



# ULTIMATE FRISBEE RULES (MODIFICATIONS)

## Mission Statement

To Serve, Educate and Promote Wellness

## Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

## PREFACE

The purpose of the rules of Ultimate is to provide a guideline, which describes 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 which simulates what would most likely have occurred had there been no infraction.

In Ultimate an intentional foul would be considered cheating and a gross offense against the spirit of sportsmanship. Often a player is in a position where it is clearly to his/her advantage to foul or commit some violation, 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.

## INTRAMURAL RULES

1. All participants are subject to eligibility rules, which are listed in the current intramural sports handbook.
2. Current University of Arizona ID must be presented before each game.
3. No id, no play, no exception!
4. Shorts with pockets are not allowed! No shorts or warm-ups with pockets of any type or style! No tear-away shorts, no tear-away warm ups, no shorts with snap or buttons. Players "must" wear shorts/athletic pants without pockets, belt loops or exposed buttons/snaps. Tear-away pants/shorts or pants/shorts with exposed metal or hard plastic buttons/snaps are also prohibited.
5. Ultimate is a non-contact sport played by two seven-player teams. However, teams may start and continue play with five players.
6. Co-rec. Teams must have at least three opposite gender members on the field at all times.
7. Co-rec. Teams may play with a minimum of 2 of one gender and 3 of the other.

8. A goal is scored (1 point) when an offensive player completes a pass to a teammate in the end zone, which his/her team is attacking.
9. The first team to eleven goals wins- a team must win by two. The game has a scoring cap of 15, with the first team scoring the 15<sup>th</sup> point being declared the winner.
10. Game time – the game will not exceed 50 minutes. If the score is tied at the 50-minute mark, then sudden death will occur. The first team to score will be declared the winner.

## **OBJECT OF THE GAME**

The object of the game is to score goals. Passing may only move the disc, as the thrower is not allowed to take any steps. Anytime a pass is incomplete, intercepted, knocked down, or contacts an out-of-bounds area a turnover occurs, resulting in an immediate change of possession of the disc. A goal is scored when a player successfully passes the disc to a teammate in the end zone, which that team is attacking.

## **SPIRIT OF THE GAME**

Ultimate has traditionally relied upon a spirit of sportsmanship, which places the responsibility for fair play on the player himself/herself. Highly competitive play is encouraged, but never at the expense of the bond of mutual respect between players, adherence to the rules of the game, or the basic joy of play. Protection of these vital elements serves to eliminate adverse conduct from the Ultimate field. Such actions as taunting the opposing players, dangerous aggression, intentional fouling, or other "win-at-all-costs" behavior are contrary to the spirit of the game and must be avoided by all players.

## **CLARIFYING STATEMENTS**

1. Phrases:
  - a) A player is any one of the fourteen persons who are actually participating on one team.
  - b) To "put the disc in play" means that the thrower establishes a pivot foot and are ready to throw. To put the disc in play a particular point on the field means to place the pivot foot at that point on the field.
  - c) "Where the disc stops" refers to the location where the disc is caught, comes to rest naturally, or where is stopped from rolling or sliding.
  - d) "Throw-off position" is the particular arrangement of positions (which end zone each team is defending) and possession (which team is to throw-off) in effect before a throw-off.
2. There are no scrimmage lines or off-sides (except on throw-offs) in Ultimate.
3. The disc may be passed in any direction.
4. The rolling or sliding disc may be stopped by any player, but it may not be purposefully advanced in any direction. Possession is gained where the disc stops.
5. No defensive player may ever pick up the disc.

## **EQUIPMENT**

1. Any flying disc may be used as long as it is acceptable to both team captains. If the captains

- cannot agree, the current Official Disc of the Ultimate Players Association shall be used.
- Individual may wear any soft protective clothing as long as it does not endanger the safety of any other player.
  - All players must wear shoes, but no player may wear shoes with screw-in or metal cleats.

### **TIME-OUTS**

- Each team is allowed two one-minute time-outs per game.
- The player calling a time-out must form a "T" with his/her hands and call "time-out" loudly.
- Either team may call time-outs after a goal and prior to the ensuing throw-off or due to a player injury. For injury time-out, play is restarted with a check to the thrower in possession at the time of the injury.
- During play, only the person with possession of the disc may call time-out.
- When play resumes after a time-out:
  - The player who had possession puts the disc in play.
  - The disc is put into play at the location where the disc was when the time-out was called.
  - Play is resumed through the use of a check and all other players may set up in any position on the field.
- It is a turnover if a player calls a time-out when his/her team has no time-outs remaining. There is a check on the disc.

### **SUBSTITUTIONS**

- Substitutions may only be made:
  - After a goal is scored and before the next throw-off.
  - To replace an injured player (opponents have the option to replace the same number).
- Substitutions other than injury substitutions cannot be made during a time-out taken during play.

### **STARTING AND RESTARTING PLAY**

- Before a game starts, each team designates one captain to represent that team in disagreements and arbitration.
- Start of play:
  - Representative of the two teams each flip a disc. The representative of one team calls "same" or "different" while the discs are in the air. The team winning the flip has choice of:
    - Receiving the initial throw-off: or
    - Selecting which goal they wish to defend initially.
- Throw-offs:
  - Play starts and after each goal with a throw-off.
  - Each time a goal is scored, the teams switch the direction of their attack and the team, which scored throws-off.
  - Positioning prior to throw-off:
  - The players on the throwing team are free to move anywhere in their defensive end zone, but can not cross the goal line until the disc is released.

- e) The players on the receiving team must stand with one foot on their defending goal line without changing position relative to one another.
  - f) The throw-off may be made only after the thrower and a player on the receiving team raise a hand to signal that team's readiness to play.
  - g) The throw-off consists of one player on the throwing team throwing the disc toward the opposite goal line to begin play.
  - h) As soon as the disc is released, all players may move in any direction.
  - i) No player on the throwing team may touch the throw-off in the air before a member of the receiving team touches it.
  - j) If a member of the receiving team catches the throw-off on the playing field proper, that player must put the disc in play from that spot.
  - k) If a member of the receiving team touches the disc during flight of the throw-in (whether in- or out-of-bounds) and the receiving team fails to catch it, the team which throw-off gains possession of the disc at the nearest point on the playing field proper. If a player drops the disc while carrying it to the point where the disc will be put into play, the team which throw-off gains possession of the disc at the nearest point on the playing field proper.
  - l) If the receiving team allows the throw-off to fall untouched, and the disc initially lands in bounds, the receiving team gains possession of the disc where it stops. If the disc lands in-bounds then goes out-of-bounds, the receiving team gains possession at the point on the playing field proper nearest to where the disc first went out-of-bounds.
  - m) If a throw-off lands out-of-bounds, the receiving team, before touching the disc, makes a choice of:
    - n) Putting the disc into play at the nearest point on the playing field proper to where the disc crossed the perimeter line, or:
    - o) Requesting a re-throw: to request a re-throw, any member of the receiving team must fully extend one hand above the head and call "Over". Once this re-throw signal is given, that throw-off can no longer be put into play.
  - p) Invoking the Middle/Brick Rule. If the throw-off lands outside the field of play, the receiving team may choose to put the disc in play halfway between the two sidelines either at the point on the playing field proper closest to where the disc went out-of-bounds or at a point 10 yards up field from the goal line which they are defending. To invoke the "middle/brick" rule", the member of the receiving team who is going to receive the throw-off shall fully extend one hand above his/her head and call "middle" or "brick". The player must let the disc hit the ground. On such a call, the offensive player may use a "self-check" meaning he/she picks up the disc and the nearest defensive player says "in play". If the nearest player does not immediately say "in play", the offensive player may touch the disc to the ground and yell, "disc in play".
4. The Check:
- a) When play stops, the player who was in possession retains possession.
  - b) All players must come to a stop as quickly as possible when play is halted, and remain in their respective location until play is restarted.
  - c) The marker restarts play by touching the disc in possession of the thrower. If the thrower attempts a pass before the marker touches the disc, the pass does not count regardless of whether it is complete or incomplete, and possession reverts back to the thrower.

## SCORING

1. A goal is scored (1 point) when an offensive player completes a pass to a teammate in the end zone, which his/her team is attacking.
2. In order for the receiver to be considered in the end zone after gaining possession of the disc, his/her first point of contact with the ground must be completely in the end zone.
3. A player cannot score by running into the end zone with the disc. Should a receiver's momentum carry him/her into the end zone after gaining possession, s/he must carry the disc to the closest point on the goal line and put the disc in play from there.
4. A player must be completely in the end zone and acknowledge that s/he has scored a goal. If that player plays the disc unknowingly into a turnover, then no goal is awarded.

## **OUT OF BOUNDS**

1. Any area not on the playing field is out-of-bounds. The perimeter lines themselves are out-of-bounds.
2. A disc is out-of-bounds when it first contacts an out-of-bounds area or contacts anything which is out-of-bounds.
3. The disc may fly outside a perimeter line and return to the playing field, and defensive players may go out-of-bounds in order to make a play on a disc.
4. A player is out-of-bounds when he/she is contacting an out-of-bounds area. When a player is in the air, his/her in- or out-of-bounds is determined by where s/he last contacted the ground.
5. For a receiver to be considered in-bounds after receiving the disc, the first point of contact with the ground must be completely in-bounds. If any portion of the first point of contact is out-of-bounds, the player is considered out of bounds.
6. Should the momentum of a player carry him/her out-of-bounds after making a catch and landing in-bounds, the player is considered in-bounds. The player carries the disc to the point on the playing field where the disc went out-of-bounds and put the disc into play at that point.
7. To restart play after the disc has gone out-of-bounds, a member of the team gaining possession of the disc must carry the disc to the point of the playing field proper where the disc went out-of-bounds, and put the disc into play at that point.
8. The thrower may pivot in- and out-of-bounds, providing that some part of the pivot contacts the playing field.
9. If a pass does not come in bounds the opposing team gains possession of the disc where it left the field of play only if the defense did not contact the disc. If the defense contacted the disc, the disc must be put into play at the point on the playing field proper closest to where the contact occurred.

## **END ZONES**

1. If a team gains possession in the end zone which it is defending:
2. The player taking possession must make the immediate decision to either:
3. Put the disc in play from that spot, or
4. Carry it directly to the closest point on the goal line and put it into play from there. If this option is chosen, the player taking possession may not throw a pass from the approach.
5. To fake or pause after gaining possession commits the player to put the disc in play at that point.

6. If, as a result of a pass from a teammate, a player receives the disc in the end zone, which they are defending, that player does not have a choice of advancing the disc to the goal line.
7. If a team gains possession in the end zone which it is attacking, the player taking possession must carry the disc directly to the closest point on the goal line and put the disc into play from there.

## **TURNOVERS**

1. An incomplete, intercepted, knocked down, or out-of-bounds pass results in a loss of possession.
2. The following actions result in a loss of possession and a check:
3. If the marker's count reaches the maximum number:
4. If the disc is handed from player to player:
5. If the thrower intentionally deflects a pass to him/herself off another player:
6. If the thrower catches his/her own throw. However, if another player touches the disc during its flight it is considered a complete pass and is not a turnover.

## **THE THROWER**

1. The thrower is the offensive player in possession of the disc, or the player who has just released the disc.
2. If the disc is on the ground, whether in- or out-of-bounds, any member of the team becoming the offense may take possession of the disc. Once an offensive player has picked up the disc, that player is required to put the disc into play.
3. The thrower must establish a pivot foot and may not change that pivot foot until the throw is released.
4. The thrower has the right to pivot in any direction. However, once the marker has established a legal defensive position, the thrower may not pivot into him/her.
5. If the thrower without defensive interference drops the disc, it is considered an incomplete pass.
6. The thrower may throw the disc any way s/he wishes.

## **THE MARKER**

1. Only one defensive player may guard the thrower at any one time, that player is the marker.
2. The marker may not straddle (i.e. place his/her foot on either side of) the pivot foot of the thrower.
3. There must be at least one disc's diameter between the upper bodies of the thrower and the marker at all times. It is the mutual responsibility of both players to respect each other's position and not encroach into this area once it is established.
4. The marker cannot position his/her arms in such a manner as to restrict the thrower from pivoting.
5. Stalling.
  - a) A defensive player within three (3) meters of the pivot foot of the thrower may initiate a stall count. If an offensive player moving into the throwing position "stands over the disc" (i.e. within three meters) without putting the disc in play, the marker may issue a "Delay of Game" warning. If the disc is not picked up, the marker may initiate a stall count.

- b) The count consists of the marker calling "Stalling" or "Counting" and counting at one second intervals from one to ten (1-10), loudly enough for the thrower to hear.
- c) If the thrower has not released the disc at the first utterance of the word "ten" ("10"), a turnover and a check result.
- d) If the defense decides to switch markers and if the new marker decides to initiate a stalling count, s/he must start again from "one " (1).
- e) In the event of a stall, the once marker, now offensive player, does not have to take the disc after the check. The once thrower, now marker, checks the disc to the new thrower; if s/he does not want the disc, the marker "checks" the disc by placing it on the ground and calling "in play".
- f) The thrower may contest a stall call if s/she feels that s/he had released the disc before the first utterance of the word "ten".
- 1) In the event of a contested stall, if the pass is completed, play stops, and possession reverts back to the thrower. After a check the marker starts the stall count at eight (8).
- 2) In the event of a contested stall if the pass is incomplete, it is a turnover, and play continues without interruption.

## **THE RECEIVER**

- 1. The receiver is any offensive player either in the act of catching the disc, or not in possession of the disc.
- 2. Bobbling to gain control of the disc is permitted, but purposeful, controlled bobbling to oneself (i.e., tipping, delaying, guiding, or brushing) in order to advance the disc is considered traveling and is not allowed.
- 3. The receiver gains possession by demonstrating sustained contact with a non-spinning disc.
- 4. After catching a pass, the receiver is only allowed the fewest number of steps required to come to a stop and establish a pivot foot.
- 5. If the receiver is running as s/he catches the disc, the receiver may throw a pass before the third ground contact after catching the disc without coming to a complete stop.
- 6. If offensive and defensive players catch the disc simultaneously, the offense retains possession.
- 7. If a pass arrives in such a manner that it is unclear whether a catch was made before the disc contacted the ground (grass is considered part of the ground), the player(s) with the best perspective makes the call (usually the receiver).
- 8. If it is ever unclear whether a receiver was in- or out-of-bounds at the point of making a catch, the player(s) with the best perspective makes the call.
- 9. Force-Out Foul. If an airborne receiver catches the disc and is contacted by a defensive player before landing and that contact caused the receiver to land out-of-bounds instead of landing in-bounds, the receiver must either call him/herself out-of-bounds, or call a force-out foul on the defensive player. If this foul occurs in the end zone and it is uncontested, a goal is awarded.
- 10. First ground contact determines possession. The ground can cause an incomplete pass, resulting in a turnover.

## **FOULS**

- 1. Fouls are the result of physical contact between opposing players. A foul can only be called

by the player who has been fouled and must be announced by calling out the word "Foul!" loudly immediately after the foul has occurred.

2. The player initiating contact is guilty of a foul.
3. Throwing fouls:
4. A throwing foul may be called when there is contact between the thrower and the marker.
5. Contact occurring during the follow-through (after the disc has been released) is not sufficient grounds for a foul, but it should still be avoided whenever possible.
6. When a thrower or a marker commits a foul, play stops and possession reverts back to the thrower after a check.
7. If the thrower is fouled in the act of throwing and the pass is completed, the foul is automatically declined and play continues without interruption.
8. If the marker is fouled in the act of throwing and the pass is not completed, play continues without interruption.
9. Catching Fouls
10. A catching foul may be called when there is contact between opposing players in the process of attempting a catch, interception, or knock down. A certain amount of incidental contact during or immediately after the catching attempt is often unavoidable and is not a foul.
11. If a player contacts an opponent before the disc arrives and thereby interferes with that opponent's attempt to make a play on the disc, that player has committed a foul.
12. If a player's attempt to make a play on the disc causes significant impact with a legitimately stationary opponent, before or after the disc arrives, it is considered "harmful endangerment" and is a foul.
13. Dangerous, aggressive behavior or reckless disregard for the safety of fellow players is always a foul.
14. If a catching foul occurs and is uncontested, the player fouled gains possession at the point of the infraction. If the call is disputed, the disc goes back to the thrower. If an uncontested foul (with the exception of a force-out foul occurs in the end zone, the player fouled gains possession at the closest point on the goal line to the infraction.

## **VIOLATIONS**

1. A violation occurs when a player violates the rules in a manner, which does not result in physical contact. (e.g.) illegal guarding position by the marker, not establishing a pivot foot on the sideline after carrying the disc in from out of bounds, etc.).
2. Any player who recognizes that a violation has occurred may call a violation. The player must immediately call "violation" or the name of the specific violation loudly.
3. Traveling:
  - a) The thrower must keep all or part of the pivot foot in contact with a single spot on the field. Should the thrower lose contact with that spot, the thrower has traveled.
  - b) If the receiver obviously takes more steps than are required to stop after catching a pass, that player has traveled.
  - c) If a receiver, after receiving a pass on the run, releases a pass after the third ground contact and before coming to a complete stop. That receiver has traveled.
1. Strip:
  - a) No defensive player may touch the disc while it is in possession of the thrower or receiver. If

- a defensive player does so, the player in possession "Strip."
- b) The player in possession then picks up the disc and play continues unaltered from the point where h/she regained possession.
  - c) If a count was in progress as the disc was stripped, the count is halted, and when the player in possession regains possession, the count restarts at zero (0).
  - d) A contested strip of the receiver is treated the same a contested foul: an uncontested strip in the end zone is a goal.
1. Double Team:
    - a) Only one marker is permitted to guard the thrower.
    - b) No other defensive player may establish a position within three (3) meters of the pivot foot of the thrower, unless h/she is guarding another offensive player in that area.
    - c) Should the thrower recognize a double-team situation, s/he first call "Double-Team" as a warning. On the first "Double-Team" call, the marker must subtract 2 from the stall count. If "double-team" is called again within the same 10 seconds play stops and is resumed after a check with the count reset to zero (0).

## **POSITIONING**

1. It is the responsibility of all players to avoid contact in any way possible. Violent impact with legitimately positioned opponents constitutes harmful endangerment, a foul, and must be strictly avoided.
2. Every player (excluding the thrower) is entitled to occupy any position on the field not occupied by any opposing player, provided that h/she does not cause personal contact in taking such a position.
3. Picks:
4. No player may establish a position or move in such a manner, so as to obstruct the movement of any player on the opposing team; to do so is a "pick".
5. In the event of a pick, the obstructed player must immediately call "Pick" loudly. Play stops and is resumed after a check.
6. When the disc is in the air, players must play the disc and not the opponents.
7. The principle of verticality: All players have the right to space immediately above them. Thus, a player cannot prevent an opponent from making an attempt on a pass by placing his/her arms above an opponent. Should contact occur, the player restricting the vertical area is responsible?
8. A player who has jumped is entitled to land at the same spot without hindrance by opponents. S/he may also land at another spot provided the landing spot was not already occupied at the time of take-off and that the direct path between the take-off and landing spot was not already occupied.

## **CLARIFYING STATEMENTS ON FOULS, VIOLATIONS, AND PICKS**

1. Cardinal Rule: Whenever an infringement of the rules or a time-out occur, play is halted and the disc is put back into play at the point of the last possession before play was stopped. (Note exceptions under turnovers, strip, catching foul.)
2. Play on rule:
  - Disc in air:

- a) If a foul, violation, or pick is called while the disc is in the air, the play is always completed.
- b) If the team which called the foul, violation, or pick gains possession as a result of that pass (e.g. incomplete pass following a traveling violation, or offensive foul), play continues unhalting. In this situation, players should call "play on".
- c) If the pass is completed, but the defensive effort on the pass was affected by the violations (e.g. picks), the pass does not count and possession reverts back to the thrower.
  - Disc not in the air:
- d) If a foul, violation, or pick is called while the disc is not in the air, and a player attempts a pass before play has stopped, and the pass is incomplete, it is a turnover.
- e) If a foul, violation, or pick is called while the disc is not in the air, and a player attempts a pass
- f) Before play has stopped, and the pass is completed, the pass does not count, and possession reverts back to the original thrower.
- g) It is the responsibility of the player who made the call-to-call out "play on" to indicate that this rule has been invoked.
- h) If there is ever a failure to come to an agreement over any call, the disc reverts back to the thrower after a check.
- i) If the offensive and defensive players on the same play call offsetting catching fouls, the disc reverts back to the thrower after a check.
- j) Any time the marker's count is interrupted by the call of a foul, violation, pick, or time-out, the count is resumed as follows:
  - Defensive foul uncontested 0
  - Defensive foul contested same or 5 if over 5
  - Offensive foul same
  - Travel or pick same or 5 if over 5
  - Strip 0
  - Fast count/double team 0
  - First call subtract 2; no check
  - Second call 0
  - Time out same
  - Contested stall 8
- k) When play resumes after a time-out, the stall count is continued from where it was when time-out was called. The marker must initiate the count by calling "Stalling" or "Counting".
- l) If the marker counts too fast, the thrower may call "fast count".
  - The first "fast count" call is a warning. On the first fast count call the marker must subtract 2 from the stall count.
  - If the "fast count" is called again within the same 10 seconds, play stops and is resumed after a check with the count reset to 0.
  - The continuation rule applies to fast counts.
  - If the fast count occurs in such a manner that the thrower does not have a reasonable opportunity to call "fast count" before the utterance of the word "ten" the play is treated the same as a contested stall.

## ETIQUETTE

1. If a foul is committed and not called by the player who commits the foul should inform the infracted player of the foul.
2. It is the responsibility of both teams to minimize the time taken between each goal and the ensuing throw-off,
3. If the receiving team wishes to have an out-of-bounds throw-off re-thrown, they should give the re-throw signal as soon as possible.
4. It is a violation against the spirit of the game for a defensive player to call for a pass from a thrower.
5. Should a dispute or confusion arise on the field, it should be common practice to stop play, and resume play with a check when the matter is resolved.
6. In the case where a novice player commits a violation out of sincere ignorance of the rules, it is common practice to stop play and explain the violation.






## OTHER

1. When a dispute arises concerning a foul, violation, pick, line call, or an interpretation of the rules which cannot be resolved by the players involved or their captains, the Sports Assistant on duty may be called upon to make the call.
2. All participants are subject to the eligibility rules, which are stated in the Department of Campus Recreation Handbook.

## NO SET OF RULES CAN REPLACE PLAYERS' RESPECT FOR ONE ANOTHER AND FOR GOOD SPIRIT.

Rule taken from: The Rules of Ultimate, Ninth Edition.

## ADDITIONAL INFORMATION

1. There are no animals allowed in the indoor/outdoor facilities.  
 Exception: Assisted living animals
2. Forfeit Policy:  
 If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.  
 The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.  
 If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.  
 A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm; the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.

- A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- A team may receive a forfeit due to improper team attire.
- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

### 3. Forfeit Penalties:

- Lose right to protest the game
- Lose the right with regard to the coin flip
- Start the game with a 3 goal deficit

### 4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

### 5. ID Policy:

- Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**

### NOTE:

**The Arizona Intramural Sports Program reserves the right to enforce, apply or act upon**

any rule, policy or procedure not specifically covered in this document or the current Intramural Sports Handbook.