

COBB COUNTY P.A.R.K.S DEPARTMENT

ULTIMATE FRISBEE LEAGUE

CONSTITUTION AND BY-LAWS

(2018)

I. GAMES ORGANIZATION

- A. USA Ultimate 11th edition rules will be used for this league and shall be adhered to unless contrary to the following Cobb County rules and regulations.

II. ULTIMATE IN 10 SIMPLE RULES

1. **The Field:** A rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 20 yards deep. (Will use as close to dimensions as possible for playing field at Terrell Mill Park).
2. **Initiate Play:** Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.
3. **Scoring:** Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.
4. **Movement of the Disc:** The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
5. **Change of Possession:** When a pass is not completed (e.g. out of bounds, drop, block, interception, stalled), the defense immediately takes possession of the disc and becomes the offense.
6. **Substitutions:** Players not in the game may replace players in the game after a score and during an injury timeout.
7. **Non-contact:** No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
8. **Fouls:** When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.

9. **Self-Officiating:** Players are responsible for their own foul and line calls. Players resolve their own disputes.
10. **Spirit of the Game:** Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

III. FIELD, EQUIPMENT, & UNIFORM

- A. A rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 20 yards deep. (Will use as close to dimensions as possible for playing field at Terrell Mill Park)
- B. Any disc acceptable to both team captains may be used. If they cannot agree, the official disc provided by Cobb County will be used.
- C. Athletic shoes are required. Metal cleats are not allowed.
- D. Players may wear any soft clothing that does not endanger the safety of other players or provide unfair advantage.
- E. All players should wear similarly colored shirts distinguishing them from the other team.

IV. REFEREE/STAFF

- A. No referee will be provided. Players are responsible for their own foul and line calls. Players resolve their own disputes.
- B. Cobb County will have a supervisor on site. The supervisor will keep score, resolve any issues or disputes, and oversee all logistics of the league.

IV. INTRODUCTION

- A. Description: Ultimate is a non-contact disc sport played by two teams of seven players. The object of the game is to score goals. A goal is scored when a player catches any legal pass in the end zone that player is attacking. A player may not run while holding the disc. The disc is advanced by passing it to other players. The disc may be passed in

any direction. Any time a pass is incomplete, a turnover occurs, resulting in an immediate change of the team in possession of the disc.

- B. Spirit of the Game: Ultimate relies upon a spirit of sportsmanship that places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules, or the basic joy of play. Protection of these vital elements serves to eliminate unsportsmanlike conduct from the Ultimate field. Such actions as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions, or other win-at-all-costs behavior are contrary to the spirit of the game and must be avoided by all players.
- C. Captain's Clause: A game may be played under any variation of the rules agreed upon by the captains of the teams involved. In tournament play, variations are subject to approval by the event organizer. Such things as game length, field dimensions, number of players and stall count can easily be altered to suit the level of play. Before a game starts, each team designates one captain to represent them in disagreements and arbitration.
- D. Event Organizer: The event organizer may modify rules relating to game logistics in order to suit the event. Examples include game length (game total), upper score limits (caps), time of game limits (time caps), halftime length, number of time-outs, starting time point assessments, uniform requirements and observer operations. Any such change must be established before competition starts.

V. GAME PLAY

- A. A ten (10) minute grace period is allowed on the first game of the night. The grace period is considered part of the game time.
- B. Games will be played with 7 players on each team. 5 males and 2 females. (The captain's clause can be used to alter the number of players and the male to female ratio).
- C. A regulation game will be an hour and a half. Halftime will last 5 minutes.
- D. If a game is shortened due to rain or other externalities, it will be ruled an official game once halftime is reached. If the halftime is not reached, the game will be rescheduled and started over.
- E. Each team will receive one timeout per half.

VII. LENGTH OF GAME

- A. Game to goals: A game is played until one team first reaches or exceeds the game total, with a margin of at least two goals or until a cap is reached.
- B. Caps are maximum score limits imposed before or during a game to limit the time required to declare a winner. The game ends when one team's score first reaches the cap.
- C. Game to 15 points. Halftime at 8 points.
- D. Hard time cap at 5 minutes before the end of the round. Hard cap: Finish the point in progress, game ends unless scores is tied. If so, play will resume until tie is broken.

X. PLAYING ROSTER

- A. Team rosters must be submitted to the League Coordinator before the start of the first game. A team that fails to submit a roster automatically will have its games forfeited if an opponent protests the eligibility of its players.
 - 1. Must be 16 years old to be eligible to play.
 - 2. A team will not be allowed to carry more than 25 players on its roster at one time.
 - 3. Any roster additions must be made **prior to game time of each teams' last (7th) game of the season.**
 - 4. Players can play on another team, **only** if that team is short and would have to forfeit the game. Once the playoffs start, players can only play on one team. In the playoffs, if a team does not have enough players to start the game they will forfeit their game.

XII. PLAYER CONDUCT

- A. Abusive profanity directed toward county representatives, players, or spectators will not be allowed by players who are either on the bench or on the field. Offenders are subject to ejection from the playing area and the league.
- B. No smoking is allowed on the field or in the dugout.
- C. If a player or coach touches an umpire or county representative in anger, or threatens to do bodily harm, before, during or after a game, he will be barred from the league indefinitely. The length of the suspension will be determined by Cobb Recreation Department staff.

(MINIMUM SUSPENSION IS FOR 1 CALENDAR YEAR IN ALL CCPRCAD ADULT ATHLETIC PROGRAMS).

- D. Any player or coach ejected from a game may not play or coach at a minimum in his team's next 2 league games. A player ejected for the second time during a season will be suspended for the remainder of that season. If a player or coach participates in a game while ineligible due to suspension, the game shall be declared a forfeit and the player or coach will be suspended for the remainder of the season. **NOTE: Scorekeepers are not required to notify said player prior to the start of the game concerning ejections. Failure to do so shall not affect a player's ejection for the season.**
- E. Fighting among players, coaches and spectators, or other conduct judged inappropriate by Recreation Department staff may result in ejection of the individuals or teams involved. If suspension is warranted, Recreation Department staff will determine the length of the suspension. **(MINIMUM SUSPENSION IS 2 ADDITIONAL GAMES)**

XIII. THE SEASON

- A. The season will feature a 7-game regular season schedule along with a single elimination post season tournament. (Partially filled leagues will play schedules to be determined by the League Coordinator) The winning team will receive championship t-shirts, and the losing team will receive 2nd place shirts.
- B. If a team forfeits two games during the season, the Cobb Recreation Department reserves the right to drop that team from the league with no entry fee refund.
- C. After the schedule is complete, **there will be no changes or refunds.** Schedules will be emailed to the team tangers.
- D. Rain-out games and playoff games will be scheduled based on available days (including Saturdays), not according to the specific days of the week on which participating teams may have played. All playoff games will be scheduled as soon as possible after the regular season ends.

XIV. PARK RULES

- A. Drinking of alcoholic beverages will not be tolerated. A player determined to be under the influence of intoxicants will be immediately removed from the playing area and suspended from the Cobb Recreation Department softball program for 1 year. Cobb County law

prohibits possession of alcohol in the county parks system, including parking lots.

- B. Unattended or unleashed dogs are not allowed in the parks. Dogs are not allowed on athletic fields.

XV. RAINOUT PROCEDURE

WE ENCOURAGE ALL PLAYERS TO REGISTER FOR FIELD CLOSURE ALERTS. To receive an automated text or email about field closures, etc please register at https://www.rainedout.net/team_page.php?a=c9227933248d3222612b or text the keyword **Terrell** to **84483**.

XIV TIE-BREAKER

The following procedures will be used to determine the first-place finisher or to break ties for other places.

A) TWO-WAY TIE:

- 1) **Head-to-Head** - If two teams are tied with identical records, the winner is the team that won the game when the two teams played.
- 2) **Fewest Points Allowed** - If the teams split their games, the team that allowed the fewest runs during the entire season will be declared the winner.
- 3) **Most Points Scored** - If the teams still remain tied, the team scoring the most runs during the season will be declared the winner.
- 4) If a tie still remains, the team that allowed the fewest runs when they played each other will be declared the winner.

B) THREE-WAY OR MORE TIE:

- 1) **Head-to-Head** - If one of the three or more teams defeated each of the other teams during the season
- 2) **Fewest Points Allowed** - If three teams or more are tied, the winner will be determined by the team that allowed the fewest runs.
- 3) If two of the teams still have the same total of runs allowed, the winner will be the team that won the game played between the two teams during the season. If the teams split their games, the team that scored the most runs during the season will win.

NOTE* Forfeit games will be recorded as a 7-0 score. This score can be used except when a disadvantage would occur to a winning team or an advantage would occur to a losing team.