



TOURNAMENT RULES

TOURNAMENT RULES COMMITTEE (APPLIES ONLY TO EUJWC)

This is the group that decides on all matters that effect the tournament including player discipline, tournament format and playing conditions. The committee arbitrates and decides on all matters brought before it. It has the power also to exclude any players or teams who are judged to have acted in a may that discredits the game.

The TRC is made up of:

- EFDF representative – Paul Eriksson
- TOC representative - Avo Kont
- Player's representative – player elected at the captain's meeting.

Should any member of the TRC be involved in any way with incidents that require the attention of the group, then that person shall step down for discussion of that incident.

TOURNAMENT RULES

WFDF Rules for Ultimate (2002 version) are those in force for this tournament.

SPIRIT OF THE GAME

Ultimate has traditionally relied upon a spirit of sportsmanship which places the responsibility for fair play on the individual player himself. Highly competitive play is encouraged but never at the expense of mutual respect between players, adherence to the agreed-upon rules of the game or the basic joy of play.

The purpose of the rules of ultimate is to provide a guideline which describes the may the game is played, it is assumed that no ultimate player will intentionally violate the rules; there are no harsh penalties for inadvertent infractions but, rather, a method for resuming play in a manner which simulates what mould most likely have occurred had there been no infraction.

GAME LENGTH

Points	17
Point cap	21
Half-time points	9
Half-time length	5'
Time cap	100'
Time outs per game per team	4
Time outs/overtime	1

TIMING AND SCORING OF GAMES

All games shall start on time with the exception of those games covered by the conditions set out below in the section titled "Exceptions".

STARTING AND ENDING THE GAME

All field staff responsible for scoring and timing games shall arrive at the appropriate field thirty (30) minutes before the game they are due to score or time begins. They shall place themselves in a position visible to any players approaching the field. Both Team Captains or Team Representatives shall report to the field staff at the appropriate field fifteen (15) minutes before their game is due to start. The Team Captains or representatives shall register the arrival of their team with the field staff and present them with the team roster for that game.



Captains of the two teams shall flip discs to determine possession and field position for their teams at the start of the game, and report it to the field staff. Upon the arrival of the Captain the staff shall inform them of the amount of time left before the beginning of the game. Rosters will then be handed to staff for verification.

Teams with less than 10 players on their roster for any one game will not be permitted to play.

Teams who have delivered their roster late will not be permitted to play until the roster has been checked. If this means they are late starting then they will forfeit points.

All teams must be ready to play five (5) minutes before they are due to play.

Teams who do not have seven players on the line and at least three (3) substitutes ready to play when the signal is given to start play shall give one (1) point for each begun minute they are late to the opposing team. If a team has not arrived after fifteen (15) minutes they shall forfeit their game to zero (0). Should neither team arrive on time then they shall both gain points at the rate of one (1) per begun minute until a team arrives and lines up, or until both teams arrive and line up or until both teams forfeit their game zero-zero (0-0) after 15 minutes. Should either or both teams fail to turn up and so forfeit their game they shall automatically be referred to the TRG by the TD for possible disciplinary action.

If at the scheduled starting time of the game only one of the Captain's is present, then that Captain may choose which end their team will defend and whether they will pull or receive. If neither Captain is present then the first Captain to arrive shall have first choice.

The field staff shall give a signal five (5) minutes before the scheduled start of a game in order to prepare the teams to line up ready to play. The next signal shall be transmitted to start the game at the designated time.

At the end of regular play a further signal will be transmitted.

EXCEPTIONS

Games will start on time, unless a previous game has overrun its time on the same field as the next scheduled game. Teams may have to wait until the previous game is completed before starting their game. They shall still follow the pre-match procedure outlined above and if another field is available teams may be asked to switch at the time they hand in their roster fifteen (15) minutes before the scheduled start of their game.

If a game starts late because of another game playing extra time on the scheduled field, and another field being unavailable, then the field staff shall note the beginning time of the game and adjust all subsequent timings so that the game shall run for its allotted time. The field staff shall then enforce this new time schedule irrespective of the time schedule of other games being played in the same round.

TIME CAPS

All games shall be time capped.

For EUJWC/OBJUC 2003 the time cap is 100 minutes.

Play will continue until the next point is scored. If the game has not reached its end, then two points will be added to the highest score. The First team to reach that score will win. However, if a team reaches their target (17) with a lead of two then they shall have won. E.g. if the score is 16-12 at the end of regular time and the leading team scores another point, it shall have won.

FIELD PROCEDURES

The field staff will have the job of scoring and time keeping, including the timing between points and



on disputes. They are not available for rule clarification or the settling of any disputes. That is the responsibility of the players. The field staff is, however, responsible for monitoring your time on the field and their decisions will be final.

We ask you, in fact INSIST, that you brief all your players on this point. Any abuse of field staff will be a disciplinary matter as far as we are concerned. It is the responsibility of all players in all teams to follow all field staff instructions below with complete compliance and co-operation. The captains are responsible for the behavior of their team.

The field staff will be responsible for giving your teams all the information you need to organize yourselves. This will come in a variety of forms detailed below. The staff will blow whistles from one to three times to warn the teams of the time limits. Three times always indicates that play shall resume immediately.

TIME LIMITS BETWEEN GOALS

The time limit between the scoring of a goal and the ensuing throw-off is sixty (60) seconds for the receiving team, and seventy-five (75) seconds for the throwing team. These limits are enforced by the following procedure.

THE FORTY-FIVE SECONDS WHISTLE - ONE SIGNAL

(a) As soon as a goal is scored (in the event of a discussion, as soon as the goal is acknowledged by the defending team), the timekeeper starts a clock. After forty-five (45) seconds, the timekeeper blows a whistle once to warn the receiving team that it has fifteen seconds before the minute runs out.

THE SIXTY SECONDS WHISTLE - TWO SIGNALS

(b) After sixty seconds, if the receiving team has acknowledged that it is ready, the timekeeper signals (whistles twice) the throwing team that it has fifteen seconds before the seventy-five seconds run out.

(c) If the receiving team does not acknowledge that it is ready before the sixty-second whistle, this signal means that that team loses a time-out if it has any time-outs remaining. The timekeeper then tells the captains that a time-out has been assessed, and a regular time-out for that team takes place. If the receiving team has no time-outs remaining then a time-out does not occur, there is no pull, and the receiving team takes possession of the disc 13 m behind their own goal line, midway between the two sidelines. Play is restarted with a check.

THE SEVENTY-FIVE SECONDS WHISTLE - THREE SIGNALS

(d) If the throwing team does not throw before the seventy-five second whistle, that team loses a time-out if it has any time-outs remaining. The timekeeper then tells the captains that a time-out has been assessed, and a regular time-out for that team takes place. If the throwing team has no time-outs remaining then a time-out does not occur, there is no pull, and the receiving team takes possession of the disc at the brick mark nearest the goal it is attacking. Play is restarted with a check.

TIME LIMITS AFTER TIME-OUTS

(a) Time-outs between points:

Each time-out between points extends the time between goals by 2 minutes. Play is restarted as between ordinary goals. However, when a time-out between points has occurred, the timekeeper gives an additional warning whistle 30 seconds before the offence must be ready to receive the throw-off. These signals are the same as for time limits after a halftime.

(b) Time-outs during points:

The timekeeper signals

- once when thirty (30) seconds are remaining and



- once when fifteen (15) seconds are remaining.

At the end of 2 minutes all offensive players must have established stationary positions and the thrower must signal readiness.

If the offence is not ready at the end of 2 minutes then the timekeeper shall blow the whistle twice to confirm that the time-out has expired. The marker may then initiate or resume the stall count immediately.

If the offence is ready at the end of 2 minutes the defense has an additional fifteen (15) seconds to establish positions, during which time the offence must remain stationary. The timekeeper shall give a final signal (by blowing the whistle three times) when these 15 seconds have elapsed at which time the offence may begin play immediately.

If both teams are ready at any time before the final signal is given then play is restarted with a check and all remaining timekeeper signals are dispensed with.

TIME LIMIT AFTER HALF TIME

The same procedures also apply at the beginning of each half of play, except that the timekeeper gives warning signals:

- at 30 seconds (once) before the receiving team must acknowledge readiness,
- 15 seconds (once) before the receiving team must acknowledge readiness,
- 15 seconds (twice) before the throwing team must throw and
- a final signal (three times) when play is to be resumed immediately. These are the same signals as for time-outs between points.

DISPUTES

After a dispute has gone on for thirty seconds, the field Staff shall instruct the players involved to resolve the issue immediately or return the disc to the last thrower. Thus, there is no strict thirty seconds time limit but a realistic expectation that play shall resume.

NOTES

Note 1: if both teams are ready at any time before the final signal is given then play is restarted and all remaining timekeeper signals are dispensed with.

Note 2: the signal of readiness is that a player on the team in question raises a hand. Players must establish and hold their positions prior to signaling readiness.

Note 3: It is common for players to confuse over-time with the time-cap. Overtime has nothing to do with time elapsed since the start of the game. Over-time occurs when the score is tied at one point less than the number of points for which the game was originally scheduled, i.e. at 16-16 in a game to 17.

Note 4: Additional spare discs may now be held by the officials to be used by the offence to replace an out-of-bounds or damaged disc at the offence's discretion.

SCORE SHEETS AND SPIRIT OF THE GAME

At the end of each game Team Captains must sign the score sheet as a correct record of the game. They will also be asked to complete a SOTG score for their opponents on a scale of 0-10, where 0 is a disastrous game and 10 is so exceptional that someone, or the whole team, must have been a superb SOTG ambassador. It is not expected that teams will score their opponents 10 just because they have crushed them with little effort. A 10 would be for a very tight competitive game with disputes called but settled



TIED PROCEDURES

If two teams are tied on win-loss ration after any phase of pool play then the result of the head-to-head game will determine places. If three or more teams are tied then the following order of criteria will be applied:

- Points scored in games between those teams will be calculated. Teams will be ranked according to the point difference in those games. The highest positive difference will determine the highest ranging for that team. The remaining teams will be decided on the same basis.
- After calculating the point difference between three or more teams, should the point difference be the same then the highest points scored in those matches will determine places. After determining places by this criterion, should two teams remain tied then their ranking will be determined on the head-to-head basis.
- Should three or more teams still be tied after point difference and points scored are calculated then point difference in all games in that pool will be calculated and the team with the highest difference will gain the highest ranking. Further rankings will be determined by the results of head-to-head games.

Finally, should this still produce a tie (now we move to statistical instability) then all three teams shall nominate one player to throw one disc as far as they can. All players shall throw at the same time, with any prevailing wind at their back. The furthest throw shall win, other places determined on head-to-head basis.

TEAM DISCIPLINE

Uniforms: All teams must wear uniforms that conform to the guidelines laid down by the Tournament Organizing Committee: similar shirts with unique visible numbers.

Time: All teams must make a determined effort to keep games flowing. Time wasting will be seen as being against the spirit of the game. The rules will help you do this. So, please change ends quickly, only take 2 minutes for time outs and 5 minutes for half time. You will lose time and time outs from your 100 mins and it will effect your score in the event of a tie in pool play. Please respect and respond to encouragement to speed up.

Fouls. There is no need for any prolonged discussion about a foul or call. Either you agree or disagree, if you agree the disc stays where it is, if not, it goes back. There will be some very tight calls at times that seem crucial to individuals, but that does not alter the procedure. There is no need for arguments that slow down the game and reflect badly on sports. Settling disputes quickly is a very positive way of showing spectators that there is an advantage to our system of self-officiating over the concept of referees.