

# Ultimate Frisbee Rules

Each Coach is responsible for having a copy of the rules with them at each game.

**This league is scheduled for 9 weeks of play total. 7 weeks of games and 2 weeks of playoffs. Due to these restraints you may not play all teams registered for the league. Playoffs are the top 8 teams.**

**You, as team captain are responsible for your entire team. You can and will be held responsible if your team does not stay under your control. Butler County Parks & Recreation does have the right to dismiss any player causing an issue or safety violation and your team may also be dismissed. You may not at any time ever put any Butler County Staff in an unsafe situation. Butler County Parks & Recreation has a No-Refund Policy. If you or your team is dismissed you will not have the right to a refund.**

**You can replace players that are removed from the league or have medical issues however; players may not be available to play in playoffs without the approval of the Program Manager or the opponent's team.**

❖ **Refer to USAU Handbook (11<sup>th</sup> Edition) for all rules not listed on this form.**

1. 7 players or less on a team can play 5v5 with 2 subs or 6v6 with one sub.

**This is at captain discretion. If decision cannot be made, the rules in #1 apply.**

2. 8 or more players on a team must play 7v7.
3. (2017) If only 5 team members show to play a discussion between team captains and the Butler County Staff member needs to happen on if any permits will be allowed to let 7 on 5 play. The additional 2 players only to be beginners and/or new within 2 years.
4. One hour game play
5. Games will promptly start at 5:30, 6:30, and 7:30 on THURSDAYS if more than 6 teams, games will be scheduled on Monday nights.
6. Games end at 15 points or whoever has the highest points at one hour
7. **Scoring** -- Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score
8. **Movement of the Disc** -- The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
9. **Substitutions** -- Players not in the game may replace players in the game after a score and during an injury timeout.
10. **Change of possession** -- When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.
11. **NO SWEARING, NO FIGHTING, NO DRUG OR ALCOHOL USE**
12. **No METAL Cleats**
13. **At 55 minutes hard cap begins; soft cap was eliminated 2015 meeting.**
14. If the kick off team is ready you have 20 seconds to return down field, if you exceed that time frame you will be given a verbal warning.
15. MONDAYS make up times @ 5:30
16. You can have a 5 minute break after 8 points have been scored

**No adding to your roster during playoff season. To be permitted to play in the playoffs you must have played at least 4 games with the team.**