

SSC Official Indoor Turf Ultimate – Coed 5-on-5

GAME LENGTH	<ul style="list-style-type: none"> Games are 55 minutes in length with a 5 minute stop for halftime. Games start and end according to your online SSC schedule. If games start late, games must finish at the scheduled time (e.g. 6:15pm-6:55pm).
EQUIPMENT (MANDATORY)	<ul style="list-style-type: none"> Teams are required to bring one official Ultimate Frisbee and 5 pylons to every game. A \$25 refundable deposit is required, payable through online registration, cash or cheque. Teams should bring both light & dark coloured t-shirts to help distinguish opponents.
PLAYERS ON COURT AND GENDER RATIO.	<ul style="list-style-type: none"> Teams are comprised of 5 players on the field. Teams must play with a minimum of 2 males and 2 females on the field at all times. FOR INDY TEAMS EVERY ATTEMPT WILL BE MADE TO ROSTER 3 + FEMALES. A team can play with a minimum of 4 people, as long as the gender requirements are met. Captains may agree to waive the rules regarding minimum players and gender ratio before the game starts.
OBJECTIVE	<ul style="list-style-type: none"> Ultimate, often called Ultimate Frisbee, is a non-contact team sport played with a flying disc. The objective of the game is to score points by passing the disc into the opposing end zone, similar to American football.
GAME & COURT SETUP	<ul style="list-style-type: none"> Team captains should meet before the start of the game to set-up end zones with the required pylons (8-10 paces deep) 24 paces (legitimately), go over field lines and confirm rules. In most instances, these lines will already be obvious on the field. Teams are responsible for keeping score & time. The timekeeper should announce when time has expired, at which point the game is over - regardless of where the disc is. In other words, you do not finish the current point - the game ends when the time has expired. To start the game, teams should decide who gets first possession by flipping the disc. It is our hope that more experienced teams will assist in the promotion and clarification of the spirit of the game and the rules. If a team or person is unclear on something, explain it to them to enhance the Ultimate experience and not to put them at a disadvantage. This will ensure that all games that are played are heading to a higher and more enjoyable level.
GENERAL GAME RULES	<p>In general, SSC plays by official <u>USA Ultimate 11th edition rules</u> , for example:</p> <ul style="list-style-type: none"> Foot blocks, pick and screens are not permitted and are considered fouls. When defending the thrower, the defensive player will count 10 stalls. When lining up to make or receive the pull, do so on the front line of the end zone. If the disc hits the ceiling and/or out of bounds area on the pull, the disc is put back into play at the closest point on the playing field. If the disc hits the ceiling or and out of bounds area during regular play, it is a turnover. The disc <i>may</i> travel out of bounds and return in bounds and still be played, as long as it has not contacted anything in the out of bounds areas. Zone defense is permitted, though man-to-man defense is most common with SSC ultimate leagues. Teams may call a one (1) minute time-out if needed, except in the final 10 minutes of play. A game can end in a tie during the regular season (ties are not allowed in playoffs, see below). No metal cleats allowed.
SPIRIT OF THE GAME	<ul style="list-style-type: none"> Ultimate relies upon a spirit of sportsmanship that places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules, or the basic joy of play. Protection of these vital elements serves to eliminate unsportsmanlike conduct from the Ultimate field. Such actions as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions, or other 'win-at-all-costs' behavior are contrary to the Spirit of the Game and must be avoided by all players.
VIOLATIONS & MAKING CALLS	<ul style="list-style-type: none"> The offending player should call their own infractions, however any players involved with the infraction can also make a call. When a foul is called, play must stop immediately. Players not on the field at the time of the incident cannot make a call.

PLAYOFFS

- A game can end in a tie during the regular season. In the playoffs when regulation time has expired, the current point should be played out until a team scores. If this point results in the score being tied, one more point is to be played in order to break the tie.
- Playoff games should only be 50 minutes in length in anticipation of needing the extra time to settle a tie.
- Team Playoff Position: Ties in the standings will be broken first on head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order. *Note* - SSC will update team playoff positioning once all scores have been submitted, do not assume the time/location of your playoff game until team names have been posted on the schedule.

Remember... Always have fun!