

## **Ultimate – School Games Pilot Events**

### **Event Details & Game Rules**

#### **Game Rules:**

- 4 players on the pitch at any time (2 male, 2 female).
- At the start of the game each team will flip a disc, with one player calling whether they think they will land the 'same' way up or 'different'. If correct, they can choose whether or not to play offence first, or whether they want to choose an end to start at. The other team will get to choose the other.
- Every point will start with both teams lining up on the front of opposite endzones. The team with the disc (who have just scored the previous point) will 'pull' (throw) the disc to the other team to start play. This other team will pick up the disc and play from wherever it comes to rest, or wherever it left the 'central zone'. They keep possession even if they try to catch the 'pull' but drop it.
- Points are scored by catching a throw in the endzone furthest from where the team starts. To score, all contact points must be in the endzone when the disc is caught (i.e. one foot in and one foot out is 'out').
- Substitutions can happen at any time by 'high fiving' a player of the same gender at the side of the pitch.
- Players cannot move when in possession of the disc, only 'pivot' on one leg. If a player is identified as moving ('travelling'), they must move back to where they started, but they retain possession.
- Possession changes to the other team whenever a throw is incomplete (i.e. hits the floor, is caught/knocked to the floor by an opponent, is caught out of the pitch).
- The game is non-contact. Any contact which affects a player's ability to make a catch or throw is a 'foul'. Play resumes as is the foul had not occurred (e.g. a fouled catcher gets possession of the disc, a fouled thrower gets another throw).
- If the person committing the foul disagrees with the call, they can 'contest' it. If both players cannot agree, the disc goes back to the thrower and play restarts there.
- Only one player from the opposing team is allowed to 'force' the thrower (stand close to them). All other opponents must stay 3m away unless actively marking another player in that space.
- A marker must allow the thrower enough space to turn around on the spot.