

CU • STUDENT REC CENTER INTRAMURALS
ULTIMATE FRISBEE • RULES
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ROSTER SIZE IS LIMITED TO 16 PLAYERS
Teams winning a championship will receive a maximum of 10 t-shirts.

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Game time is forfeit time!
- No Buff OneCard = No Play!
- If you forfeit your first game you will be dropped from the league, if you forfeit your 2nd, 3rd, or 4th game you will not advance to the tournament. If you accumulate 2 Honest Effort Forfeits you will not advance to the tournament.
- The Intramural office does not reschedule league play or tournament games once the schedule has been posted. If your team is unable to make a game *the team captain must* email the Intramural Office at imsports@colorado.edu. The Intramural Office will email your game out to all the other teams and if your game is picked up your team will not be credited with a forfeit. If your game is not picked up then your team is responsible for playing that game.
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

ELIGIBILITY

- Must be a full fee paying CU student or Rec-center member.
- Must present your “Buff OneCard” or Rec-Center Membership card in order to check-in before every game. If a player does not have his or her Buff OneCard or Rec-Center Membership, he or she will not be allowed to participate.
- Players may play on only one team per sport (with the exception of being allowed to play on a Co-Rec team and a team of his or her own gender in the same sport). This includes all levels of play (for example, a player cannot play on an Open League team, while also playing on one in the C-League).
- A player must have played in at least one of the first four regular season games in order to play tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players, and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire school year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TEAMS/ SUBSTITUTIONS

- A team is limited to 16 players on the roster but only 7 can be on the field at one time.
- In the Co-Rec division, there must be at least two men and women from your team on the field at all times.

- A minimum of five players must be present to play a game. Co-Rec teams must have at least one woman and man on the field at all times. An Honest Effort Forfeit will be given if only four players arrive on time.
- All teams must show up 15 minutes before game time. A failure to be ready to play by game time will result in a forfeit.
- Substitutions can only be made only:
 - After a goal and before the ensuing throw-off or “pull”
 - Before the beginning of a period of play
 - To replace an injured player
- In the event of an injury, during play, an injury time-out is called. The injured player must leave the field and the opposing team may substitute one player if they so choose. Neither team will be penalized an official time-out for such a situation.

UNIFORM/EQUIPMENT

- Teams are required to wear shirts of the same color.
 - If both teams are wearing the same color jersey pennies will be given to the away team.
 - If a team fails to wear similar color shirts, it will be penalized half of one point in sportsmanship
- Players may not wear hats, watches, or jewelry.
- Shoes must be worn! Shoes must be athletic (tennis) shoes or molded rubber cleats. Shoes of any other nature (metal cleats, flip-flops, dress shoes, etc.) are not permitted! Screw-in and Screw-on cleats will only be accepted if they are determined safe by an IM Sports Supervisor before each game.

THE GAME

- **Ultimate Frisbee is about the Spirit of the game.**

LENGTH OF GAME

- Games are divided into two 25-minute halves. If a team reaches 15 points before the two timed halves are over, it is declared the winner.
- Games must be won by two points, there is a cap at 15 (first team to reach 15 wins).
- Schmidt Rule—If time is called and there is only one point differential between the teams, the next point is played out. If this results in a tie, a final sudden death point is played.
- The first half ends when the first team reaches 8 points or after 25 minutes into the game—whichever comes first.
- Half-time is a maximum of 5 minutes long, but both teams can agree not to have a half-time and play through.

STARTING THE GAME

- Play begins after the flip of the disc. Winner of the toss chooses either to receive the disc or which goal to defend.
- Positioning prior to the throw off:
 - The throwing team is free to move anywhere in their defending end zone, but may not cross the goal line until the disc is released.
 - The receiving team must stand with one foot on their defending line without changing position relative to one another.
- After half-time these starting roles are reversed, there is not another flip.
- The throw-off may be made only after the thrower and a player on the receiving team raise a hand to signal that team's readiness to begin play.
- After the disc has been thrown off, the receiving team takes possession where the disc comes to rest.

- The receiving team may try to catch the disc before it lands on the ground, but if someone makes contact with the disc before it hits the ground and does not catch it, then it is considered a turnover and the throwing team gains possession.
- If the disc flies out of bounds before reaching the end zone --
 - Either the receiving team takes possession at the point where the disc flew out of bounds, or
 - If a member of the receiving team who is going to receive the throw-off fully extends one hand above his/her head and calls "middle" or "brick" while the disc is in the air, the team either takes possession in the middle of the field at the point the disc flew out of bounds, or at a point 10 yards upfield from the goal line they are defending.
- If the disc flies into the end zone and is either caught there by the defense or lands there (in the throw-off, for example), the player --
 - Either establishes a pivot foot and must throw from that point, or
 - Carries it directly to the closest point on the goal line and puts it into play from there.
- If the disc flies out of bounds through the end zone, the receiving team can call "middle" or "brick," if they choose. If not, they must carry the disc to the line of the end zone from the point the disc flew out of bounds.
- Play begins when the disc is "checked."
 - If the defender is present, checking the disc in is completed by having him or her tap the top of the disc. If no defender is present, the handler of the disc may check the disc in by tapping it on the ground, thereby beginning play.

PLAYING THE GAME

- The disc is advanced by the successful throw and catch by another player.
- First point of contact must be in bounds. Lines are out.
- In the event of an unsuccessful throw (i.e. out of bounds, dropped, or hits the ground), a turnover takes place.
- A thrower is allowed 10 seconds to throw the disc, but the audible stall count (stall 1, stall 2, etc) cannot begin until a defender marks the thrower. Once that defender is within 10 feet of the handler of the disc and the handler is standing over, but not necessarily holding, the disc, the stall count may begin.
- When 10 ("stall") is reached, the disc is turned over and the defense gains possession of the disc where the thrower was standing.
- The handler of the disc must establish a pivot foot and retain that pivot foot until he or she throws the disc. Breaking of this pivot foot is traveling and may be called by anyone on the field. The handler that just traveled must reestablish a pivot foot and check the disc in to resume play.
- The travel must be called before the disc is in the air. If the disc is already in the air when the traveling is called, then there is no stoppage of play.

SCORING

- To score, a player must catch the disc in the end zone. In order for the receiver to be considered in the end zone after gaining possession of the disc, his/her first point of contact with the ground must be completely in the end zone.
 - A player must be completely in the end zone and acknowledge that s/he has scored a goal. If that player plays the disc unknowingly into a turnover, then no goal is awarded.
 - A player cannot score by running into the end zone with the disc. Should a receiver's momentum carry him/her into the end zone after gaining possession, the receiver must carry the disc back to the closest point on the goal line and put the disc into play from there.
- The scoring team stays and pulls from the end zone in which they just scored for play to continue. If the team pulling off stalls for more than 90 seconds, then the receiving team shall take possession at midfield. Following the throw-off, play begins when the disc is checked in.

TIMEOUTS

- Each team is granted **one** time-out for the entire game. Time-outs last no longer than **one** minute, and can be called by either team after a point is scored. If time out is called during play, it may only be called by the player with possession of the disk.

RULE CLARIFICATIONS

DOUBLE TEAMING

- Only **one** marker is permitted to guard the thrower.
- No other defensive player may establish a position within **ten feet** of the pivot foot of the thrower, unless he/she is guarding another offensive player in that area.
- Should the thrower recognize a double-team situation, he/she first calls “Double-Team” as a warning. If the defense continues to double-team, the **thrower** calls “Double-Team” again, and it is a violation. The stall count then returns to zero.

FOULS

- A foul can **only** be called by the player it is committed **against**.
 - All players must freeze.
 - The stall count goes to zero.
 - Play resumes after the disc is checked.
- A player may never run with the disc. Upon catching the disc a player must stop as soon as possible and establish a pivot foot. If a player is running when he or she catches the disc, he or she must stop within three steps and establish a pivot foot.
- If the defense knocks the disc out of the hands of the thrower, a **strip** will be called. If the disc has left the hand of the thrower and the defender blocks or tips the throw, it is not a foul. In the incidence of a strip, the possession of the disc is returned to the thrower and play resumes after the disc is checked in.
- If the marker makes contact with the thrower in a way that disrupts his or her ability to throw, a foul may be called.
 - The marker (defender) must give at least a Frisbee’s length distance between marker and handler.
- Contact fouls include **picking, blocking** and **shoving** for position.
 - 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; to do so is a **pick**. If the pick is called before the disc is thrown, the defender is allowed to catch up to the player he or she is marking. If the disc is already in the air when the pick is called, no penalty has occurred and play continues
 - 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.
 - A **catching foul** may be called when there is contact between opposing players in the process of attempting a catch, interception, or knock down. A certain amount of incidental contact during or immediately after the catching attempt is often unavoidable and is not a foul.
 - A foul on a **reception** gives the receiver possession at the point of the infraction. A disc check takes place.
 - The defense can contest the call, at which point the disc goes back to the thrower.
- If a receiver is fouled in the end zone, it is treated like a catch, but he or she must walk the disc to the end zone line and start play from there. **It is not an automatic point!** The disc must be checked in before play can begin.
- If disagreement over fouls is irreconcilable then the disc goes back to the thrower.

- Whomever has the best view of a play when in bounds is in question has the responsibility to make the call.

If there is disagreement that cannot be resolved by the teams, the official or supervisor can resolve the problem.

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and is grounds for the entire team being dropped from the program. Any team whose members leave the bench results in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely questioning of calls directed at an official, scorekeeper, or player is grounds for a technical foul. Bench technical may be called. Captains, control your bench.
- Pre and post game: harassing of officials, scorekeepers, other players, or a supervisor, poor sportsmanlike conduct, or lack of cooperation is subject to penalty from a mild warning to complete expulsion from the program.

TOURNAMENT SCHEDULES

- All teams that do not forfeit, do not have 2 or more Honest Effort Forfeits, and have an average of 3.0 (out of 4.0) sportsmanship rating will advance to the post season tournament.
- Tournament schedules will be posted the last week of the regular season.