CURTIN STADIUM ULTIMATE FRISBEE RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Stadium organised Ultimate Frisbee

Nominations and fixtures:
- Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be called regarding their games times. All fixtures and results are available on our website http://life.curtin.edu.au/curtin-stadium/social-sport.htm this link will be emailed to team captains and vice captains prior to the first week of competition.
- Management reserves the right to add and change any game times where necessary.
- All teams can expect to get an even spread of game time slots over the season. Game times are between 6.00pm and 10.00pm although games could run early and/or later depending on team numbers.
- Changes to playing grade must be made in the first three weeks of competition (if applicable). These changes will be made at the discretion of the Sports Program Coordinator. Changes will be made in the following instances:
  - A team requests a grade change. Any requests must be made to the Sports Programs Team on 9266 7052 or email socialsports@curtin.edu.au
  - The Sports Programs Team & or Social Sport Supervisor must believe that the team is not compatible with the grade that they are currently playing in.
- Teams can contact the Sports Programs Team on 9266 7052 for any general enquiries.
- Individuals can register for this competition through the Curtin University Ultimate Club of which payments and information is dealt with separately from Curtin Sport & Recreation

1. The Playing Area
   - Edinburgh Oval

2. The Disc
   - Curtin Stadium will provide an approved Disc.

3. Players
   - The maximum number of players on the field at any given time is seven (7).
   - The maximum number of substitute players per night is three (3) with the maximum number of players per night for a given team being ten (10).
   - The minimum number of players on the field without incurring a forfeit is five (5).

Players registering in multiple teams
Curtin Sport & Recreation allows players to register in multiple teams provided that all of the following conditions are satisfied:
- The individual is registering as a part of a secondary team for the purpose of helping develop the team
• They are the captain or vice-captain of the secondary team
• The two teams are in separate divisions. There is a risk that both teams will be graded in the same division. Should this occur, the player will have to choose one team
• Any clashes in time will not be resolved by the Curtin Sport & Recreation or the Curtin University Ultimate Club and it is a risk that must be considered when registering as a player of two teams.
• When time clashes occur, the player must choose to play in one team for that time slot. Under no circumstances can players swap between games, regardless of player numbers, gender split, the score, ability of players, etc.
• The Curtin Sport & Recreation Programs team & the Curtin University Ultimate Club executive committee can overrule a player’s placement in a secondary team if it is noticed that player makes a team an obvious outlier in the first two weeks of grading.

Gender Split

The gender split for the league will be consistent with standard WFDF rules. This is a 3-4 split changing in accordance with ABBA. The ABBA then repeats.

ABBA examples:

1. A: Four Male, Three Female  
   B: Three Male, Four Female  
   B: Three Male, Four Female  
   A: Four Male, Three Female

2. A: Three Male, Four Female  
   B: Four Male, Three Female  
   B: Four Male, Three Female  
   A: Three Male, Four Female

If the two team agree on a different gender split before the game, the game can be played with the agreed upon split only if it has been cleared by the supervisor at the fields. Once the gender split has been signed off by the supervisor and the game started under no circumstances will the split be altered again.

If a team cannot fill the required gender split they must play player(s) down. Teams cannot substitute a male player for a female or a female player for a male.

Pick-ups and unregistered players

Any players found to be consistently playing for teams (more than three games) where they are not registered on the roster will be immediately removed from further participation in games and the team may face disqualification for that round.

4. Player Equipment

- All players are required to wear a team uniform consisting of the same coloured tops by the end of grading or the third week of competition. Point penalties will be enforced for those wearing a different coloured shirt (1 goal per incorrect shirt).
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn but must be appropriately taped.
5. **Competition Structure**
- The competition structure will be determined once the amount of teams has been finalised and will be released to team reps prior to the competition date.

6. **Penalties, Forfeits and Withdrawals**
- Not only does it keep the other team waiting, late starts affect the whole competition’s fixture times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.

Penalties:
- 1 goal per minute Late

A forfeit may be declared if:
1. A game does not start within ten (10) minutes of the allocated starting time.
2. A team fails to honour their fixtured game.
- Forfeits are to be determined by the referee as mitigating circumstances may apply.
- If a team forfeits their match, the opposing team will be awarded a win 8 – 0.
- Forfeit fees must be paid before the next fixture game, un-financial teams will not receive competition points

7. **General Rules**
- 7.1 Normal WFDF Rules apply to all the rules of the game except for the following

8. **Length of the Game**
- Games will comprise of two (2) x 25 minute periods with a 5 minute break at half time.
- The team which scores the most goals within the time period is declared the winner, should points be even the team scoring the next point will be declared the winner.
- Each team is entitled to one (1) 30 second time out per game.
- If the game is a draw at the end of finals fixture an overtime period of five (5) minutes will be played. The team in front at the end of the extra time period will be the winner.
- If the game is still a draw at the end of the overtime period a second overtime period will be played. The first team to score two (2) points in the second overtime period will be declared the winner.

9. **Referees**
- There shall be no referees and teams will umpire as stated in the WFDF rules to encourage fair and honest play
- There shall be a Curtin Sport & Recreation Social Sport Supervisor to assist with rules of play and give direction when needed.

10. **Group Match Points**
- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- Forfeit = 0 points (8 – 0 LOSS)
11. Suspensions and Ejections
- Incidents of a dangerous or unsportsmanlike nature that are reported by a referee of an opposing team will be taken seriously.
- All information regarding the incident will be taken into account and decision on an appropriate resulting action will be made by the Sport Programs Team in conjunction with the Sport & Recreation Coordinator
- Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least one (1) game.

12. Duty of Care
• For the safety of all social sport participants a penalty will be given against any player, for deliberately or recklessly playing in a manner that does, or could potentially cause harm to another player, as determined by the umpire. It includes unfair play, dangerous play and misconduct that does not meet accepted standards of good sportsmanship.
• The ‘DoC’ penalty will be decided by the umpire/s dependant on the situation, but may result in penalty, send-off, suspension or banning from the competition.

13. Forfeits and Withdrawals
• Teams must attend every fixtured game for the season or notify the Sports Program Coordinator on 9266 7052 or socialsports@curtin.edu.au if they cannot attend a fixtured game and a forfeit will result.
• A game will be declared a forfeit when:
  o A team is not ready to play within (10) ten minutes of the scheduled start time;
  o A team fails to honour their fixtured game (this includes finals).
• Any team forfeiting will incur the following fine’s:
• Any team that has notified the Sport Programs Team by 4.00pm the day of the fixture: Normal game fee for that chosen sport.
• Any team that does not show up to a fixture game without notifying the Sports Program Officer prior to 4.00pm the day of their fixture will be charged twice (2x) the Normal Game fee for that chosen sport. This is referred to as a ‘NO SHOW FEE’
• Should a team forfeit their game the forfeit fee must be paid the week proceeding a forfeit. Un-financial teams will not receive competition points. Teams whose payments are up to date prior to their last game will receive their last game free as part of the fee paid at the time of registration.
• Teams with outstanding forfeit fees from previous season will not be eligible for the next season until all fees are paid.
• If a team forfeits their match, the opposing team will be awarded a win 8 – 0 and their game fee will be held over to the following week.
• Any team that withdraws from the competition throughout the season will be issued with a $200 withdrawal fee.

14. Finals
- To be eligible to play in the top 4 play-offs, a player must have played a minimum of 3 games during the season

15. HAVE FUN!

The referees and competition organiser have the right to review any rule stated above at any time prior to or during the competition. If a situation arises which is not mentioned above the referees and/or competition organiser will use their discretion in making a decision.