



UNIM8s Sports Leagues

Ultimate Competition Rules

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1. Administration

- 1.1. The competition shall be played in accordance with the [WFDF rules](#) in force except as amended by these 'UNIM8S Sports League – Ultimate Competition Rules'.
- 1.2. The UNIM8s Sports Leagues are administered by University of Auckland Sport and Recreation.
- 1.3. The competition's assigned Sports Officer (the 'Administrator') has the authority to administer the competition and to make all judgments and decisions for the competition.
- 1.4. During a game, the court controller has the power to make decisions on any point not covered in these rules or the WFDF Rules.
- 1.5. Playing dates during a competition may be altered at the sole discretion of University of Auckland Sport and Recreation.
- 1.6. The Administrator has the authority to reject any team's registration from the competition, as well as remove any team or individual from the competition.

2. Team

- 2.1. A team is comprised of four players.
 - a. All four players are required to start the game.
- 2.2. A total of ten (10) players may participate in any match.
- 2.3. UNIM8s Ultimate is mixed – a minimum of one (1) female player must be on the court at all times.
 - a. A team may force a 2:2 ratio (two male and two female players) but only if the opposing team has the ability to do so.
- 2.4. All players who take to the court must be registered to the team by having their name on the scoresheet. Any team who fields an unregistered player is subject to disqualification.
- 2.5. In order to play in the Finals series for a particular team, a player must have played at least three (3) round robin games for that same team.
- 2.6. All captains must sign the 'UNIM8s Terms & Conditions' (see page 6) on behalf of the team during registration and are responsible for ensuring the team meets those conditions.

3. Playing Times

- 3.1. Each game will consist of two 20 minute halves.
- 3.2. The game will be played using a running clock, meaning the clock will not stop at all during play.
- 3.3. The game is complete as soon as the final buzzer sounds. If the disc is in the air at this time it is still live, and the game is only complete when it is caught or dropped. If it is caught in the end zone the point counts.
- 3.4. If the scores are tied at the completion of a non-finals game, the draw will stand.

- 3.5.** If the scores are tied at the completion of a finals game, the teams finish the current point, add one to the highest score, and the first team to reach that score wins.
- a.** For example, if scores are tied at 9-9 when the buzzer sounds, the current point is finished giving a score of 10-9. Following that point, add one to the highest score (10 + 1) and the first team to reach that score (11) wins.

4. General Rules

- 4.1.** There is to be no abusive and/or foul language used by players, coaches, managers or spectators.
- 4.2. Starting a Game:**
- a.** Team captains toss the disc before the game to determine who 'pulls' the disc and what end each team start at. The pull is the throw at the start of each point that initiates play.
 - b.** Each team then lines up on opposing base lines. The pulling side lines up opposite the person they wish to mark.
 - c.** The person with disc in hand puts one hand in the air to signal that they are ready to commence play (this happens at the beginning of every point). They must wait for someone on the opposing team to raise one hand in response before pulling.
 - d.** If a team makes a pull that is uncatchable and lands out on the full then it can be "bricked". This means that they can bring it out to the front of their end zone if they want.
 - e.** A dropped pull is not a turnover.
- 4.3.** You are not allowed to run while you have possession of the disc – this is called a **"Travel"**.
- a.** After catching the disc while running, you must stop as quickly as possible.
 - b.** Once you stop, you must keep one foot still, but you are allowed to move the other foot (this is called "pivoting" which also occurs in basketball).
- 4.4.** You have a limited amount of time before you must throw the disc – this is called the **"Stall Count"**.
- a.** The thrower has 7 seconds to throw the disc.
 - i.** A defender can stand in front of the thrower (remember: no contact) and count aloud to seven in one second intervals. If the disc is still in the thrower's hand at the "s" of "seven", the opposition team is awarded possession of the disc.
- 4.5.** The defensive team takes possession of the disc if the offense fails to catch a pass – this is called a **"turnover"**.
- a.** Turnovers also occur when:
 - i.** The disc is caught by an offensive player who is out-of-bounds.
 - ii.** The disc is intercepted or knocked down by a defensive player.
 - iii.** The marker, whilst counting aloud, reaches "s" in seven (indoor) or "t" in ten (outdoor) before the disc was thrown.
 - iv.** The disc is handed from one player to another without being thrown.
 - v.** The thrower catches their own throw without the disc being touched by anyone else.
- 4.6.** Play always resumes with a "check" – the marker touches the disc in the thrower's hand and calls "disc in".
- 4.7.** After an in-bounds turnover, the defensive team may immediately resume play at the point where the disc was caught or stopped.

- 4.8.** Any breach of these 'UNIM8S Sports League – Ultimate Competition Rules' may result in a player or team's removal from the competition as determined by the Competition Administrator.

See 'UNIM8S Terms & Conditions' on page 6 for all rules relating to player and team conduct, expectations, and league policies.

5. Scoring

- 5.1.** Each player's First Name and Last Name must be recorded on the scoresheet before they enter the game.
- 5.2.** The end zone for indoor is the basketball court's 'key' – this is the rectangular area from the free throw line to the baseline.
- 5.3.** To score a point, the attacking team needs to catch the disc in the end zone.
- If you are in the air while catching the disc, your first point of contact must be in the end zone for the point to be scored.
 - If your landing foot touches the goal line first it is not a goal.
- 5.4.** After a goal, play stops and teams swap which end zone they are defending.
- 5.5.** In the event of a forfeit, the final score shall be recorded as 10-0.

6. Premiership Points

- 6.1.** A team winning a non-finals game shall be awarded four (4) premiership points and the losing team zero (0) premiership points.
- 6.2.** In the event of a draw in a non-finals game, each team shall be awarded two (2) premiership points (see '3. Playing Times' for overtime rules in finals games).
- 6.3.** Match results, current standings and general information regarding the competition will be posted on the [competition website](#).

See 'Tiebreakers' on page 8 within the UNIM8s Terms & Conditions for information regarding the determination of the final standings.

7. Finals

- 7.1.** In all grades, all teams will play or have the opportunity to play two (2) Finals games.
- 7.2.** In order to play in the Finals series for a particular team, a player must have played at least three (3) round robin games for that same team.
- 7.3.** In competitions that contain seven (7) teams or less, the four (4) leading teams shall comprise the final four. The remaining teams will have a positional playoff game scheduled in the first week of finals followed by an optional 'friendly' game in the second week. The final four's finals series shall be played as follows:
- | | |
|----------|--|
| Week One | 1st Semi-Final: Teams placed 1 and 4 on the points table.
2nd Semi-Final: Teams placed 2 and 3 on the points table. |
| Week Two | Grand Final: Winners of 1st and 2nd Semi-Finals.
3rd & 4th Playoff: Losers of 1st and 2nd Semi-Finals |

7.4. In competitions that contain eight (8) teams, the four (4) leading teams shall comprise the A finals, and the teams placed from fifth (5th) to eighth (8th) shall comprise the B finals. The finals series shall be played as follows:

- a.** Week One
 - 1st A Semi-Final: Teams 1 and 4 on the points table.
 - 2nd A Semi-Final: Teams 2 and 3 on the points table.
 - 1st B Semi-Final: Teams 5 and 8 on the points table.
 - 2nd B Semi-Final: Teams 6 and 7 on the points table.

- b.** Week Two
 - A Grand Final: Winners of 1st and 2nd A Semi-Finals.
 - 3rd & 4th playoff: Losers of 1st and 2nd A Semi-Finals.
 - 5th & 6th playoff: Winners of 1st and 2nd B Semi-Finals.
 - 7th & 8th playoff: Losers of 1st and 2nd B Semi-Finals.

8. Playing Uniforms

- 8.1.** All players must be in suitable playing attire as per the following rules prior to taking the court.
- 8.2.** Tops shall be of the same colour and design.
- 8.3.** Shorts shall be of the same colour, but not necessarily the same as the tops.
- 8.4.** Shoes with non-marking soles must be worn at all times.
- 8.5.** Scarves, gloves and jewellery shall not be worn.
- 8.6.** Fingernails shall not protrude beyond the visible line of the finger. If so, they must be trimmed or covered with tape.

UNIM8S Terms & Conditions

By participating in this University of Auckland UNIM8S League (the “Event”), I acknowledge that myself and my team members are subject to the following terms and conditions.

1. PLAYER CONDUCT

- a. Foul language is discouraged; however, the umpire/referee/league official(s) have the authority to make judgment calls regarding profanity and player conduct.
- b. Players are expected to act civilly towards other players and spectators.
- c. **ZERO TOLERANCE RULE:** Fighting, defamation of character, aggressive behaviour, and unsportsmanlike conduct is strictly prohibited and will not be tolerated. Violators will be subject to review and may be subject to suspensions or permanent expulsion at the sole discretion of the University of Auckland Sport and Recreation or any agent acting with the University of Auckland Sport and Recreation’s express permission to do so.
- d. **EJECTION RULE:** If a player is ejected from any game, that player’s team will be forced to play the remainder of the game shorthanded. In mixed leagues, if a female is ejected that team will be forced to play with one less female, if a male is ejected they will be forced to play with one less male. All ejections will be subject to review. *N.B. The Ejection Rule may be subject to a different procedure determined by sport specific rules, and or rules implemented by agents contracted to deliver a UNIM8S Social Sport League on behalf of the University of Auckland Sport and Recreation. If this is the case, this procedure will take precedence over the Ejection Rule detailed above.
- e. **SUSPENSIONS, PROBATION, or EJECTION:** University of Auckland Sport and Recreation reserves the right to impose disciplinary actions against any individual or group who intentionally circumvents the rules of player conduct and/or the spirit of fair play and sportsmanship. Agents with express permission from the University of Auckland Sport and Recreation may reserve the right to impose disciplinary actions against any individual or group who intentionally circumvents the rules of player conduct and/or the spirit of fair play and sportsmanship.
- f. Disciplinary actions could include, but are not limited to the following: Individual game suspensions, multiple game suspensions, season long suspensions, probation, or permanent expulsion from all UNIM8S Programmes and/ or other University of Auckland Sport and Recreation programmes.
- g. Special Clause: Students of the University of Auckland must conduct themselves in a manner that does not bring the University into disrepute. Students of the University of Auckland who fail to abide by the terms and conditions outlined under PLAYER CONDUCT may be considered to be bringing the University into disrepute, in which case they may be subject to referral to the Discipline Committee for a breach of clause 4a(i) of the *University of Auckland Disciplinary Statute 1998* or such similar clause in any other statute or regulation which may from time to time replace it. Such referral may result in the Discipline Committee imposing a penalty such as the cancellation of a student of the University of Auckland’s enrolment and the payment of a fine or restitution.

2. COMPLAINTS

- a. **University of Auckland Sport and Recreation takes its role in providing a safe environment for players to participate in seriously. Participants wishing to report a complaint that occurred during or relative to an Event must do so using the UNIM8S Complaints Form.**

- b. **For a complaint to be processed, the UNIM8S Complaint Form must be received by the University of Auckland Sport and Recreation within three business days of the respective incident occurring.**

3. WAIVER:

- a. **All participants agree to acknowledge that by participating in the Event they are may be subjected to risks** and release the University of Auckland and its officers and employees from any liability, claims, losses, damages, or expenses caused by or arising out of or in connection to my participation, including but not limited to:
 - **Personal injury or death**
 - **Property loss or damage**
 - **Loss or damage arising from accidents or negligent acts**
 - **Any other loss, damage, suffering, emotional or nervous shock or disorder**
- b. **Participants** consent to receiving medical treatment in the case of injury, accident, or illness which they may suffer in the course of or connection with the Event and agree to indemnify The University of Auckland and its officers and employees against any claims in respect of such treatment.
- c. **Team managers acknowledge that they are aware of** their team members' emergency contact information

4. SCHEDULES

- a. **SEASON SCHEDULING:** The schedule for the season will be posted no later than 48 hours prior to the start of the season. University of Auckland Sport and Recreation will make every effort to accommodate a scheduling request and accepts them in order of team's that are paid in full first.
- b. **SCHEDULING REQUESTS:** Scheduling requests can be made at the time of registration and up to the release of the schedules for that particular season. University of Auckland Sport and Recreation will try to honour all requests as much as possible, although priority will be given to teams that pay in full first, and will be subject to the University of Auckland Sport and Recreation's and authorised agent's discretion.
- c. **SCHEDULE CHANGES:** University of Auckland Sport and Recreation reserves the right to change schedules up to 24 hours before a fixture is to take place. If this happens teams will be given a minimum of 24 hours' notice about changes to their schedule.

5. UMPIRES/OFFICIALS

- a. **DISPUTES:** Participants are expected to not contest or argue any calls.

6. MANAGER RESPONSIBILITIES

- a. The manager is solely responsible for making sure their roster is up to date. The University of Auckland Sport and Recreation will help teams update and change their roster, but it is up to the manager to make sure that all players are listed, spelled correctly, and if they are a University of Auckland Student, their correct Student ID is listed.
- b. Managers are responsible for ensuring that all players know and abide by league rules.
- c. Managers are responsible for ensuring that all players know and abide by the UNIM8S Social Sport League terms and conditions

7. FORFEIT POLICY

UNIM8s Sports Leagues – Ultimate Competition Rules

- a. **GRACE PERIOD:** Teams will have until 10 minutes after the scheduled start time to come up with the minimum number of players required to start the game. Teams that excessively abuse this rule will receive an official warning from the league.
- b. **FIRST FORFEIT: University of Auckland Sport and Recreation takes** numerous steps to prevent forfeits. In the unlikely event of a forfeit, the forfeiting team will be subject to penalties which may include: loss of points.
- c. **MULTIPLE FORFIET PENALTY:** If a team forfeits twice in a season, at the sole discretion of the University of Auckland Sport and Recreation, or any agent acting on behalf of the University of Auckland Sport and Recreation, may be immediately removed from the league and will NOT be issued a refund.

8. PLAYOFFS

- a. **PLAYOFF ELGIBILITY:** In order to be eligible for the playoffs, your team must be 100% paid in full and have submitted according to the roster deadlines stated above. Any team that has an outstanding balance or has not submitted a final roster that fails to meet the minimum amount of required players will not be able to participate in the playoffs. Please be aware that there may be sport specific rules around player eligibility for playoff games.
- b. **TIEBREAKERS:** In the result of a tie, the following tie breaker system will be used to determine a winner. In the case of a multiple team tie (3 or more teams), the tie breaker will be used to determine one winner. Once a winner has been determined, the tiebreaking process will start all over again with the remaining teams that are tied. Tiebreakers will be sorted in the following order via the criteria listed below: *
 - Forfeits – In the case of a tie, any teams that have a forfeit on record for the season will move to the back of the tie breaker scenario. If three or more teams are tied for the least amount of forfeits, the next step will be used (only teams tied with the least amount of forfeits will move onto the next step).
 - Point differential - points differential will be subject to the rules of each league.
 - Head to head match-up (please note that if more than two teams are tied with the same record, each team MUST have played all teams with the same record – otherwise this criteria will be bypassed). If all teams have played each other, head to head will only be used if a team has definitively separated themselves from the other teams within the tiebreaker.

* University of Auckland Sport and Recreation, and agents acting on the behalf of the University of Auckland Sport reserves the right to adjust the tiebreakers if circumstances dictate. University of Auckland Sport and Recreation, and agents acting on the behalf of the University of Auckland Sport and Recreation have the final say in playoff standing

9. ALCOHOL POLICY

- a. Alcohol is PROHIBITED on the playing field/court, and corresponding side-lines during play of all UNIM8S Social Sport Leagues events

10. WEATHER POLICY

- a. In the event that the facility is closed due to inclement weather, University of Auckland Sport and Recreation, or an agent acting on behalf of the University of Auckland Sport and Recreation will notify the managers of each team. It is the responsibility of managers to pass along cancellation information to teammates.
- b. Decisions on cancellations occur approximately one hour prior to the first scheduled game of the day/evening.

11. INTELLECTUAL PROPERTY

- a. Participants agree to allow the University of Auckland to record their images and voices by means of audio, video, or photograph during the Event; and at times and places that are deemed by the University of Auckland to be periphery to the event; that is temporally before or after the Event, and spatially around where the Event is being facilitated; for the purpose of using in University of Auckland publications, digital media and promotions.
- b. Participants agree that copyright of all resulting images and other material is the property of The University of Auckland and the University is under no obligation to provide electronic copies of the resulting images and other material.

12. PRIVACY

- a. **All personally identifiable information collected by the University of Auckland Sport and Recreation will be treated with the strictest confidentiality.**
- b. **Personally identifiable information will be stored in a secure electronic location by the university of Auckland Sport and Recreation.**
- c. **Participants agree to allow University of Auckland Sport and Recreation to use their personally identifiable information in order to be contacted about future University of Auckland Sport and Recreation programmes, with the exception of:**
 - **when an individual has contacted the University of Auckland Sport and Recreation by email to request that they not be contacted by the University of Auckland Sport and Recreation about future University of Auckland Sport and Recreation programmes.**