

TOURNAMENT RULES

Tournament is played according to the *WFDF Rules of Ultimate 2009* subject to the specifications mentioned below.

Games played to **11 points**, time cap **25 minutes**. When time-cap is reached, finish the point. If no team has reached 11 points, add 1 to the leading score to set the new point cap. Games for the 1st and 3rd place in both divisions played to 15 points, time cap 40 minutes (and there are no half times, nor extra time-outs).

1 **time-out** (one minute) per game per team. If a time-out is taken during the last 5 minutes of a game, the game clock stops. The game clock starts again when the disc is checked in, or, if time out is taken between points, when the receiving team touches the pull.

Late arrival to game

The game clock will start immediately the hall is free. If one or both teams aren't ready to play after the first three minutes, the team(s) will be penalised with one point for every begun minute they are late.

Stall count is 8 seconds.

A dropped **pull** is NOT a turn-over, you can pick it up and put it into play immediately. In order for the receiving team to request a re-pull or middle, or to chose brick, the pull should have crossed any of the perimeter lines (sidelines and endlines) above 2 meters up in the air or below the height of a knee. If the disc crosses the perimeter line lower than 2 meters and above the height of a knee, the disc is put in play at the back or the side of the endzone. If you catch the pull in your endzone, you have to play it from there.

Reminder: during play (not counting pulls) with missed passes etc., you are still allowed to bring the disc up to the endzone line, just like outdoor.

The brick point is set 5 meters into the playing field proper counting from the endzone-line.

Callahan rule applies.

Tie breakers

If two teams end up with the same points, you go to the head to head result. If three or more teams end up with the same points, you make a separate result table counting only the results of the games between the tied teams. If teams still are tied, you count goal difference in the games between the tied teams. If this doesn't help – you count total goals scored, and finally – goal difference in all games.

TEAMS MAY NOT CHANGE PLAYERS OF THE TEAM DURING THE TOURNAMENT!

Plead

As the game schedule is so tight and there are so many games per day, we kindly ask you to leave the field immediately after your game, so that the next game can begin on time. Thank you in advance!

Spirit of the Game Score Sheet

How to use

Spirit of the Game is a fundamental part of (Beach) Ultimate. Your whole team should be involved in rating the other team. Simply tick one box in each of the eight lines, and sum the given points (1 for Normal and 2 for Excellent) to determine your spirit score for the other team.

Your Team	Other Team	Date
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Respect	<input type="radio"/> 0 poor	<input type="radio"/> 1 normal	<input type="radio"/> 2 excellent	They communicated objectively and without aggressive language. They were willing to believe calls were made in good faith. Were on time. Kept to time limits for discussions, time-outs, between points, etc.
Fair-Mindedness	<input type="radio"/> 0 poor	<input type="radio"/> 1 normal	<input type="radio"/> 2 excellent	Players pointed out their own fouls. They corrected their own team player calls. In an important situation they admitted that the opponent was probably right. Avoided frequently calling non-obvious travels and picks.
Positive Attitude	<input type="radio"/> 0 poor	<input type="radio"/> 1 normal	<input type="radio"/> 2 excellent	They introduced themselves to the opponent. They complimented the opponent for good plays. Left a positive impression in an after-the-game Spirit Circle, etc.
Emotional Management	<input type="radio"/> 0 poor	<input type="radio"/> 1 normal	<input type="radio"/> 2 excellent	Their reaction towards disagreements, successes, and mistakes was appropriately in tune.
Avoiding Body Contact	<input type="radio"/> 0 poor	<input type="radio"/> 1 normal	<input type="radio"/> 2 excellent	They were aware of other players' body location and movement and avoided dangerous plays.
Avoiding Violations and Fouls	<input type="radio"/> 0 poor	<input type="radio"/> 1 normal	<input type="radio"/> 2 excellent	They tried to avoid fouls and violations. Their marks were legal. They did not commit offside violations, etc.
Knowledge of the Rules	<input type="radio"/> 0 poor	<input type="radio"/> 1 normal	<input type="radio"/> 2 excellent	They knew the rules and/or had the willingness to learn and teach them. They did not make unjustified calls.
Their Spirit compared to ours	<input type="radio"/> 0 worse	<input type="radio"/> 1 same	<input type="radio"/> 2 better	How was their Spirit compared to our own Spirit?

0 + 1 + 2 =

Total Points

Approved by

