

CUUC 2005 Rules and Regulations

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

- **Teams are strongly urged to play out all Sunday games, unless BOTH captains agree otherwise.**
- Bricks are 15 yards.
- Finals are to 17 (win by two, hard cap at 19). Finals time cap TBD on captains' and TD's agreement.
- **FRIDAY AND SATURDAY:** Games are to 13 (hard cap at 15). Listed game end time is cap time (complete point). A horn will sound to signal cap time. The current scoring attempt is always completed. If the score is tied after that scoring attempt, the teams play one additional point.
 - Current scoring attempt: A scoring attempt begins when the previous goal is scored and ends when a subsequent goal is scored. If the horn for the time cap blows...
 - During play, that point must be finished.
 - During a time-out, that point must be finished
 - During half-time or "between points" the "next" point must be played.
 - If one team is leading by two points or more, the captains may agree not to play further.
- **SUNDAY:** All games are to 15 with a "soft" cap of 17. Currently the "time" cap is setup for 1:30 at which time you add two to the high score and play to that number. There is no "hard time cap".
- Teams will have 15 minutes to finish their game AND start their next game. Listed game end time is cap time.
- Each team has one (1) time-out per half plus a floater. The number of time-outs are not affected by the cap.
- Overtime: A game is in overtime at 14-14 unless the game is capped so that the winning score is 15.
- Regardless of how many time-outs a team has used before overtime, during overtime each team has one (1) timeout.
- **IN THE WOMEN'S DIVISION,** foot blocks are only legal if they are committed from a safe distance (at least 3 feet away from the thrower). Captains may agree to disallow foot blocks in a game.
- 7 players per team per field. 6 minimum needed to start a game.
- Trees are not live, unless captain's agree otherwise.
- 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 team captains, if necessary) should discuss it.

Tiebreaker Criteria: A given tie-breaker rule applies equally to all the teams that are tied. If, after the application of a given rule, all of the teams are still tied, go to the next rule. If not all teams, but one or more subgroups of the teams are tied, separate these teams into groups and go back to rule a) with each of the groups individually.

- a) Win-loss records, counting only games between the teams that are tied.
- b) Point differentials, counting only games between the teams that are tied.
- c) Point differentials, counting games against all common opponents.
- d) Points scored, counting games against all common opponents.

e) Points against, counting games against all common opponents.

f) Flip a disc.

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