

2003 CUC TOURNAMENT RULES

The UPA 10th Edition rules apply, with the following clarifications:

- ❑ All pool play, quarterfinal, semifinal and consolation final games will be played to 15 (win by 2), with a soft cap (maximum score) of 17. Games are scheduled for 90 minutes, with a time cap system implemented 15 minutes before the scheduled finish time.
- ❑ All final games will be played to 17, with a soft cap (maximum score) of 19. Games are scheduled for 120 minutes, with a time cap system implemented 15 minutes before the scheduled finish time.
- ❑ **Caps.** The current point begins when the previous point is scored and ends when the subsequent point is scored.
 - Games finish when either team reaches the “soft cap”. A “soft cap” (per the UPA 10th Edition) is an originally scheduled maximum score. The soft cap will be the originally scheduled winning score plus 2.
 - A team can win at the soft cap without leading by 2.
 - A time cap officially comes into effect **at the end of the current point** once a game is within 15 minutes of the scheduled finish time. **Once the current point ends**, the game is played to a number of points equal to the number of points accumulated by the leading team, or both teams in the event of a tie, plus 2; **and no further time-outs are permitted.**
 - If a team is already at or over the originally intended score of the game, the game ends when one team gets to the soft cap (maximum score).
 - The captains are responsible for monitoring the time cap time. To assist them in doing so, a horn will sound at the specified time. If captains do not hear the horn, the time cap system is nevertheless to be implemented at the specified time.
- ❑ **Overtime.** A game is in overtime at 14-14 unless the game is capped so that the winning score is 15.
- ❑ **Time-outs.** For all games other than final games, each team shall have 3 time-outs. A team may only use 2 time-outs per half.
 - For all final games, each team shall have 2 time-outs per half.
 - Regardless of how many time-outs a team has used before overtime, in overtime each team has one time-out **UNLESS the game is in the time cap (no time-outs after the time cap officially comes into effect).**
- ❑ **Foot blocks** are legal for all playing divisions at Nationals. Foot blocks may be removed from individual games with the consent of both captains. If the captains agree to remove foot blocks from a game, an attempt by the marker to block a throw with his/her foot is to be treated as a foul on the marker, whether or not there is contact.
- ❑ **Gender Ratio.** For the Mixed division, the gender ratio is defined as 4/3-3/4.
 - The receiving team will determine if the current point will be played with 4 men and 3 women, or 3 men and 4 women.
 - The pulling team must match the gender ratio of the receiving team.
- ❑ **Disputes.** If a dispute cannot be settled immediately (within 1 minute) then the disc must be sent back to be replayed. Only the players involved in the dispute (and the captains, if necessary) should discuss it.
- ❑ **Playoffs.** Following all quarterfinal and semifinal games, all losing teams are required to either play a placement game for final CUC rankings, or come to some decision as to which team will gain which final position.
 - If one team agrees to play a placement game and can field a legal team and the other team refuses to play or can not field a legal team, the team that was willing and able to play the game will be considered the winner of that game.
 - If neither team is willing to play the game and no agreement can be reached, then CUPA will assign the placement of each team based on head-to-head games or, failing that, point differential from the teams’ quarterfinal and semifinal games.

- **Tie Breakers.** In the case of a tied record between two teams, the head-to-head match up will be used to determine the higher-ranking team.
 - In the case of a tie between 3 teams, the record in the games between those teams will be considered. If teams are all 1-1 (a circular tie), point differences will be calculated for the games between the 3 teams. If this results in a tie, then points scored for each team in these games will be used. If this results in a tie, then total point difference for the teams in all current pool games will be used. If this results in a tie, then points scored for each team in all current pool games will be used. If this results in a tie, then total point difference for all games played in the tournament will be used. If this results in a tie, then total points scored for each team in all games in the tournament will be used. If this results in a tie, then some random contest will be devised to determine the rank of these teams.
 - After one team is selected, being ranked either 1st or 3rd, if the other 2 teams are tied on point differential, then head-to-head match-up of the tied teams will be used.

- **Time.** All games for all divisions shall be governed by the following time rules. The CUC will provide timekeepers to enforce these rules for all semifinal and final games.
 - **Time between pulls:** From the time a point is scored, the new receiving team will have 70 seconds to signal its readiness for the next pull. The pulling team will have an additional 20 seconds to pull the disc.
 - Timekeepers will signal the time by blowing a whistle once at 50 seconds, twice at 70 seconds and three times at 90 seconds.
 - Any timing infringement by a team will result in that team using one of their time-outs. If an infringing team has no time-outs remaining, or the game has advanced in the time cap, the non-infringing team receives possession of the disc at the brick mark closest to the opponent's end zone. (Teams may set up; play is started with a check.)
 - **Time-outs:** Time-outs will also be timed. Time-outs will be no more than 2 minutes in length. From the point the time-out is called, the offensive team will have 100 seconds to establish stationary positions and signal their readiness to resume play. The defensive team will have an additional 20 seconds before they must check the disc in.
 - Timekeepers will signal the time by blowing a whistle once at 80 seconds, twice at 100 seconds and three times at 120 seconds.
 - If the offensive team is not ready within 100 seconds, they will be charged with another time-out. However, they will not gain the advantage of another 90 seconds. If the team has no more time-outs, then possession of the disc goes over to the other team (disc must be checked to resume play). If the defensive team is not ready to put the disc in play after 120 seconds, the offensive team may ground check the disc and start play.
 - **Half-Time:** Half-time will be no more than 5 minutes in length. From the time the last point of a half is scored, the new receiving team will have 4 minutes and 40 seconds to signal its readiness for the next pull. The pulling team will have an additional 20 seconds to pull the disc.
 - Timekeepers will signal the time by blowing a whistle once at 4 minutes and 20 seconds, twice at 4 minutes and 40 seconds and three times at 5 minutes.
 - Any timing infringement by a team will result in that team using one of their time-outs. If an infringing team has no time-outs remaining, or the game has advanced into the time cap, the non-infringing team receives possession of the disc at the brick mark closest to the opponent's end zone. (Teams may set up; play is started with a check.)

If you need clarification of any rule, please consult your rules representative:

- Juniors -
- Women's – Courtney White, Dame
- Open – Kyle Parker, General Strike
- Mixed – Lorne Beckman, IAX
- Masters – Dave Barnabe, Wuz

Please play with spirit. It makes it a better experience for everyone.