

## INTER-FACULTY GAMES

*The Tan Chorh Chuan Challenge Trophy*

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### **ULTIMATE FRISBEE (MIXED)**

#### ***Rules & Regulations***

#### **1. Laws of the Game**

The competition shall be conducted in accordance with the existing laws of Ultimate Frisbee as approved by the Ultimate Players' Association (Singapore) and the general rules and regulations of the NUS Inter-Faculty Games.

#### **2. Player Eligibility**

Refer to Rule 4 for player eligibility in the IFG General Rules & Regulations.

#### **3. Registration of players**

- 3.1 Respective Faculty Sports Secretaries must confirm participation by submitting the General Participation Form to the NUS students' sports club before the stipulated deadline found on the form.
- 3.2 Participation shall be confirmed with the hosting faculty at least 14 days before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first)
- 3.3 Respective Faculty Sports Secretaries must submit the Team Registration Form to hosting faculty and the NUS students' sports club at least 7 days before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first)
- 3.4 Each team may register a minimum of 7 players and a maximum of 15 players. Each team must have at least 4 players of the opposite gender. Each faculty may send a maximum of 1 team.
- 3.5 Registration must be finalized before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

#### **4. Prizes**

Medals will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a champion trophy and banner.

#### **5. Competition Rules**

##### **5.1 Submission of Lineup**

The team must submit the complete official line up of up to a maximum of 15 players to the hosting college convener at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

Refer to Rules 8 and 9 for no-show and walkover rules in the General Rules and Regulations.

##### **5.2 Match Format**

Each game shall end upon the last disc scored after a period of 25 minutes. The dimensions of the playing pitch are as follows: 25 metres (width) x 60 metres (length).

### 5.3 Participation

Each team may field up to 7 players at any time. Games will be played in a strict 4-3 or 3-4 format or 5-2 format (4 males and 3 females, 3 males 4 males or 5 males 2 females per team playing at any time, with the offence team dictating). Both teams will field the same format for the same point.

### 5.4 Advancement to the Semi-Finals and Finals

3 league points shall be awarded to the winning team of each match and no points to the other team. 1 point will be awarded to each team for a draw. The 2 teams with the highest league points of each group will advance to the Semi-Finals.

In the semi-finals, the winner of Group A will play the runner-up of Group B and the winner of Group B will play the runner-up of Group A. The winners of the semi-finals will play for the championship in the finals. The other 2 teams will play for 3<sup>rd</sup> and 4<sup>th</sup> placings.

### 5.5 League Ties

- a. Should there be a tie in league points between two teams, the winner of the game between the two teams concerned shall be awarded the higher placing.
- b. If that game ended in a draw, the positions shall be established by considering the difference of the points, for and against, among all the teams in the same group.
- c. If more than two teams have equal league points, the positions shall be established by considering the difference of the points, for and against, among the teams having equal league points.

### 5.6 Semi-Finals and Finals

Should there be a tie between the two teams at the end of the semi-finals or finals, the tie will be settled by playing a universe point and the winner of the universe point will move on to the finals or the wins the finals. Universe point, similar to sudden death means the team that scores first after the tie wins immediately. The game will resume for the universe point to be played and thus the team that last scored, resulting in the tie will start the game and be on defence.

## **6. Substitution of Players**

Substitutions may only be made only after a point has been scored.

## **7. Attire**

Refer to Rule 11 for attire in IFG General Rules & Regulations.

## **8. General**

Varsity team players will be nominated to serve as timekeepers and referees.

## **9. Official Calls**

In all matches, any calls should be settled by the players on the field, or the captain. However, in the situation where the players are unable to come to a consensus, the referees, umpires and line checkers will have the final call.

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**10. Alterations and Amendments**

The Organising Committee of the competition reserves the right to change or alter these Rules and Regulations given any unusual or extra-ordinary circumstances at its discretion and will inform all teams of the any amendments accordingly.

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Approved by:

Sports & Recreation Centre

Office of Student Affairs

26 April 2017