

CURTIN STADIUM

ULTIMATE FRISBEE SOCIAL SPORT RULES

These <i>Social Sport Rules</i> must be read together with	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Curtin University Ultimate Club (CUUC).
Playing Area	Edinburgh Oval
Game Length	55 minutes
Half Time break	No half-time break
Time out	1 x 30 second time out per game (for each team).

1. BASIC RULES

- (a) Teams will apply normal WFDF Rules apply to all games except if there is any discrepancy between these Social Rules and the WFDF rules, these Social Rules will prevail.
- (b) There will be no umpire and teams will umpire as stated in the WFDF rules to encourage fair and honest play
- (c) There will be a Curtin Sport & Recreation Social Sport Supervisor to assist with rules of play and give direction when needed.

2. SPIRIT OF THE GAME

- (a) Ultimate is a non-contact, self-refereed sport. All players are responsible for administering and adhering to the rules. Ultimate relies on a 'Spirit of the Game' that places the responsibility for fair play on every player.
- (b) No player should intentionally break the rules. There are no penalties for inadvertent breaches.
- (c) Players should:
 - i. Make themselves familiar with the basic rules.
 - ii. Be fair minded and objective.
 - iii. Resolve disputes as quickly as possible using respectful language.
- (d) Any violations of the '*Spirit of the Game*' such as dangerous play, aggressive behaviour, intentional fouling, taunting and disrespectful language towards teammates, opponents and the social sport umpires may result in removal from the game.
- (e) Serious breaches may result in removal from the league.

3. PLAYING AREA

- (a) Playing field is a rectangular area consisting of two endzones as seen in figure 1 (the dimensions of the field may vary).
- (b) The perimeter lines are not part of the playing field.
- (c) The goal lines are a part of the central zone.

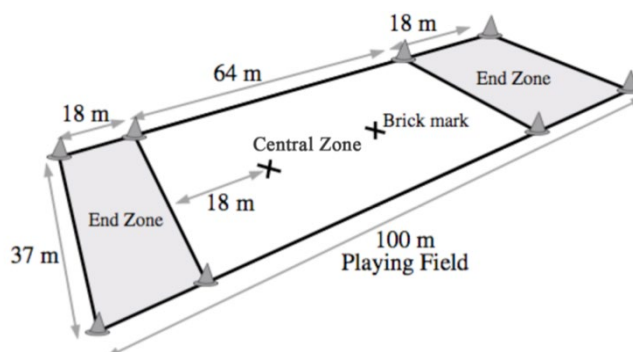


Figure 1 The Playing Field

4. REGISTERED PLAYERS AND FILL-INS

- (a) Players can register for this competition through CUUC who handle all payments and registration information separately from Curtin Stadium.



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- (b) Players can register in multiple teams provided that:
 - The player is registering as a part of a secondary team for the purpose of helping develop the team
 - The player is the captain or vice-captain of the secondary team
 - The two teams are in separate divisions. If both teams are graded into the same division, the player must elect a single team to play for.
 - The player accepts responsibility for managing any playing time clashes between the two teams. Neither Curtin nor CUUC are required to change fixtures for a time clash. 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.
 - Curtin and CUUC executive committee can overrule a player's placement in a secondary team if either decides that the player makes a team an obvious outlier in the first two weeks of grading.
- (c) 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.

5. PLAYERS

- (a) The maximum number of players on court at any time is 7.
- (b) The minimum number of players on court at any time is 5
- (c) A team may make substitutions after a goal is scored and before the team signals readiness for the pull.
- (d) Teams should field either a gender split 4 females and 3 males or 3 females and 4 males at a time.
- (e) Teams will abide by a 'prescribed ratio rule' where at the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting the gender ratio for the first point. For the second and third points the ratio must be the reverse of the first point. For the fourth and fifth points the ratio must be same as the first point. This pattern of alternating the ratio every two points repeats until the end of the game. Examples include:

Example A

Four male, three female
Three male, four female
Three male, four female
Four male, three female

Example B

Three male, four female
Four male, three female
Four male, three female
Three male, four female

- (f) If a team cannot fill the required gender split, they must play player(s) down. Teams may not substitute a male player for a female player or a female player for a male player.
- (g) Teams should abide by the gender split and the 'prescribed ratio rule' except in circumstances where the gender split cannot be achieved (i.e. injury, lack of players, etc...). A new gender split must be mutually agreed on by both team captains and must be approved by the social sport supervisor.

6. PLAYER EQUIPMENT

Teams should use the playing disc that is provided by Curtin Stadium unless discussed with social sport supervisor.

7. STALL COUNT

- (a) The marker administers a stall count on the thrower by announcing "Stalling" and then counting from 1 to 10. The interval between the start of each number in the stall count must be at least one second.
- (b) The marker may only start and continue a stall count when they are within 3 metres of the thrower.

8. RECIEVERS AND POSITIONING

- (a) A player 'catches' the disc by demonstrating sustained control of a non-spinning disc.
- (b) If the player loses control of the disc due to subsequent contact with the ground or a teammate or a legitimately positioned opposition player, the catch is deemed to have not occurred.
- (c) Players may not use their arms or legs to obstruct the movement of opposing players.

9. TURNOVERS

- (a) A turnover that transfers possession of the disc from one team to the other occurs when:
 - i. the disc contacts the ground while it is not in the possession of an offensive player;
 - ii. a pass is caught by a defensive player (an 'intercept')

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- iii. the disc becomes out-of-bounds
- iv. during the pull, the receiving team touches the disc before it contacts the ground, and fails to catch the disc (a 'dropped pull')
- (b) If a player determines a turnover has occurred, they must make the appropriate call immediately. If the opposition disagrees, they may call 'contest'. If, after discussion, players cannot agree or it is unclear what occurred in the play, the disc must be returned to the last non-disputed thrower.
- (c) If the turnover location is in the offence's attacking end zone, the thrower must establish the pivot at the nearest point on the goal line.
- (d) If the turnover location is in the offence's defending end zone, the thrower may choose to establish the pivot:
 - i. at the turnover location, by staying at the turnover location; or
 - ii. at the nearest point on the goal line to the turnover location, by moving from the turnover location.

10. PENALTIES FOR LATE START

- (a) The teams must start the game at the scheduled time.
- (b) Teams must have the requisite number of players on the court (in the correct player ratio) to be considered "ready to play". If a team is late, they will be penalised goal penalties as follows:

Number of minutes late	Goal penalties
1 – 10	1 goal per minute late
> 10 minutes	NA - forfeit

11. SCORING

- (a) A game consists of a number of points. Each point ends with the scoring of a goal.
- (b) There is no point cap.
- (c) After a goal is scored:
 - i. The next point starts immediately;
 - ii. The teams switch the end zone that they are defending; and
 - iii. The team that scored becomes the defence and pulls next.
- (d) Team should keep score and mutually agree on the score of the game upon its completion.

12. FORFEITS

If a team forfeits their match, the opposing team:

- (a) will be awarded a win of 8 – 0; and
- (b) will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

13. FINALS

- (a) If the game is a draw at the end of finals fixture an overtime period of 5 minutes will be played. The team in front at the end of the extra time period will be the winner.
- (b) 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 2 points in the second overtime period will be declared the winner.

14. CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the Sports Program Coordinator will use their discretion in making a decision.