



# ULTIMATE FRISBEE

Handbook 2021



## Contacts

### College Sport

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### Competition Coordinator Details

Iain Stewart Schools Coordinator (Auckland Ultimate )	Ph: 021 02442087 Email: 021 02442087
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## 2021 Dates

Event	Dates	Entries Close	Venue
Division 1 League	Tuesdays 9 February – 30 March	Wednesday 3 February	Home and Away (Various Schools)
AKSS Outdoor Championships	Sunday 14 March	Friday 5 March	Pulman Park, Takanini
AKSS Indoor Championships (Open)	Sunday 20 June	Friday 11 June	Pulman Arena, Takanini
AKSS Indoor Championships (Girls)	Sunday 4 July	Friday 25 June	Pulman Arena, Takanini
AKSS Junior Outdoor Championships	Sunday 14 November	Friday 5 November	Pulman Park, Takanini

## Venue Address

**Bruce Pulman Park**      Gate 3, Walters Road, Papakura  
**Pulman Arena**          Gate 2, Walters Road, Papakura

# Competition Rules & Regulations

## Playing Rules of the Game

- All games are played according to the standard [2017 WFDF Rules of Ultimate](#).
- All competitions are governed by the College Sport Auckland [Bylaws](#)
- There are a number of rule variations used for schools ultimate to increase the enjoyment of the sport for younger players. These are detailed in the relevant competition regulations below.
- The official disc for games is the 175g Discraft Ultrastar.

## Officiation

- Ultimate is a self-officiated sport. As per the WFDF Rules of Ultimate, all players are responsible for making their own calls on the field.
- Players on the side-line should not be involved in discussions around calls unless their input is asked for by the players involved.
- Coaches may assist players to resolve calls in line with rules by offering guidance and rules advice, but may not make or resolve calls themselves.

## Entries & Eligibility

- Entries must be submitted by Sport Coordinators on EnterNOW.
- Players may only be registered on one team in each competition.
- College Sport will invoice schools for the team entry fee.
- Entry fees are available in EnterNOW.
- Teams withdrawn after the entries closing date may be liable for the entry fees.
- Player eligibility is governed by the College Sport Auckland [Bylaws](#)

## Uniforms

- All members of teams participating in a College Sport competition must wear matching uniforms of their school appropriate to the sport.
- **Outdoor:** Hard-ground, moulded football boots, or 'Cleats' are the recommended footwear for outdoor competitions. Running shoes are acceptable. Metal sprigged shoes are not permitted. Playing barefoot is not allowed due to health and safety reasons.
- **Indoor:** Non-marking court/running shoes are the only permitted footwear. Playing barefoot is not allowed due to health and safety reasons.

## Team Management

- All teams must have a teacher or adult with them at every game. This person is to complete the score sheet before and after the game where needed, be aware of any medical problems of players in the team, implement the rules of the competition, and supervise the players. Teams without supervision may lose by default.
- Supervisors should identify each other at the start of the game.

## First Aid

- Teams are responsible for their own first aid. The adult in charge should be aware of any special medical conditions of a player.
- Auckland Ultimate will have ice available during the tournaments and St Johns will be in attendance.

## Disputes Resolution

- In all cases, if your team has a concern or disagreement with the opposition, this should be resolved during or following the game on a school-to-school basis.
- During the tournaments, any concern or disagreement should be brought to the attention of the Tournament Director and the Championship Rules Group may be used to mediate or resolve disputes on the day of play.
- Any necessary correspondence thereafter should be precise, but polite. A copy of your letter can be sent to the Relationship Manager (Dean Flyger) at College Sport Auckland for their information.
- If a satisfactory result is not achieved between the two parties, the dispute may be directed to College Sport Auckland.

### Composite Teams

- Composite teams (comprising players from more than one Participating School) will be permitted only if:
  - all other eligibility rules are met;
  - the College Sport Auckland Competition is not offered at one or more of the Participating Schools;
  - the team has a name that indicates that more than one Participating School has contributed players;
  - the Principal of one of the Participating Schools represented in the composite team notifies College Sport Auckland that he or she accepts overall responsibility for the composite team; and
  - College Sport Auckland approves the entry of the team.
- The Composite Team application form can be found here: <https://collegesport.co.nz/wp-content/uploads/2018/12/Application-for-Composite-Team.pdf>

## DIVISION 1 SEASON

### Format

- The league will be run in two divisions – Open and Women’s. Mixed teams may play in the open division.
- The format of the league will be round robin play followed by playoffs and a final.
- Games will be played at school venues on a home and away basis.
- Games will be scheduled to begin at 4.30pm with allowances to be made between teams to allow for travel if needed)
- Games are played to a point cap of 21 (first team to 21 wins) with a half time taken at 11.
- Time cap will be 45 minutes, signalled by a horn or whistle. If no team has scored 21 by the horn/whistle, teams finish playing the current point, add 1 to the highest score and this becomes the new point cap. (ie if it is 14-10 after time cap, the game is played first to 15).

### Rules

The tournament will be played under standard World Flying Disc Federation rules of Ultimate with the following exceptions:

- **Field Size:** Schools Ultimate is played on a 5-a-side field 25m x 70m with 10m endzones inside this. See APPENDIX II for field diagram.
- **Team Size:** Schools Ultimate is played 5-a-side – there are 5 players per team on the field at once.
- **Substitutions:** Players may substitute between points as per the standard rules of Ultimate. Players may also substitute DURING a point. To substitute during a point, the player leaving the field must high-five the replacement player on the side-line at midfield. It is recommended that substitutions take place while the team is on offense so that you don’t leave an opponent unmarked.

- **Pulls:** Players are encouraged to catch the pull when possible. Dropping the pull will not result in a turn-over. The pull cannot be advanced by hitting the disc forward instead of trying to catch it.
- **Time Outs:** Each team may take two (2) time outs during the game, none after the time cap has been signalled. Each time out lasts 90 seconds.
- **Stall Count:** For clarity – the stall count is 10 (as per normal rules of Ultimate)
- **Callahans:** For clarity – Callahan goals are counted (as per the normal rules of Ultimate)

### Scores/Tiebreakers

- League standings are ranked by the number of games won. If teams are tied, break that tie using the ranking criteria. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.
- If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.
- Ranking criteria, in order:
  - Number of games won, counting only games between the teams that are tied.
  - Goal difference, counting only games between the teams that are tied.
  - Goal difference, counting games against all common opponents.
  - Goals scored per game, counting only games between the teams that are tied.
  - Goals scored per game, counting games against all common opponents.
  - Fewest games forfeited.

### Rescheduling/Defaults

- Please see College Sport Auckland's Defaults and Rescheduling Policy on the College Sport website.

### Points

- Teams will receive points as follows:

Win = 3 points

Loss = 0 Points

Default = -1 Points

### Results

- Results, including the game score and spirit scores should be submitted via the Ultimate Central event scoring system, which will then be fed into the College Sport system to reflect the official standings.

## Senior Outdoor Championships

### Format

- Two divisions will be offered – Open and Girls.
- Mixed teams may play in the Open division.
- The format of the draw will depend on the number of teams entered into each division.
- The draw may be split into different grades if the number of entries dictates.
- Timing - Games are timed (the exact length of games will be determined by the draw). At Time Cap, the horn will sound. FINISH THE PASS ONLY and that is the end of the game.
- If finishing the pass results in a tie during pool play, that is still the end of the game – record the result as a tie. If the game is a playoff game, continue play until a point has been scored to determine the winner.

- A team may field a team of 4 if they are short of players without defaulting a game, but the opposition does not have to match this. Anything less than 4 players is a default.

## Rules

The tournament will be played under standard World Flying Disc Federation rules of Ultimate with the following exceptions:

- **Field Size:** Schools Ultimate is played on a 5-a-side field 25m x 70m with 10m endzones inside this. See APPENDIX II for field diagram.
- **Team Size:** Schools Ultimate is played 5-a-side – there are 5 players per team on the field at once.
- **Substitutions:** Players may substitute between points as per the standard rules of Ultimate. Players may also substitute DURING a point. To substitute during a point, the player leaving the field must high-five the replacement player on the side-line at midfield. It is recommended that substitutions take place while the team is on offense so that you don't leave an opponent unmarked.
- **Pulls:** Players are encouraged to catch the pull when possible. Dropping the pull will not result in a turn-over. The pull cannot be advanced by hitting the disc forward instead of trying to catch it.
- **Stall Count:** For clarity – the stall count is 10 (as per normal rules of Ultimate)
- **Callahans:** For clarity – Callahan goals are counted (as per the normal rules of Ultimate)

## Scores/Tiebreakers

- League standings are ranked by the number of games won. If teams are tied, break that tie using the ranking criteria. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.
- If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.
- Ranking criteria, in order:
  - Number of games won, counting only games between the teams that are tied.
  - Goal difference, counting only games between the teams that are tied.
  - Goal difference, counting games against all common opponents.
  - Goals scored per game, counting only games between the teams that are tied.
  - Goals scored per game, counting games against all common opponents.
  - Each team nominates one player to throw one disc from behind the goal line to the far brick point on a regulation playing field. Throwing order is determined randomly, by disc toss or otherwise. Teams are ranked in order by the distance from the resting place of each disc to the brick point, from closest to furthest.

## Results

- Results are recorded on paper and submitted to Tournament Central to be entered into the system.

# SENIOR INDOOR CHAMPIONSHIPS

## Format

- Two divisions will be offered – Open and Girls.
- Mixed teams may play in the Open division.

- The format of the draw will depend on the number of teams entered into each division.
- The draw may be split into different grades if the number of entries dictates.
- Timing - Games are timed (the exact length of games will be determined by the draw). At Time Cap, the horn will sound. FINISH THE PASS ONLY and that is the end of the game.
- If finishing the pass results in a tie during pool play, that is still the end of the game – record the result as a tie. If the game is a playoff game, continue play until a point has been scored to determine the winner.

## Rules

The tournament will be played under standard World Flying Disc Federation rules of Ultimate with the following exceptions:

- **Court Size:** Schools Indoor Ultimate is played on a basketball court with the keyhole as the endzone.
- **Team Size:** Schools Indoor Ultimate is played 4-a-side – there are 4 players per team on the field at once.
- **Stall Count:** The stall count for Schools Indoor Ultimate is 7 (seven).
- **Pulls:** Players are encouraged to catch the pull when possible. Dropping the pull will not result in a turn-over. The pull cannot be advanced by hitting the disc forward instead of trying to catch it.
- **Callahans:** There are no Callahan goals in schools indoor ultimate.
- **Time Outs:** There is no half time and there are no timeouts.
- **Picks:** There are no picks in Indoor Ultimate, but players should still work to avoid any obstruction.

## Scores/Tiebreakers

- League standings are ranked by the number of games won. If teams are tied, break that tie using the ranking criteria. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.
- If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.
- Ranking criteria, in order:
  - Number of games won, counting only games between the teams that are tied.
  - Goal difference, counting only games between the teams that are tied.
  - Goal difference, counting games against all common opponents.
  - Goals scored per game, counting only games between the teams that are tied.
  - Goals scored per game, counting games against all common opponents.
  - Each team nominates one player to throw one disc from behind the goal line to the far brick point on a regulation playing field. Throwing order is determined randomly, by disc toss or otherwise. Teams are ranked in order by the distance from the resting place of each disc to the brick point, from closest to furthest.

## Results

- Results are recorded on paper and submitted to Tournament Central to be entered into the system.

# JUNIOR OUTDOOR CHAMPIONSHIPS

## Format

- Two divisions will be offered – Open and Girls.
- Mixed teams may play in the Open division.
- The Junior Outdoor Championships are open to all Year 9 and 10 students.
- The format of the draw will depend on the number of teams entered into each division.
- The draw may be split into different grades if the number of entries dictates.
- Timing - Games are timed (the exact length of games will be determined by the draw). At Time Cap, the horn will sound. FINISH THE PASS ONLY and that is the end of the game.
- If finishing the pass results in a tie during pool play, that is still the end of the game – record the result as a tie. If the game is a playoff game, continue play until a point has been scored to determine the winner.

## Rules

The tournament will be played under standard World Flying Disc Federation rules of Ultimate with the following exceptions:

- **Field Size:** Schools Ultimate is played on a 5-a-side field 25m x 70m with 10m endzones inside this. See APPENDIX II for field diagram.
- **Team Size:** Schools Ultimate is played 5-a-side – there are 5 players per team on the field at once.
- **Substitutions:** Players may substitute between points as per the standard rules of Ultimate. Players may also substitute DURING a point. To substitute during a point, the player leaving the field must high-five the replacement player on the side-line at midfield. It is recommended that substitutions take place while the team is on offense so that you don't leave an opponent unmarked.
- **Pulls:** Players are encouraged to catch the pull when possible. Dropping the pull will not result in a turn-over. The pull cannot be advanced by hitting the disc forward instead of trying to catch it.
- **Stall Count:** For clarity – the stall count is 10 (as per normal rules of Ultimate)
- **Callahans:** For clarity – Callahan goals are counted (as per the normal rules of Ultimate)

## Scores/Tiebreakers

- League standings are ranked by the number of games won. If teams are tied, break that tie using the ranking criteria. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.
- If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.
- Ranking criteria, in order:
  - Number of games won, counting only games between the teams that are tied.
  - Goal difference, counting only games between the teams that are tied.
  - Goal difference, counting games against all common opponents.
  - Goals scored per game, counting only games between the teams that are tied.
  - Goals scored per game, counting games against all common opponents.
  - Each team nominates one player to throw one disc from behind the goal line to the far brick point on a regulation playing field. Throwing order is determined randomly, by disc toss or otherwise. Teams are ranked in order by the distance from the resting place of each disc to the brick point, from closest to furthest.

## Results

- Results are recorded on paper and submitted to Tournament Central to be entered into the system.



## **SIMPLE RULES FOR YOUR ASSISTANCE**

**Initiate Play** -- Each point begins with both teams lining up on the front of their respective endzone line. The defence throws ("pulls") the disc to the offense. **Scoring** -- Each time the offense completes a pass in the defence's endzone, the offense scores a point. Play is initiated after each score.

**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.

**Change of possession** -- When a pass is not completed (e.g. out of bounds, drop, block, interception), the defence immediately takes possession of the disc and becomes the offense.

**Substitutions** -- Players may substitute between points as per the standard rules of Ultimate. For this league, players may also substitute DURING a point. To substitute during a point, the player leaving the field must high-five the replacement player on the sideline at midfield.

**Non-contact** -- No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

**Fouls** -- When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.

**Self-Refereeing** -- Players are responsible for their own foul and line calls. Players resolve their own disputes.

**Spirit of the Game** -- Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

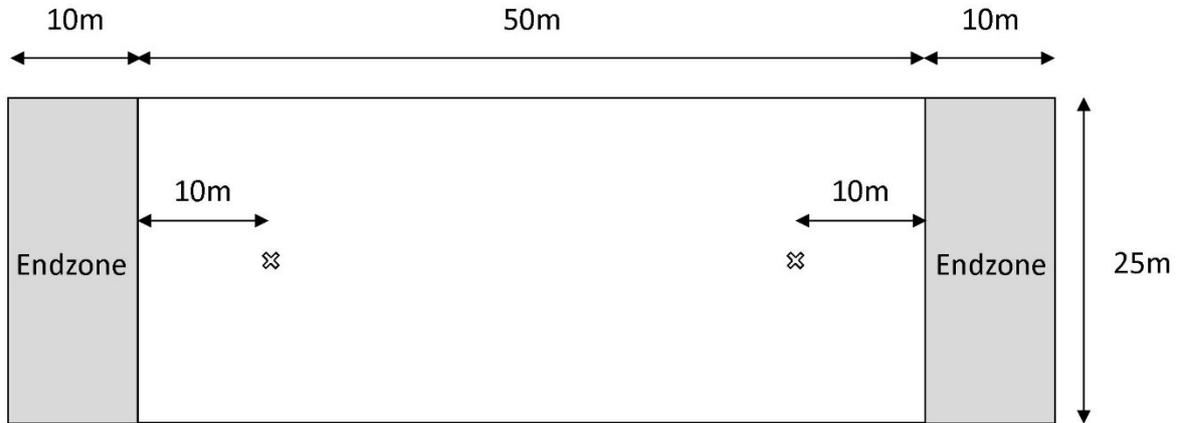
**Marking** -- a marker counts in second intervals up to 10 on the thrower, after which it is a turnover if the thrower is still holding the disc.

The complete rules of Ultimate can be found here:

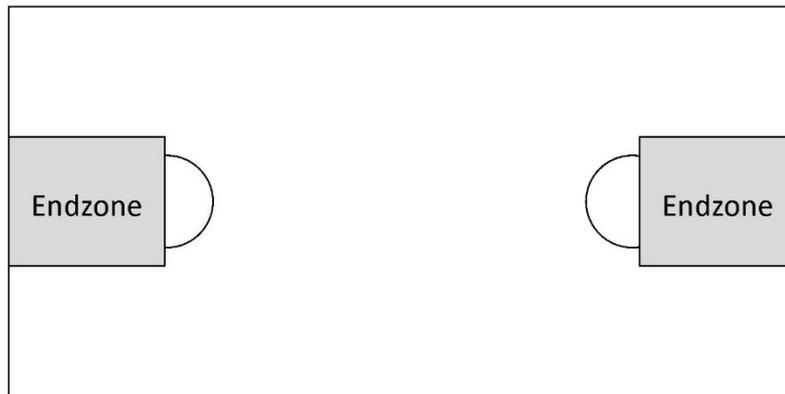
<http://www.wfdf.org/index.php?page=rules/index.htm>

## FIELD DIAGRAMS

Standard NZ Schools 5-a-side Outdoor Field Dimensions



Standard NZ Schools 4-a-side Indoor Court Dimensions



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