The Ultimate League
Rules and Regulations

The following rules are specific to the Ultimate League. Competition and Game Administration Policies can be found at: http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section A - Structure of League

<table>
<thead>
<tr>
<th>Level of Play</th>
<th>Open Men, Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>Women’s W2STGN Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>CoRec</th>
<th>Playoffs</th>
<th>Officials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tier 1</td>
<td>-----</td>
<td>-----</td>
<td>DIV &amp; CWD</td>
<td>YES</td>
<td>NO</td>
</tr>
<tr>
<td>Tier 2</td>
<td>-----</td>
<td>-----</td>
<td>DIV &amp; CWD</td>
<td>YES</td>
<td>NO</td>
</tr>
</tbody>
</table>

a. DIV - Divisional Team
   i. A divisional team is one comprised of participants who have a common university identification (faculty, residence, etc.) as outlined in the Divisional Structure Chart. In the Ultimate League, each Divisional team may have three (3) participants of a different university identification on its roster. These players are known as “Designated Imports”.
   ii. Divisional Teams are always prefixed by their identifying unit ID.
        e.g. Arts – AUS, Engineering – EUS

b. CWD - Campus-Wide Team
   i. A team comprised of participants who do not have a common university identification or have more than the allowable number of Designated Imports.

Section B - Facilities of Play

B1: All UBC Rec Ultimate league regular season games will be played at the UBC Thunderbird Park Fields or in UBC Thunderbird Stadium.
Section C – Eligibility
C1: - Any current UBC student, faculty or staff member is eligible to participate in Intramurals. Please refer to [http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/](http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/) under “Eligibility Policy”

C2: - Restrictions apply to elite athletes. An elite athlete is any athlete who has either:
- Competed in a national or world level competition in the current academic year (Intramurals defines the academic year as starting in April) or;
- Has competed with the Thunderbird Ultimate Sports Club during the competitive spring season in the last year (12 months)

C2a: Tier 1 teams are permitted a maximum of two (2) elite athletes on their roster.

C2b: Tier 2 teams are permitted one (1) elite athlete on their roster. These elite players must primarily be in a mentoring role for their team.

Section D – Waiver/Sign-In
D1: - Each player must sign a waiver prior to participation. In the event that a waiver is misplaced by The Ultimate League, the affected player must sign a new waiver prior to further participation. Instead of submitting a paper waiver, players can sign online waivers at [https://www.intramurals.ubc.ca/waiver/](https://www.intramurals.ubc.ca/waiver/) once they are listed on a team’s roster.

D2: Each player must sign in with supervising staff prior to their first game by presenting a valid UBC ID card. The only cards accepted by Intramurals are the UBC Student Card and the UBC Staff/Faculty card. Once the player is on the roster and has signed an online waiver (in our database), they may sign in using a valid government-issued photo ID (driver’s license, BC ID card, etc.)


Section E – Mandatory Equipment

E1: - League Uniform Policy

Numbers and Colors
For the purposes of player and team recognition, each team must have similar colored team uniforms with numbers that make the team both unified and uniquely identifiable with respect to the opposing team. At the supervisor’s discretion, if both teams wear uniforms that are too similar in color, one team will be required to wear pinnies provided by the league.

- Numbers must be clearly displayed on the back of the uniform
• Numbers must be a minimum of 6" in height
• Tape is not allowed to be used as a number
• Each member of a team must have a unique number in relation to the rest of their team
• Players who enter the game in violation of these rules after the uniform deadline will be subject to the sports associated penalty listed below:
• Uniforms do not need to be professionally made

Teams that are in violation of the Uniform Policy after the Uniform Deadline are subject to sport specific penalties for each player that does not have a uniform. The specific penalties can be seen below.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Uniform Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ultimate</td>
<td>2 points per player against</td>
</tr>
</tbody>
</table>

Each player who enters the game in violation of the above uniform rules after the uniform deadline will subject their team to a two point penalty.

E2: - Names and Logos
   All names and logos on team uniforms must adhere to the UBC Policies on Harassment and Discrimination.

Section F – Equipment Regulations
F1:- The supervisor has the right to remove any piece of equipment which they deem to be dangerous or inappropriate for league play. These include, but are not limited to:
   a) Jewelry including earrings, bracelets, necklaces, etc. Exceptions: medical alert necklaces and bracelets.
   b) Orthopedic braces with exposed metal
   c) Towels attached to players
   d) Any hooded shirt or sweatshirt
F2: - Metal studs on the cleats of any kind are not permitted.

Section G – Length of Games
G1: - Games are played to 13 points.
G2: - During the regular season and playoffs, teams must win by two points (unless the hard cap is in effect).
G3: - In the event that no team reaches 13 points after 65 minutes of play, a ten-minute warning will be given. After 75 minutes of play, a 'hard cap' will be put into effect and the game will conclude at the end of the current point. Ties are only resolved in playoff games (see H1).
Section H – Overtime/Tied Games

H1: - During playoffs, if games are tied at the end of the hard cap, an additional point will be played to determine a winner.

H2: - If a game is tied at 12-12, overtime begins. Play continues in overtime until a team has a two-goal margin over their opponents or reaches 17 points. The hard cap can still be put into effect during overtime.

Section I – Rules of Play


Team captains are responsible for ensuring their team members are familiar with the Rules before participating in the Ultimate League, and for ensuring they adhere to them during play.

I2: - Important/Notable Rules
i. Abuse or Harassment of any UBC staff member will not be tolerated and will be dealt with appropriately.

ii. The purpose of the rules of ultimate is to provide a guideline describing the way the game is played. It is assumed that no Ultimate player will intentionally violate the rules, thus there are no harsh penalties for inadvertent infractions, but rather a method for resuming play in a manner that simulates what would have most likely occurred had there been no infraction.

iii. In Ultimate, an intentional foul is considered cheating and is a gross offense against the spirit of sporting conduct. Often a player is in a position where it is clearly to a player's advantage to foul or commit some infraction, but that player is morally bound to abide by the rules. The integrity of Ultimate depends on each player's responsibility to uphold the spirit of the game, and this responsibility should not be taken lightly.

Section J – Fairplay Points System

The Fairplay Program has been introduced in the Ultimate League in an effort to maintain a safe, fun and enjoyable atmosphere for all involved. The Fairplay Program rewards those teams that are considered to be the most sportsmanlike.

After each game, captains will rank the fairplay of their opposing team on a scale of one (1) to five (5). The ranking will be done throughout the season or round-robin tournament and will be tallied as a component of final standings.

Updated August 1st, 2018
At the end of the regular season of league play or prior to playoffs in events and tournaments, if a team has an average fairplay ranking of less than 3.75, the team will not be eligible to participate in the playoffs regardless of team standing.

For a guideline on fairplay points, please refer to the Fairplay Points Section at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section K – Supplementary Discipline System (SDS)

Intramurals reports all incidents involving misconduct of individuals or teams to the Supplementary Discipline Commissioner.

Individuals who violate the SDS may face disciplinary action as outlined in the SDS Classification System which can be found at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/