

Basic Policies

Rescheduling: All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official's judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game "under play" may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants' continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime or four completed innings, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at: www.purdue.edu/recsports/programs/imsports

Equipment

Shoes: Each player must wear athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic) which covers the foot attached to a composition bottom. Shoes with rubber cleats are acceptable; however, metal screw-in cleats are not permitted.

Jerseys: All individuals participating must wear a shirt. It is recommended that each team's shirts be of the same color.

Disks: A regulation disk will be provided for the game by the Intramural Sports program; however teams may play with another disc as long as they mutually agree.

Game Regulations

Players: An official team shall consist of seven (7) players on the field with unlimited substitutes. A minimum five (5) players must be present to start the game and avoid a forfeit.

Game Length: A regulation game shall consist of two 20-minute halves, running clock. There will be a five-minute break between halves.

Overtime: A coin toss or other odds game will decide who has first choice. The team that wins the toss is given the option to receive, to throw off, or which side to defend. The team losing the flip is given the remaining choice.

Officials: The Intramural Sports department does not schedule officials for Ultimate Frisbee games. Participants will call their own games. No game may be played without its being scheduled through the Intramural Office. An Intramural Official will keep the scorecard.

Playing Area: All the games will be played at the Gold Fields unless specified otherwise.

Mercy Rule: N/A

Sport Specific Rules

Club Restrictions: Each team will be limited to two (2) club member per team. This includes both men's and women's ultimate clubs.

Corec: A corec team must consist of a mix of 4 and 3 in favor of either males or females. If a team is playing short of seven players it must be an even mix at 6 and may go in favor of either sex at five players.

Illegal equipment: All jewelry must be removed before playing. This includes earrings, necklaces, watches, and rings. Soft stocking hats are acceptable but hard billed baseball hats are not. Any equipment that in the supervisor's judgment would be injurious to participants is illegal to wear.

Game: Each team will receive one (1) timeout per half. Timeouts must be called when the team calling it is in possession of the disc, or after a goal prior to the ensuing throw-off. The clock will continue to run during time outs. **No timeouts may be called in the last two (2) minutes of a game.** The team with the most goals at the end of the game is declared the winner.

Substitutions: Substitutions can be made: after a goal and prior to the ensuing throw-off, before the beginning of a period, or to replace an injured player. In the case that one team replaces an injured player, the opposing team has the option to replace one of their own players.

Coin Toss: The game shall start with a coin toss, or odds game. The team that wins the toss is given the option to receive, to throw off or which side to defend. The team

losing the flip is given the remaining choice. The second half begins with an automatic reversal of the first choice of options.

Starting and Restarting Play: At the beginning of each period of play and after each goal, a throw-off will start play. Each time a goal is scored, the teams switch the direction of their attack, and the team which scored throws-off. Where the Frisbee comes to rest is where it may be thrown off again.

Stoppage: The half/game ends when the buzzer sounds (Exception: if the Frisbee is in the air when it sounds, the result of the throw is awarded; i.e If player A throws the disc, the horn sounds while the disc is in the air, and then player B catches it in the end zone, the result is a score.

Throw Off & Positioning: Prior to a throw-off, players on the throwing team are free to move anywhere in their defending end-zone, but may not cross the goal line until the disc is released. Players on the receiving team must stand with one foot on their defending goal line without changing position relative to one another.

Throw off: The throw-off may be made only after the thrower and a player on the receiving team raise a hand signifying that team's readiness to play. The throw-off consists of one player on the throwing team throwing the disc toward the opposite goal line to begin play. As soon as the disc is released, all players may move in any direction. No player on the throwing team may touch the throw-off in the air before a member of the receiving team touches it.

- If a member of the receiving team catches the throw-off on the playing field proper, that player must put the disc into play from that spot. If the receiving team allows the disc to fall untouched to the ground, and the disc initially lands in bounds, the receiving team gains possession of the disc where it stops.
- If the throw-off lands out-of-bounds the receiving team makes a choice of: (1) Putting the disc into play at the point where it crossed the line, or (2) Requesting a re-throw.
- If a member of the receiving team tries to catch the disc; however drops it, it is the opponents possession at that spot.

Change of Possession: Occurs when a pass is not completed (dropped, hits the ground, falls out of bounds, blocked, intercepted). When play stops the player who was in possession retains possession. All players must come to a stop as quickly as possible when play is halted and remain in their respective locations until play is restarted. The marker restarts play by handing the disc to the thrower.

Out of Bounds: The perimeter lines themselves are out-of-bounds. A disc is out-of-bounds when it first contacts an out-of-bounds area or contacts anything which is out-of-bounds. The line itself is considered out of bounds.

- 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 to be out-of-bounds. 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 he/she went out-of-bounds and puts the disc into play at that point. If his/her momentum carries him/her into the end zone, that player must walk the disc to the point of end zone-entry and continue play.

- To restart play after the disc has gone out-of-bounds, a member of the team gaining possession of the disc must carry the disc to the point on the playing field where the disc went out-of-bounds, and put the disc into play at that point. Putting the disc in play is signaled by the thrower by tapping the disc on the ground or having an opposing player tap the disc handled by the thrower. The thrower may pivot in and out-of-bounds, providing that some part of the pivot foot contacts the playing field.

The Thrower: The thrower must establish a pivot foot and may not change that pivot foot until the throw is released. The thrower has the right to pivot in any direction. However, once the marker has established a legal defensive position, the thrower may not pivot into him/her. If the disc is dropped by the thrower without defensive interference, it is considered an incomplete pass. The thrower may throw the disc in any direction he/she wishes. The thrower cannot run/walk laterally or backwards, as he/she must maintain the established pivot foot.

The Marker: Only one player may guard the thrower at any one time; that player is the marker. No one can “double team” the thrower. A second defensive marker cannot be within ten feet of the thrower, unless a second offensive player is within that range to the thrower. The marker may not straddle the pivot foot of the thrower. There must be at least one disc’s diameter between the upper bodies of the thrower and the marker at all times. The marker cannot position his/her arms in such a manner as to restrict the thrower from pivoting.

Stalling: Once a marker has established a set-guarding stance on the thrower, he/she may initiate the count. The count consists of the marker calling "Counting" and counting at one-second intervals from 1 to 10, loudly enough for the thrower to hear. If the thrower has not released the disc at the first utterance of the word ten (10), a turnover results. If the defense decides to switch markers, he/she must start again from one.

The Receiver: Bobbling to gain control of the disc is permitted. After catching a pass, the receiver is only allowed the fewest number of steps required to come to a stop and establish a pivot foot. If the receiver is running as he/she catches the disc, the receiver may throw a pass before the third step after catching the disc without coming to a complete stop.

Fouls: Fouls are the result of physical contact between opposing players. **The offending player calls the foul.** If the thrower is fouled in the act of throwing and the pass is completed, the foul is automatically declined and play continues without interruption. If the marker is fouled in the act of throwing and the pass is not completed, play continues without interruption.

- Violations consist of traveling with the disc, attempting to strip the disc, or double-teaming an opponent. Fouls and violations result in a change of possession.

Positioning: Picks are illegal. No player may establish a position, or move in such a manner, so as to obstruct the movement of any player on the opposing team. A pick is considered a violation.

- When the disc is in the air, players must play the disc, not the opponent. The principle of verticality: All players have the right to the space in-immediately above them. A player who has jumped is entitled to land at the same spot without hindrance by opponents.

Throwing Off: If the disc lands in bounds, it is played as it lies. If it lands in the opposing end zone, the receiving team plays it where it lands. They cannot bring it to the front of the end zone.

- It lands out of bounds in front of the end zone – the team can bring it to the point at which it went out of bounds OR they can call “middle” (signaled by thrower putting both hands together and raising his arms over his head) meaning they get to bring the disc to the middle of the field where the disc flew out of bounds.
- If it rolls out of bounds – the receiving team brings it to the point of initial exit. It lands out of bounds, going out of bounds over the end zone sidelines or the back of the end zone – the receiving team gets to bring it five paces in front of the end zone, in the middle of the field and start play there.

During Typical Play: If it goes out of bounds a turnover occurs and the defending team brings it to the point of where it flew/rolled out of bounds and continues play on offense.

- If it goes out of bounds in the end zone a turnover occurs and the defending team brings the disc to the front of the end zone. If it goes out of bounds on the sidelines of the end zone the thrower must bring it the respective front corner of the end zone. If it goes out of bounds in the back of the end zone the thrower must bring it straight to the front of the end zone from the point where it flew out of bounds.

Callahan’s: Callahan’s are allowed. A Callahan is when a defender intercepts a disc in their offensive end zone. It counts as one score.

