CURTIN STADIUM ULTIMATE FRISBEE RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Stadium organised Ultimate Frisbee

Nominations and fixtures:
- Please note that it is the team’s responsibility to find out their team’s fixtures. All fixtures and results are available on our website http://life.curtin.edu.au/curtin-stadium/social-sport.htm this link will be emailed to team captains and vice captains prior to the first week of competition. Fixtures and results will also be available on the ‘SportFix’ app by searching Curtin Stadium.
- Management reserves the right to add and change any game times where necessary.
- All teams can expect to get an even spread of game time slots over the season. Game times are between 5.30pm and 10:45pm although games could run early and/or later depending on team numbers.
- Special fixture requests will be considered. Requests should be submitted in writing at time of registration. Curtin Stadium will consider all requests but cannot guarantee requests can be accommodated depending on the structure of the competition and the effect it may have.
- Changes to playing grade must be made in the first three weeks of competition (if applicable). These changes will be made at the discretion of the Sports Program Officer. Changes will be made in the following instances:
  - A team requests a grade change. Any requests must be made to the Sports Program Officer on 9266 7052 or email stadiumsports@curtin.edu.au
  - The Sports Program Officer and/or Umpires believe that a team is not compatible with the grade that they are currently playing in.
- Teams can contact the Sports Program Officer on 9266 7052 for any general enquiries.

1. The Playing Area
   - Edinburgh Oval

2. The Disc
   - Curtin Stadium will provide an approved Disc.

3. Players
   - The maximum number of players on the field at any given time is seven (7).
   - The minimum number of players on the field without incurring a forfeit is five (5).
   - The maximum number of males on the field at any given time is five (5).
4. **Player Equipment**
   - All players are required to wear a team uniform consisting of the same coloured tops by the end of grading or the third week of competition. Point penalties will be enforced for those wearing a different coloured shirt (1 goal per incorrect shirt).
   - All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn but must be appropriately taped.
   - Nails must be cut or covered

5. **Competition Structure**
   - The competition structure will be determined once the amount of teams has been finalised and will be released to team reps prior to the competition date.

6. **Penalties, Forfeits and Withdrawals**
   - Not only does it keep the other team waiting, late starts affect the whole competition’s fixture times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.

   **Penalties:**
   - 1 goal per minute Late

   A forfeit may be declared if:
   1. A game does not start within ten (10) minutes of the allocated starting time.
   2. A team fails to honour their fixtured game.

   - Forfeits are to be determined by the referee as mitigating circumstances may apply.
   - If a team forfeits their match, the opposing team will be awarded a win 8 – 0.
   - Forfeit fees must be paid before the next fixture game, unfinancial teams will not receive competition points

7. **General Rules**
   - 7.1 Normal WFDF Rules apply to all the rules of the game except for the following

8. **Length of the Game**
   - Games will comprise of two (2) x 25 minute periods with a 5 minute break at half time.
   - The team which scores the most goals within the time period is declared the winner, should points be even the team scoring the next point will be declared the winner.
   - Each team is entitled to one (1) 30 second time out per game.
   - If the game is a draw at the end of finals fixture an overtime period of five (5) minutes will be played. The team in front at the end of the extra time period will be the winner.
- If the game is still a draw at the end of the overtime period a second overtime period will be played. The first team to score two (2) points in the second overtime period will be declared the winner.

9. Referees
- There shall be no referees and teams will umpire as stated in the WFDF rules to encourage fair and honest play
- There shall be a member of staff on duty to assist with rules of play and give direction when needed.

10. Group Match Points
- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- Forfeit = 0 points (8 – 0 LOSS)

11. Suspensions and Ejections
- Incidents of a dangerous or unsportsmanlike nature that are reported by a referee of an opposing team will be taken seriously.
- All information regarding the incident will be taken into account and decision on an appropriate resulting action will be made by the Sports Program Officer in consultation with a senior member of staff.
- Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least one (1) game.

12. Forfeits and Withdrawals
- Teams must attend every fixtured game for the season or notify the Sports Program Officer on 9266 7052 or stadiumsports@curtin.edu.au if they cannot attend a fixtured game and a forfeit will result.
- A game will be declared a forfeit when:
  o A team is not ready to play within (10) ten minutes of the scheduled start time;
  o A team fails to honour their fixtured game (this includes finals).
- Any team forfeiting will incur the following fine’s:
- Any team that has notified the Sports Program Officer by 4.00pm the day of the fixture: Normal game fee for that chosen sport.
- Any team that does not show up to a fixture game without notifying the Sports Program Officer prior to 4.00pm the day of their fixture will be charged twice (2x) the Normal Game fee for that chosen sport. This is referred to as a ‘NO SHOW FEE’
- Should a team forfeit their game the forfeit fee must be paid the week proceeding a forfeit. Unfinancial teams will not receive competition points. Teams whose payments are up to date prior to their last game will receive their last game free as part of the fee paid at the time of registration.
- Teams with outstanding forfeit fees from previous season will not be eligible for the next season until all fees are paid.
• If a team forfeits their match, the opposing team will be awarded a win 8 – 0 and their game fee will be held over to the following week.

Any team that withdraws from the competition throughout the season will be issued with a $200 withdrawal fee.

13. Finals
- To be eligible to play in the top 4 play-offs, a player must have played a minimum of 3 games during the season

14. HAVE FUN!

The referees and competition organiser have the right to review any rule stated above at any time prior to or during the competition. If a situation arises which is not mentioned above the referees and/or competition organiser will use their discretion in making a decision.