

COMPETITION RULES

- 11th Edition Rules of Ultimate will be in effect.
- All games to 15, point-cap at 17.
- Half-time is 10 minutes.
- Each team has two timeouts per half.
- Regardless of how many timeouts a team has used before overtime, during overtime each team has one timeout.
- Overtime: A game is in overtime if tied at one point less than original game total (e.g. In a game to 15 goals, overtime occurs when the score reaches 14-14).
- Soft time cap goes on at end of round time on schedule. Add two points to higher score after first score after soft time cap. Game ends when first team reaches new game total, or when first team reaches 15 ahead by at least two points, whichever comes first.
- A hard time cap will be put into effect for all pool and placement games (5th-16th, Masters 3rd). The hard time cap will go on 35 minutes after the soft time cap for pool games and 20 minutes after the soft time cap for placement games. When the hard time cap goes on, finish the point in progress and the game is over. If it's tied, play one more point.
- Caps do not affect timeouts.

Placement Game Rules (5-8th and 9-16th on Saturday and any 3rd place games)

For games that could affect the strength wildcard:

- If a game will determine a strength wildcard, or leads to a game that might determine a strength wildcard, it must be played. If a team still chooses to forfeit such a game, that team's region/division will not be eligible for any nationals' wildcards the following year (size, strength, growth), unless given a specific exception by the National Division Director.
- **Special case:** In the first round of the 5-8 bracket, if there are exactly two teams in contention for a strength wildcard, those teams will play each other in that first round regardless of the originally scheduled match-ups.

For games that do not affect the strength wildcard:

- If **neither** team wants to play a scheduled game that leads to another round (i.e. semis for the 5th, 9th, 13th brackets): Those two teams finish tied for the placement of the lower portion of their bracket and the other game is now for two higher spots. (e.g. In a 9-12 semifinal game, the two forfeiting teams would be tied for 11th and the other semifinal would become the game for 9/10.)
- If **neither** team wants to play a scheduled game that does not lead to another round: Both teams will finish tied for the higher placement, since they went out at the same time.
- If only **one** team wants to play a scheduled game that leads to another round (e.g. semis for the 5th, 9th, 13th brackets): The forfeiting team will finish at the bottom of its respective bracket (i.e. 8th, 12th or 16th).
- If only **one** team wants to play a scheduled game that does not lead to another round: The game will be treated as a loss for the forfeiting team and a win for the other team, with final placement reflecting that outcome.

WFDF Worlds (2008 WUGC) Qualification:

- If two non-US teams make it to the final in the Open Division, a 3rd place game will be necessary to determine the US champion and Worlds qualifying team. If necessary, the game to determine this team will take place on Sunday at the same time as the Open Division final, on an adjacent field.

Additional Competition Issues (clarification for captains meeting)

Issue #1 - Observers - See Observer Guidelines (below).

Issue #2 - Tournament Rules Group – Will include the National Division Director, the Championship Director, and a player representative from the division as determined by the National Division Director. The National Division Director and/or Championship Director may designate a replacement.

Issue #3 - Hard Time Cap – Hard time capping games (ending them at a specified time, unless tied, regardless of who scores the last point) is something that we very much want to avoid. The only other thing we want to avoid more is people playing ultimate in the dark. Because of potential daylight issues, the following scheduling guidelines will be in effect for the tournament.

- Pool play games (Th-Fr) will be hard time capped 35 minutes after the scheduled soft time cap.
 - Placement games (Sat) will be hard time capped 20 minutes after the scheduled soft time cap.
 - No hard time cap will be instituted for pre-quarters, quarters, and semis. We will reschedule later games on other fields if necessary.
 - Because finals run on a tight schedule and daylight/weather could be an issue, we will discuss possible time-saving options with the captains before each final. Time-saving options may include: hard time cap, shorter half, 1-point soft time cap, shorter time before soft time cap (2 hrs instead of 2:15, etc). UPA officials and the captains will agree to whatever time-saving device, if any, will be used.*
- * Since Observers will be used in the finals by default, time limits will be tracked and enforced by the Observers as described in the Observer Guidelines (section 4.f). These time limits are in the 11th Edition Rules and are designed for the purpose of speeding up games.

Issue #4 – Pre-finals Meetings – The captains of the teams that make the finals will be required to meet with tournament officials 1 hour prior to the start of their respective finals to discuss a number of issues, including:

- discuss cap rules and other issue related to timing of game
- clarify observers' role
- sideline areas set aside for teams' "home base"
- specify who team captains should go to if they have issues with fan behavior/control

Issue #5 – (Open Division only) If two non-US teams make it to the championship game, a 3rd place game will be played to determine the qualifier for the US bid to the 2008 World Ultimate Championships. This game will take place at the same time as the Open Division final on Sunday, Oct. 28th on an adjacent field. Captains of teams in this game will be required to attend a pre-game meeting as described in #4 above.

Rules – 11th Edition clarifications

Issue #6 - Pre-stall - In accordance with Section XIII.A. 3-4, the defense may initiate time warnings to the offense after a turnover (hereafter called the "pre-stall"). The pre-stall may be initiated by any defensive player. The appropriate warnings must be announced loudly enough for the player retrieving the disc to hear. If it is not clear which player is retrieving the disc, the warnings must be announced loudly enough for all offensive players to hear. A defensive player must be in position within 3 meters of the disc to restart play and the stall count after the pre-stall time has elapsed.

Further clarification: This rule does not imply that an offensive player can just stand over the disc for 10 or 20 seconds. Section XIII.A.5 allows for a delay of game warning and initiation of play by the defense, if an offensive player hangs out around the disc without picking it up.

Issue #7 - Continuation Rule – Please review the Continuation Rule from the 11th Edition at:

<http://www.upa.org/ultimate/rules/11th#XVI>

Additional explanation are available on the UPA Rules Blog at:

<http://uparules.blogspot.com>

<http://uparules.blogspot.com/2007/03/continuing-on-to-continuation.html>

<http://uparules.blogspot.com/2007/03/continuation-continued.html>
<http://uparules.blogspot.com/2007/03/what-does-affected-play-mean-anyway.html>

The main thing that players seem to be having trouble adjusting to is that if a call is made (e.g. a pick), and then the thrower throws the disc, it is now possible for a completed pass to count, if the infraction did not “affect the play”. “An infraction affected the play if an infringed player determines that the outcome of the specific play (from the time of the infraction until play stops) may have been meaningfully different absent the infraction.” – Section XVI.C.3, 11th Edition

After reviewing the information at the links above, please ask your national director if you have questions about the rule.

Issue #8 - Marker/Thrower Contact – From the 11th Edition, Section XVI

Section XVI.H.3.a.2 – “In general, any contact between the thrower and the extended (i.e., away from the midline of the body) arms or legs of a marker is a foul on the marker, unless the contacted area of the marker is completely stationary and in a legal position.”

Section XVI.H.3.a.3 – Any contact that occurs due to the marker setting up in an illegal position ([XIV.B.3](#)) is a foul on the marker. Once the marker has set up in a legal marking position, it is the responsibility of both players to respect this legal position. However, contact resulting from the thrower and the marker both vying for the same unoccupied position is a foul on the marker.

Section XVI.H.3.a.4 – Any contact initiated by a thrower with the body (excluding arms and legs extended from the midline of the body) of a legally positioned ([XIV.B.3](#)) marker is a foul on the thrower.

Issue #9 – Marking Violations

It is now possible to call multiple marking violations without having the second violation result in an automatic foul and the stoppage of play. Marking violations (fast count, double team, disc space, vision blocking) can be called by name as many times as appropriate during a count. At each of these calls, the marker must first correct the violation, and then may resume the stall count with the “number last uttered before the call minus one”. A second (or more) marking violation may be called as a general violation by the thrower (call “violation” rather than the name of the violation), which stops play. Play resumes based on whether the call is contested or not.

Section XIV.B.7 - “When a marking violation is called, play does not stop. The violation must be corrected before the marker can resume the stall count with the number last uttered before the call minus one (e.g. stalling one...two.. fast count ..one...two...). If the marker resumes the stall count before correcting a marking violation, it is another instance of the original marking violation, which may be called by the thrower.”

Section XIV.B.8 - “If a marker commits a marking violation after being called for a marking violation during the same stall count ([XIV.A.1](#)) but before the thrower is in the act of throwing, the thrower may choose to either call another marking violation or to treat the marking violation as a general defensive violation ([XVI](#)). To treat it as a general violation, the thrower must call violation.”

Issue #10 – Double-Team

Section XIV.B.2 – “Double-team: If a defensive player other than the marker is within three meters of any pivot of the thrower without also being within three meters of and guarding ([II.G](#)) another offensive player, it is a double team. However, merely running across this area is not a double team.”

Section II.G – “Guarding: A defender is guarding an offensive player when they are within three meters of that offensive player and are reacting to that offensive player.”

Issue #11 – Offsides and Time between pulls enforcement (also see Observer Guidelines)

Offsides – Section VII.B.4.e - “In games where Observers are used, the Observers may monitor and call offsides as appropriate. The first instance of offsides for each team will result in a warning and a re-pull. After a team has received its warning, any further instances of offsides are treated as follows:

1. receiving team offsides: receiving team starts with the disc at the midpoint of the end zone they are defending, after players set up and a check is performed.
2. pulling team offsides: receiving team starts with the disc at midfield, after players set up and a check is performed.”

Time between pulls – Section VIII.C.1,2,4 – “Time between pulls:

1. The receiving team must signal readiness to play within seventy seconds after the previous goal was scored.
2. The pulling team must release the pull before the later to occur of:
 - a) ninety seconds after the previous goal was scored; or
 - b) twenty seconds after the receiving team signaled readiness.
4. In games where Observers are used, the Observers may monitor and call time violations as appropriate. The first instance of a time violation for each team will result in a warning. After a team has received its warning, any further time violations will result in assessment of a team time-out (and the resulting time extensions). If a team has no time-outs remaining, time violations are treated as follows:
 - a) time violation on receiving team: the receiving team starts with the disc at the midpoint of the end zone they are defending, after players set up and a check is performed.
 - b) time violation on pulling team: the receiving team starts with the disc at midfield, after players set up and a check is performed.”

Observer Guidelines

Series Guidelines for Observers (2007 UPA Club Championships):

- 1) Teams will be able to request Observers for any game. Requests will be filled based on availability, the timing of the request, and competition considerations (as determined by the Competition Director and the Head Observer). Only one team involved in a game needs to make the request for it to be considered.
- 2) The Competition Director may assign Observers to a game after it has begun, if s/he determines that the game is out-of-control to the extent that Observers are needed to continue play under what they consider normal conditions.
- 3) Observers will be scheduled to work the semis and finals in each division by default. If both teams decide that they do not want to use Observers, then the game will not be observed (subject to #2 above)..
- 4) If Observers are used during a game, they will handle the following issues as outlined below:
 - a) Line Calls - Active (will make in/out calls if in position to do so; will defer to players if not in position) Please note that up/down is NOT an active call for Observers, although an Observer may rule on such a dispute, as described in section b) below.
 - b) Dispute Resolution - Observers will give players a reasonable amount of time to figure out a call on their own. After 20-30 seconds, an Observer will step in and request that the players come to a decision quickly or s/he will make a call. If the players still can not come to a resolution, or if either player requests that the Observer make a ruling, then the Observer will make the call, which may include sending the disc back to the thrower (an option if the Observer did not have a good look at the play).
 - c) Misconduct - Observers will use the UPA Card Guidelines to handle misconduct issues that may arise during an observed game. The guidelines can be found in the Observer Manual <http://www.upa.org/observers/observers.shtml#consystems> .
 - d) Offsides - In games where Observers are used, Observers will indicate with both arms crossed overhead if a team is offsides on the pull. Once offsides is signalled, the play is dead. The Observer will either assess a warning to the offending team (1st instance of offsides) or a field position penalty (2nd and subsequent instances) as specified in the 11th Edition, section VIII.B.4.e.
 - e) Positioning - Observers will position themselves on the field of play by default. However, if experienced on-field Observers are not available, the Observing crew will remain off the field. The availability of experienced on-field crews will be determined by the Head Observer and communicated to the teams before the game. Finals in each division will be worked by crews of four Observers - in these games a maximum of two Observers will be stationed on the field, with the remaining two Observers always staying off the field.
- f) 11th Edition Timing Rules
 - 1) Observers will track time between points. The receiving team must signal readiness within 70 seconds after the previous goal was scored. They will get warnings of 20, 10 and 5 seconds from the Observer at their end of the field. The pulling team will then get warnings of 20, 10 and 5 seconds from the other Observer to initiate play. (If the receiving team signals readiness earlier than 70 seconds, the pulling team may still take the full 90 seconds to pull). If a team blatantly ignores the Observer warnings or exceeds the time limits, the Observers can assess a time violation against the offending team, as specified in the 11th Edition, section VIII.C.4 (first instance = warning, subsequent instances = team time-out must be taken; if no time-outs left, then the field position penalty will be assessed).
 - 2) Observers will keep track of time during time-outs. All offensive players must establish stationary positions on the field within 70 seconds after the time-out is called. Observers will give

warnings of 20, 10, and 5 seconds for the offense to be set. Once the offense is set, the defense will get warnings of 20, 10, and 5 seconds to match up and check the disc in.*

3) By default, Observers will not keep track of time limits between turnovers. The players will be responsible for using "pre-stall" counts to enforce these limits, as specified in the 11th Edition, sections XIII.A.(3&4).* The game Head Observer will check with both team captains before the game to determine if they would like for Observers to track these time limits for the teams. If agreed by the captains, Observers will track these limits as follows: After a turnover, if the disc comes to rest on the playing field proper, a member of the team becoming offense must put the disc into play within 10 seconds after it comes to rest (the Observer will give warnings of 10, 5, and 3-2-1 seconds). If the disc comes to rest other than on the playing field proper, a member of the team becoming offense must put the disc into play within 20 seconds after it comes to rest (the Observer will give warnings of 20, 10, 5, and 3-2-1 seconds). If the disc comes to rest far from the field, and a replacement disc is not quickly available, the Observer will briefly suspend the countdown and allow the team becoming offense some extra time to put the disc in play.

*Note: For time limits between turnovers and for timeouts, there is no "enforcement" other than the methods for restarting play described in the 11th Edition. It is up to each team whether they use/enforce these rules, regardless of whether Observers are present.

g) From the 11th Edition, Section XVIII.C. - "By playing under Observers, the players agree to abide by the Observers' decisions."

Final Notes:

If teams do not want Observers then they do not have to request them. If one team wants them, then they will perform the duties as described above. If neither team wants the Observers to perform the duties described above, then they do not have to have their game observed. Observers will not perform a mish-mash of duties at the request of specific teams or divisions.

Observing crews will be assigned by the Head Observer and cannot be vetoed by the teams (although conflict of interest issues should be brought to the attention of the Head Observer).