

UUDA presents Winter League 2018. Players are responsible for knowing league, USAU, and facility rules.

**If you bring in outside food or drink (besides water), you will be kicked out of league.**

League does *not* provide shirts. Teams are responsible for arriving with a **white** or **dark** shirt as indicated on the schedule.

Games are played to time and are 70 minutes from the start time

| 7-Jan   | White | Dark |
|---------|-------|------|
| 7:00 PM | 1 v 2 |      |
| 8:20 PM | 3 v 4 |      |
| 9:40 PM | 5 v 6 |      |

| 14-Jan  | White | Dark |
|---------|-------|------|
| 6:00 PM | 4 v 6 |      |
| 7:20 PM | 1 v 3 |      |
| 8:40 PM | 2 v 5 |      |

| 21-Jan  | White | Dark |
|---------|-------|------|
| 6:00 PM | 5 v 4 |      |
| 7:20 PM | 2 v 3 |      |
| 8:40 PM | 6 v 1 |      |

Team 1 Captains:  
Tania Reitz and Eric Christensen

Team 2 Captain:  
Issac Conley

Team 3 Captains:  
Ryan Hahn and Kipp Robinson

Team 4 Captains:  
Maggie Bale and Ben Jones

Team 5 Captains:  
Tommy Newell and Michael Affleck

Team 6 Captains:  
Emily Jensen and Bre Bozzuto

Semis and Finals - Disc flip for pull

| 28-Jan  | White | Dark |
|---------|-------|------|
| 6:00 PM | 4 v 1 |      |
| 7:20 PM | 6 v 2 |      |
| 8:40 PM | 3 v 5 |      |

| 4-Feb   | White | Dark |
|---------|-------|------|
| 6:00 PM | 3 v 6 |      |
| 7:20 PM | 1 v 5 |      |
| 8:40 PM | 2 v 4 |      |

| 11-Feb  | White | Dark |
|---------|-------|------|
| 6:00 PM | 4 v 3 |      |
| 7:20 PM | 6 v 5 |      |
| 8:40 PM | 2 v 1 |      |

| 18-Feb  | White | Dark |
|---------|-------|------|
| 6:00 PM | 5 v 2 |      |
| 7:20 PM | 6 v 4 |      |
| 8:40 PM | 3 v 1 |      |

| 25-Feb  | White | Dark |
|---------|-------|------|
| 6:00 PM | 3 v 2 |      |
| 7:20 PM | 1 v 6 |      |
| 8:40 PM | 4 v 5 |      |

| 4-Mar   | White | Dark |
|---------|-------|------|
| 6:00 PM | 2 v 6 |      |
| 7:20 PM | 5 v 3 |      |
| 8:40 PM | 1 v 4 |      |

| 11-Mar  | White | Dark |
|---------|-------|------|
| 6:00 PM | 5 v 1 |      |
| 7:20 PM | 4 v 2 |      |
| 8:40 PM | 6 v 3 |      |

| 18-Mar  |         |  |
|---------|---------|--|
| 6:00 PM | Semi #1 |  |
| 7:20 PM | Semi #2 |  |
| 8:40 PM | Final   |  |

| Spirit of the Game questions                         |
|--|
| 1. Do you know and abide by the rules?               |
| 2. Do you avoid body contact?                        |
| 3. Are you fair-minded?                              |
| 4. Do you show self-control and a positive attitude? |
| 5. Do you communicate properly and respectfully?     |

All games are played at the Spence Eccles Field House, 650 S. Guardsman Way (1580 East)

### League Rules:

League volunteers have final say about everything off the field.

League volunteers are not observers, are not responsible for rules instruction nor clarification, and do not make active calls.

The regular season games will start with the **WHITE** team pulling the disc from the **SOUTH** endzone.

**Gender Split:** 4 men /3 women. Teams may play with more women, but the opposing team need not match. Teams unable to field at least three women must play down.

**Cap rules:** Games are played to time. At 70 minutes after the scheduled start time when the horn/whistle/signal blows, you finish the current point. A point starts as soon as the last point is scored. If a team is up, then the game is over. If not, play one more point. There will be NO time outs allowed after the initial 65 minutes. A league representative will announce this and wave a signal flag. The score will stand as is (even as a tie) if the game exceeds 75 minutes, or the facility people kick us off in the last game.  
NO half time or mirror.

**Time outs:** There will be two time outs allowed per team. No timeouts in the last 5 minutes. Calling a timeout when one is not available is a turnover.

**Start Time:** Start on time. Games will not be pushed back.

**Score Check.** If the score is impossible b/c of the math, teams are allowed a score check by sending one (1) captain over to discuss the score and will not count against the time between pulls.

**Forfeit:** If one team is ready on the line, and the other team can't get 3 players on the line by 4.5 minutes after the start time (The time to pull + 2 timeouts), it will be considered a forfeit and go down as 15-0 score.

**Contact Call:** If contact occurs between the thrower and marker that would constitute a foul under XVI.H.3.a but the thrower does not release the disc, "contact" may be called. Play does not stop and the marker resumes the stall count at "one". Other than resetting the stall count to "one" after the first instance, the "contact" call is treated as any other marking violation. The marker may contest the "contact" call by calling "violation", which stops play. If the thrower calls "contact" after beginning the throwing motion and subsequently releases the disc, it is treated as if the thrower called "foul".

**Pulls:** We will have league volunteers time between pulls. They will announce when 50 seconds are up, then again when 70 seconds are up. League rules for pulls are:

1. If the **receiving** team does not signal readiness to play within fifty (50) seconds after the previous goal was scored, the 50 second single whistle blast will be considered their readiness signal.
2. The pulling team must **release** the pull before the later to occur of:
  - a) seventy (70) seconds after the previous goal was scored (the end of the second whistle of the double whistle blast); or
  - b) twenty (20) seconds after the receiving team signaled readiness.
3. If the pulling team has not pulled within 70 seconds after the previous goal was scored, the receiving team starts with the disc centered at midfield, after players set up and a check is performed.
4. If the receiving team has more than 7 players on or near their endzone line (does not apply to someone walking off the field 40 yards away) when the 50 second pull announcement is made, that team has to take a time-out. If no time-outs remain, the receiving team will start with the disc centered in the middle of their receiving endzone. If a sideline player is trying to coach or call a line, please make it obvious you are not going to be on the field.
5. If a team starts a point with fewer than 7 players on the field, additional players may not run onto the field after the pull is up.

The sidelines go down the outside of the painted numbers on the field. The brick mark is at 20 yards. Endzones are 20 yards deep.

Fighting, either verbal or physical, is strictly prohibited. Players who are caught fighting will be banned from the league.

**Player Responsibility:** It is YOUR responsibility to let your captain know if you will not be attending a game so they can make informed decisions. You are also responsible for knowing the rules and applying them correctly- we will be using the 11th edition of the USAU rules, including the contact call and 20 yd. endzones. Please see <http://www.usultimate.org/resources/officiating/rules/default.aspx>

**Pickups:** Teams will be allowed to pick up players such that they don't have to play savage. Thus, a team could pick up enough people to have 5 men and 4 women. To avoid a forfeit, both captains, the pickups, and the league representative running the clock and scoreboard for the game must meet to acknowledge the substitution before play begins. Opposing captains have no right of veto. Pick-up players must be dropped after completion of the current point upon the arrival of the fifth man or fourth woman officially part of the team *even if those players are not yet on the field or ready to play (except in the case of injured players coming to support their teammates)*. **Pick-up players must be members of the league.** If a violation of the pickup rules is discovered within the first five points of the game and brought to the scorekeeper's attention, the offending team's score will be reset to 0. If a violation is discovered after the first five points, the offending team will forfeit the game.

**Spirit of the Game:** Ultimate relies upon a spirit of sportsmanship which places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among players, adherence to the agreed upon rules of the game, or the basic joy of play. Protection of these vital elements serves to eliminate adverse conduct from the Ultimate field. Such actions as taunting or opposing players, dangerous aggression, belligerent intimidation, intentional fouling, or other "win-at-all-costs" behavior are contrary to the spirit of the game and must be avoided by all the players.

**Warming up and use of facility:** Don't encroach the field for the group before us. The other group will be clearing the field before we are set to begin. If you show up early to warm-up, please stay out of their way, be unobtrusive, stick to the sidelines, and do not encroach the field in any way or send any stray discs in that direction OR OVER THE FIELD. If we hear any complaints from the other group we will be really, really mad.

### Facility Rules:

**NO** food, **NO** drinks besides water, **NO** illicit substances, **NO** gum, **NO** spitting, etc.

**If you bring in outside food or drink (besides water), you will be kicked out of league.**

Other rules: Don't climb on stuff, don't let your kids climb on stuff. ("Stuff" includes, but is not limited to: ladders (locked or otherwise), soccer goals, precarious ledges, chain-link cages, and facility maintenance equipment.) If you get something stuck up on the ledge, let the facility folks deal with it.

Players are responsible for the conduct of their guests/fans. Their actions (like eating or drinking on sidelines) can result in your expulsion from the league.

Parents are responsible for the conduct of their children. Their actions can result in your expulsion.