

Format and Rules for Indoor Ultimate in Norway

2014-10-04

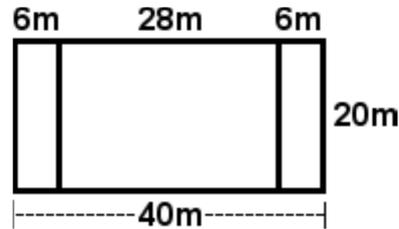
We are using the latest edition of the World Flying Disc Federation (WFDF) rules, but with some modifications:

FIELD:

40m x 20m

6m end zones

No brick marks



TEAMS:

Each team will put a maximum of 5 players and a minimum of 3 players on the field during each point.

THE PULL:

A dropped pull is not a turnover. The player on the receiving team who first touches the disc must put it into play. No one may intentionally hit the disc to the ground, nor deflect or forward it.

If the disc, at the time it flies out the back- or sideline of the endzone, is lower than 2 meters, then the offense must put the disc into play where the disc crosses the perimeter line.

If the disc, at the time it flies out the back- or sideline of the endzone, is higher than 2 meters, then the "2-meter" rule may be invoked, in which case play resumes at the middle of the goal line.

If the pull flies out the sideline of the playing field proper, the middle rule may be invoked. The middle rule may also be invoked when the pull flies out the sideline of the playing field proper and touches a side wall before touching anything else.

If the disc hits the ceiling on the pull, the middle rule may be invoked.

DISC TOUCHING THE CEILING:

If a pass touches the ceiling, it's a turnover and the disc is brought into play at the point perpendicular below the point where the disc hit the ceiling. If the disc hits the ceiling on the pull, the middle rule may be invoked.

STALL COUNT:

The stall count indoors is 8.

For fouls where play has stopped: (pt. 9.5, p.6, WFDF Rules of Ultimate 2013)

- where ever the WFDF rules state that the stall count restarts at maximum 6, it should instead restart at maximum 4.
- where ever the WFDF rules state that the stall count restarts at maximum 8, it should instead restart at maximum 6.
- where ever the WFDF rules state that the stall count restarts at maximum 9, it should instead restart at maximum 7.

THERE IS NO "BETWEEN POINTS":

The next point starts the moment a goal is scored. This means that the next point is in play instantaneously after a goal is scored.

TOURNAMENT FORMAT:

Games will be played to 13 points with a time cap of 25 minutes. No half-time. No time outs. A signal will be given if the game is not over at the time cap. If this occurs, the point in play must be completed before determining whether a team has won or if the Pagacap is to be applied (see Pagacap below).

The finals will be played to 15 points. No time cap. No half-time. Teams have two 1 min. time outs each.

The TD may choose one or more of the following options to adjust the schedule for available time:

1. Reduce preliminary games to 11 points/20 min cap
2. Reduce all games (except the finals) to 11 points/20 min cap
3. Agree with the relevant team captains to play the finals to fewer than 15 points.

PAGACAP RULE: (used only after time cap if necessary)

If the highest score is 13 or if one team leads by two points or more, then the game is over. If not, then one point is added to the highest score, and the first team to reach that score wins. If the score is tied when time is over and last point played, then next point wins.

ADVANCEMENT RULES:

1. Won-loss records between the teams in question
2. Fewest games forfeited, counting only games from the current stage of the competition
3. Goal difference between the teams in question
4. Total goal difference in games against all common opponents
5. Goals scored between the teams in question
6. Total goals in games against all common opponents
7. Disc flipping

ORDER OF GAMES AT THE END OF THE EVENT:

If necessary, the TD may change the order of playoff/final games upon request (preferably prior to the event) by a team captain.