological disasters, and urban water logging caused by heavy rainfall.

Chengdu is relatively hot from early-August to mid-August, with abundant precipitation and high humidity. This period sees few haze, high visibility, relatively low average wind speeds, and occasional convective weather.

a. Temperature

During this period, the average temperature is 25.8°C, and the difference between day and night is about 8.5°C. The temperature usually remains stable, with the highest daytime temperature ranging from 31°C to 39°C. The average number of days with temperatures exceeding 35°C is 2, while the maximum is 16 (2022 and 2024).

b. Precipitation and humidity

Chengdu receives abundant rainfall during this period, mostly at night while only a little in the daytime that lasts only one to three hours. The average precipitation is 164.3 mm. It is expected that heavy rains severely impacting the competition will not occur frequently. The humidity ranges from 48% to 100%, with 82.4% on average.

c. Wind

This period is often wind-free or sees low-speed winds, with an average wind speed of 1.2 m/s. Northerly wind or northeasterly wind prevails, with the lowest wind speeds occurring from 00:00 to 08:00. Winds gather speed at noon and slow down in the evening. Convective gusts occur occasionally for a very short duration, usually within 30 minutes.

d. Visibility

During this period, the visibility is relatively high and there is little fog. The horizontal visibility ranges from 2.6 km to 28.2 km, with an average of 20.8 km.

2.1.4 Other Information

Time zone: UTC+8

Voltage: 220V/50HZ

Currency: Renminbi (Chinese Yuan, CNY). Foreign currency-CNY exchange available at most banks in China.

2.2 Key Facts and Figures

2.2.1 Date

Date: 7 August to 17 August 2025

City: Chengdu, Sichuan Province, China

2.2.2 Sport Programmes

Competition Programmes: The World Games 2025 Chengdu will consist of 34 sports and 61 disciplines.

Competition Venues: The World Games 2025 Chengdu will be held in 8 venue clusters with a total of 27 venues (fields) for competition games.

2.2.3 Opening and Closing Ceremonies

Opening Ceremony:

Date: Thursday 7 August 2025

Venue: Tianfu Roof, Tianfu International Convention Centre, Sichuan Tianfu New Area.

Closing Ceremony:

Date: Sunday 17 August 2025

Venue: Chengdu International Friendship Pavilion, Chengdu

World Horticultural Expo Park, Chengdu Eastern New Area.

2.2.4 Activities to be held at TWG Plaza

TWG Plaza is located in the Main Venue of the International Horticultural Exhibition 2024 Chengdu and will be open from 8 to 17 August 2025.

Table 3

Activities		
Area	Time	Main Activities
Stage Area	18:00-19:00	[Sports demonstration] IF sports
	19:00-19:45	[Stage Performance Warm-up] TWG promotional videos, broadcast/playback of TWG, programme preview, etc.
	19:45-20:00	Athlete of the Day Awarding Ceremony
	20:00-21:30	[Fun in TWG Plaza] Themed performance + Pop music live show.
	21:30-22:00	[Venue Closing] End of all activities; ushering-out of spectators; venue closing
Host City Cultural Display Area	18:00-21:30	Tea culture experience and intangible cultural heritage exhibition and experience (only static exhibition before 18:00 due to hot weather)
Catering Area	18:00-21:30	Delicacies and specialties
Sponsor and Licensed Product Store Area	18:00-21:30	TWG 2025 Chengdu licensed products sales and interactive activities with sponsors (only static exhibition before 18:00 due to hot weather)
Urban Technology-based Innovation Achievements Exhibition Area	18:00-21:30	Static exhibition of and introduction to technological products (only static exhibition before 18:00 due to hot weather)

2.2.5 Sports Garden and Display Programme

Sports Garden is the venue to implement the Display Programme. It will set up 10 exhibition booths, and experience areas for 4 individual sports. The actual number of sports for demonstration will be subject to final confirmation.

Activities Plan:

1. Stage Area: 18:00-19:00, sports demonstration
2. Sports Garden Exhibition Area: Considering the hot weather, static displays will be held before 18:00, while sports demonstration and experience will be held from 18:00 to 20:00.
(Chengdu ExCo might adjust the timelines according to major activities organised in this area.)



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3 SERVICE INFORMATION

3.1 Arrival and Departure

3.1.1 Official AND Services Period

3-18 August 2025

3.1.2 Official Port of Entry

Chengdu Tianfu International Airport (TFU)

3.1.3 Official Points of Arrival and Departure

Chengdu Tianfu International Airport (for international & domestic AND)

Chengdu Shuangliu International Airport (for domestic AND)

Chengdudong Railway Station (for domestic AND)

3.1.4 Detail

24-hour arrival/departure services at Tianfu Airport, Shuangliu Airport, and Chengdudong Railway Station. Service desks and dedicated drop-off/pick-up points will be established.

International Flights (Tianfu Airport): Arrival: Dedicated or priority customs and immigration channels. Departure: Dedicated check-in counters and dedicated or priority customs, immigration, and security channels.

Domestic Flights (Tianfu/Shuangliu Airports): Priority check-in counters and security channels.

Chengdudong Railway Station: Signage/staff guidance to dedicated drop-off/pick-up areas.

3.1.5 Customs Clearance Services and Tips

Chengdu ExCo will provide a range of services to facilitate customs clearance for participants' supplies and equipment. We will set up a customs clearance service team, recommend professional customs clearance service providers for selection, and offer necessary tariff guarantee services for temporarily imported supplies and equipment. Participants are required to fill in the information about supplies and equipment on the Chengdu 2025 APP no later than three months prior to TWG 2025 Chengdu. For the specific procedures on transporting TWG-related supplies and equipment to Chengdu, please refer to the Customs Clearance Service Guide issued by the Chengdu ExCo (<https://www.theworldgames2025.com/activity/fisu?lang=zh&cid=delegation>). For media carrying the reporting and photographic equipment as carry-on luggage when entering China, ATA Carnet is recommended for the customs clearance.

3.2 Accreditation

Refer to the Accreditation section in the Bulletin for accreditation particulars.

3.3 Accommodation

3.3.1 Accommodation Arrangement for Athletes of 34 Sports

The TWG Village will commence operation and provide services at 00:00 on August 3, 2025, and cease operation and terminate service at 24:00 on August 18, 2025. No services will be provided before 00:00 on August 3, 2025 and after 24:00 on August 18, 2025.

3.3.1.1 Accommodation Allotment Plan by Sports

Ultimate will be assigned accommodation in TWG Village Zone A.

Disc Golf will be assigned accommodation in TWG Village Zone B.

3.3.1.2 TWG Village Locations

- TWG Village Zone A

IF Commitment and Extra Officials will settle in TWG Village Zone A, Tianfu International Hotel Complex, No. 99, Bayue Road, Chengdu Eastern New Area.

IF Competition Manager is responsible for allocating accommodation for participants. For specific check-in areas, please contact the Competition Manager.

- TWG Village Zone B

IF Commitment and some of the Extra Officials settle in Zone B of the TWG Village, namely Holiday Inn Chengdu Century City, located at No. 208, Shijicheng Road, High-Tech Zone.

When Zone B of TWG Village is fully occupied, some officials will be arranged to stay atLuxury Blue Horizon Hotel Chengdu, located at No. 166, Mingdu Road, High - tech Zone.

IF Competition Manager is responsible for allocating accommodation for participants. For specific check-in areas, please contact the Competition Manager.

3.4 Catering Services

3.4.1 Athletes and Officials

Complimentary buffet meals will be available in TWG Village throughout its operational period. Only breakfast is available on the departure day.

Provisional meal service schedule:

Table 4

Dates	Breakfast	Lunch	Dinner
3-6 August	06:00-09:00	11:00-14:00	18:00-21:00
7-17 August	06:00-09:00	11:00-14:00	18:00-23:00
18 August	06:00-09:00	N/A	N/A

3.4.1.1

For sports requiring provision of meals before 06:00 or after 23:00 due to time constraints to meet competition schedules, competition managers or representatives of relevant sports may book such a service 24 hours in advance at the Athlete Dining Hall service counter, specifying headcount and timing. Meals will be provided accordingly.

3.4.1.2

Complimentary refreshments and drinking water will be provided at competition venues per competition schedule. Instant noodles and RTE meat products will be provided for those unable to return to TWG Village for meals due to time constraints to meet competition schedule. Complimentary drinking water will be provided at competition venues as per training schedule.

3.4.1.3

During Athletes' Night, a complimentary buffet will be provided. The menu will include sandwiches, RTE meat products,

bread, pastries, juices, and other energy-packed foods.

3.4.1.4

Complementary meal bags and drinking water will be provided for athletes and officials attending the opening and closing ceremonies.

3.5 Transport

3.5.1 Service Hours and Scope

The dedicated transport service for TWG 2025 Chengdu shall operate from 3 to 18 August 2025 (16 days). Services include arrival and departure transport, Opening and Closing Ceremonies transport, competition and training transport, and official events transport.

3.5.2 Competition and Training Transport

Scheduled shuttle services (in principle coaches) will be provided between TWG Village Zone A / Zone B and competition venues based on the pre-determined competition and training schedules. For athletes requiring accessible transportation, scheduled accessible shuttle services will be provided.

Athletes' Training Shuttles: Arrive at the venue 30 minutes before the training and depart within 30 minutes after the training.

Athletes' Competition Shuttles: The shuttle schedule will be based on the competition schedule for different sports. In principle the first shuttle arrives 2 hours before the competition; the last shuttle departs 2 hours after the competition. Back-up vehicles will be provided for those who miss shuttles due to doping control test, interviews and other unforeseen circumstances.

Technical Officials' Shuttles: The shuttle schedule will be based on the competition schedule for different sports. The first shuttle arrives at the venue 1.5 to 2 hours before the competition,

and the last shuttle departs 2 hours after the competition.

3.5.3 Official Events Transport

Scheduled shuttle services (coaches) will be provided between TWG Village Zone A / Zone B and TWG Plaza for participants to take part in activities held in TWG Plaza and Athletes' Night.

3.5.4 Other Transportation Services

Vehicle rental information and complimentary public transportation will be provided during the Games.

3.6 Insurance

3.6.1 Minimum Medical Insurance Coverage Required for Participants

All delegations, including, but not limited to, all IWGA participants, are required to have the following personal health and accident insurance coverage during the Games time:

Table 5

Item	Minimum Coverage (CNY)
Accidental Death and Disability	1,000,000
Accidental Medical Expenses	1,000,000
Death from Infectious Disease	500,000
Death from Acute Illness	500,000
Medical Expenses for Acute Illness	1,000,000
Coverage for Hospitalisation Expenses	Insurance must cover hospitalisation expenses.

3.6.2

Cost of Insurance for Participants Without or With Insufficient Insurance Upon Arrival

Chengdu ExCo offers the following insurance options for participants upon arrival in Chengdu: accidental death/disability insurance (CNY 1,000,000), accidental injury medical insurance (CNY 1,000,000), acute illness death insurance (CNY 500,000), acute illness medical insurance (CNY 1,000,000), and emergency repatriation insurance (CNY 1,000,000). The premium is CNY 280 per person per day. Discounts apply based on coverage duration (see detailed pricing below). Insurance consultations and sales are available at the Participant Services Centre in TWG Village.

12th World Games 2025 Participant Insurance

Personal Accident Insurance

All participants must hold valid medical insurance to obtain accreditation. You can purchase the exclusive Chengdu World Games insurance plan from PICC Property and Casualty Company Limited here. The insurance cost depends on the number of days covered, and you may select the coverage duration based on your itinerary. A language toggle for Chinese/English switching is available at the bottom of the page.

Insurance Product Overview

	1 DAY	7 DAYS	14 DAYS	30 DAYS
Accidental Death and Dismemberment	RMB 1 million			
Accidental Injury	RMB 1 million			
Death resulting from Acute Diseases	RMB 500,000			
Sudden Acute Illness	RMB 1 million	RMB 280	RMB 1,720	RMB 3,210
Emergency Evacuation/Repatriation	RMB 1 million			RMB 5,880
Deductible	None			

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Language/语言 Chinese/中文 English/英文

Figure 1

3.7 Medical Services

Chengdu ExCo will offer complimentary on-site medical treatment and emergency medical transfer services to all accredited participants during the Games.

3.8 Anti-Doping

3.8.1 Doping Control

The IWGA is committed to delivering a world-class anti-doping programme during TWG 2025 and has the authority to test athletes anytime and anywhere within the context of the Event. The IWGA has delegated the independent management of TWG 2025 anti-doping programme to the International Testing Agency (ITA). The China Anti-Doping Agency (CHINADA) will be responsible for the sample collection. Both urine and/or blood samples will be collected. All samples will be analyzed at the Sports Medicine Research & Testing WADA accredited laboratory in Beijing (CHINA). Please visit <https://theworldgames.org/> (Athletes & Clean Sport section) for more detailed information regarding the anti-doping programme (including but not limited to WADA Prohibited list 2025, testing procedures, anti-doping rule violations, Therapeutic Use Exemptions (TUE), REVEAL-whistleblowing platform. All athletes are encouraged to participate in education activities delivered by the ITA and CHINADA during Games time.

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4 COMPETITION INFORMATION

(Update Notice: This version was last updated on 22 July 2025. For any subsequent questions, please refer to the competition format published on the official website of the relevant International Federation.)

4.1 Disc Golf

4.1.1 Format

4.1.1.1 Format of Play

Matchplay Formats: All matches will use Modified Alternate Shot Doubles Matchplay. The PDGA Rules for Alternate Shot Matchplay Doubles will be followed except where the WFDF Disc Golf Committee indicates.

Player Nomination- Modified Matchplay Doubles: Before each match, doubles teams must nominate which player will tee off on specific holes. No one player may tee off more than 2 times in a row. Each player should indicate 9 holes each.

Shotgun Start: All matches will start simultaneously, except for the top 8 Semi-Finals and Medal Matches. A loud blast from a horn will indicate the 2-minute warning and the start of play.

4.1.1.2 Pool Allocation

Table 6

Pool A	Pool B	Pool C	Pool D
Estonia	Canada	Finland	United States of America
Austria	Australia	Germany	Czechia
Great Britain	Norway	France	Japan
China	Lithuania	Latvia	Slovakia

Pools are based on WFDF and PDGA World Disc Golf Rankings. Teams are allocated their Pools according to the 'snake' system determined by WFDF Disc Golf Committee as the fairest system for TWG where qualification procedures ensure as close to a true record of play as possible.

4.1.1.3 Tournament Format

Round 1: Pool Play

Format: 3 x 18-hole matches

Games per Pool: All Teams will play 3 Games in this Round.

Tie Breaker for Pool Play:

If there is a 2-way tie on points after Round 1 Pool play has been completed, then Head-to-Head results will count first.

If the match in Pool play was a tie, then a play off will be held between both teams starting at Hole 16 - and if required continuing to Holes 17, 18 and 16 again until a hole is won.

If there is a 3-way tie on points after Round 1 Pool play has been completed, then points in games between those three teams will be calculated. If there is a clear 1st, 2nd, 3rd in the group then those results stand. If after points in games between those 3 or more teams there are still 2 teams tied, then the Head-to-Head result will count first.

If the Head-to-Head match in Pool play was a tie then a play off will be held between both teams starting at Hole 16 - and if required continuing to Holes 17, 18, and 16 again until a hole is

won.

Round 2: Knockout Phase: Quarter Finals - (Places 1-8 and 9-16)

The Top 2 teams from each Pool advance to play for places 1-8.

The bottom 2 teams from each Pool play for places 9-16.

- A1 v D2; B1 v C2; C1 v B2; D1 v A2 - for places 1-8

- A3 v D4; B3 v C4; C3 v B4; D3 v A4 - for places 9-16

Tie Breaker for Rounds 2. If a match is tied after 18 holes, then the match will continue until one team has won.

Round 3: Semi-Finals (Places 1-4, 5-8 and 9-12, 13-16)

- A1 v D1; B1 v C1 - for places 1-4

- A2 v D2; B2 v C2 - for places 5-8

- A3 v D3; B3 v C3 - for places 9-12

- A4 v D4; B4 v C4 - for places 13-16

Tie Breaker for Rounds 3.

For Places 9-16. If a match is tied after 18 holes, then the match will continue until one team has won.

For Places 1-8. If a match is tied after 18 holes, then the match will continue at Hole 16 - and if required continue to Holes 17, 18, and 16 again until there is a winner.

Round 4: Medal Matches and Placement

All Matches on Round 4 will tee off from Hole 1.

Should the Placement Teams be tied on points at the end of Round 4 then the tie-break procedures will come into play. The match will continue at Hole 16 - and if required continue to Holes 17, 18, and 16 again until there is a winner. All Placement tie breaks will be completed before the Medal Matches start.

Medal Matches

- Bronze Medal Match

- Gold Medal Match

Should the Medal Teams be tied on points at the end of Round

4 then the tie-break procedures will come into play. The match will continue at Hole 16 - and if required continue to Holes 17, 18, and 16 again until there is a winner.

4.1.2 WFDF and PDGA Rules for Matchplay competition

4.1.2.1 A.01 General

In match play, a pair of players competes against each other in an effort to win each hole during the round. The player who wins more holes wins the match.

The Official Rules of Disc Golf (which describe medal play) are to be used except where superseded by these rules.

A pair of opponents plays in a group with at least one other pair, or an Official.

4.1.2.2 A.02 Order of Play

The teeing order for all match play rounds is decided by the flip of a single disc. The winner of the flip decides to throw first or second. On all subsequent holes, the player who won the previous hole throws first. Ties do not change the throwing order.

4.1.2.3 A.03 Penalties

Only a player's opponent may call a violation on or warn a player. Any player in the group or an official may confirm the call.

Penalties and warnings assessed between holes apply to the next hole.

4.1.2.4 A.04 Scoring

Scoring in match play is recorded in terms of which player has won more holes at any given point. The match starts with the pair tied, or all square. As the match progresses, the player who has won more holes is up that many holes; their opponent is down that many holes.

A player wins a hole by completing the hole in fewer throws

than their opponent. The player who won the hole receives a score of 1. The other player receives no score, which can be indicated by a dash. If the two players complete the hole with the same number of throws, the hole is halved, and neither player receives a score.

A player may ask their opponent how many throws they have made on the current hole. A player who falsely reports that number loses the hole.

4.1.2.5 A.05 Conceding

A player may concede a match at any time before the conclusion of the match. The opponent wins the match.

A player may concede a hole at any time before both players have completed the hole. The opponent wins the hole.

A player may concede their opponent's next throw. The throw is considered to have completed the hole.

A pair of players may agree to halve the hole being played.

A concession may not be declined or withdrawn.

4.1.2.6 A.06 Winning the Match

When a player is up more holes than there are holes remaining to be played, that player has won the match.

If a pair of players is all square at the end of the round, the match is tied.

The Director decides if and how ties are to be broken.

4.1.2.7 B.01 General

A doubles team consists of two players. Alternative formats with different team sizes are possible and can be extrapolated from these rules.

The Official Rules of Disc Golf are to be used except where superseded by these rules.

4.1.2.8 B.02 Order of Play

The throwing order for the first hole is the order in which the teams are listed on the scorecard(s). Throwing order on all sub-

sequent tees is determined by the scores on the previous hole, so that the team with the lowest score throws first, and so on. Ties do not change the throwing order.

After all teams have a lie other than the teeing area, the team whose lie is farthest from the target is next in the throwing order.

Members of a team who are throwing from the same lie may throw in either order.

4.1.2.9 B.03 Penalties

Penalties incurred by a throw apply only to the team member who made the throw. All other warnings and penalties are incurred by the team as a whole and are scored against the team regardless of format.

Any throw which cannot possibly improve a team's score is an extra throw. A team whose member has made an extra throw receives a warning for the first violation, and a penalty throw for each subsequent violation by any member of the team.

4.1.2.10 B.04 Lie

In formats where both team members throw from the same lie, a team member who throws from a lie other than the lie played by the first member to throw receives one penalty throw for misplay.

A lie being played by both team members must be marked using the same marker disc. Failure to do so is a marking violation.

If a lie being played by both team members is relocated for any reason, both members must play from the relocated lie.

4.1.2.11 Alternate Throw

The team chooses which member makes the first throw on the first hole and all subsequent holes. This is marked on the scorecard before the round starts.

Each team member then throws from the lie resulting from the

previous team member's throw, and so forth. A team completes a hole when either team member completes the hole.

The score for a team on a hole is the number of throws by that team, plus any penalty throws.

A throw by the incorrect team member is a misplay and incurs one penalty throw. The throw is disregarded, and the correct team member throws. If an additional throw has been made after the incorrect team member has thrown, the team receives two penalty throws, and play continues.

For any re-throw from the same lie, the same player makes the re-throw.

The team loses a hole for any hole missed by a late or absent team member. If either team member withdraws or is disqualified, the team is disqualified.

4.1.2.12 Modified Alternate Throw

Modified Alternate Throw is the same as Alternate Throw, with the following variation: The Director may designate which team member makes the first throw on each hole.

4.1.2.13 Glossary of Terms

Table 7

Flying Disc (Ultimate) Glossary
PDGA Official Rules of Disc Golf
All Square
Away Player
Basket Target/Basket
Casual Area
Casual Obstacle
Casual Water
Director
Down
Drop Zone
Extra Throw
Group
Halved
Hazard

Flying Disc (Ultimate) Glossary
Hole
In-bounds
Lie
Line of Play
Mandatory Route
Marker
Marker Disc
Match Play
Medal Play
Mini Marker Disc/Mini
Misplay
Object Target
Official
Out-of-bounds
Par
Penalty Throw
Players' Meeting
Playing Surface
Position
Practice Throw
Provisional Throw/Provisional
Putt
Relief Area
Re-throw
Supporting Point
Target
Tee Line
Teeing Area/Tee
Throw
Tournament Official
Two-meter Rule
Up
Warning
In Other Rules
Ace
Air Bounce

Flying Disc (Ultimate) Glossary
Albatross
All Star (Par)
Anhyzer
Approach
Approach Disc
Backhand
Bead
Birdie
Bogey
Distance Driver
DNF("Did Not Finish")
Double Bogey
Eagle
Fade
Fairway
Fairway Driver
Forehand [grip/throw type]
Glide
Grip
Hyzer
Jump Putt
Mid-range
Overstable
Power grip
Rim
Rim Depth
Rim Width
Roller
Speed
Tournament Director
Tee Pad
Understable
X Step
10-meter circle

4.1.3 Technical Meeting and Competition Schedule

4.1.3.1 Technical Meeting Schedule

Table 8

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Disc Golf	2025/8/6	WED	8:00	9:30	Technical meeting - CM & Officials	Guixi Park
	2025/8/7	THU	13:30	14:30	Technical meeting - All DG Teams	
	2025/8/8	FRI	19:00	19:45	IF Tournament Rules Group Meeting	
	2025/8/9	SAT	18:30	19:30	IF Tournament Rules Group Meeting	

4.1.3.2 Competition Schedule

Table 9

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Disc Golf	2025/8/8	FRI	8:30	10:30	Preliminary Pool Play((Round 1,Game 1,Match1/2/3/4/5/6/7/8) (A1vA3, A2vA4, B1vB3, B2vB4, C1vC3, C2vC4, D1vD3, D2vD4)	Guixi Park
			14:00	16:00	Preliminary Pool Play (Round 1, Game2, Match 9/10/11/12/13/14/15/16) ROUND1-GAME2-round robin pool play(8 matches 9/10/11/12/13/14/15/16) (A1vA4, A2vA3, B1vB4, B2vB3, C1vC4, C2vC3, D1vD4, D2vD3)	
			16:30	18:30	Preliminary Round 1,Game 3 Match 17/18/19/20/21/22/23/24) (A1vA2, A2vA4, B1vB2 ,B2vB4, C1vC2, C2vC4, D1vD2, D2vD4)	

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Disc Golf	2025/8/8	FRI	18:30	19:00	Tie Break Play-to determine clear standings if necessary	Guixi Park
	2025/8/9	SAT	9:00	12:00	Quarterfinal (Round 2, Game 4 Matches 25/26/27/28) Top 8 teams from Pool Play (A1vD2, D1vA2, B1vC2 and C1vB2)	
			9:00	12:00	Consolation-Round 2, Game 4 Matches29/30/31/32 Bottom 8 Teams from pool play (A3vD4, B3vC4, C3vB4 and D3vA4)	
			14:30	17:30	Placement 9-12 (A3 v D3, B3 v C3)	
			14:30	17:30	Placement 13-16 (A4 v D4, B4 v C4)	
			14:45	18:00	Placement 5-8 (A2 v D2, B2 v C2)	
			15:15	18:30	Semi-final Top 4 Teams (A1 v D1, B1 v C1)	
	2025/8/10	SUN	8:30	11:30	Placement 15/16	
			8:40	11:40	Placement 13/14	
			8:50	11:50	Placement 11/12	
			9:00	12:00	Placement 9/10	

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Disc Golf	2025/8/10	SUN	9:10	12:10	Placement 7/8	Guixi Park
			9:20	12:20	Placement 5/6	
			14:30	17:30	Bronze Medal Match (C1vD1)	
			14:45	17:45	Final A1vB1 (Needs to be offset 15 mins after Tee #1 off after Bronze medal game)	

4.1.4 Training Schedule

Table 10

Disci- pline	Date	Day	Start Time	Finish Time	Event Name	Venue	
Disc Golf	2025/8/6	WED	8:00	12:00	Training	Guixi Park	
			14:00	18:00			
	2025/8/7	THU	8:00	11:30			
			14:30	18:00			
	2025/8/8	FRI	7:00	8:15	Warm-up		
			13:30	13:45			
			16:15	16:30			
	2025/8/9	SAT	8:00	8:58			
			13:30	14:28			
	2025/8/10	SUN	7:30	8:28			
13:30			14:28				

4.1.5 Equipment and Clothing

4.1.5.1 Equipment

Table 11

ITEM	LOCATION	SPECIFICATION
Flying Disc Basket (installation included)	FOP	All baskets should have temporary bases rather than be fixed. All baskets should have "number plates" and stickers to indicate the hole number.
Flying Disc Basket for Warm-up Area	Putting Practice Area	This area should be 100m ² and the baskets should be evenly distributed throughout the area. Each basket can be used for 4 athletes. 8 baskets in total. They should be identical to the baskets used on the field (FOP). Brand: DGA Mach X
Spare Flying Disc		Putter with the logos of World Games and WFDF on the top side. Brand: Discraft LUNA

4.1.5.2 Clothing

- A. All violations of the Dress Code Policy shall be considered a courtesy violation (see 812, Courtesy).
- B. All competitors and staff are required to wear an upper garment and lower outer garment, such as a shirt and pants.
- C. All competitors and staff are required to wear shoes or other footwear with soles.
- D. The PDGA recommends that the dress code in 4.04 be enforced at A-Tier and lower Tier events, but that decision lies solely with the Tournament Director.

4.1.6 Participating Athletes/Teams

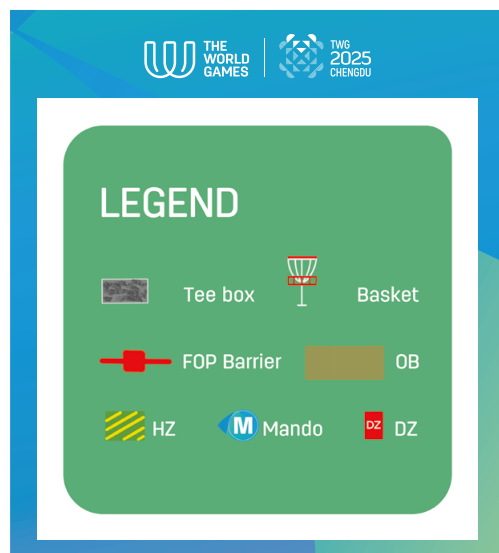
Mixed Team: 32 players in 16 teams.

4.1.7 Site Layout

Disc golf courses are normally laid out in and around wooded areas with diverse terrain to provide natural obstacles to the flight of the disc. The course must not be altered by the player in any way to decrease the difficulty of a hole. Players must play the course as they find it and play the disc where it lies unless otherwise allowed by these rules.



Figure 2



THE WORLD GAMES | TWG 2025 CHENGDU

3

3 par

72 m

236 ft

NOTES

- Hazard on all paths if the disc is totally surrounded by the path, + 1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

5

3 par

125 m

410 ft

NOTES

- Hazard - If the disc is totally surrounded by the path or on the fairway of Hole 1, + 1 throw. Play from where the disc lies
- OB - the lake, + 1 throw

THE WORLD GAMES | TWG 2025 CHENGDU

4

3 par

75 m

246 ft

NOTES

- OB - on or over the path to the right of the fairway, + 1 throw. Normal OB rules apply
- Hazard - on or over the path beyond the hole, + 1 throw. Play from where the disc lies
- Hazard - on the path in front of the tee pad, + 1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

6

3 par

108 m

354 ft

NOTES

- Mandatory to left of the corner of the football fence. Play from the Drop Zone if missed, + 1 throw
- OB - beyond the FOP barriers and over the football fences, + 1 throw
- Hazard on or over all paths, + 1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

7

4 par

105 m

344 ft

NOTES

- Hazard - on or over the paths to the right of the tee and on the path in front of the basket if the disc is totally surrounded by the path, +1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

9

3 par

76 m

249 ft

NOTES

- OB - beyond the FDP barriers, +1 throw
- Hazard on all paths and FDP over the path beyond the basket, if the disc is totally surrounded by Hazard, +1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

8

4 par

133 m

436 ft

NOTES

- OB - beyond the FDP barriers, +1 throw; go to Drop Zone
- Hazard on all other paths if the disc is totally surrounded by the path, +1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

10

3 par

88 m

289 ft

NOTES

- OB - beyond the FDP barriers, +1 throw
- Hazard on all other paths if the disc is totally surrounded by the path, +1 throw. Play from where the disc lies

11

3 par

122 m

400 ft

NOTES

- Mandatory to the right of the playground - Drop Zone if missed, + 1 throw
- Hazard on or over the path beyond the basket running NW to SE; Play from where the disc lies.
- Hazard on all other paths if the disc is totally surrounded by the path, + 1 throw. Play from where the disc lies

13

4 par

130 m

426 ft

NOTES

- Hazard on all paths and on or over the path beyond the basket, + 1 throw. Play from where the disc lies.

12

4 par

136 m

446 ft

NOTES

- Hazard on all paths if the disc is totally surrounded by the path, + 1 throw. Play from where the disc lies.

14

3 par

101 m

331 ft

NOTES

- OB - beyond the FOP Barriers, go to the Drop Zone, + 1 throw
- Hazard on all other paths if the disc is totally surrounded by the path, + 1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

15

4 par

160 m

535 ft

NOTES

- OB - on or over the red path that is to the right side of the fairway, +1 throw
- Hazard on all other paths if the disc is totally surrounded by the path, +1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

17

3 par

98 m

321 ft

NOTES

- OB - The lake, +1 throw
- Hazard - On or over the path to the right and beyond the basket, +1 throw. Play from where the disc lies. Hazard on all other paths if the disc is totally surrounded by the path, +1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

16

3 par

90 m

295 ft

NOTES

- Circular Mandatory - through the Ring - including the gap at the top. Drop Zone if missed, +1 throw
- Hazard - on or over the path beyond the basket, +1 throw. Play from where the disc lies

THE WORLD GAMES | TWG 2025 CHENGDU

18

3 par

111 m

364 ft

NOTES

- OB - The lake, +1 throw
- Hazard on or over the road behind the basket, +1 throw. Play from where the disc lies
- Note - The path running around the lake is not a Hazard

4.2 Ultimate

4.2.1 Format

8 in Ultimate Team Mixed

Two groups of four teams, Round-robin games in both groups.

- Teams finishing 3rd and 4th from each group play crossed consolation play-offs.
- Winners of consolation play-offs, compete for 5th and losing teams play for 7th place.
- Teams finishing 1st and 2nd from each group play for crossed semi-finals.
- Losing semi-finalists compete for Bronze. Winning semi-finalists compete for Gold and Silver.

4.2.2 Competition Rules

4.2.2.1 Judging

Ultimate is a non-contact, self-officiated sport. All players are responsible for administering and adhering to the rules. Ultimate relies upon a Spirit of the Game that places the responsibility for fair play on every player.

Even though the sport is self-officiated, there are rules and regulations to be followed.

Defenders cannot take the disc from an offensive player who has secured a catch. Contact is also not allowed for the defender marking the offence player with the disc, and they must allow the offence player a specified amount of space.

If a pass is incomplete (not caught before touching the ground), caught out of bounds, caught by a defending player or knocked out of the air by the defence, it is a turnover and the opposing team immediately gains possession, playing to score in the opposite direction.

4.2.2.2 Scoring

- A goal is scored if an in-bounds player catches a legal pass and:
 - a. All their ground contacts are entirely within their attacking end zone, or for an airborne player, all of their first simultaneous points of ground contact after catching the disc are entirely within their attacking end zone.
 - b. They subsequently establish possession of the disc and maintain the catch throughout all ground contact related to the catch.
- If a player believes a goal has been scored, they may call "goal" and play stops. After a contested or retracted goal call play must restart with a check and the call is deemed to have been made when the player established possession.
- If a player in possession of the disc ends up with their selected pivot point behind the attacking goal line without scoring a goal (as per the regulations mentioned above), the player must establish a pivot point at the nearest location on the goal line.
- The time at which a goal is deemed to have been scored is when the player established possession.

4.2.2.3 Penalties/Disqualification

All fouls/violations (penalties) are called by players on the field. There is a system of acceptance or contesting fouls called. Contact between players in the normal course of play is against the rules. If a defender contacts a receiver during a catch which results in a drop, the receiver may call "foul" on that play. If accepted by the defender, the receiver starts play from the place on the field where they would have caught the disc as if no foul happened. If the defender contests the call, the disc returns to the previous thrower and the play continues.

Similarly, the defender can not contact the thrower. If the defender contacts the thrower during a throw which results in turnover, the thrower may call "foul" on that play. If accepted by

the defender, the thrower gets the disc back and play is restarted with the stall count at zero (0). If the defender contests the call, the disc returns to the thrower and the play continues with the stall count at the number it was at the time of the throw or six (6) if the stall count was over six (6).

Other common fouls or violations are travelling, holding the disc for more than 10 seconds or making a dangerous play which could result in injury to another player.

4.2.2.4 Protests and Appeals

The ultimate event will have a Tournament Rules Group (TRG), made up on 4 WFDF officials (Competition Manager, Head Game Advisor, WFDF Events Director, WFDF Spirit of the Game Director). The TRG is responsible for overseeing rules and conduct issues at the event. Should there be an ejection or a player from a game the TRG will review the penalty and determine if further disciplinary action is required.

4.2.2.5 Glossary of Terms

Table 12

Flying Disc (Ultimate) Glossary
Event-related
Act of throwing
Affect the play
Attacking end zone
Best perspective
Call
Catch
Central zone
Defending end zone
Defensive player
End zone
Goal line
Ground
Ground contact

Flying Disc (Ultimate) Glossary
Guarding
Interception
Legitimate position
Line
Making a play on the disc
Marker
Minor contact
Non-player
Offensive player
Out-of-bounds (OB)
Perimeter lines
Pivot
Pivot Location
Play
Player
Playing Field
Possession of the disc
Pre-stall
Pull
Receivers
Stoppage of play
Throw
Thrower
Throwing motion
Turnover
Where the disc stops
Rules-related
Target point

Flying Disc (Ultimate) Glossary
Spirit of the Game (SOTG)
Offside
Check
Dead Disc
Live Disc
Stall count
Accepted
Contested
Retracted
Stall-out
Violation
Infraction
Foul
Dangerous Play
Strip Foul
Blocking Foul
Marking Foul
Offsetting
Straddle
Wrapping
Double Team
Disc Space
Travel
Pick
Injury Stoppage
Technical Stoppage

Flying Disc (Ultimate) Glossary
Spirit Stoppage
Fast Count
Callahan
Officials
Chief Medical Officer (CMO)
Tournament Rules Group (TRG)
Tournament Technical Director (TTD)
Spirit Director
Spirit Captain
Game Advisor
Head Game Advisor

4.2.3 Technical Meeting and Competition Schedule

4.2.3.1 Technical Meeting Schedule

Table 13

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Ultimate	2025/8/11	MON	10:00	10:30	Technical meeting - All Pool B Team	Chengdu Sport University Sancha Lake Campus Athletics Field
			10:45	11:15	Technical meeting - All Pool A Team	
			15:00	16:00	Technical meeting - All IF Officials	TWG Village (Zone A)
			16:30	17:30	Technical meeting - All Team Coaches & Captains +IF Officials	

4.2.3.2 Competition Schedule

Table 14

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Ultimate	2025/8/12	TUE	10:00	11:20	Preliminary Game #1 USA VS JPN (A Pool)	Chengdu Sport University Sancha Lake Campus Athletics Field
			12:00	13:20	Preliminary Game #2 COL VS CAN (B Pool)	
			15:30	16:50	Preliminary Game #3 GER VS CHN (A Pool)	
			17:30	18:50	Preliminary Game #4 AUS VS FRA (B Pool)	
	2025/8/13	WED	10:00	11:20	Preliminary Game #5 USA VS GER (A Pool)	
			12:00	13:20	Preliminary Game #6 AUS VS COL (B Pool)	
			15:30	16:50	Preliminary Game #7 FRA VS CAN (B Pool)	
			17:30	18:50	Preliminary Game #8 JPN VS CHN (A Pool)	
	2025/8/14	THU	10:00	11:20	Preliminary Game #9 AUS VS CAN (B Pool)	
			12:00	13:20	Preliminary Game #10 GER VS JPN (A Pool)	
			15:30	16:50	Preliminary Game #11 USA VS CHN (A Pool)	
			17:30	18:50	Preliminary Game #12 COL VS FRA (B Pool)	
	2025/8/15	FRI	10:00	11:20	Game #13 Consolation(4A VS 3B)5-8 Placement semi-Final	
			12:00	13:20	Game #14 Consolation(4B VS 3A)5-8 Placement semi-Final	

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Ultimate	2025/8/15	FRI	15:30	16:50	Game #15(Semi-final)1B and 2A	Chengdu Sport University Sancha Lake Campus Athletics Field
		FRI	17:30	18:50	Game #16(Semi-final)1A and 2B	
	2025/8/16	SAT	10:00	11:20	Game #17(Placement)Loser Game #13 vs Loser Game #14(7th/8th Place)	
		SAT	12:00	13:20	Game #18(Placement)Winner Game #13 vs Winner Game #14(5th/6th Place)	
		SAT	15:30	16:50	Game #19(Bronze Medal Match) Loser Game #15 vs Loser Game #16(3rd/4th Place)	
		SAT	17:30	18:50	Game #20(Gold Medal Match) Winner Game #15 vs Winner Game #16(1st/2nd Place)	
		SAT				

4.2.4 Training Schedule

Table 15

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Ultimate	2025/8/11	MON	9:00	10:30	Training Ultimate All Pool A Team	Chengdu Sport University Sancha Lake Campus Athletics Field
			10:45	12:15	Training Ultimate All Pool B Team	
	2025/8/12	TUE	8:00	9:30	Game #1-Warm Up Time	
			10:00	11:30	Game #2-Warm Up Time	
			13:30	15:00	Game #3-Warm Up Time	

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Ultimate	2025/8/12	TUE	15:30	17:00	Game #4-Warm Up Time	Chengdu Sport University Sancha Lake Campus Athletics Field
	2025/8/13	WED	8:00	9:30	Game #5-Warm Up Time	
			10:00	11:30	Game #6-Warm Up Time	
			13:30	15:00	Game #7-Warm Up Time	
			15:30	17:00	Game #8-Warm Up Time	
	2025/8/14	THU	8:00	9:30	Game #9-Warm Up Time	
			10:00	11:30	Game #10-Warm Up Time	
			13:30	15:00	Game #11-Warm Up Time	
			15:30	17:00	Game #12-Warm Up Time	
	2025/8/15	FRI	8:00	9:30	Game #13(Consolation)4A and 3B-Warm Up Time	
			10:00	11:30	Game #14(Consolation)4B and 3A-Warm Up Time	
			13:30	15:00	Game #15(Semi-final)1B and 2A-Warm Up Time	
			15:30	17:00	Game #16(Semi-final)1A and 2B-Warm Up Time	
	2025/8/16	SAT	8:00	9:30	Game #17(Placement)Loser Game #13 vs Loser Game #14-Warm Up Time	
			10:00	11:30	Game #18(Placement)Winner Game #13 vs Winner Game #14-Warm Up Time	

Discipline	Date	Day	Start Time	Finish Time	Event Name	Venue
Ultimate	2025/8/16	SAT	13:30	15:00	Game #19(Bronze Medal Match)Loser Game #15 vs Loser Game #16-Warm Up Time(3rd/4th Place)	Chengdu Sport University Sancha Lake Campus Athletics Field
		SAT	15:30	17:00	Game #20(Gold Medal Match) Winner Game #15 vs Winner Game #16-Warm Up Time(1st/2nd Place)	

4.2.5 Equipment and Clothing

4.2.5.1 Equipment

Table 16

ITEM	LOCATION	SPECIFICATION
End Zone Corner Column	FOP	Corner Column (end zone), - Weighted Version - Anchorless. Fluorescent Orange 18" anchorless end zone column. Heavy duty fiber reinforced vinyl cover with weighted base and safety foam padding. Between 800-1000grams with the weight positioned at the bottom only! 47cm tall and 11cmx11cm in diameter.
FOP Cone Marker	FOP	For marking all spots on the field. Used as corner indicator and in the referee (spotter) area if necessary. Standard size for competition. Plastic. Orange or red.
Whistle (FOX)	FOP	Official Whistle Reference: Brand: FOX 40
Competition Flying Disc	FOP	Standard World Championships Flying Disc 175g - Image printed in the center The official competition flying disc needs to have WFDF logo and 2025 Chengdu TWG logo (light color).
Warm-up Flying Disc	Training and Warm-up Area	Standard World Championships Flying Disc 175g - Image printed in the center The official competition flying disc needs to have WFDF logo and 2025 Chengdu TWG logo (dark color).

4.2.5.2 Clothing

Each player must wear a uniform that distinguishes them from other teams;

No player may wear clothing or equipment that could injure another person or interfere with an opponent's game play.

4.2.6 Participating Athletes/Teams

Mixed Team: 112 players in 8 teams

4.2.7 Site Layout

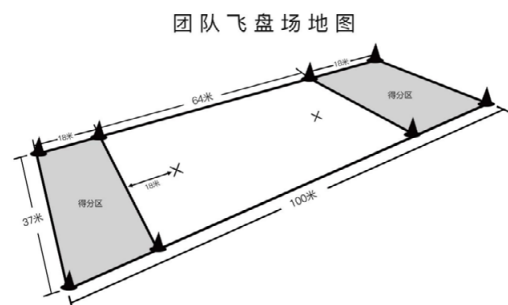


Figure 2

The playing field is a rectangular area with dimensions and zones as shown on Figure 1 and should be essentially flat, free of obstructions and afford reasonable player safety.

The perimeter lines surround the playing field and consist of two (2) sidelines along the length and two (2) endlines along the width.

The perimeter lines are not part of the playing field.

The goal lines are the lines that separate the central zone from the end zones and are part of the central zone.

The brick marks are the intersection of two (2) crossed one (1)

metre lines in the central zone, located a distance equal to the length of the end zone away from each goal line, midway between the sidelines.

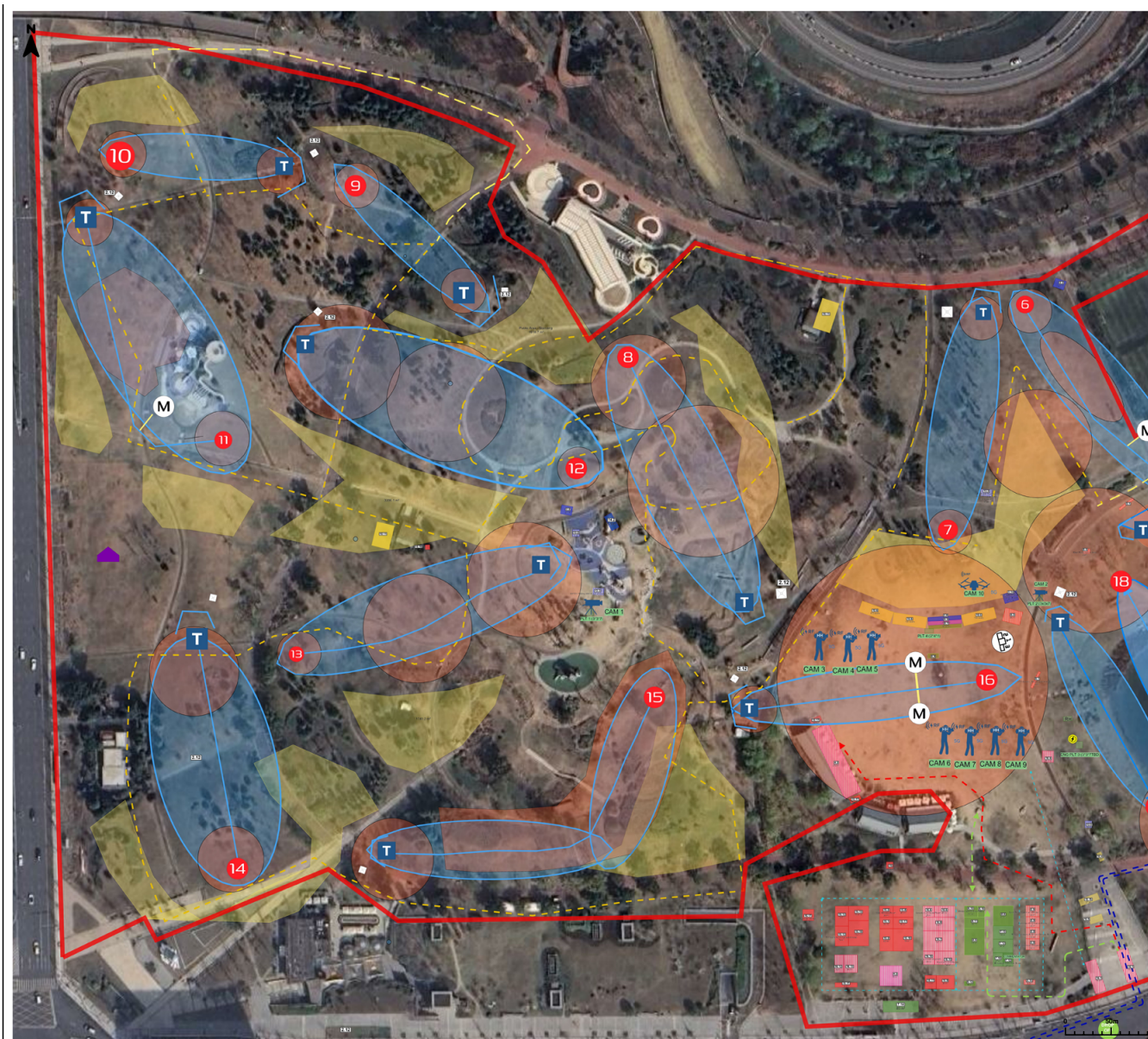
Eight brightly-coloured, flexible objects (such as plastic cones) mark the corners of the central zone and the end zones.

The immediate surroundings of the playing field shall be kept clear of movable objects. If play is obstructed by non-players or objects within three (3) metres of the perimeter line, any obstructed player or thrower in possession may call "Violation"..

THE WORLD GAMES 2025 CHENGDU

5 Venue Map

(Update Notice: Due to the continuous updating of the venue map, this version was last updated on 09 July 2025 . For subsequent reference, please refer to the SWORD VENUE.)



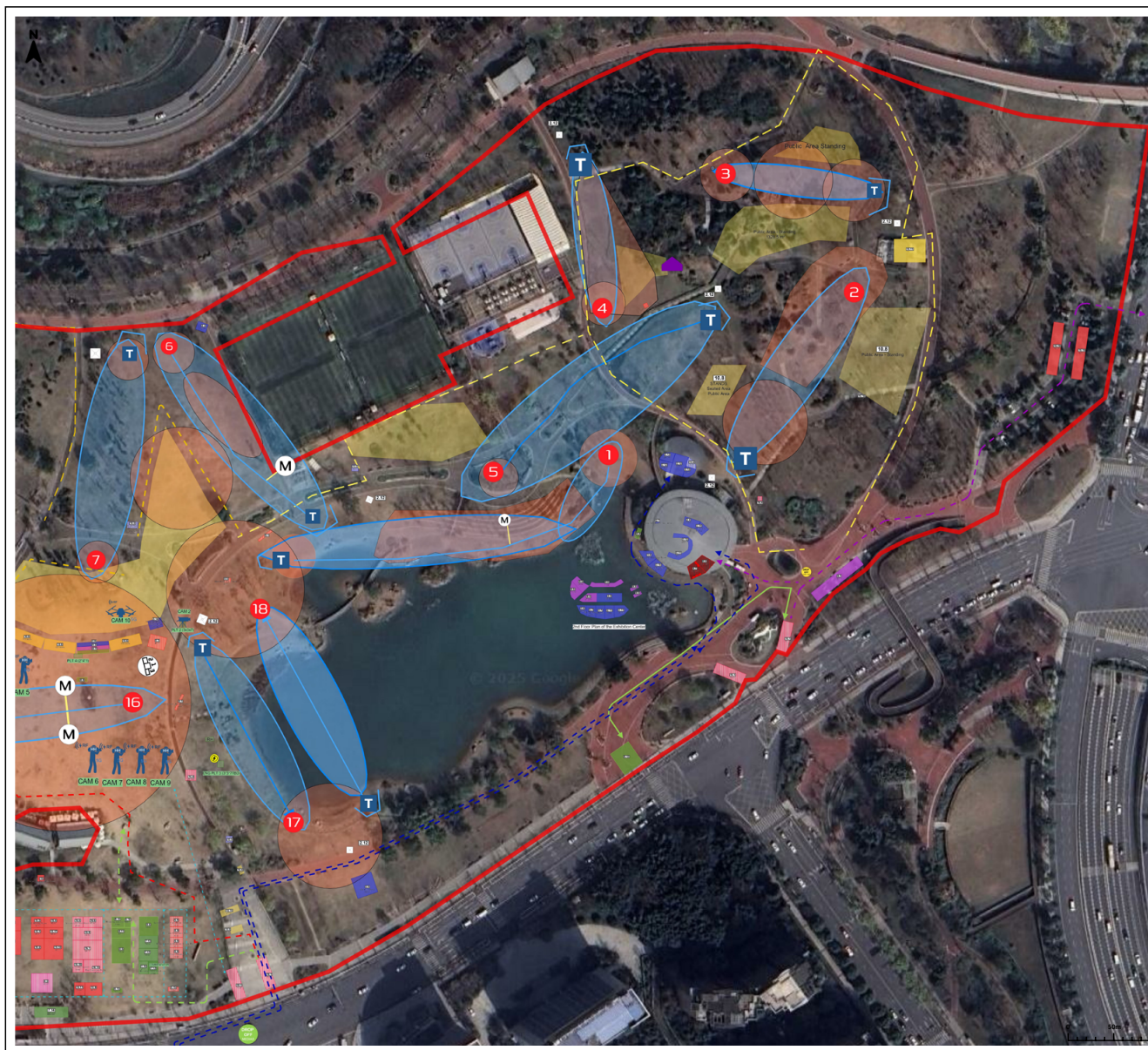
The World Games 2025 FLYING DISC

Guixi Park, CHENGDU

Level OV

Map Update: 2025.06.11

1 FIELD OF PLAY	9.5 LOUNGE
1.1 FOP	9.6 SERVICES
2 ATHLETES & OFFICIALS	9.7 PARKING
2.2 ATHLETE RESTROOM	9.8 RESTROOM
2.4 OFFICIALS RESTROOM	9.9 FLOW
2.5 WARM-UP	10 PUBLIC
2.6 ATHLETE FLOW	10.2 FLOW
2.7 CALL ROOM/AREA	10.4 INFO POINT
2.8 FEDERATION SEATING	10.5 CONCESSIONS
2.9 OFFICIALS FLOW	10.6 SEATING
2.11 JUDGES ROOM	10.8 STANDS
2.12 ATHLETE LOUNGE	10.11 ALL GENDER RESTROOM
3 COMPETITION OPERATIONS	10.15 MERCHANDISING
3.4 SPORT IT	10.16 SPECTATOR MEDICAL
3.5 COMPETITION MEETING ROOM	10.17 SPECTATOR MEDICAL POINT
3.6 IF OFFICE	10.18 SPECTATOR MEDICAL POINT
3.7 COMPETITION OFFICE	10.19 SPECTATOR MEDICAL POINT
3.11 SPORT STORAGE	10.20 SPECTATOR MEDICAL POINT
3.12 SPORT EQUIPMENT	10.21 SPECTATOR MEDICAL POINT
MAINTENANCE	10.22 SPECTATOR MEDICAL POINT
3.14 CONTROL ROOMS	10.23 SPECTATOR MEDICAL POINT
3.15 VIDEO ARBITRATION OFFICE	10.24 SPECTATOR MEDICAL POINT
4 VOLUNTEERS	10.25 SPECTATOR MEDICAL POINT
4.1 HOME	10.26 SPECTATOR MEDICAL POINT
5 SPORT PRESENTATION	10.27 SPECTATOR MEDICAL POINT
5.1 LED WALL	10.28 SPECTATOR MEDICAL POINT
5.2 SPORT PRESENTATION WORKING AREA	10.29 SPECTATOR MEDICAL POINT
5.3 ANNOUNCER POSITION	10.30 SPECTATOR MEDICAL POINT
5.4 MEDAL PODIUM	10.31 SPECTATOR MEDICAL POINT
5.5 MEDALS PREP AREA	10.32 SPECTATOR MEDICAL POINT
5.6 MEDAL PREP FLOW	10.33 SPECTATOR MEDICAL POINT
5.7 RESTROOM	10.34 SPECTATOR MEDICAL POINT
5.8 POSITION	10.35 SPECTATOR MEDICAL POINT
5.9 EQUIPMENT STORAGE	10.36 SPECTATOR MEDICAL POINT
5.10 OVR ROOM	10.37 SPECTATOR MEDICAL POINT
7 BROADCAST	10.38 SPECTATOR MEDICAL POINT
7.1 HB CAMERA POSITIONS	10.39 SPECTATOR MEDICAL POINT
7.2 RH CAMERA POSITIONS	10.40 SPECTATOR MEDICAL POINT
7.3 CAMERA PLATFORM	10.41 SPECTATOR MEDICAL POINT
7.4 COMMENTARY BOOTHS	10.42 SPECTATOR MEDICAL POINT
7.5 BROADCAST WORKROOM	10.43 SPECTATOR MEDICAL POINT
7.6 BROADCAST LOUNGE	10.44 SPECTATOR MEDICAL POINT
7.7 OB VAN	10.45 SPECTATOR MEDICAL POINT
7.8 TOC	10.46 SPECTATOR MEDICAL POINT
7.9 Power	10.47 SPECTATOR MEDICAL POINT
8 MEDIA	10.48 SPECTATOR MEDICAL POINT
8.1 DROP OFF / PICK-UP	10.49 SPECTATOR MEDICAL POINT
8.2 FLOW	10.50 SPECTATOR MEDICAL POINT
8.3 MEDIA LOUNGE	10.51 SPECTATOR MEDICAL POINT
8.4 PRESS CONFERENCE	10.52 SPECTATOR MEDICAL POINT
8.5 SEATING	10.53 SPECTATOR MEDICAL POINT
8.6 MIXED ZONE	10.54 SPECTATOR MEDICAL POINT
8.7 IF MEDIA OFFICE	10.55 SPECTATOR MEDICAL POINT
8.8 MEDIA INFORMATION SERVICES	10.56 SPECTATOR MEDICAL POINT
8.9 PARKING	10.57 SPECTATOR MEDICAL POINT
8.10 RESTROOM	10.58 SPECTATOR MEDICAL POINT
9 GUEST	10.59 SPECTATOR MEDICAL POINT
9.1 DROP OFF / PICK-UP	10.60 SPECTATOR MEDICAL POINT
9.2 SEATING	10.61 SPECTATOR MEDICAL POINT
9.3 PROTOCOL OFFICE	10.62 SPECTATOR MEDICAL POINT
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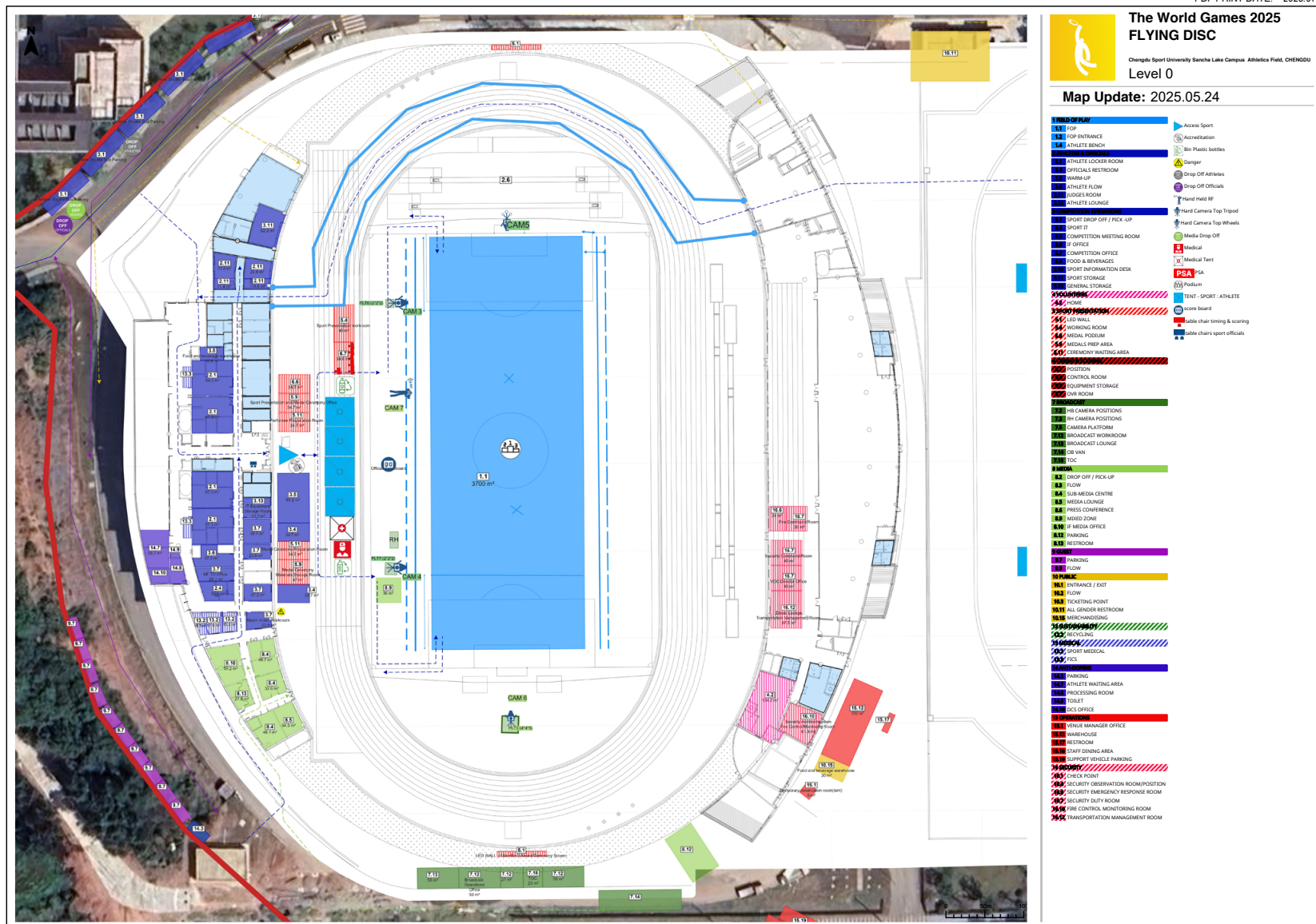


The World Games 2025 FLYING DISC Guixi Park, CHENGDU Level OV

Map Update: 2025.06.11

- | | |
|--|---|
| 1 FIELD OF PLAY | 9.5 LOUNGE |
| 1.1 FOP | 9.6 SERVICES |
| 2 ATHLETES & OFFICIALS | 9.7 PARKING |
| 2.1 ATHLETE RESTROOM | 9.8 RESTROOM |
| 2.2 OFFICIALS RESTROOM | 9.9 FLOW |
| 2.3 WARM-UP | 10 PUBLIC |
| 2.4 ATHLETE FLOW | 10.1 FLOW |
| 2.5 CALL ROOM/AREA | 10.4 INFO POINT |
| 2.6 FEDERATION SEATING | 10.5 CONCESSIONS |
| 2.7 OFFICIALS FLOW | 10.6 SEATING |
| 2.8 JUDGES ROOM | 10.8 STANDS |
| 2.9 ATHLETE LOUNGE | 10.11 ALL GENDER RESTROOM |
| 3 COMPETITION OPERATIONS | 10.15 MERCHANDISING |
| 3.1 SPORT IT | 11 MEDICAL |
| 3.2 COMPETITION MEETING ROOM | 11.1 SPORT MEDICAL |
| 3.3 IF OFFICE | 11.2 FICS |
| 3.4 COMPETITION OFFICE | 11.3 SPECTATOR MEDICAL POINT |
| 3.5 SPORT STORAGE | 14 ANTI-DOPING |
| 3.6 SPORT EQUIPMENT MAINTENANCE | 14.1 CONTROL STATION |
| 3.7 CONTROL ROOMS | 15 OPERATIONS |
| 3.8 VIDEO ARBITRATION OFFICE | 15.1 VENUE MANAGER OFFICE |
| 4 JUDGES | 15.2 WORKING GROUP OFFICE |
| 4.1 HOME | 15.3 FENCE |
| 4.2 SPORT PRESENTATION | 15.4 MAINTENANCE ROOM |
| 4.3 LED WALL | 15.5 COMMUNICATIONS FACILITY ROOM |
| 4.4 SPORT PRESENTATION WORKING AREA | 15.10 MAINTENANCE STORAGE AND WORKROOM |
| 4.5 ANNOUNCER POSITION | 15.11 MOBILE COMMUNICATIONS EQUIPMENT ROOM |
| 4.6 MEDAL PODIUM | 15.12 WAREHOUSE |
| 4.7 MEDALS PREP AREA | 15.13 MERCHANDISE PRODUCT STORAGE |
| 4.8 MEDAL PREP FLOW | 15.14 RADIO WORK POINT |
| 4.9 RESTROOM | 15.15 RESTROOM |
| 5 EQUIPMENT STORAGE | 15.16 STAFF DINING AREA |
| 5.1 POSITION | 15.18 SUPPORT VEHICLE PARKING |
| 5.2 EQUIPMENT STORAGE | 16 SECURITY |
| 5.3 OVR ROOM | 16.1 CHECK POINT |
| 6 BROADCAST | 16.2 SECURITY OBSERVATION ROOM/POSITION |
| 6.1 HB CAMERA POSITIONS | 16.3 SECURITY EMERGENCY RESPONSE ROOM |
| 6.2 RH CAMERA POSITIONS | 16.4 SECURITY DUTY ROOM |
| 6.3 CAMERA PLATFORM | 16.5 SECURITY STORAGE |
| 6.4 COMMENTARY BOOTHS | 16.6 FIRE CONTROL MONITORING ROOM |
| 6.5 BROADCAST WORKROOM | 16.7 TRANSPORTATION MANAGEMENT ROOM |
| 6.6 BROADCAST LOUNGE | 16.8 DRIVER LOUNGE |
| 6.7 OB VAN | |
| 6.8 TOC | |
| 6.9 Power | |
| 7 MEDIA | |
| 7.1 DROP OFF / PICK-UP | |
| 7.2 FLOW | |
| 7.3 MEDIA LOUNGE | |
| 7.4 PRESS CONFERENCE | |
| 7.5 SEATING | |
| 7.6 MIXED ZONE | |
| 7.7 IF MEDIA OFFICE | |
| 7.8 MEDIA INFORMATION SERVICES | |
| 7.9 PARKING | |
| 7.10 RESTROOM | |
| 8 GUEST | |
| 8.1 DROP OFF / PICK-UP | |
| 8.2 SEATING | |
| 8.3 PROTOCOL OFFICE | |

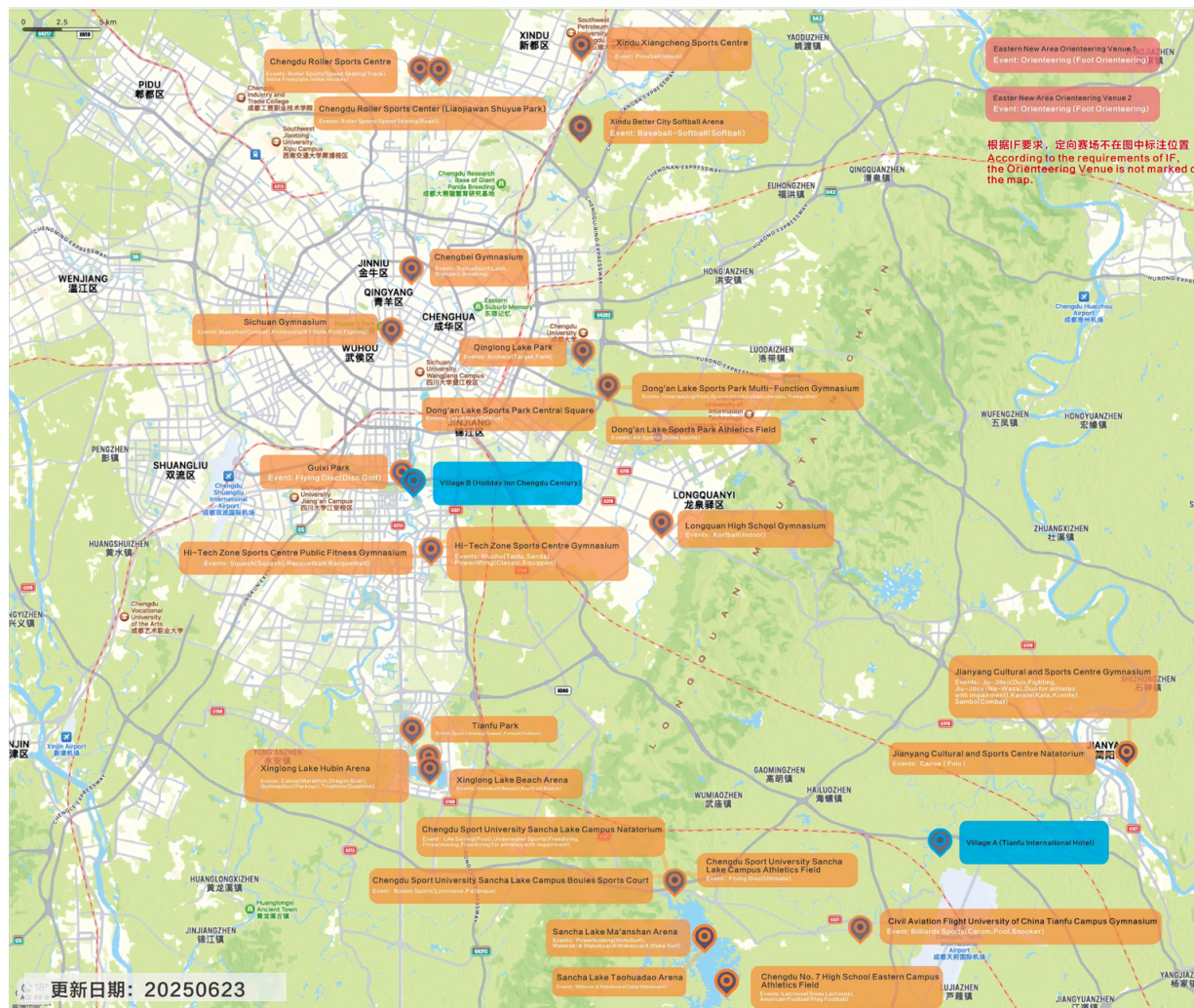
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THE WORLD GAMES 2025 CHENGDU

6 ANNEX

6.1 Location of Venues



6.2 Overall Competition Schedule

Table 16

Sport	Discipline	Comp Days	8.6	8.7	8.8	8.9	8.10	8.11	8.12	8.13	8.14	8.15	8.16	8.17	Venue
Air Sports	Drone Sports	3													Dong'an Lake Sports Park Athletics Field
American Football	Flag Football	4													Chengdu No.7 High School Eastern Campus Athletics Field
Archery	Field	6													Qinglong Lake Park
	Target	3													
Baseball-Softball	Softball	10													Xindu Better City Softball Arena
Billiards Sports	Carom	5													Civil Aviation Flight University of China Tianfu Campus Gymnasium
	Pool	5													
	Snooker	5													
Boules Sports	Lyonnaise	4													Chengdu Sport University Sancha Lake Campus Boules Sports Court
	Pétanque	4													
Canoe	Dragon Boat	2													Xinglong Lake Hubin Arena
	Marathon	2													
	Polo	4													
Cheerleading	Pom	2													Dong'an Lake Sports Park Multi-Function Gymnasium
DanceSport	Breaking	2													Chengbei Gymnasium
	Latin	1													
	Standard	1													
Fitball	Outdoor	5													Tianfu Park
Floorball	Indoor	8													Xindu Xiangcheng Sports Centre
Flying Disc	Disc Golf	3													Guli Park
	Ultimate	5													Chengdu Sport University Sancha Lake Campus Athletics Field
Gymnastics	Acrobatic	3													Dong'an Lake Sports Park Multi-Function Gymnasium
	Aerobic	2													
	Parkour	2													
	Trampoline	3													
Handball	Beach	6													Xinglong Lake Beach Arena
Ju-Jitsu	Duo	2													Jianyang Cultural and Sports Centre Gymnasium
	Duo for athletes with impairment	1													
	Fighting	2													
Karate	Kata	1													Jianyang Cultural and Sports Centre Gymnasium
	Kumite	2													
Kickboxing	K1 Style	3													Sichuan Gymnasium
	Point Fighting	3													
Korfball	Beach	3													Xinglong Lake Beach Arena
	Indoor	5													Longquan High School Gymnasium
Lacrosse	Sixes Lacrosse	5													Chengdu No.7 High School Eastern Campus Athletics Field
Life Saving	Pool	2													Chengdu Sport University Sancha Lake Campus Natatorium
Muaythai	Combat	3													Sichuan Gymnasium
Orienteering	Foot Orienteering	3													Eastern New Area Orienteering Venue 1 & 2
Powerboating	MotoSurf	3													Sancha Lake Ma'anshan Arena

Sport	Discipline	Comp Days	8.6	8.7	8.8	8.9	8.10	8.11	8.12	8.13	8.14	8.15	8.16	8.17	Venue
Powerlifting	Classic	2													Hi-Tech Zone Sports Centre Gymnasium
	Equipped	2													
Racquetball	Racquetball	5													Hi-Tech Zone Sports Centre Public Fitness Gymnasium
Roller Sports	Inline Freestyle	2													Chengdu Roller Sports Centre
	Inline Hockey	5													
	Speed Skating	4													
Sambo	Combat	2													Jianyang Cultural and Sports Centre Gymnasium
Sport Climbing	Speed	3													Tianfu Park
Squash	Squash	5													Hi-Tech Zone Sports Centre Public Fitness Gymnasium
Triathlon	Duathlon	3													Xinglong Lake Hubin Arena
Tug of War	Outdoor	3													Dong'an Lake Sports Park Central Square
Underwater Sports	Finswimming	2													Chengdu Sport University Sancha Lake Campus Natatorium
	Freediving	2													
	Freediving for athletes with impairment	2													
Waterski & Wakeboard	Cable Wakeboard	3													Sancha Lake Taohuadiao Arena
	Wake Surf	3													Sancha Lake Ma'anshan Arena
	Wakeboard	3													
Wushu	Sanda	3													Hi-Tech Zone Sports Centre Gymnasium
	Taolu	2													

Competition Day
Number of Medal Events

6.3 Sponsors




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*数据来源于：2014年中国田径协会官方网站——2014年9月24日特步160X 3.0 PRO助力陈云波打破中国男子马拉松纪录。2015年，特步160X 6.0助力陈云波打破中国男子马拉松纪录。2016年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。2017年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。2018年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。2019年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。2020年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。2021年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。2022年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。2023年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。2024年，特步160X 6.5助力陈云波打破中国男子马拉松纪录。

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