OKINAWA OPEN 2026
TOURNAMENT RULES

English Translation

1. Game Rules

1. Games will generally be played according to the latest rules of the Japan Flying Disc Association (JFDA).

2. The following special rules apply specifically to the Okinawa Open:

• Each team must have at least **two female players** on the field. There is no requirement for both teams to have the same number of female players.

If a team is unable to field two female players:

• Please choose one of the following options:

• **Option 1:** Forfeit the game.

• **Option 2:** Continue playing with one fewer player.

• If Option 1 is chosen, or if a team is unable to field even one female player, the final score will be recorded as **13–0**.

2. Game Format

1. Each game consists of **40 minutes of play time**, with no halftime.

• Finals, semifinals, and third-place games may have up to **5 minutes of overtime**.

2. Each team is allowed **two 60-second timeouts per game**. Timeouts are included in the game time.

• Timeouts cannot be called when less than 3 minutes remain in the game.

• Calling a timeout with less than 3 minutes remaining will result in a turnover.

3. The game is played to **13 points**.

4. In the event of a tie when time expires:

Group Stage (Round Robin)

• Games will be decided using a points-based system:

• Win: 3 points Tie: 1 point Loss: 0 points

• If teams are tied in points, rankings will be determined in the following order:

• 1) Head-to-head result 2) Point differential 3) Total points scored 4) Disc flip

Knockout Stage

• Overtime will be played for up to 5 minutes.

• The first team to score during overtime wins.

• If neither team scores within the 5-minute overtime period, the winner will be decided by a disc flip.

3. Game Procedures and Team Gatherings

1. Please follow the scheduled game start times.

2. Both teams must gather promptly at the field before each game. The captains of both teams must conduct a disc flip before the game.

• Please complete the disc flip **at least 5 minutes before the scheduled game start time**.

3. All game times will be announced by the tournament organizers.

4. To ensure smooth game operations, teams that are not currently playing are asked to assist as observers when needed.

• Examples of assistance include:

• Keeping score

• Managing the timeout clock

• Keeping track of the overall game time

4. Other Rules

1. If a team fields a player who is not registered for the tournament, that team will be disqualified.

2. All teammates' uniforms must have matching shirt designs (shorts may differ). Additionally, if players have numbers on their shorts, the numbers should match their jersey or be covered with tape or similar material.

3. If a player's jersey number differs from the number listed on the team roster, this must be reported at the registration desk on the day of the tournament.

4. Awards will be presented to:

• The winning team

• The Spirit of the Game team (one team)

Individual awards will also be presented:

• MVP

• Fighting Spirit Award

• Best 7 (six male and six female players, excluding the MVP and Fighting Spirit Award recipients)

Let's enjoy the tournament and play with the Spirit of the Game!