

# Blue Ash Recreation

## Ultimate Frisbee Rules

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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 scorecards 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 18 years old or out of high school to be eligible. Those graduating in May or June of the scheduled year are 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. Rosters are limited to a maximum of eighteen (16) players, minimum of ten (10).
- D. 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.
- E. 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. Players may play for one co-rec team and one mens/womens team

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

- A. Games lost 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 each league will receive Championship T-shirts. The second place team will receive League T-shirts. A maximum of eighteen (16) individual awards will be presented. Winners of post-season play will receive a team trophy.
- B. Ties for league champion, will be determined first by the results of head to head competition between teams. If this still results in a tie, then the team with the highest points scored versus points allowed differential (between the tied teams) 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. Games are limited to 1 hour and 15 minutes. 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) 4 minute timeouts and can be taken during any time during the 75 minutes of regular play
- C. A 4-minute half-time will occur 35 minutes after the *scheduled start time*.
- D. There will be no overtime periods in order to keep games on schedule, except for playoffs.
- E. At the end of a playoff game, 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.
- F. Each team will be given (1) 4-minute timeout during overtime in playoff play.

### **Rule 2.3 – Fields**

- A. Teams will be responsible for setting up and taking down the fields. This is an honor system and the captains will be ultimately responsible for taking care of the cones.
- B. The field cones will be kept in the Recreation Center and can be picked up by stopping at the Front Desk.
- C. 9 cones will be required for each field. A diagram of the cone set up will be attached to the rules located on the fence near the scorecard box.
- D. Dots will be painted on the field where the cones are to be placed.
- E. At end of play, the Recreation Center will be closed, so teams will be responsible for stacking the cones and carefully throwing them into the pool area near the scorecard box. This will assure that they are in a safe location.

### **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.

### **Rule 2.5 – Game Results**

- A. The winning team manager must have the game results to the league manager to League Manager within 24-hours of the conclusion of the game.
- B. Teams can fill out scorecards and place them in the “Scorecard Box” located on the Pool Fence immediately after the game.
- C. The scorecard must be filled out completely with necessary information. Managers also have the option of emailing or faxing scores to [bkruse@blueash.com](mailto:bkruse@blueash.com) or 745-8527

### **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.
- C. A copy of the rules will be posted near the scorecard drop box located on the pool fence.

### **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.

updated 6/06 B.K.