

UK Ultimate General Tournament Rules

These rules apply at all UKU sanctioned events. Many competitions have additional stipulations which add to these – for example entry procedures, or stricter kit regulations at Nationals – but the rules herein are considered the minimum at all UKU events.

1. Membership and Eligibility

1.1 Any player playing in a *UKU*-sanctioned competition or representing a UK club at an international tournament must be a *UKU* member. The level of membership required (basic or full) varies depending on the event. A list of the events requiring membership can be found here:

http://ukultimate.com/membership_types/membership_and_eligibility

1.2 Non-UK-resident players in UKU competitions must have public liability insurance cover. Typically this would be provided as part of the membership of their home ultimate or flying disc federation, or might be included in their travel insurance. The player and any team they are playing for are deemed to be confirming they have checked this if the player plays.

1.2.1 Students at UK universities are considered to be resident and must purchase UKU membership to play.

1.3 Many events will have some kind of eligibility requirements beyond membership – for example restrictions based on age, gender or student status. Also, those events that form part of a series (e.g. Tour, or a regionals -> nationals series) will have rostering requirements in order to ensure that a ‘team’ at one stage is in some way representative of the ‘team’ that plays at the next event. It is the responsibility of all players, and in particular the captains and organisers, to look at the specific eligibility and rostering rules for any events they enter and to ensure that they are followed. Penalties, including disqualification, may result from breaches of rostering rules.

2. Kit

2.1 Clubs are expected to consider the presentation of the sport and teams when selecting kit and conducting themselves at *UKU* tournaments. The regulations are not to prevent clubs or players expressing themselves but to ensure the public view of the sport adheres to the ethos of spirit and accountability.

2.2 At all UKU sanctioned events, players must ensure that their kit is not offensive. We do not attempt to define in these rules what would be offensive, but would ask all teams to consider the design not just from their own point of view but from the perspective of opponents, passers-by (including children or parents), spectators, or media representatives and act accordingly. Offensive nicknames or team names on shirts will also be considered a kit violation.

2.3 Teams may be barred from playing in offensive kit, at the discretion of the TRG (Tournament Rules Group).

3. Entering tournaments

3.1 Entry procedures will vary at different events and in different divisions. However, teams who drop out after the closing date without a very good - and unforeseeable - reason should be aware that they may be placed on a blacklist (which will make it hard to get into any oversubscribed tournaments) and that in general they are unlikely to be refunded their entry fee.

4. Squad sizes

4.1 UKU recommends that teams bring a minimum of 10 players to an outdoor tournament, and 7 to an indoor event. Teams with fewer than 10 (7) players will not be excluded from competing, but should be aware that UKU does not endorse the extra physical burden placed on players on small teams.

4.1.1 In the Mixed division, it is recommended that teams bring at least 5 players of each gender to an outdoor event (or 4 of each, 8 total, for indoors).

5 Tie breakers for pools/round-robins

[NB these are the WFDF Tie-breaker rules, with the addition of 5.1.1 since some UK competitions (mainly indoors) allow draws whereas WFDF do not.]

5.1. After round robin pool play, rank all teams in each pool by the number of games won.

5.1.1 For tournaments where draws are allowed, award three points for a win and 1 for a draw, and instead rank the teams by number of points.

5.2. If teams are tied, break that tie using the ranking criteria.

5.3. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team.

5.3.1. *If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.*

5.3.2. *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.*

5.4. Ranking criteria, in order:

5.4.1. *Number of games won, counting only games between the teams that are tied.*

5.4.2. *Fewest games forfeited.*

5.4.3. *Goal difference, counting only games between the teams that are tied.*

5.4.4. *Goal difference, counting games against all common opponents.*

5.4.5. *Goals scored per game, counting only games between the teams that are tied.*

5.4.6. *Goals scored per game, counting games against all common opponents.*

5.4.7. *Each team nominates one player to throw one disc from behind the goal line to the far brick point on a regulation playing field (or to some other chosen target on a field with no marked brick). 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.*