



Championship Rules and Game Procedures

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Time Caps, Point Caps and Time Outs

All games in all rounds in all divisions except Under 17 Open and U17 Girls will follow the following rules:

Points	Point cap	Half-time points	Half-time length	Time cap	Time Outs per team per half	Time Outs per team in Extra Play
17	19	9	5'	100'	2	1

NOTES:

- Point Cap - 19 is the Point Cap. If the score is 16-16, then a team must win by 2 points so the next point (17-16) does not end the game. The score could then be 17-17, 17-18, 18-18. The game will now be over on the next point, when the first team reaches the maximum of 19 (they don't need to win by 2). The win by 2 is not in effect when the time imposes a cap. So if the score is 13-5 and the cap sets the winning point number at 15, a team can win 15-14.
- If Time Cap is reached between the scoring of a point and the ensuing pull, the Point Cap will be set after the next point is scored.
- Time Cap - once Time Cap is reached, play will continue uninterrupted until the next point is scored. If the game has not reached its end, two (2) points will be added to the highest score and this becomes the point cap. For example, if it's 13 to 5, then the game is to 15. HOWEVER, there are no further caps. One team MUST reach 15, so the team with 5 could come all the way back and win, there is no time issue. If the cap occurs when one team has 16 points (e.g. score is 16-8), the Point Cap will be 18, but the game will still end once the first team reaches 17 with a margin of 2 points.
- Time Cap does not affect the ability of a team to call a time out.
- Extra Play: When score is tied at 16-16 both teams have one (1) time out no matter how many time outs they may have had prior to this score.

All games in the U17 Open and U17 Girls divisions:

Points	Point cap	Half-time	Half-time length	Time cap	Time Outs per team per half	Time Outs per team in Extra Play
15	17	8	5'	80'	2	1

Game Officials - their responsibility, your responsibility

The game officials will be responsible for scoring and time keeping, starting games on time and capping them when time runs out. They are also responsible for 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. They are, however, responsible for monitoring your time on the field and their decisions will be final. It is the responsibility of all players in all teams to follow all game officials' instructions with complete compliance and co-operation. We ask that all players respect this. It's the captains that in the end are responsible for the behaviour of their team. Any abuse of game officials will be a disciplinary matter and will be referred to the TRG.

Starting and ending the game

Game Officials - Scorer and Timekeeper

Game Officials will arrive at the appropriate field thirty (30) minutes before the time begins. They will be located in the scorers marquee beside the field. Both Team Captains or Team Representatives shall report to the game officials fifteen (15) minutes before their game is due to start.

Team Rosters

The Team Captains or representatives shall register the arrival of their team with the game officials and sign the team roster for that game. The roster will contain the names and shirt numbers of all registered players. Should one or more of those players not participate in the game, they should be removed from the roster by the Captain. Should one or both Captains not report to the field staff at this time, the game officials shall note this, and endeavor to make contact with the team via the tournament information office. Teams with less than 10 players on their roster for any one game will not be permitted to play. If this means they are late starting then they will forfeit points

First Possession

Captains of the two teams shall flip discs to determine possession and field position for their teams at the start of the game. 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.

Start of Play

There will be a signal (whistle) from the timekeeper five (5) minutes before the scheduled start of a game in order to prepare all teams to line up ready to play. At this signal, both teams at the field must be ready to play. A second signal will be transmitted by the timekeeper to start the game at the designated time.

Seven on the Line

Teams who do not have seven (7) 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 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 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 Tournament Rules Group (TRG) by the Tournament Director (TD) for possible disciplinary action.

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 sign their roster, fifteen (15) minutes before the scheduled start of their game. If however, a game starts late because of another game playing extra time on the scheduled field, and another field being unavailable, then the game officials shall note the beginning time of the game and adjust all subsequent timings so that the game shall run for its allotted time. The game officials shall then enforce this new time schedule irrespective of the time schedule of other games being played in the same round.

In the case of a game running long, the field should be cleared immediately after the final point (cheer off the field), and the five (5) minute signal will be given for the next game. Warm up for the game should have been done by both teams at another location.

Field procedures

The game officials are responsible for giving your teams all the information they need to organise themselves. This will come in a variety of forms detailed below. The time keeper will blow whistles from one to three times to warn the teams of the time limits.

Time limits between goals

A point starts once the previous point has been scored or, if there is a discussion, when the goal is acknowledged by the defending team. The time limit between goals (i.e. the scoring of a goal and the ensuing pull) 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 (45) seconds whistle - one signal:
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 (15) seconds before the minute runs out.
- The sixty (60) seconds whistle - two signals:
After sixty (60) seconds, if the receiving team has acknowledged that it is ready, the timekeeper signals (whistles twice) the throwing team that it has fifteen (15) seconds before the seventy-five (75) seconds run out.

If the receiving team does not acknowledge that it is ready before the sixty (60) second whistle, this signal means that that team gets a time out allocated if it has any time outs remaining. The timekeeper then tells the captains that a time out has been allocated, 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 at the reverse Brick mark. Play is restarted with a check.

- The seventy-five (75) seconds whistle - three signals:
If the pulling team does not throw before the seventy-five (75) second whistle, that team gets a time out allocated if it has any time outs remaining. The timekeeper then tells the captains that a time out has been allocated, 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

- Time outs between points: Time outs between points last two (2) minutes. Play is restarted as between ordinary goals. When a time-out between points has occurred, the timekeeper gives an additional warning whistle thirty (30) seconds before the offence must be ready to receive the throw-off. These signals are the same as for time limits after half-time.
- Time outs during points: The timekeeper signals once when thirty (30) seconds are remaining; 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 two (2) minutes the defence 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 (3) times) when these fifteen (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 no timekeeper signals are required.

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 thirty (30) seconds (once) before the receiving team must acknowledge readiness, fifteen (15) seconds (once) before the receiving team must acknowledge readiness, fifteen (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.

NOTE: 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.

Readiness signal

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 signalling readiness.

Disputes

After a dispute has gone on for thirty (30) seconds, the game official shall give a warning signal twice with the whistle and call “**thirty seconds**” to indicate that the thirty (30) seconds are up. The players involved are then expected to resolve the issue immediately or return the disc to the last thrower. Team Captains should actively get involved if they think that their player has made an incorrect call.

Tournament Rules Group (TRG)

The Tournament Rules Group (TRG) will arbitrate on-field and off-field disputes between players, staff and members of the public. At EFDF sanctioned tournaments, the TRG is chaired by an EFDF representative, and includes the TD of the event, or their delegated representative, and one player from each division represented.

1. TD
2. EFDF
3. Open Division
4. Women's Division
5. Mixed Division
6. Masters Division
7. Junior Open Division
8. Junior Women's Division
9. Under 17 Open Division
10. Under 17 Girls

The TRG will address formal requests, complaints or protests about any issue concerning on-field or off-field activities. Requests, complaints or protests may be brought to the attention of TRG by any Team Captain. Requests, complaints or protests may be brought at any time during the event. Upon receipt of a request, complaint or protest the TRG will meet at its earliest convenience and make a decision available to

all parties involved within four (4) hours. For any issue brought before the TRG, the TRG shall be comprised of the EFDF representative, the TD and the elected player from the division in which there is an issue. The decision shall be posted in the tournament info area.

If any member of the TRG has a vested interest in any matter put to the TRG that member shall be withdrawn, to be replaced by their representative, or in the case of an elected player, another elected player from another division. Should two or more members of the TRG have a vested interest in the matter put to the TRG they shall be replaced by unbiased EFDF officials available at the tournament.

If an issue is brought to the TRG that effects the general interest of all or a group of teams participating in the tournament, the TRG may call an advisory Captains' Meeting of all or selected teams. The calling of such a meeting does not in any way reduce the powers of the TRG and the TRG is in no way bound to suggestions or decisions made by such a Captains' Meeting.

DISCIPLINE: The TRG may, at its discretion, disqualify a player or an entire team from any event or from the entire tournament should that player or team have been deemed to have acted in one of the following ways: behaving in a violent or obscene manner; undertaking illegal behaviour; cheating or otherwise attempting to create an unfair advantage for themselves or disadvantage to others through circumvention of the rules; or causing substantial hardship, inconvenience or annoyance to spectators, officials or players.

The TRG may censor an individual player or team verbally or in writing; alter or nullify the result of any game; or order a game to be partially or completely replayed. In the event of an extremely serious conduct violation the TRG may, after disqualifying a player or team from competition, refer the matter for later review and sanctioning actions by the EFDF Board of Directors.

Any player or team disqualified from the tournament shall forfeit all fees paid. If any player or team, or group of teams, chooses to challenge a decision made by the TRG in the course of handling a request, complaint or protest during an EFDF sanctioned tournament, they should file a written protest to the EFDF within thirty (30) days of occurrence.

Spirit issues

It is expected that all games at EFDF sanctioned tournaments will be played under the Spirit of the Game guidelines, taken from the WFDF Rules of Ultimate:

401 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 way 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 would most likely have occurred had there been no infraction.

If the game officials consider a game to constitute a major problem in relation to Spirit issues, they will call for an EFDF official or the TD. This person will have the authority to halt the game at any point, on the grounds of Spirit problems.

The action taken can be a short pause in order for the Captains to calm their teams down, or even a decision to play the rest of the game at a later time, should the schedule allow. The official shall bring any misconduct to the attention of the TRG, which may decide on sanctions according to the rules above.

The call will not be made on the request of the players. Any captain who is of the opinion that the opposing team is not trying to communicate with his/her team is asked to address the opposing captain. Should this

not solve the problem, the captain(s) may ask for intervention from an EFDF representative or the TD. The decision to call or not to call an official lies with the game officials.

Circumstances under which the game officials can/should call for an outside official include:

- Repeated incidents of violent, dangerous or ruthless behaviour
- Repeated incidents of blatant disregard for opponents, spectators, rules or property
- Incidents of disregard for the authority of game officials
- In combination with the assessment on the part of the game officials that the atmosphere of the game is deteriorating.

Tie Breakers

If two (2) teams are tied on win-loss ratio after any phase of pool play then the result of their head-to-head game will determine places. If three (3) or more teams are tied on win-loss ratio after any phase of pool play then the following order of criteria will be applied:

- 1) The teams will be ranked according to the win-loss ratio in the pool play games between the teams in question.
- 2) Should this ranking still produce a tie between three (3) or more teams, points scored in games between those teams will be calculated. Teams will be ranked according to the points difference in those games. The highest positive difference will determine the highest ranking for that team. The remaining teams will be decided on the same basis.
- 3) After calculating the points difference between three (3) or more teams, should the points difference be the same then the highest number of points scored in those matches will determine places. After determining places by this criteria, should two (2) teams remain tied then their ranking will be determined on the head-to-head basis.
- 4) Should three (3) or more teams still be tied after points difference and points scored are calculated, then points 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.
- 5) After calculating the points difference between three (3) or more teams in all the games in the pool, should the points difference be the same then the highest number of points scored in all matches in the pool will determine places. Further rankings will be determined by the results of head-to-head games.
- 6) Finally, should this still produce a tie (now we move to statistical instability) then all teams involved shall nominate one (1) player to throw one (1) disc as far as they can. All players shall throw at the same time, with any prevailing wind at their backs. The furthest throw shall win, with other places determined on head-to-head results.