

TECHNICAL RULES FOR

ISF WSC ULTIMATE

UPDATED JUNE 27, 2018

"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 Organising 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 (1 teacher / 1 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. Points shall be awarded as follows (qualification games in groups):

- Win = 2 points
- Match lost = 1 points
- Forfeit = 0 point (point-average 0-13)

3. 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

4. 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 organized between teams concerned: each team elect a player who will make a throw from the end-zone to the brick point, closest throw win.

5. System of play

a. The 12 teams (maximum number) will be divided into two groups of six teams. Each team play against all the five other teams.

b. The classification round will consist of knock-out matches organized as follows:

• Places from 1 to 8 for the four first teams of each pool.
Quarter finals: A1 – B4; A2-B3; A3-B2; A4-B1

Semi finals: winner A1-C4 vs winner A3-B2, winner A2-C3 vs winner A4-B1.

• Places from 9 to 12 for teams ranked 5th and 6th in each pool.
One group of four teams.

6. 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

7. Duration of the match – actual time

- a. All matches one game in 133 points (first to the score with systematic cap) or 340 minutes maximum.
- b. Each team has two times-out of two minutes per game.

8. Other rules

- All teams must show up at the competition venue not later than 15 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 Bulletin 2.
- 13 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.

9. 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.

10. 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.

