

TECHNICAL RULES FOR

ISF WSC ULTIMATE

UPDATED APRIL 8, 2019

"We are school sport"



The competition will be run according to current ISF and WFDF rules under the direction of the ISF Technical Commission for Ultimate. In the absence of an ISF technical commission, the direction of the competition will be dealt with by the Local Organizing Committee.

Specific ISF regulations are:

GENERAL

1. General provisions:

- a. The competition is open for selected teams.
- b. There will be a competition organised in the following categories:
 - selected teams, mixed
- c. Each country may enter only one team in each category.
- d. The host country may take part with a 2nd team, if it is useful to fill up the groups.

2. All players of the selected team must have been enrolled at a school in the country concerned since the beginning of the school year.

3. Students aged 18, 17, 16 and 15 years on 31 December of the year of the World Schools Championship concerned can participate.

4. Each team shall be composed of 12 players and 2 teachers (2 coach). Each country can provide one young volunteer (Timekeeper, Scoreboard operator).

5. The players must be enrolled as full-time students at the school which they represent. They must be attending schools which provide a general education.

The following are not eligible to participate:

- a. pupils of vocational schools who only attend that school as a complement to their vocational training,
- b. school teams and pupils enrolled at schools which provide sports training without any general education,
- c. part-time (e.g. afternoon) sports schools which take pupils from a variety of schools for training in one or more sports,
- d. teams formed as part of clubs, companies, universities or other institutions.

6. Each participating team must be nominated officially by the organization responsible for school sport and which is member of ISF.

7. Only players registered on the team's list handed in the accreditation are authorized to take part in this competition.

8. Only mixed teams are allowed. All mixed teams must be composed by 12 players. A minimum of 5 players of each gender must be registered.

9. The number of participating teams is limited to 12. If the number of teams entered by the closing

deadline is greater than 12, article 6.2 of the ISF General Competition Rules shall apply.

COMPETITION

1. The competition shall be divided in two rounds:
 - First part of the competition: qualification games in 2 groups (all x all).
 - Second part of the competition: classification games by a knock out system.
2. Format:
 - Format : 5-on-5 mixed
 - Number of fields : 4
 - (66m x 24m, zone 12m, real grass pitches)(each team will play 3 games per day maximum)
3. Points shall be awarded as follows (qualification games in groups):
 - Win = 2 points
 - Match lost = 1 points
 - Forfeit = 0 point (point-average 0-13)
4. Forfeit shall be given to a team as follows:
 - No respect of the mixed rules
 - No respect of the number of players during the game
5. The ranking of each team in each group shall be determined, from top to bottom, by the greatest number of points obtained in all group matches.
If two or more teams are equal on the basis of the above criteria, their rankings shall be determined as follows:
 - a. Goal difference resulting from the group matches between the teams concerned;
 - b. Goal difference in all group matches;
 - c. Number of points marked in the game between the teams concerned;If two or more teams are still equal , a brick point throw is organised between teams concerned: each team elect a player who will make a throw from the end-zone to the brick point, closest throw win.
6. System of play
 - a. The 10 teams (maximum number) will be divided into two groups of five teams. Each team play against all the four other teams.
 - b. The classification round will consist of knock-out matches organised as follows:
 - Places from 1 to 5 in each group. We have a pre-semi finals for the 2nd & 3rd and Pre-down for 4th & 5th from each group
 - PS₁ =A₂-B₃ and PS₂=B₂-A₃
 - PD₁=A₄-B₅ and PD₂=A₅-B₄
 - After Semi finals for 8 teams:
 - A₁ - winner PS₂
 - B₁ vs winner PS₁
 - loser PS₁- winner PD₂
 - loser PS₂- winner PD₁
 - After the classification match:
 - Finals
 - Place 3rd
 - Place 5th
 - Place 7th
 - Place 9th

7. Exceptions to the competition format

In case two teams from the host nation reach the quarter finals, they shall automatically play each other as only one team from the host country is allowed to reach the medal games.

In case the maximum number of teams is not reached, the ISF Technical Commission for Ultimate shall determine a match schedule according to the number of teams and the rules mentioned above

8. Duration of the match – actual time

The time Cap occurs after 45 min of a game time, if the target has not been reached.

At time, cap play continues until completion of the current point. If at the completion of the current point neither team has reached thirteen (13) goals, one (1) Goal is added to the highest score to determine a time cap target. The game continues until a team wins by reaching the time cap target.

9. Other rules

- All teams must show up at the competition venue not later than 10 minutes before the scheduled beginning of the match.
- In case a team shows up later than 5 minutes after the scheduled beginning of the match, it will automatically lose the match by forfeit (0-13).
- In case a team fails to show up, it will automatically lose the match by 0-13.
- 10 minutes before the beginning of the match, scoreboard operators shall check players of both teams according to the specified lists.
- Each team must have 2 sets of numbered match jerseys with different colors. Numbers must be in front of and behind each jersey.
- The 2 teams must wear colors that distinguish them from each other.
- All players shall wear the same shirt number throughout the whole tournament.
- If both teams have the same color, the guest team will change the shirts or will wear bibs
- Participating teams must bring their own bibs.
- A maximum of 2 and a minimum of 1 non-playing officials shall be allowed to sit on the team bench.
- Matches should be played on grass fields.
- The official competition discs will be provided by the Local Organising Committee (LOC).
- The brand of the official competition disc shall be communicated in the technical meeting on day 1.
- 3 warm-up discs per team will be provided by the Local Organising Committee (LOC) before the game; teams needing more than 3 warm-up discs must bring their own extra discs.

10. Draw

- The draw will be a public event and participating teams may send observers at their own expense.
- The group draw will take place one month before beginning of the competition.
- If after the draw one or more teams withdraw from the competition, the ISF Technical Commission for ultimate (or the LOC, in accordance with the ISF Sport Department) may modify the draw in order to balance the number of teams in each group.
- The LOC will publish the draw immediately on the ISF website and thereafter, as required, all alterations.

11. Prize giving

- Each participant will receive a commemorative certificate.
- The teams finishing first, second and third will be rewarded with medals and trophies.
- The "Joy of moving - Trophy" (Fair Play) will be awarded to a delegation by the Disciplinary Commission following consultation with the ISF Technical Commission, the LOC and the delegations.

NB. Additional information will be included in bulletin 1 and 2 of the relevant event.

ISF ultimate Appendix

Preamble:

This document is a complement of the WFDF rules and Appendix 2017.

Some modifications exist for ISF competitions keeping the spirit of the WFDF rules.

Only the changes in this document introduce variations in the rules. We have the same numbering as the WFDF regulation. This document has been validated by the WFDF.

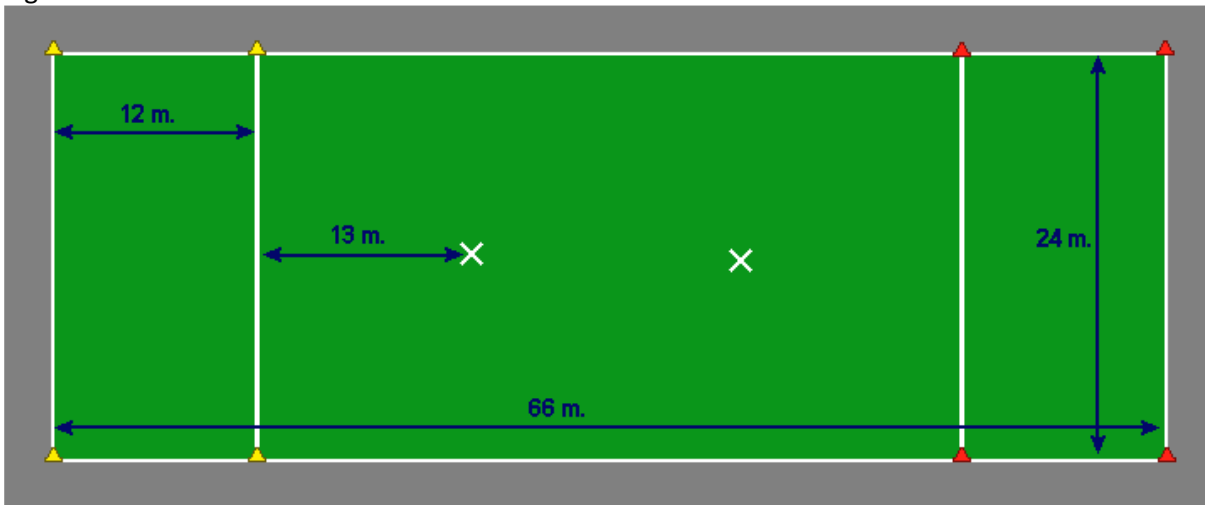
A2- Playing Field:

A2.1 The playing field is a rectangle area with dimensions and zones as shown on Figure 1

A2.5 The brick mark is the intersection of two (2) crossed one (1) meter lines in the central zone set thirteen (13) meters from each goal line, midway between the sidelines.

A2.6 Four yellow and four Red, flexible objects (such as plastic cones) mark the corners of the central zone and the end zones.

Figure 1:



A4- Point, Goal and Game:

A4.1 Target:

A game is finished and won by the first team to score thirteen (13) goals.

A4.2 Time Cap:

The time Cap occurs after 45 min of a game time, if the target has not been reached.

At times, cap play continues until completion of the current point. If at the completion of the current point neither team has reached thirteen (13) goals, one (1) Goal is added to the highest score to determine a time cap target. The game continues until a team wins by reaching the time cap target.

At the completion of the point following the 45-minute cap, if the difference in score between the teams is greater than 2, then the game is over

A4.3 Half time:

A game is not separated into two periods.

A4.5. The game clock does not stop for time between points, time-outs, but does stop for Spirit of the Game Stoppages, and once an injury stoppage or technical stoppage has lasted more than two (2) minutes. The game clock must restart once play restarts.

A5 Time limits:

A5.1. A timekeeper must be appointed to monitor time and signal time warnings.

A5.2. the toss:

A5.2.1. the teams must come for team verification ten (10) minutes before the game. Team captains must complete the toss eight (8) minutes before the start of the game.

A5.4.3. Mixed division

A5.4.3.1. In a mixed division, if applicable, the relevant team has fifteen (15) seconds from the start of a point to indicate whether it will play with three (3) females or three (3) males.

A5.4.3.2. the relevant team must indicate the gender mix (“three women” or “three men”) verbally and by using the appropriate hand signal.

A5.4.3.3. If the relevant team fails to indicate gender mix in time, the same gender mix as the previous point will be assumed, or, if at the start of a half, a gender mix of three (3) males and two (2) females will be assumed.

A5.4.4. The timekeeper will signal:

A5.4.4.1. In a mixed game, if applicable, fifteen (15) seconds after the start of the point (relevant team must indicate gender mix).

A5.4.4.2. Thirteen (30) seconds after the start of the point (15 second warning for offence).

A5.4.4.3 Forty-five seconds (45) after the start of the point (15 second warning for defence).

A5.4.4.4 Sixty seconds (60) after the start of the point, or fifteen (15) seconds after the offense has signaled readiness, whichever is later (play must start).

A7 – Mixed division:

A7.1 Each team will put a maximum and minimum of five on the field during each point.

A7.3. Ratio Rule B (“end zone decides” rule):

A7.3.1. At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting which end zone is “End zone A”, with the other end zone becoming “End zone B”. At the start of each point the Team that is at End zone A must choose the gender ratio. This process applies for the game.

A7.3 .2 the zones have colors (young and red) so the official writes on the match sheet that this zone is defined. We will also place a plot at the edge of this area