

Mixed Ultimate Frisbee Competition

LAWS OF THE GAME

LOCATION

- All games will be played on The Square.

TEAM

- Maximum of SEVEN (7) players on the field at any one time.
(A minimum of 5 players is required on the field to start the game and during each point)
- Each team may have MAXIMUM of four (4) male players on the field at any time.
- Unlimited numbers of reserves are allowed.
- Three (3) players from an eliminated team can continue their competition with their progressing counterpart from the same school/faculty.
^It is the responsibility of Sports Rep and/or team captains to ensure their team maintain the appropriate number of players on the field. Competition officials reserve the right to disqualify any team that does not fulfill team formation requirement.

EQUIPMENT AND ATTIRE

- Equipment (a match disc) is provided.
- No equipment is provided for team practice and warm up.
- Appropriate active wear is encouraged; team uniforms are not compulsory and same colour team shirts are recommended. Bibs may be provided.
- Joggers and runners are acceptable; enclosed footwear must be worn. *Soccer boots/shoes with studs are acceptable for outdoor competition*
- Sunscreen will be provided; BYO sunscreen and sun protection attire are encouraged.

FORMAT/RULES

- It is a knockout competition.
- It is generally self-officiated and non-contact competition, it is trusted that no player will intentionally break the rules.
- Each game consists of 2 x 12 minutes halves with a 1-minute half time break.
*There is no time off for injury during a match.
- Winner(s) of the match will be the first team to reach a score of fifteen (15).
- Substitution can be made between points (i.e. after a point scored and before their team signals readiness for the pull).
- All players must attempt to avoid contact with other players, and there is no situation where a player may justify initiating contact. If a player is not reasonably certain that they will be able to make a legal play at the disc before an opponent who is moving in a legal manner, they must adjust their movements to avoid initiating contact. If that adjustment is made, the result of the play still stands.
- Players may not use their arms or legs to obstruct the movement of opposing players.
- When half time and full time is announced, the person with the disc completes their throw. If the disc is in the air or about to be pulled, one more throw is allowed.
- In the event of a draw, the team in possession of the Frisbee will continue with play until the next point has been scored.
- Specific game rules can be referred in [this link](https://rules.wfdf.org/documents/wfdf-rules-of-ultimate-2021-2024/download) <<https://rules.wfdf.org/documents/wfdf-rules-of-ultimate-2021-2024/download>>.

OFFICIALS & MISCONDUCT

- An advisor may be arranged for rules reinforcement.
- Official or Referee's discretion on calls are final.
- Any misconduct on decisions can result in offending players being asked to leave the field.
- Only team captains or an Interfac Sport Rep from each team are permitted to seek clarification of a decision directly from the officials. An approach may only be made during a break in play or at the discretion of the Referee.

WET WEATHER POLICY

- In the case of wet weather resulting in ground closure by the SUSF's Grounds Team, the fixture will be moved to wet weather back up facilities, i.e. Sydney Uni Sports & Aquatic Centre Court 3 and 4.
- Court dimensions for indoor competition are the same as netball court or suggested by the officials otherwise.
- Total number of players allowed on wet weather back up facilities will be subjected to change for safety.
 - ❖ Maximum of FIVE (5) players on court at any one time.
 - ❖ Each team may have maximum of TWO (2) male players on court at any time.