



Rules & Policies

Updated April 2011

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Rules Amendments

For all WUDL Summer League games, the [Official Rules of Ultimate: 11th Edition](#) shall be used along with the following WUDL amendments. Should there be any conflict between a rule in the Official Rules of Ultimate: 11th Edition and any of the following amendments, the WUDL amendment shall apply.

1. **Gender Ratio**—All co-ed teams must have no more than four (4) players of a gender on the field at any time.
2. **Spirit Foul**—If any player on the field is being overly aggressive either verbally or physically, a “spirit foul” may be called on that player. In this instance, both the aggressive player and the player that made the call must leave the field of play until they are deemed ready to return (likely as determined by the captains). When players are required to leave the field for a spirit foul, the affected team(s) may substitute replacement players in the same manner as for an injury.
3. **Dangerous Play Foul**—If an instance of dangerous, aggressive behavior; or reckless disregard for the safety of players is imminent (e.g. someone feels he/she about to be involved in a dangerous collision), a foul may be called prior to this instance and without contact. Ramifications are handled in the same manner as any foul.
4. **Darkness/Time Caps**—At the indicated times the following caps shall be enforced:
9:00pm—**Soft Cap**: A game is concluded when a team scores at least fifteen (15) points or by at least two (2) above the opposing team, whichever is higher.
9:15pm—**Hard Cap**: A point in progress may be played to its conclusion, after which the game terminates, regardless of the score. Where the score is tied at the conclusion of the point, another point may be played to determine the winner.
5. **Roster & On-Call Players**

- a) A minimum of six (6) players per team is required to start and finish a game. If one team can only field six (6) players, the opposing team should still play with the maximum allowed number of players.
 - b) In order for a player to be deemed eligible for playoffs, that player must have played a minimum of one-third of the regular season games and also be on that team's official roster.
 - c) A team unable to field at least six players with at least two of each gender shall forfeit the game.
 - d) A team with 2-5 women or 2-7 men may add from the on-call list up to two players of each gender, the total of all players not to exceed six women and eight men.
 - e) Recruitment of on-call players by captains shall be on a 'first come, first served' basis.
 - f) No on-call players are allowed to play in the playoffs.
 - g) Should an on-call player become a member of a team, all games played for that team shall be counted towards the player's playoff qualifications.
 - h) Team captains shall submit final team rosters to the Board prior to the start of the last one-third of the regular season.
6. **Late Team Arrivals**—If at 7:05pm the field is ready for play any team that does not have sufficient players to field a team shall be penalized one (1) point for every five (5) minutes said team does not have sufficient players. If at 7:35pm said team does not have sufficient players, said team forfeits that game. In the case that both teams do not have sufficient players by 7:35pm, both teams forfeit the game and receive a 0-0 loss.
7. **Dropped Pull**—If a player on the receiving team is within eighteen metres (18m) or twenty yards (20yds) of the end zone which that player is defending (or is in the end zone) and makes contact with a pull which has yet to contact the ground and the disc then hits the ground, the pulling team takes possession of the disc on the receiving team's brick mark (i.e. 18m or 20yds from the receiving team). This means that in an instance of a "dropped pull", the pulling team can never start with the disc closer than 18m or 20yds from the end zone it is attacking.
8. **Half-Time**—Half-time occurs when one team reaches eight (8) points. Half-time lasts about five (5) minutes. In the event that neither team reaches eight (8) points by 8:15pm, the captains can call half-time after the completion of the point in play.
9. **Team Timeouts**—Teams are limited to three (3) team time-outs per game, one (1) minute each, with no more than two (2) of those being taken in any half.

Captain Duties

As a Westman Ultimate Disc League (WUDL) Captain or Co-Captain, you are expected to:

1. Attend the Executive meetings or send a co-captain or other designate if unable to attend, as well as attend all league meetings that require the captains to attend or send a co-captain or other designate if unable to attend. Attendance is not mandatory, but an unrepresented team will forfeit its right to object to any decisions made at the meeting in which the team was unrepresented;
2. Make sure ALL the information and materials given to you by the WUDL Board are passed on to all your players;
3. Be knowledgeable of the Official Rules of Ultimate, 11th Edition (ORU11), and WUDL rules amendments;
4. Bring a copy of ORU11 and WUDL amendments to each game;
5. Promote knowledge of and adherence to the rules among your players;
6. Demonstrate, encourage and promote the Spirit of the Game at all times;
7. Minimize, contain and immediately address incidents of taunting or other behavior on your team contrary to the Spirit of the Game;
8. Have sufficient players (at least six [6]) at the field ready to play at the official start time for each game;
9. Ensure that the field is set up for all games;
10. Report the score to the Website Director within three (3) days of a game;
11. Notify the opposing team at least twenty-four (24) hours in advance whether or not you are able to field a team for a scheduled game;
12. When a game is cancelled for any reason, the two captains are responsible for rescheduling the game in accordance to the Inclement Weather & Game Rescheduling Policy;
13. Submit incident reports if warranted; and
14. Stop play or postpone a game in order to safeguard a field against damage or if conditions become dangerous. If necessary, postpone the game in accordance to the Inclement Weather & Game Rescheduling Policy.

Conduct Committee

1. The WUDL Conduct Committee shall consist of:
 - a. The President;
 - b. Two members of the Executive, to be determined by the Executive itself; and
 - c. All Captains.
2. The Conduct Committee shall be responsible for:
 - a. Reviewing incident reports submitted by members;
 - b. Where deemed necessary, following up with players involved or witnesses of incidents;
 - c. Determining if disciplinary action is required; and
 - d. Communicating to the teams involved the results of the determinations.
3. Conflict of interest:
 - a. In any incident where a member of the Conduct Committee is involved, directly or indirectly (including if a teammate is involved in an incident), or if there is otherwise a conflict of interest (e.g. relative or significant other of the Committee member, even if on a different team), that member shall not be involved in the decision.
 - b. A member who does have a conflict of interest must declare so at the beginning of the meeting.
 - c. Likewise, in any incident referred to the Executive, if an Executive member is involved or has a conflict of interest, he/she shall not be part of the decision.
 - d. Committee Members or Executive Members excluded from decisions shall be allowed input as per any other player at large, if involved in an incident or witnesses to the incident.
4. Only members without a conflict of interest may vote.
5. In the event of a very serious incident where major disciplinary actions are considered, the Conduct Committee may refer the matter directly to the Executive to render a decision.

Incident Reports

1. If a major incident occurs at an Ultimate game, please contact WUDL at WestmanUltimate@hotmail.com. Examples of incidents that should be reported include but are not limited to serious injuries, grossly inappropriate behavior (see Discipline Policy), and a major conflict with other user groups.
2. Incident reports should contain the following:
 - a. Reporter's name;
 - b. Date and time of incident;
 - c. Location of incident;
 - d. Teams involved (if applicable), and names of those teams' captains;
 - e. Individual(s) involved in the incident (if the person submitting the report does not know a player involved from the other team the opposing captain should provide this information when requested);
 - f. Objective description of the incident (please try to be concise, accurate and nonjudgmental);
 - g. Contact information of any individuals who observed the incident; and
 - h. Whether you believe that WUDL should investigate this incident further.
3. All incident reports will be forwarded to the Conduct Committee for review. The Conduct Committee will review the description of the incident, and determine the appropriate response and further actions as required.

Incomplete incident reports will not be rejected, however note that lack of relevant information may limit the ability of WUDL to follow up/respond appropriately.

Discipline Policy

1. Whenever an incident report is received, it will be forwarded to the Conduct Committee for review.
2. If necessary, additional information will be sought from the complainant, the reported team/player, captains, and/or other witnesses.
3. Following review, the Conduct Committee will determine the appropriate level of response. This may include:
 - a. No action (e.g. a minor or frivolous complaint);
 - b. A formal warning; and
 - c. In very serious cases, or following a third offense by the accused requiring more than a warning, additional sanctions (up to and including suspension and expulsion from WUDL), or the matter may be referred directly to the WUDL Board to render a decision.
4. Notwithstanding Article 3 of this Policy, the WUDL Board retains power to authorize disciplinary actions before the third offense for incidents of a very serious nature.
5. Any Conduct Committee decision involving suspension or expulsion may be appealed in writing to the WUDL Board for reconsideration and possible reinstatement within seven (7) days of the Conduct Committee's decision. The WUDL Board shall respond within seven (7) days of receipt of the appeal. The decision of the WUDL Board on the appeal will be final.