

## Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check [imleagues.com/utdallas](http://imleagues.com/utdallas) for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

## Game Overview

- I. Players and Equipment
  - a. Teams must start a match with 4 players
  - b. Substitutions can happen after a score or during a timeout
  - c. UREC will provide discs.
- II. Court boundaries
  - a. The black basketball court boundary lines shall serve as the court lines. The end lines of the basketball court will serve as the beginning of the end zones. The end zones stretch from the end lines to the wall.
- III. Starting the game
  - a. There are no pulls indoors. To begin the game, the team starting with the disc will line up on their end zone line. The opposing team will line up 5 feet from them. The team will be holding the disc in which they will tap it to the ground, or an opposing player, to start the game. The game will begin and the team that tapped the disc will try to score in the opposite end zone. There is also no pull when a point is scored.
- IV. Moving Disc
  - a. Moving the disc can be done in any direction by completing a pass to a teammate.
  - b. Players may not run with the disc. This is a travel if they take more than 3 steps.
  - c. Deliberate “bobbling” or tipping of the disc to gain ground is considered travelling.
  - d. The “thrower” has 7 seconds to throw the disc and the defender guarding the thrower counts out the stall count.
  - e. When a pass is not completed (out of bounds, drop, block, interception) the defense immediately take possession of the disc and becomes the offense.
- V. Scoring
  - a. First to 15 points wins (win by 2) OR whichever team is ahead after a 20-minute running clock.
  - b. After a score, teams will change possession (no make-it, take-it).
- VI. Fouls
  - a. The game is self-officiated; thus players call their own fouls. SPIRIT OF THE GAME!
  - b. The player who has been fouled should call FOUL loud enough for the other players to hear.
  - c. No physical contact is allowed between players. A foul will result if such occurs.
  - d. Accidental contact during or immediately after the catching attempt is not a foul.
  - e. Catching fouls occur when:
    - i. A defender prevents a player from completing a catch by making contact with them
    - ii. A player (Offense or Defense) makes contact with a stationary player while making a play on the disc
    - iii. A player prevents an opponent from making a catch by placing their arms above an opponent (principle of verticality)
    - iv. A player who has jumped is prevented from landing on the same spot
  - f. Offensive fouls occur when:
    - i. the thrower makes contact with a defender who is stationary
  - g. Defensive fouls occur when:
    - i. The defender touches the disc or thrower while the thrower has possession.

- ii. The defender does not leave at least 1 disc width between their upper body and the thrower
- iii. The defender straddles the pivot foot of the thrower
- iv. The defender positions their arms restricting the thrower from pivoting
- h. Traveling
  - i. The thrower must establish a pivot foot and must retain that spot until the throw is released. Failure to do so is a travel and results in a stoppage of play and a check.
  - ii. In addition, each of the following is a travel:
    - 1. A player catches the disc and either speeds up, changes direction or does not stop as quickly as possible before establishing a pivot.
    - 2. A player receives a pass while running or jumping, and releases a pass after the third ground contact and before establishing a pivot.
    - 3. Purposeful bobbling (including tipping, delaying, guiding, brushing, or the like) to oneself in order to advance the disc in any direction from where it initially was contacted.
- i. How to enforce fouls
  - i. For calls made by the thrower:
    - 1. If the infraction occurred while the thrower was in the act of throwing:
      - a. If the pass was complete, play continues un-halted. Players should announce play on.
      - b. If the pass was incomplete, play stops and possession reverts to the thrower.
      - c. If the infraction occurred after the throw was released, the call is considered to have been made by a non-thrower
    - 2. If the infraction occurred before the thrower was in the act of throwing:
      - a. If the pass was incomplete, play continues un-halted. Players should announce play on.
      - b. If the pass was complete, play stops and possession reverts to the thrower.
  - ii. For calls made by a non-thrower:
    - 1. If the team that called the infraction has possession :
      - a. If the offense called the infraction before the thrower began the act of throwing, play stops, and possession reverts to the thrower.
      - b. If the offense called the infraction after the thrower began the act of throwing or if the defense called the infraction, play continues un-halted. Players should announce play on.
    - 2. If the team that committed the infraction has possession:
      - a. If the infraction affected the play (XVI.C.3), play stops and the disc reverts to the thrower unless the specific rule says otherwise.
      - b. If the infraction did not affect the play, play stops and the result of the play stands.