FOR THE MOST CURRENT VERSION OF GAMEPLAY CHANGES: 2024 Rules Re-Write- Community Feedback Copy *

*SOME MODIFICATIONS HAVE ALREADY BEEN MADE TO CLARIFY SOME RULES AS INTENDED BASED ON COMMUNITY FEEDBACK

WATC Qualifications and the Tournament Circuit

The following pages are a bit long and fairly dense with information. We've condensed these into short, 1-page PDFs that you can view at the links below. Should you have any questions about the 1-page documents, please consult the more detailed version or the FAQ section.

Worlds Qualification Summary Tournament Circuit Summary

*The changes proposed below are applicable to the HATCHET discipline only at this time.

Advanced and Amateur Divisions

Starting in 2024, throwers will be able to compete as either a Advanced or an Amateur and designate this on their App profile.

- All throwers will default to Amateur (with exceptions noted below), but they may choose to change this designation to Advanced (there are no requirements for doing so).
 - Any thrower who earns a WATC bid through the Pro League or Amateur Championship will be automatically assigned Advanced status for the following year (this includes throwers that earned a bid through Pro League to WATC VII)
- After season one of 2024, for a designated period of time, throwers may elect to move divisions freely, with the exception noted above. After the first season, throwers may REQUEST to move from Advanced to Amateur (Amateurs can move to Advanced without WATL approval). This request will be evaluated by the WATL team to determine if the switch is appropriate. This is to protect against sandbagging later in the year.
- Those designated as Advanced will not be allowed to compete in Amateur division tournaments and must throw league under Advanced rules.
- There will be a separate Advanced and Amateur leaderboard each season.

WATC Qualifications

As a Advanced, the easiest way to qualify for the world championship is through the global leaderboard each season.

- The top 128 Pros each season (by season RATING) will be designated as Pro League.
 - More information on the Rating System
- Any thrower who achieves Pro League in more than 1 season in the year will be awarded a bid to WATC.
- 12 bids will be awarded to the top finishers at the Amateur Championship, and an additional 12 will be reserved for invitational bids (these invitational bids will be given out to individuals identified in countries in the interest of global growth)
- All remaining bids to WATC will be awarded based on Circuit Points.
- Note there will be NO Open Qualifiers for WATC VIII and onwards.

Circuit Points will be awarded slightly differently in 2024.

- NO Advanced Hatchet Circuit Points are awarded for league scores; these CP are ONLY awarded at tournaments.
- *For ALL disciplines* Total tournament CP for the year is the sum of the 3 highest tournament CP totals (regardless of the tier).
- Tournament CP will be distributed based on the number of participants in Hatchet, as follows:
 - In the Hatchet Open Division, CP is calculated by the total number of Hatchet throwers (Open and Amateur).
 - In the Hatchet Amateur Division, CP is granted by the total number of Amateur Hatchet throwers.
 - The top 40% of each discipline/division will receive a share of CP.
- You can find the current proposed calculation model <u>HERE</u>.

The Amateur Championship

The Amateur Championship will be held towards the end of the calendar year and will be completely open to ANY registered amateur who has completed a WATL league in 2024.

- This event will consist of a qualifying tournament on Friday, followed by a 128-person championship on Saturday.
- The top 64 throwers from Friday will advance to Saturday.
- 64 Amateurs will have automatic byes into the Saturday tournament and will not need to throw on Friday.
 - Up to 32 will have bids from placing in the top 4 of designated WATL Majors throughout the year.
 - The rest of the byes will be filled by the highest CP earners among those who register for the open tournament.
 - For Example: If 23 throwers accept bids from Majors and 487 people register for Friday, the top 41 throwers (in CP) of those 487 will

auto-advance to Saturday, and the remaining 426 will compete in a tournament played down to the top 64.

 There may be additional, smaller Advanced events as part of this championship, with invites based on tournament CP earned throughout the year.

Tournament Model

Sanctioned WATL Tournaments are placed within a tiered tournament system. Each Tier has specific requirements for the prize pool, rule set, and registrations.

Majors

Majors are the largest tournaments. These tournaments are the ones that will work to bring in sponsors and additional prize pool money. WATL will accept tournament bids from all interested affiliates and determine 6-8 hosting facilities to be scheduled as far in advance as possible with the full schedule set by early November.

- The top 4 finishers in Amateur Hatchet will receive an automatic entry to Day 2 of the Amateur Championship and free entry.
- Bids do not trickle, any extra bids from multiple placements will be filled via Amateur Circuit Point standings
- These will be required to have a minimum cap, meaning they can only cap registrations higher than the set minimums. (e.g. Keystone may have a minimum cap of 128 cannot cap registration at less than that for each Hatchet division)
- They must host: Amateur Hatchet, Open Hatchet (Advanced rules for all participants), Big Axe, and Duals
- Prize pool payout minimum 50% of entry fees + added cash
 - The added cash is the amount that they are committing to add to the prize pool when submitting their bid.
 - After reviewing 2023 tournaments to date, most tournaments are already paying out 50% or more, so mandating a higher prize pool is already a standard established independent of WATL

Tier₁

These are potentially smaller than Majors, with smaller prize pool requirements. These tournaments will follow the same format as Majors, except **no bids will be awarded to Amateurs**. Venues will submit requests to host a Tier 1 within 8 weeks of the start date. WATL will review the request and either approve it for a Tier 1 or designate it as a Tier 2/3.

 No limit on how many are hosted in a year, but will be managed to ensure they are not overlapping with each other or other Majors

- Minimum caps will be set, similar to Majors, but not as high
- They must host: Amateur Hatchet, Open Hatchet (Advanced rules for all participants),
 Big Axe, Duals
- Prize pool payout minimum 50% of entry fees + \$1,500 minimum added cash

In order to be chosen for a Major or Tier 1, tournament hosts must have met the following requirements in 2023:

- Hosted a Tier 3 or larger event
- Sent the required feedback form to their roster after the completion of their event
 - o Feedback from throwers is considered in the final decision
- Displayed good organizational skills (rosters and information management)
- Communicative with the WATL team and throwers
- Produced a strong bid, including an added cash component to the prize pools
- Must be reasonably, in WATLs' judgment, capable of fulfilling the commitments submitted in their bids

Tier 2

Tier 2 tournaments have more than 48 throwers in Hatchet and are mandated to split the Hatchet tournament between Amateur and Open. They may host additional disciplines but are not required to. There is no added cash requirement for Tier 2, and hosts only need to submit a request to WATL within 4 weeks of the start date for approval.

- Venues must submit requests to host within 4 weeks of the start date
 - No limit on how many are hosted in a year, WATL will try to ensure no 2 are happening within (TBD) miles of each other within 2 weeks (first come first serve)
- No minimum caps
- 49 throwers or more in Hatchet, Hatchet must be split into an Amateur and Open divisions
- Circuit points are awarded in all disciplines, based on the number of participants in that discipline
- Prize pool payout minimum 50% of entry fees, no added cash requirements

Tier 3

Tier 3 tournaments have 48 Hatchet throwers or less, or no Hatchet component at all. There is no added cash requirement for Tier 3's, and hosts only need to submit a request to WATL within 4 weeks of the start date for approval.

- Venues must submit requests to host within 4 weeks of the start date
 - No limit on how many are hosted in a year, WATL will try to ensure no 2 are happening within (TBD) miles of each other within 2 weeks (first come first serve)
- No minimum caps
- 48 throwers or less in Hatchet, may host all or a selection of the 3 disciplines

- Hatchet is thrown under one Open Division (Amateur rules for all)
 - This is the only time when the open division is played under the Amateur ruleset and the only time a Advanced can compete under that ruleset.
- Circuit points are awarded in all disciplines, based on the number of participants in that discipline
- Prize pool payout minimum 50% of entry fees, no added cash required

Prize Pool Requirements

In all cases prize pools are 50% of all participating throwers, calculated based on the # of participants, multiplied by the full price entry of the discipline. e.g. if a tournament has 70 paid hatchet entries, at \$100 per entry, 25 participants that paid a bundle price of \$250 for all disciplines, plus 5 FREE entries, the prize pool is still calculated as 50% of (100 participants * \$100) = \$5,000.

- Any added cash must be distributed evenly among disciplines OR by the percentage of throwers in each discipline.
 - For example, if Hatchet had 100 throwers, Big Axe had 50 throwers, and Duals had 50 teams, 50% of the added cash goes to Hatchet, 25% of the added cash would go to the Big Axe prize pool, 25% to the Duals pool. (all in addition to the 50% of entries requirement).
- Hatchet payout is split 90/10 between the Open and Amateur in Majors and Tier 1s and 80/20 in Tier 2s
 - The largest portion (80 or 90%) of Hatchet payout goes to Open, the rest to Amateur
 - OPEN depth payout follows the tier for the TOTAL number of throwers in all Hatchet brackets
 - AMATEUR depth payout follows the tier for the total number of Amateur throwers only
- If a % higher than the minimum 50% is advertised to be paid out, that is considered part of the prize pool and cannot be allocated at the venue's discretion it is to be distributed via the depth minimums. Any additional "added cash" (not % of ticket sales) on top of the required minimum may be allocated as stated above.
 - For example, a Tier 3 advertising 50% of the prize pool, that full 50% is paid out following the minimum depth requirements. If 50% + \$500 is advertised, the 50% is paid out following the minimum depth requirements and the \$500 can be allocated at the venue's discretion by percentage or evenly among disciplines.
- Unless clearly communicated prior to the start of the tournament, last-minute additions to the prize pool must be added to the total and follow the percentage guidelines. Other additions are allowed at the host's discretion, as long as those distributions are communicated to the participants before the start of the tournament.

- For example, adding \$100 to the prize pool after the tournament is underway or ended must be added to the total pool and paid out based on % breakdowns, not allocated at the venue's discretion.
- WATL strongly encourages tournaments to pay out on the final day of the tournament to winners. This will be part of the bid process for Majors and will have weight in the decision on assigning those tournaments.
 - Payouts MUST be made no later than 2 weeks after the tournament, or the venue may face sanctions from WATL. The venue where the event is being hosted is ultimately responsible to ensure that those payouts are completed, even in the event that a third party is operating the event at that venue on their behalf. Including but not limited to; revoked access to the App, pause in all ordering privileges, and loss of Affiliate benefits until payments are made.
- All tournaments will confirm the prize pool payouts with WATL before the tournament to ensure consistency is being maintained, and make best efforts to publish this prior to the tournament start.
- All sanctioned tournaments will follow a set payout breakdown for each discipline depending on the number of throwers* participating.
 - o *Duals payout depths are based on the number of teams, not throwers.
- If you wish to add \$\$ to lower placements, they cannot be HIGHER than the placements above them.
 - For example, 4th place is \$50 and you want to also payout 5th and 6th place, those payments must be EQUAL TO OR LOWER than \$50.

FAQ

The prize pool split seems pretty extreme with Amateur, shouldn't this be based on participation in the division? Aren't Amateurs just funding Advanced throwers at that point?

Good question, we feel it is necessary for a few reasons.

- Currently, those registering for Amateur, in a single division tournament, would have had far less chance of getting any money. Creating a split division allows a chance at a portion of the prize pool (even if that portion is comparatively small).
- There should be an incentive to move to Advanced if the skill level is there. If someone can make more money in an Ato tmateur, people will not move up, and the Amateur division will end up as the only division- creating the same issues we have now.
- In speaking to several Amateurs, they do not go ournaments for the chance at prize money. The vast majority go to learn and have fun and don't consider placing for cash the goal. This model allows more of the matches to be competitive; no crazy mismatches occur which send people to B without feeling like they had a chance. The consensus is

- that this makes for a better experience, even if it means less chance of a large cash reward.
- If prize money stays within the division, then the Advanced division payouts would be
 drastically lower than they are now. If the sport is to grow professionally, at some point,
 Advanced throwers need to be able to continually compete (and, for many, placing is the
 only way they have a chance at doing so).

I noticed it said the top 128 Pros are determined by season rating, why would this not just be based on their average? And how is a season rating calculated?

Because of the league and tournament differences, there is an option to play it safe and go for center 5s (especially from 15') in the league. So the score is not necessarily, entirely indicative of skill level or expected tournament performance. The seasonal rating is based on your bull %, average, and killshots hit; the three factors most reflective of overall performance.

The formula is: (#of 6s and 8s)/Throws * 500 + Avg*8 + # of 8s *2

Pros are only awarded circuit points at tournaments and not through leagues, isn't that unfair to those that can't go to many tournaments?

The easiest way to WATC is still through the leagues. Coming in the top 128 in any two seasons is a far easier model than we have currently. Rather than expanding deeper into leagues, but taking those coming 130-150, this model focuses on those who have already been successful at the competitive level. The changes to CP distribution in tournaments to be the top 40% as well as allowing ANY 3 (not tier restricted) to count for points also allow for more equity in those who have less access to certain tournaments.