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### **LEAGUE OBJECTIVE**

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**To provide a platform to share the gospel & impart biblical values to both Christians and non-Christians**

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### **THE TEAM**

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1. Each team must register a minimum of 14 and a maximum of 25 players for the league.
2. New players can be registered no later than 1 month from the date of commencement of the league if the team has not reached the maximum of 25 players.
3. No players can be deregistered while the league is in progress.
4. Each team consists of mixed gender with 4 males and 3 females on the line at any point in time. (4:3 gender ratio, unless specifically agreed by the captains and approved by the league organizers).
5. There is no age limit on the players.
6. No unregistered players may be fielded during the course of the league.
7. The Team Manager is the sole spokesperson for the team.
8. All participating teams must be affiliated or accountable to a church or Christian organization.

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### **TEAM COMMITMENTS**

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1. Each team must have a matured Christian Team Manager committed to:
  - a. impart biblical values and share the gospel
  - b. carry out the curriculum
  - c. provide end-season report on actions, responses of players and evaluation
2. Each team must prepare their players to do a short sharing (maximum 10 minutes) on what they have learned from the curriculum or the training sessions or participation in this league.
3. One registered player from one of the two teams is to do the sharing before the start of the match they are involved in.



# ULTIMATE FRISBEE CROSSROAD SPORTS LEAGUE 2016

## Rules & Regulations

4. Each team will have to send one representative to be an official in the match slot either prior or after their game. The official's responsibility includes:
  - a. Time keeping
  - b. Score keeping
  - c. Collection of score sheets and spirit score sheets

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### LEAGUE SYSTEM

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1. The league will be split into groups in round-robin format. The number of teams in each group is dependent on the total number of participating teams.
2. Games will be played first to 13 points.
3. Games will be 1 hour long, with a hard cap at 55 mins. When the hard cap is called, finish playing the current point:
  - a. If one team has more points than the other team, the game ends.
  - b. If the score is even, play 1 more additional point (Universe point).
4. The top \_\_\_ teams of each group will proceed to the Cup knockout, whereas the \_\_\_\_\_ teams of the group will proceed to the Plate knockout. The losers of the semi-finals in the Cup knockout will proceed to the 3<sup>rd</sup>/4<sup>th</sup> placing while the winners of the semi-finals proceed to the Final. <sup>1</sup> There will only be 1<sup>st</sup>/2<sup>nd</sup> placing for Plate knockout.
5. Team rankings are determined by their win-loss ratio within their group.
6. At the end of the round-robin within a group, if two or more teams share the same win-loss ratio, their ranking will be decided as follows:
  - a. Head to head match result; the team that wins in the corresponding fixture ranks higher.
  - b. Goal difference; the team with the higher goal difference ranks higher
  - c. Spirit Score; the team with the higher spirit score ranks higher
7. Team Managers must attend the Team Managers' meeting scheduled before the commencement of the league. Otherwise, the team will not be allowed to participate in the league.



# ULTIMATE FRISBEE CROSSROAD SPORTS LEAGUE 2016

## Rules & Regulations

8. Team Manager must attend the scheduled Monthly Team Managers' meeting. A representative must be sent in lieu if Team Manager is unable to attend. Teams whose representatives fail to attend the monthly meeting would have 2 points deducted from their league standing.

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### REGISTRATION/REPORTING

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1. Players are subject to random checks and are to present one of their personal IDs as stated below:
  - a. Passport
  - b. Student Pass
  - c. Identity Card
  - d. EZ link card
  - e. Driving license
2. Teams that register players using false IDs will be disqualified from the league.
3. Teams that are late for registration / reporting may be disqualified or penalized at the discretion of the Organizers.
4. Teams are to report to competition venue at least 30 minutes before the match starts (to report, warm-up and prepare team sharing).

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### GROUND-RULES

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1. Players are to be in proper sports attire for the games.
2. Players are to conduct themselves properly throughout the entire league.
3. Players or teams that violate these guidelines may be disqualified from the league at the discretion of the Organizers.
4. At the discretion of the Organizers, when the rules are seriously breached (heavy foul play, foul play on purpose, misconduct toward the match officials, the audience or other players), one player or a team may be disqualified from the league.



# ULTIMATE FRISBEE CROSSROAD SPORTS LEAGUE 2016

## Rules & Regulations

5. A walkover will be issued to teams that fail to turn up for matches 5 minutes after the official match time. The match will be awarded to the opposition with a 0:13 score line.
6. Teams playing in the first match will set up the place (at least 15 minutes before match starts) and teams playing in the last match will clear up the place (within 15 minutes after match ends).
7. If Team Manager foresees that the team will not be able to play for a scheduled match, he/she may appeal to the organising committee for re-schedule of match at least one month in advance.
8. Match officials must still turn up for their officiating duties even if Team Managers have successfully appeal to reschedule a match.

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### GAME RULES

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1. All rules are as per stated in The Official WFDF Rules of Ultimate (2013 Edition)  
<http://rules.wfdf.org/>

#### Notes:

- <sup>1</sup> *The actual league format will be decided by the Organizers based on the total number of participating teams after registration closes.*
- <sup>2</sup> *The organizing committee holds the right to decide on any issues raised that are not stated in the Rules & Regulations*
- <sup>3</sup> *The organizing committee has the right to alter the schedules of the League if necessary. Participating teams will be informed of the changes.*
- <sup>4</sup> *Participating teams shall be responsible for their own first aid and medical coverage throughout the League.*
- <sup>5</sup> *The organizing committee and its sponsors shall not be held liable for any accident, injury or loss of personal property during the League.*
- <sup>6</sup> *All decisions made by the organizing committee are final; appeals can only be made to the disciplinary board by Team Manager.*