



## Sport & Social Club General Rules

### SCORE REPORTING

- Team captains are responsible for reporting the scores after your game through the SSC website. Teams have a 48-hour window to report scores after the completion of the game. Please be timely with your score reporting so league standings can remain updated for playoff positioning.

### STANDINGS/SCHEDULES

- Players can view league schedules and standings by logging into your player profile and clicking on 'Schedule and Standings'.

### PLAYER ELIGIBILITY

- All players must be added to the team roster by the team captain. This process confirms that all players have agreed to our policies and online waiver.
- Substitute players are allowed; however, they must be added to the team roster. Adding a substitute player from another team in the same league is allowed, however, regular/consistent use of a substitute player in the same league is considered unsportsmanlike and not encouraged.
- For a player to be eligible for a playoff game, the following criteria must be met, or the team will default the game:
  - Be on the SSC online team roster.
  - Play a minimum of two regular season games in a 6–10 week season, or three regular season games in an 11–14 week season.
  - Play for only one team per league/pool in playoff games. If a player plays for two teams, the second game will be defaulted.

### DEFAULTS

- A default will occur if a team cannot field a squad by 15 minutes after the official start time. If a team does not meet the standard eligibility requirements, team captains must confirm the outcome prior to starting the game. Captains may agree to waive the rules regarding eligibility requirements. If it is agreed that the game counts, it counts! In the event there is a default dispute, and the game was played, the SSC ruling is that the game counts.
- In the event of inclement weather, follow our SSC foul weather policy available on the website and the sport specific instruction below.

### ROUGH PLAY & PLAYER CONDUCT

- It is recognized that incidental contact between players is inevitable – however, all players should go out of their way to avoid creating unsafe play.
- Any unsportsmanlike conduct may result in immediate expulsion from the league. This includes, physical or rough play, verbal abuse, damage to facility property and/or loss of facility permit. Fighting will result in immediate expulsion from the league. View our complete Unsportsmanlike Conduct policy on our website.
- Drinking alcoholic beverages, use of drugs and smoking at your game site before, during, or after your game is strictly prohibited. Offenders will be asked to leave the league without refund. No Exceptions.

### GAME COORDINATOR (GC) ON-SITE SSC LEAGUE REPRESENTATIVES

- A Game Coordinator (GC) presence is dependent on sport, season, and/or facility locations. They are not referees, as all games are self-officiated. They are on-site to be a neutral supporter of both teams, clarify rules, manage equipment, start/stop games, and to inform players of league news.
- A Game Coordinator may stop a game before the full time has expired due to overly aggressive play, persistent unsportsmanlike conduct, or a general violation of the rules of the game.

## Sport & Social Club Ultimate Outdoor 7's Rules

<b>OBJECTIVE</b>	<ul style="list-style-type: none"> <li>• Ultimate, often called Ultimate Frisbee, is a non-contact team sport played with a flying disc. The objective of the game is to score points by passing the disc into the opposing end zone.</li> </ul>
<b>GAME LENGTH</b>	<ul style="list-style-type: none"> <li>• Games are 85 minutes in length including a 5-minute stop for halftime (unless otherwise indicated in your schedule).</li> <li>• Games start and end according to your online SSC schedule.</li> <li>• If games start late, games must finish at the scheduled time (e.g. 6:15pm-7:25pm).</li> <li>• Games are played rain or shine.</li> <li>• If a game is stopped due to lightning, games played until half time will constitute a complete game.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Teams are required to bring one official Ultimate disc and 6 pylons to every game. A refundable deposit is required, payable through online registration.</li> <li>• Teams should bring both light &amp; dark coloured t-shirts to help distinguish opponents.</li> <li>• Metal cleats are not allowed.</li> </ul>
<b>PLAYERS ON FIELD AND GENDER RATIO</b>	<ul style="list-style-type: none"> <li>• Teams are comprised of 7 players on the field. <ul style="list-style-type: none"> <li>○ Mixed Gender Leagues: Teams must always play with a minimum of 3 males and 3 females on the field.</li> <li>○ Single Gender Leagues: Teams must always play with the same gendered players on the field.</li> <li>○ Open Gender Leagues: There are no minimum gender requirements. Players participate freely without restrictions existing as to how many players of each gender are on the field.</li> </ul> </li> <li>• A team can play with a minimum of 6 people, as long as the gender requirements are met for the specific league.</li> <li>• Non-binary players count towards the team's roster count. In mixed gender leagues, their team must still meet the minimum male/female identifying players on the field.</li> <li>• Captains may agree to waive the rules regarding minimum players and gender ratio before the game starts.</li> <li>• A default for the match will occur if any team cannot field a squad 15 minutes after the official start time (unless otherwise agreed by both captains).</li> </ul>
<b>SCORING &amp; MERCY RULE</b>	<ul style="list-style-type: none"> <li>• There is no point cap.</li> <li>• Mercy Rule: If a team is up by 15 points after 1 hour of play, the losing team has the option of calling the game or choosing to continue.</li> </ul>
<b>GAME &amp; FIELD SET-UP</b>	<ul style="list-style-type: none"> <li>• Team captains should meet before the start of the game to set-up the field with the required pylons</li> <li>• To view a diagram of an Ultimate field set-up, click on the pdf document in the rules section.</li> <li>• Please check the online SSC schedule for a specific map of the facility and field orientation (when available).</li> <li>• The field set-up includes: <ul style="list-style-type: none"> <li>○ Total field length (60 paces)</li> <li>○ Between the end zones (50 paces)</li> <li>○ End zones (each 5 paces)</li> <li>○ Total field width (35 paces)</li> <li>○ A pace is approximately 3 heel-to-toe steps.</li> </ul> </li> <li>• To start the game, teams decide who gets first possession by flipping the disc.</li> <li>• Teams switch sides at half time.</li> <li>• Teams are responsible for keeping score &amp; time.</li> <li>• When the game time runs out the game is considered over and the current point is not finished.</li> </ul>
<b>GENERAL GAME RULES</b>	<p>In general, SSC plays by official <a href="#">USA Ultimate 11th edition rules</a> , for example:</p> <ul style="list-style-type: none"> <li>• Each point begins with both teams lining up behind each of their goal lines. The defense throws ("pulls") the disc to the offense. <ul style="list-style-type: none"> <li>○ Players on the pulling team may not cross the goal line until the disc is released by the "puller".</li> <li>○ Players on the receiving team must have a foot on the goal line and can only move once the disc is released by the pulling team.</li> <li>○ If either team fails to maintain proper positioning before the pull, the other team may audibly announce "off-side" and a re-pull ensues.</li> </ul> </li> <li>• The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc.</li> </ul>

	<p>The person with the disc "thrower" has ten seconds "stalls" to throw the disc. The defender guarding the thrower "marker" counts out the stall count.</p> <ul style="list-style-type: none"> <li>• When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.</li> <li>• The disc may travel out of bounds and return in bounds and still be played, as long as it has not contacted anything in the out of bounds areas.</li> <li>• Zone defense is permitted, though person-to-person defense is most common with SSC Ultimate leagues.</li> <li>• Teams may call a one (1) minute time-out if needed, except in the final 10 minutes of play.</li> <li>• A game can end in a tie during the regular season (ties are not allowed in playoffs, see below).</li> </ul>
<p><b>SPIRIT OF THE GAME</b></p>	<ul style="list-style-type: none"> <li>• 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' behaviour are contrary to the Spirit of the Game and must be avoided by all players.</li> <li>• It is our hope that more experienced teams will assist in the promotion and clarification of the spirit of the game and the rules. If a team or person is unclear on something, explain it to them to enhance the Ultimate experience and not to put them at a disadvantage. This will ensure that all games that are played are heading to a higher and more enjoyable level.</li> </ul>
<p><b>VIOLATIONS &amp; MAKING CALLS</b></p>	<ul style="list-style-type: none"> <li>• The offending player should call their own infractions, however any players involved with the infraction can also make a call. When a foul is called, play must stop immediately.</li> <li>• Foot blocks, pick and screens are not permitted and are considered fouls.</li> <li>• Players not on the field at the time of the incident cannot make a call.</li> </ul>
<p><b>PLAYOFFS</b></p>	<ul style="list-style-type: none"> <li>• Playoff games should only be 80 minutes in length in anticipation of needing the extra time to settle a tie.</li> <li>• In the playoffs when regulation time has expired, the current point should be played out until a team scores. If this point results in the score being tied, one more point is to be played in order to break the tie.</li> <li>• Team playoff position: Ties in the standings will be broken first by head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order.</li> <li>• The SSC office will update the playoff schedule once all scores have been submitted and after the last regular season game. Please do not assume the time/location of your playoff game until team names have been posted into the schedule.</li> </ul>

**REMEMBER... ALWAYS HAVE FUN!**