

# Ultimate Frisbee

All players must appear on their team's imleagues.com roster prior to being eligible for participation. The game will not be delayed to add additional players.

## **Campus Recreation & Wellness Staff:**

- Campus Recreation & Wellness Staff will be present for Intramural Ultimate Frisbee, however, they will not serve as officials. Staff will not make judgment calls. Their responsibilities will include setting up and ensuring the field is safe for play, signing in participants, bringing equipment to the field, keeping score, and serving as the first responder for any incidents or injuries that may occur. The final score will be logged by the staff member.

## **Official Game:**

- Ultimate Frisbee stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

## **Players:**

- The maximum number of players allowed on a roster is 15.
- The following gender combinations are permitted for Ultimate Frisbee, at no time can a team have more than 5 males on the field at one time.
  - 7-players:
    - 5-males; 2-non-males
    - 4-males; 3-non-males
    - 3-males; 4-non-males
    - 2-males; 5-non-males
    - 1-male; 6-non-males
    - 0-males; 7-non-males
  - 6-players:
    - Any combination of players not to exceed 5-males on the field
  - 5-players:
    - Any combination of players
- A team may start and play a game with as few as five players.

## **Advancing the Disc:**

- The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc (thrower) has 10 seconds to throw the disc. The defender guarding the thrower (marker) counts out the stall count.
- Change of Possession: When a pass is not completed (goes out of bounds, is dropped, blocked, intercepted), the defense immediately takes possession of the disc and becomes the offense.

## **Fouls:**

- No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made. A foul occurs when a player initiates contact with another player. When a foul disrupts possession, the play resumes as if the possession was retained.

**Initiating Play:**

- Each point begins with both teams lining up in front of their respective end zone lines. The defense throws (pulls) the disc to the offense. Play is initiated after each score.

**Scoring:**

- Each time the offense completes a pass in the defense's end zone, the offense scores a point.

**Substitutions:**

- Players who are not in the game may replace players in the game after a score and during an injury timeout.

**Player Conduct:**

- Any player who is removed from the game by the Campus Recreation & Wellness Staff Supervisor will be considered to have been ejected
  - That player must leave the facility and not return for the duration of that evening
  - Any player ejected from a game must meet with the Director of Campus Recreation & Wellness prior to being eligible for any future Intramural Contests
- Campus Recreation & Wellness reserves the right to contact DCS and/or to submit a "Student of Concern" report in order to properly document a situation with the university
- Any player who is removed from more than one contest will no longer be eligible to participate in Ultimate Frisbee