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Florida Atlantic University
Campus Recreation
Intramural Sports

All rules are governed by the Ultimate Players Association (UPA) with the following exceptions:

ULTIMATE FRISBEE RULES

Nature of the Game

Ultimate frisbee is a fast-moving, competitive, non-contact sport played by two seven-person teams. The sport has a great amount of freedom and informality implicit in the rules. Primary among these is the spirit of sportsmanship which enables the honor system to be effective.

Such actions as taunting of opposing players, dangerous aggression, intentional fouling, or other "win at all cost" behaviors are fouls against the spirit of the game and should be discouraged by all players.

The object of Ultimate Frisbee is to gain points by scoring goals. The disc may only be passed, and a goal is scored when a player successfully passes the disc to a teammate in the end zone which that team is attacking. The team with the most points at the end of the game is declared the winner.

Players

Each team shall consist of seven players, a minimum of four players is required on site ready to play prior to game time to avoid a forfeit. **No more than two ultimate sport club members are allowed per team roster.** In co-rec, teams consist of three men and four women. A minimum of four players, two men and two women, is required on site ready to play prior to game time to avoid a forfeit.

Equipment

The Department of Campus Recreation will furnish the discs. They will be 175 gram frisbees. Players may not wear shoes with metal cleats. Team members are encouraged to wear shirts of the same color; pennies may be provided to aid teams in identifying their teammates.

Playing Fields

The playing field will be 70 yards long (two 15 yd. endzones) and approximately 40 yards wide.

Officials

Officials will not be provided by the Department of Campus Recreation and the teams will play on an honor system. An Intramural staff member will be present to mediate protests, problems, and disputes.

Time

A game of ultimate frisbee lasts for 40 minutes, divided into two 20-minute halves. Half-time lasts three minutes. The clock will run continuously.

Each team is permitted one time-out per half, each lasting for one minute. Time-outs may be called by either team after a goal and before the ensuing throw-off. A team must be in possession of the disc in order to call a time-out during play.

In the event of a tie score at the end of regulation play, there will be a sudden-death overtime period (first team to score is the winner). The captains flip a coin or disc to determine which team will throw-off, receive, or defend a goal.

Throw-Off

Play begins with the throw-off. The captains flip a coin or disc to determine which team will throw, receive, or choose a goal. The teams shall alternate throw-offs at the beginning of each period. All players must be on or behind their own goal line without changing relative position.

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A player on the goal line throws the disc toward the other team. As soon as the disc is released, all players may cross the goal lines. No player on the throwing team may touch the disc in the air before it is touched by a member of the receiving team.

The receiving team may catch the disc or allow it to fall untouched to the ground. If a member of the receiving team successfully catches the throw-off they may advance the disc by passing at that point. If the receiving team touches the disc and fails to catch it, the team which threw-off gains possession of the disc where it is stopped. If the disc is allowed to fall untouched to the ground, the receiving team gains possession where it is stopped.

If the disc goes out-of-bounds on the throw-off, (endline and/or sideline), the receiving team makes the immediate decision of: 1) gaining possession at the point the disc went out-of-bounds; or 2) taking possession of the disc at the middle of the field 10 yards from the goal line (break point) Each time a goal is scored, the teams switch direction of their attack, and the team which scored throws-off on the signal of the receiving team.

End zones

Any time a team gains possession in the end zone which they are defending, the player immediately chooses to resume play where the disc is stopped, or at the goal line. A player may carry the disc up to the goal line provided he/she approaches it perpendicularly. The disc may not be passed as the player approaches the line. If a team gains possession in the end zone which it is attacking, the disc is carried perpendicularly to the goal line, and play resumes immediately from the goal line.

The Play

The team which has possession of the disc must attempt to move the disc into position so that they may score a goal. The disc may be propelled in any way the player wishes. The disc may never be handed from player to player. In order for the disc to go from one player to another, it must at some time be in the air.

No player may walk, run, or take steps in possession of the disc. The momentum of the receiver, however, must be taken into consideration. Should a player take steps obviously not required to stop, a travel is called. The player in possession may pivot on one foot as in basketball. The pivot foot may not be changed by the thrower. If the pivot foot is changed, a travel is called. Only one player may guard the person in possession of the disc. If one defender is guarding and the second is guarding the same player within six feet of the player with the disc, "double team" can be called. The second defender must retreat before counting resumes. The disc may not be wrenched from the grasp on an opposing player or knocked from any player's hand. If the disc is dropped by the thrower without interference by a defender, a turnover results. If the disc is simultaneously caught, offense retains possession.

The defensive team gains possession whenever the offensive team's pass is incomplete, intercepted, knocked down, or goes out-of-bounds. A rolling or sliding disc may be stopped by any player, but may not be advanced in any direction. After the disc is stopped, no defensive player may touch it. Possession is gained at the point where the disc is stopped. Any member of the team gaining possession of the disc may throw it.

A player may catch his/her own throw only if the disc has been touched by another player during flight. Bobbling to gain control is permitted but intentionally tipping to oneself is not allowed.

Fouls

A throwing foul is called only by the player fouled. The thrower may not push the defender back in order to throw. Physical contact during the throw is a foul against the defender. If the pass is completed, the foul is automatically declined and play proceeds without stopping. If the pass is incomplete, the disc comes back to the thrower and count resumes either at 1 (if uncontested foul) or at whatever number it was at, or 6, whichever is less. (if contested foul)

Players must play the disc, not the opponent. That is, they may not position themselves on the field for the purpose of blocking other players. To do so is a foul. In playing the disc, players must respect the

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established positions of others. Low momentum contact during and after catching attempts is often unavoidable and is not a foul. Violent impact with legitimately positioned opponents constitutes harmful endangerment and is a foul. This must be strictly avoided. Ejection of offending player(s) may also result.

The player who is fouled calls "foul," stops play, and the fouled player gains possession at the point of infraction if uncontested. If contested, the play is replayed, going back to the thrower. For a momentum or pivoting foul, play stops, a check on the disc occurs, but possession is retained by the thrower. Play continues when both teams are ready. Should a foul occur in the end zone, possession is gained at the goal line.

A stalling violation occurs when the player guarding the thrower calls "stalling" and counts out 10 seconds. If the disc has not been released at the end of the count, it is turned over to the defense at that point.

Scoring

A goal is scored when an offensive player lands inbounds with any part of one foot in the end zone after receiving a pass from a teammate. The goal line is not considered part of the end zone. A team that scored receives one point.

Substitutions

Substitutions can be made only: 1) after a goal and before the ensuing throw-off; 2) to replace an injured player, or 3) after a period of play. Substitutions cannot be made during a time out.

Clarifying Statements

- There are no scrimmage lines or offsides in Ultimate Frisbee.
- The disc may be passed in any direction; forward, to the side, or backward.
- The term "when both teams are ready" implies that the offensive team will hold the disc until the defense is ready, and then the defensive player guarding the thrower will "check" the disc in by tapping on the disc. It should be common practice that the offensive team find a position, then remain stationary until the disc is checked in.
- The disc may fly out-of-bounds and return to the playing field. The defense may attempt to knock the disc down when the disc is thrown in from out-of-bounds.
- The stalling call should be initiated only when it becomes obvious that a stall is occurring.

Protests

All protests, except eligibility, will be settled on site by the Intramural Staff. The Staff decision(s) is final. Protests should be lodged immediately to the Staff (before play resumes).

Elections

If any player is ejected from any intramural contest, they are immediately ineligible for further competition in any intramural activity until they are cleared by the Coordinator for Sports and Competition or his/her designate. It is the participant's responsibility to schedule an appointment to review his/her behavior and subsequent eligibility to continue in the Intramural Sports Program.

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