**League Registration:**
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

**Captain’s Quiz:**
During registration, team captains will take a quiz related to the general intramural policies and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural league. Online quizzes have replaced the mandatory in-person captains meeting.

**Entry Fee:**
The entry fee is now an individual fee. Participants must purchase a pass from IMLeagues upon registering or use a pre-purchased pass. Passes are $7.50 for a single team, $15 for a semester, or $25 for a year. The team entry fee must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot complete registration without payment. Entry fees help cover the cost of equipment, facility expenses, student staff labor costs, and administrative expenditures.

**Schedules, Results, and Standings:**
Schedules, results, and standings for league play and playoffs will be on IMLeagues. Please go to the UWRF Intramural Sports website at [www.uwrf.edu/campusrec](http://www.uwrf.edu/campusrec) and click on the Intramurals Sports and IMLeagues to access IMLeagues.

**Forfeit/Default:**
If your team is unable to compete in a contest, please notify the Intramural Sports staff by email (campusrec@uwrf.edu) or phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee of $5.

**Questions:**
Please contact the Campus Recreation Staff with any questions or concerns.

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<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
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**General Procedures:**
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team they participated on.
3. Each participant must wear appropriate apparel and athletic footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
5. All visible jewelry, watches, and bracelets must be removed prior to participation. 
   Note: Players are allowed to wear stud earrings at their own risk. All other piercings including hoop or dangle earrings will need to be removed.

RULES:

1. GAME SETUP:
   a. An intramural supervisor will keep track of the score and run the clock.
   b. Each contest will consist of two-20 minute halves with a 3 minute halftime.
   c. A running clock will be used and will only stop for major injuries and timeouts.
   d. NEW! There will now be enforcement of pull delays.
      i. A pull delay occurs when the scoring team takes more than 30 seconds to pull the disc.
      ii. Failure to complete a pull in 30 seconds will result in a turnover of the disc.
   e. The clock will stop on all scoring plays with five minutes left in the game and will resume as the disc is released from the puller’s hand.
   f. Each team will receive one 30 second timeout per half.

2. PARTICIPATION:
   a. Teams may play with five players at a time. A team may start with as few as three players. Rosters may have up to 12 players.
      i. If a team is reduced to less than three players at any time during the contest, a default will result.
   b. Teams may not have more than three males in the contest at one time.
   c. Each team must have a male and a female in the game at all times.

3. SPORTS CLUB ATHLETE ELIGIBILITY:
   a. Teams can have two club players of each gender on their team.
   b. There are no restrictions on the number of previous year club players per team.

4. COURT SETUP:
   a. The court will be a rectangular shape with end zones at each end.
   b. The end zones and sidelines will be indicated with cones or pylons.

5. GAME PLAY:
   a. An initial flip of the disc will determine the initial pull.
   b. The second half begins with an automatic reversal of the initial pull.
   c. Timeouts may be called by either team after a score and prior to the ensuing pull.
   d. During play, timeouts may only be called by the player in possession of the disc.
   e. When play resumes after a time out, the stall count is continued from where it was when time-out was called.
   f. A 30 second pull clock will be used for a team after each score.

6. OVERTIME:
   a. An untimed overtime period will begin with a “sudden victory” format. Play will continue until a score.
   b. An initial flip of the disc will determine the initial pull.
   c. One timeout will be awarded to both teams for the overtime period.

7. SUBSTITUTIONS:
   a. Players may only sub after a score and before the substituting team has called readiness.
   b. In the event of an injury, a substitution for the injured player is allowed. In this case, the opposing team may substitute a like number of, or fewer, players.
   c. Substitutions are not permitted following a re-pull call.
8. MERCY RULE:
   a. The game will end if a team is up by 7 or more points with 4 minutes remaining or if a team is up by 5 or more points with 2 minutes or less remaining in the game.

9. THE PULL:
   a. Teams must line up in their end zone and remain there until pull has left the throwers hand.
   b. **A pull must occur 30 seconds after a score.**
   c. If a member of the receiving team touches the disc during flight of the pull and fails to catch it, the receiving team loses possession of the disc at the point of the contact.
   d. A pull that lands in the end-zone is played where it lands.
   e. A pull that flies out of the end-zone goes to the brick mark.
   f. If pull hits inside end zone and slides/rolls out, it goes to the front of the end zone.

10. OFFENSE:
    a. The disc may be advanced in any direction by completing a pass to a teammate.
       i. The thrower has 10 seconds to release the disc.
    b. Prior to releasing a throw, the thrower must establish a pivot foot and may not change that pivot foot until the throw is released.
    c. The thrower cannot throw from a lying or sitting position.
    d. One foot needs to be inbounds, not on the line, to be considered a catch.
       i. Momentum can carry a receiver out of bounds, however he or she must then return to the court where they left and continue play.
    e. Simultaneous catches by the offense and the defense are awarded to the offense.
    f. After a goal, the teams switch their direction of attack and the scoring team pulls.
    g. A player cannot score by running into the end zone with the disc.
    h. Should a receiver’s momentum carry him/her into the end zone after gaining possession, the receiver must carry the disc back to the closest point on the goal line and put the disc into play from there.

11. DEFENSE:
    a. Only one player may guard the thrower at any one time; that player is the “marker.”
       i. The marker may not straddle the pivot foot of the thrower.
    b. There must be at least one disc’s diameter between the bodies of the thrower and the marker at all times.
    c. The marker cannot position his/her arms in such a manner as to restrict the thrower from pivoting.

12. STALL COUNT:
    a. Stall count is the period of time within which a thrower must release a throw.
    b. A player in possession of the disc has 10 seconds to release a throw.
    c. The marker must be within 10 feet of the person with the disc before beginning the stall count.
    d. The stall count consists of the marker counting to 10 audibly at one second intervals.
    e. If the thrower has not released the disc by the count of 10, a turnover results.
    f. If the defense switches markers, the new marker must restart the count at one.

13. CHANGE OF POSSESSION:
    a. When a pass is not completed, the defense immediately takes possession of the disc at the point where disc stops rolling and becomes the offense.
    b. If a team gains possession in the end-zone which it is defending, the player taking possession must carry the disc directly to the closest point on the goal line and put the disc in play from there.

14. FOULS AND VIOLATIONS:
    a. When an infraction (a foul or violation) occurs:
       i. The offending player loudly calls out the infraction (e.g., “Travel,” “Foul,” etc.).
       ii. A player called for an infraction may contest that call (by loudly calling “contest”), if that player believes that he or she did not commit the infraction.
III. After a contest call, play stops and all players remain stationary until the parties involved have resolved the call.

IV. If a call is not disputed, play resumes in a way simulating what most likely would have occurred without the infraction.

   EXAMPLE:
   1. If a thrower was fouled while throwing and the pass was incomplete, the thrower gets the disc back with a new stall count, or
   2. If a receiver is fouled on a reception attempt and the pass is incomplete, the receiver gets the disc at the point that the foul occurred.

V. If a call is disputed and the players cannot come to a resolution, the play is redone with each player returning to the position s/he occupied when the disputed infraction allegedly occurred.

b. Infractions include:
   I. Foul: Contact between opposing players.
   II. Fast count: When the marker counts at intervals of less than one second.
   III. Double-team: When more than one defensive player is guarding the thrower within 10 feet.
   IV. Disc space: If the marker touches or is less than one disc diameter away from the thrower.
   V. Travel: When a thrower fails to establish a pivot foot at the appropriate spot on the court, and/or to keep in contact with that spot until the throw is released.
   VI. Strip: When a defensive player knocks the disc out of a thrower’s hands.
   vii. Pick: Obstructing the movement of a player on the opposing team.

Ultimate stresses positive sport behavior 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 playing.

Violations and Fouls

A. An infraction may only be called by a **player** on the infracted team **who recognizes that it has occurred**

   The player must know that a specific rule was violated and have perceived the particular action with certainty. A player may not call an infraction whenever the player maybe recognizes that some infraction might have occurred.

   , unless specified differently elsewhere. The **player** must immediately call violation or the name of the specific infraction loudly.

B. A **player** called for an infraction may contest that call if that player **believes the infraction did not occur**

   This belief may be based on the player’s perspective on the particular sequence of events or based on a disagreement over the application of the rules, provided the player has read and understands the rules. For example, "No, I didn’t slap your hand" or "Tipping the disc to someone else is not a travel."

C. Any time an infraction is called, the continuation rule applies. Continuation Rule: **Play stops** when the **thrower in possession**

   This refers to the thrower who possesses the disc or has just released the disc at the time of the infraction/call. Who the thrower (II.T.5) is determined at the time of the infraction/call.

   acknowledges that an infraction has been called. If a call is made when the disc is in the air or the thrower is in the act of throwing, or if the thrower fails to acknowledge the call and subsequently attempts a pass, play continues until the outcome of that pass is determined. For the purpose of the continuation rule, an **uncontested stall that occurs after another call is treated the same as an incomplete pass**

   Thus, if you get stalled before you acknowledge a call, it is treated the same as if you ignored the call and threw a turnover.