

TEXAS STATE[®]

Campus Recreation

INTRAMURAL SPORTS **Ultimate Frisbee** **Information and Rules**

- ENTRIES DUE:** Thursday, September 19, 2019 @ 5:00 pm in the Intramural Sports Office - SRC room 140.
- ENTRY FEE:** \$ 25.00
- REG. SEASON:** Play begins Tuesday, October 1, 2019.
- PLAY-OFFS:** **To be eligible for the play-offs:**
- **Must have a representative present at the manager's meeting**
 - **Each player must play in two games with their team.**
 - **Teams must have an average sportsmanship rating of 2.75**
 - **No Forfeited games**
 - **The top 2 teams from each division will advance**
 - **Playoff games will not be rescheduled.**
- FORFEIT POLICY:** **Game time is forfeit time!** The team captain will be responsible for paying the forfeit fee (\$20) to continue the season.
- TEAM SCHEDULES:** Schedules, scores and information pertaining to Intramural events can be checked on Fusion IM. **Team schedule information will not be given over the phone.**
- NO ID NO PLAY:** All players must present their student ID before every game in order to be eligible to participate. We will accept a driver's license and a payment statement for tuition as an alternative. **NO I.D. NO PLAY!**
- ELIGIBILITY:** All currently enrolled students, faculty and staff eligible to participate in all Intramural sports.
- PROTEST:** A protest concerning eligibility and rule interpretation by an official can be made. **Teams cannot protest a judgment call by an official.**
- IMPORTANT PHONE NUMBERS:** **245-8090 (IM Office)**
245-3940 (Rainout Hotline call after 3:30 pm)

INTRAMURAL SPORTS ULTIMATE FRISBEE RULES

THE GAME

- a. **Number of Players:** Each team shall consist of seven (7) players. Each team must have a minimum of five (5) players in order to begin a game.
- b. **The Field of Play:** A rectangular field with end zones at both ends. A regulation field is 70 yards by 40 yards, with end zones 15 yards deep (modified for Intramural play).
- c. **Ultimate Equipment:** Discs will be provided for each game.
- d. **Forfeits:** A forfeit will be declared after the 10 minute wait period. During the ten (10) minute wait period, a team will be penalized for showing up late.

TIMING

- a. There is no halftime.
- b. **Sudden Death Overtime:** If the score is tied at the end of the 40-minute regulation period, an untimed sudden death period will be played.
 - i. Initial possession during overtime will be determined by flipping the disc between the team captains.
 - ii. The first team to score a goal during this period will be declared the winner.
- c. **Timeouts:** Each team has two (2) timeouts per game. Timeouts will last two (2) minutes. Timeouts DO carry over into sudden death overtime.
- d. **Ultimate is a game of fair play, sportsmanship, honesty, and trust. Please respect the calls made by other players and resolve disputes in a sportsmanlike manner.**

RULES OF THE GAME

- a. Initial possession will be determined by flipping the disc between the team captains.
 - i. Each game is self-officiated. Players are responsible for calling their own fouls. It is up to the players to resolve their own disputes. *If there is a dispute that cannot be resolved on the field, play is stopped and the captains must consult the supervisor on duty. The supervisor will then determine a ruling – this ruling is FINAL.*
- b. A game is over when either:
 - i. One team scores eleven (11) points
 - ii. One team is winning at the end of the 40-minute time limit.
- c. Each point is started with both teams lining up on their respective front end zone line. The team starting off on defense starts the game (or the point) by throwing (“pulling”) the disc down the field to the offense. ***This happens every time a team scores, as well as at the beginning of the game and overtime.**
- d. If the pull initially lands out-of-bounds (“brick”), the offense begins with the disc at the brick mark or at the middle of the field parallel to where the disc went out of play, whichever the offensive team chooses.
- e. **Movement of the disc:** The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc or hand off the disc. The person with the disc (“thrower”) has ten (10) seconds to throw the disc. The defender guarding the thrower (“marker”) counts the stall count (i.e. Stall 1, Stall 2, Stall 3...).
- f. **Change of Possession:** If a pass is incomplete, dropped, blocked, or thrown out of bounds, the defense takes possession and becomes the new offense. If the defense intercepts a pass, they immediately become the new offense and begin their possession from the spot of the interception. **If a turnover occurs in the end zone, the new offense may walk the disc to the end zone line to resume play.**
- g. **Out-of-Bounds:** A disc is out-of-bounds when it first contacts an out-of-bounds area or contacts anything out-of-bounds. The perimeter lines itself are considered out-of-bounds.
 - i The disc may fly outside a perimeter line and return to the playing field, and defensive players may go out-of-bounds in order to make a play on the disc.
 - ii The thrower may pivot in- and out-of-bounds, providing that some part of the pivot foot contacts the playing field.

h. For a receiver to be considered in bounds after gaining possession of the disc, the first point of contact with the ground must be completely in-bounds. If any portion of the first point of contact is out-of-bounds, the player is considered out-of-bounds.

i. Should the momentum of a player carry him/her out-of-bounds after making a catch and landing in-bounds, the player is considered in-bounds. The player carries the disc to the point where the player went out-of-bounds and puts the disc into play at that point.

i. **Scoring:** Each time the offense completes a pass in the defense's end zone, they are awarded one (1) point. After a score, the teams return to their end zone lines and the team that just scored will execute the pull to the other team.

j. **Substitutions:** Players may only make substitutions after a score, a team timeout, or during an injury timeout.

k. **Fouls:** When a foul disrupts possession, the play resumes from the point of interruption as if the possession was retained.

l. **Contact: There is NO physical contact allowed between players!** Picks and screens are prohibited. A foul occurs when someone makes contact with another player or with the disc while it is in someone's possession. **A player may not try to hit a disc out of another player's hand. This is a foul and will result in possession for the opposing team.**

COED MODIFICATIONS

a. A Coed team shall consist of at least three (3) of each gender playing at all times

b. Open teams may consist of any combination of males and/or females.