

These Rules must be read together with:	☒ The Curtin Stadium Conditions of Entry. ☒ The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact stadiumsports@curtin.edu.au
Game Length	40 minutes
Half Time break	N/A
Time-out	Each team is permitted one 30 second time-out.

1. GENERALLY APPLICABLE RULES

- 1.1. Players should endeavour to apply the [Official World Flying Disc Federation Rules](#).
 - 1.1.1. These Rules will prevail if there is any discrepancy.
- 1.2. Players are free to participate in a manner which best reflects their gender identity. These Rules will be applied based on gender identity.
- 1.3. Participants are responsible for conducting themselves in the spirit of the game – mutual respect, adherence to the rules, and enjoyment of the game.
- 1.4. All Ultimate Frisbee games will be self-umpired, with a Curtin supervisor on duty to assist.
- 1.5. Games will start at the scheduled time. Teams who are not ready to play may face penalties (see section 4).

2. PLAYERS

- 2.1. The maximum number of players on field at any time is seven.
- 2.2. The minimum number of players on field at any time is five.
- 2.3. Teams must have a minimum of three females.
- 2.4. Teams will abide by a 'prescribed ratio rule' where at the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting the gender ratio for the first point.
 - 2.4.1. The prescribed gender ratio is either three male and four female, or four male and three female.
 - 2.4.2. Following the first point, the ratio will be reversed and alternated every two points until the end of the game.

Example A

Four male, three female
 Three male, four female
 Three male, four female
 Four male, three female
 Four male, three female

Example B

Three male, four female
 Four male, three female
 Four male, three female
 Three male, four female
 Three male, four female

- 2.5. Teams must abide by the gender split and the 'prescribed ratio rule' except in circumstances where the gender split cannot be achieved (i.e. injury, lack of players, etc...).
 - 2.5.1. If required, a new gender split can be mutually agreed on by both team captains and must be approved by the social sport supervisor.
 - 2.5.2. If a team cannot fill the required gender split, they must play player(s) down.
- 2.6. If a team is unable to field three female players, they may either play:
 - Play with fewer total players – seven players, minus however many female players the team is missing. The final score will stand for the competition.
 - A 'friendly' game with the incorrect ratio, assuming an automatic loss. The team with the incorrect ratio will be awarded a forfeit (0 points for them and win points for the opposition).

CURTIN

SOCIAL ULTIMATE FRISBEE RULES

- In either circumstance, both teams must pay their normal game fee.

Female Players	Max. Players Allowed
Three or more	Seven
Two	Six
One or less	N/A - Forfeit

3. SUBSTITUTIONS

- 3.1. A team may make substitutions after a goal is scored and before the team signals readiness for the pull.
- 3.2. Teams may not substitute a male player for a female player or a female player for a male player.

4. SCORING

- 4.1. There is no point cap. The team with the most points at the conclusion of the game are awarded the win, or in case of a drawn score, a draw will be recorded.
- 4.2. Teams should keep score and mutually agree on the score of the game upon its completion.

5. PENALTIES

- 5.1. Teams must have the requisite number of players on the field (in the correct player ratio) to be considered "ready to play". If a team is late, they will be penalised as follows:

Number of minutes late	Goal Penalties
1 – 10	1 goal per minute late
> 10 minutes	NA - forfeit

FORFEITS

- 5.2. If a team forfeits their match, the opposing team:
 - will be awarded a win of 8 – 0; and
 - will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

6. DRAWS

- 6.1. If the game is a draw at the end of finals fixture an overtime period of 5 minutes will be played. The team in front at the end of the extra time period will be the winner.
- 6.2. If the game is still a draw at the end of the overtime period a second overtime period will be played where the first team to score 2 will be declared the winner.

7. SUSPENSIONS AND EJECTIONS

- 7.1. Incidents that are deemed dangerous or unsporting, as reported by a supervisor or an opposing team, will be investigated by Curtin Sport and Recreation Coordinators.
- 7.2. Participants must adhere to the Curtin University Sport Participation Terms and Conditions and the Conditions of Entry. Any behaviour that violates these conditions may result in consequences determined by Curtin, at its sole discretion.

8. CURTIN DISCRETION

- 1.1. All games will be self-umpired; therefore, teams will need to agree on all calls. If a situation arises which is not covered by these Rules, the Supervisor and/or Sport and Recreation Coordinator will use their discretion to make a decision.