

ULTIMATE (men, women and mixed)

2016

AUS Ultimate competitions are conducted in accordance with the rules of the [World Flying Disc Federation](#) (WFDF) except where these differ from AUS sports rules; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 10
- Maximum registered players – 18
- Maximum cross registrations – 3
- Minimum number of players that can take the field without incurring a forfeit – 5
- Maximum number of any gender on the field (in mixed games) at any one time – 4

2. Substitutions

2.1. Teams may make unlimited substitutions, only after a goal is scored and before the next pull.

3. Game time/duration

3.1. All games will be capped at 15 points or 80 minutes with 5 minutes for half time.

3.2. Half time is taken when one team reaches 8 points.

3.3. Each team is allowed 3 x 2 minute time outs per game, but may only utilise 2 time outs per half.

3.4. When the time cap is reached before the points cap, teams will finish the point currently being played (a point is deemed to have started when the previous goal has been scored).

- a) If the point's margin between teams is greater than 2 then the game is awarded to the team with the greater number of points
- b) If the point's margin between teams is 2 points or less, then a new point's cap is set by adding one to the highest score
- c) The game is then continued until such time as one team reaches the new points cap

3.5. A summary of game time/duration is also available via the [AUS supplement – games time summary](#).

4. Point score

4.1. Points for each match shall be awarded as follows;

- Winning team: 3 points
- Losing team: 1 point
- Forfeited team: 0 points

4.2. In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:

- a) Number of games won, counting only games between the teams that are tied
- b) Goal difference, counting only games between the teams that are tied
- c) Goal difference, counting games against all common opponents (multiple games against common opponents are average)
- d) Goals scored per game, counting only games between the teams that are tied
- e) Goals scored per game, counting games against all common opponents
- f) 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.

5. Forfeits

- 5.1. Ultimate is run under the [AUS Guideline – forfeit of competition requirements](#).
 - 5.2. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.
 - 5.3. The forfeit score is 15 points to nil (0).
 - 5.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the sport officials), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams.
 - 5.5. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.
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6. Uniform requirements

- 6.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
 - 6.2. The specific uniform requirements for Ultimate are as per the national sporting organisation standard with the following AUS uniform requirements:
 - Shorts/pants and shirt
 - Teams must have matching shirts
 - Teams are also required to bring an alternate strip
 - Numbering on backs of shirts is compulsory and must be a minimum of 20cm high
 - A player's number is to remain the same for the entire championship
 - If numbers are worn on shorts, these numbers must match the numbers on the shirt
 - Cleats are permitted, however players must not use any cleats which have any metal exposed
 - 6.3. Minimum uniform requirements for AUS events must be met:
 - A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
 - Long or sharp fingernails are to be trimmed short
 - All participating competitors are to be correctly attired in appropriate, matching team uniforms
 - Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
 - All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
 - Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
 - All participants must retain the one number throughout the tournament (if numbered jerseys are used)
 - Numbers on shirts are restricted to one or two digit numbers
 - Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report
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7. Team duties

- 7.1. Team duty requirements for Ultimate are:
 - One person from each team competing in the current match will be required to assist with timing and scoring
 - 7.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.
 - 7.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - forfeit of competition requirements](#).
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8. Award ceremonies

8.1. Medal ceremonies will be held at the completion of competition.

8.2. Gold, silver and bronze medals will be presented to those teams finishing 1st, 2nd and 3rd in the competition.

8.3. Pennants will be presented at the closing presentation to the following teams:

- For regional university games events
 - Mixed champion
- For the Australian University Games
 - Overall mens champion
 - Mens champion division 2
 - Overall womens champion
 - Womens champion division 2

8.4. The following trophies will be presented at the Australian University Games and will be presented at the completion of the medal ceremony:

- Spirit of the Championship trophy
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Previous rule amendments

October 1998 | July 2003 | August 2003 | July 2004 | April 2005 | August 2005 | August 2009 | March 2010 | April 2011 | May 2012 | May 2014 | February 2015