

# ***Blue Ash League Rules***



## ***Ultimate Frisbee***

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## **Section One – League Organization**

### ***Rule 1.1 – Manager's Responsibilities***

The manager is the primary communication link between his/her team and the Blue Ash Recreation Department. It is the manager's responsibility to take the initiative to clarify information about the operation of the league. In addition, the manager must:

- A. Be familiar and with the Ultimate Players Association (U.P.A.) Rules and Blue Ash Rec Center procedures prior to the first league game and throughout the whole season. Ignorance will not be accepted as an excuse for not following procedures.
- B. Obtain updated league information from the web site including revised schedules
- C. Obtain league information and disseminate it to team members.
- D. Submit scores accurately, within 24 hours of the competition, to the league manager.
- E. Keeping your team and spectators in control at all times (before, during and after games).
- F. Inform the league manager of changes in his/her contact information.
- G. Maintain a legal roster at all times
- H. Be ready to play at the official game time as indicated on the schedules.

### ***Rule 1.2 – Roster***

- A. All players must be 14 years old. Players under 18 must fill out the Release of Liability form before participating in any match. The waiver must be on file with the league manager before the player is considered eligible.
- B. NO PLAYER MAY PARTICIPATE IN A GAME UNTIL ALL FORMS REQUIRED FOR THAT PLAYER ARE OFFICIALLY ON FILE IN THE RECREATION OFFICE.
- C. Teams may add to the roster during the regular season provided the players in question were submitted to the League Manager *and confirmed* before any games were played with the altered roster.
- D. Teams may make no roster additions after the regular season.

### ***Rule 1.3 – Players Changing Teams***

- A. Once a player participates for a team, they are officially listed on that team as their "primary" team for that particular season. Players are locked into a team and may not participate for another in the same division after they have played any portion of a contest for their primary team.

### ***Rule 1.4 – Rescheduled Games***

- A. Games postponed due to severe weather will be made up at the end of regular season play if time permits. Because this league is unsupervised and un-officiated, it is the responsibility of the team captains to assure a safe environment and discontinue play during severe weather conditions. The updated web-based schedule will post make-up dates. Captains are responsible for checking the site after a rainout to receive make-up information. We will do our best to reschedule games; due to schedule conflicts, tournaments may begin without a complete regular season or be cancelled if necessary.

### ***Rule 1.5 – Awards***

- A. The first place team in the league for the regular season will receive Championship T-shirts. The second place team for the regular season will receive League T-shirts. A maximum of eighteen (18) individual awards will be presented.
- B. Ties for league champion and seeding will be determined first by the results of head to head competition between teams (wins/losses). If this still results in a tie, then the team with the better point difference in those match ups between the two teams in question will be the tie breaker. If there is still a tie, point differential for the regular season will decipher between the two teams.

### **Rule 1.6 – Forfeitures**

- A. Teams forfeiting two or more games will be dropped from the league, without any refund of entry fee.

## **Section Two –Game and League Rules**

### ***Rule 2.1 – Governing Rules***

The Blue Ash Recreation Ultimate Frisbee Leagues are governed under the U.P.A. (Ultimate Players Association) rulebook. Please become familiar with the U.P.A. rulebook. The U.P.A. rules will be followed in all situations with the following modifications:

- A. 7 players constitute a team
- B. A team may play with 6, but no less. Any other number will be considered a forfeit.
- C. Teams must have at least 2 eligible females on the field at all times.
- D. A team can play with more than 2 female players without penalty.

### ***Spirit of the game***

Ultimate frisbee stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence of the rules and basic joy of play. We stress that all of our leagues promote a friendly and safe environment. These leagues are unsupervised and un-officiated so it is important that we remember to appreciate the game and make a strong effort to respect one another.

### **Rule 2.2 – Time**

- A. The game clock begins at the scheduled game time. Captains should agree on an official game clock before the start of the game.
- B. Each team will be awarded (3) 90 second timeouts and can be taken any time during regular play
- C. A 4-minute half-time will occur at 9 points.
- D. Games will be played to 17
- E. Soft cap will be set at 1:20 after the scheduled start time.
  - a. A soft cap is a maximum set point limit (17)
  - b. At the soft cap, play continues until the current scoring attempt is completed. If, after the current scoring attempt is completed, the game total has not yet been reached by one team, one is added to the higher score and the resulting number is the new game total.
- F. Hard cap will be set at 1:30 after the scheduled start time.
  - a. A hard cap is the end of the game once a predetermined time of play has elapsed (1:30) and after the current scoring attempt is finished.
- G. At the end of a playoff game only, if teams remain tied, a sudden death overtime period will start and the first team to score wins. Possession will be determined by a coin toss.
- H. Each team will be given (1) 90 second timeout during overtime in playoff play.

### **Rule 2.3 – Fields**

- A. Teams will be responsible for setting up the fields with supplied cones (14). Cones will be provided, and the captains will be ultimately responsible for taking care of the cones.
- B. A diagram of the cones will be available at the manager's meeting

### **Rule 2.4 – Game Time is Penalty Time**

- A. **The official game time will begin at the scheduled start time as indicated on the schedules.**
- B. **Forfeit Time:** Fifteen minutes after the scheduled start time, if a team fails to have 6 players, the game will be deemed a forfeit. Forfeited games will be recorded as 9-0 in favor of non-forfeiting team for records purposes.

### **Rule 2.5 – Game Results**

- A. The winning team manager must have the game results to the league manager within 24-hours of the conclusion of the game.
- B. Scores can sent to Erica Gorman at [egorman@blueash.com](mailto:egorman@blueash.com) or at 513-708-4563..

### **Rule 2.6 – Officiating**

- A. These are unsupervised and un-officiated games. Teams will officiate.
- B. Calling fouls and violations depends on the integrity of the players. At no time shall a violation or foul be called on an individual unless the one calling the foul is certain that a foul or violation has occurred.

### **Rule 2.7 – Equipment**

- A. All teams must provide their own Frisbees, which both captains must agree to play with.
- B. Metal spikes are **NOT** permitted.

### **Rule 2.8 – Conduct**

Managers are responsible for the conduct of the team players and spectators. The league manager retains the right to determine an appropriate penalty for teams who do not abide by the following conditions:

- A. Any person, spectator, players or person affiliated with that team who does not follow the U.P.A. rules for conduct and/or the Blue Ash Rec Center Field Rules
- B. Any person who physically/verbally assaults any other person on city property before, during or after a game will be expelled from participation in Blue Ash Recreation leagues and could face law enforcement charges.

### **Rule 2.9 – Accident Report**

In the event that a player is injured during a league game, the manager should report the accident to the league office. Each player is responsible for his or her own medical coverage.

## **Section Three – Protests**

### **Rule 3.1 – Player Protests**

- A. Any protest involving the eligibility of a player must be filed in the following manner:
  - 1. The protesting manager must inform the opposing team's manager that a player protest will be lodged.
  - 2. A protest form must be filled out in person by 4:00 pm of the next business day and filed with the League Manager.
  - 3. No fee required.
- B. If the protest is upheld, the appropriate penalty will be designated forfeiture of that game and any others where the ineligible player participated.
- C. If the protest is denied, the results of the game will stand.
- D. This rule applies to players challenged as ineligible because they are not listed on the roster.

*Rule 3.2 – Game Protests*

- A. Any protest involving the application of a specific Blue Ash League rule or U.P.A.. rule must be filed in the following manner:
  - 1. The protesting manager must inform the opposing team's manager at the time of the particular play or decision that is being protested.
  - 2. The protest form and a \$25 protest bond must be filed with the Recreation Office by 4:30 PM the next business day following the game. Checks should be made payable to "The City of Blue Ash".
- B. If the protest is upheld, the \$25 protest bond will be returned, and the game will be replayed from the point of the protest. NOTE: The U.P.A. rule for resumption of the game will apply.
- C. If the protest is denied, the results of the game will stand, and the \$25 protest bond will be deposited.
- D. It is advised that each team bring a copy of the league rules and the league schedule to every game.

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