

Texas, Ultimate!

High School Team Information

Team Name:

School:

School Address:

City, State

Faculty Sponsor:

Phone:

E-mail:

Captain:

Year of Graduation

Phone:

E-mail:

Parent/Guardian

Address

Phone:

E-mail:

Co-Captain:

Year of Graduation

Phone:

E-mail:

Parent/Guardian

Address

Phone:

E-mail:

Parent Contact:

Parent/Guardian of _

Address

Phone:

E-mail:

COST

Registration for a team requires team deposit in the amount of \$50.00*. Checks may be made payable to *Texas, Ultimate!*

Ultimate and the Spirit of the Game

Ultimate relies on a spirit of sportspersonship, which places the responsibility for fair play on the individual. Highly competitive play is encouraged, but never at the expense of the bond of mutual respect between players. And, never with an intention to abuse the agreed upon rules of the game or destroy the pure joy of play.

*Actions that go against these principles may hasten the day when players' no longer control the game. Playing by the **Spirit of the Game** will help Ultimate remain a sport where each of us is free to decide, for themselves, what fair play means to him or her.*

*Remember, no set of rules can replace a players **respect** for one another and the*

Spirit of the Game.

Signature Page

To the best of our knowledge, the information contained in this team application is complete and accurate. Our leadership accepts responsibility to create a team that is knowledgeable of the rules and SPIRIT of the Sport of Ultimate. We expect each participant to accept responsibility to consistently participate as a self-regulating athlete.

Captain: _____ **Date:** _____

C0-captain: _____ **Date:** _____

Faculty Sponsor: _____ **Date:** _____

Parent Coordinator: _____ **Date:** _____

REGISTRATION of TEXAS TEAMS

Mail a hard copy of this application which includes:

- ✓ team information page
- ✓ signature page and
- ✓ team registration fee to:

TEXAS, ULTIMATE!
PO BOX 3567
AUSTIN, TEXAS 78764-3567

THE SPORT OF ULTIMATE

The Ultimate Player's Association is the Governing Body for the sport of Ultimate in the United States. According to its' official rule book, the sport of Ultimate is defined:

Ultimate is a player defined and controlled non-contact team sport played with a flying disc on a playing surface with end zones in which all actions are governed by the "Spirit of the Game."

The Spirit of the Game

A unique feature of Ultimate is self-refereeing. A high priority is placed on sportsmanship and fair play. Players are responsible for their own foul and line calls. This element, "The Spirit of the Game," is greatly valued by players because it creates an etiquette and camaraderie not found in other sports.

Ultimate players resolve their own disputes. Highly competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play. Actions, such as taunting, intentional fouling, and "win-at-all-costs" behavior are contrary to the Spirit of Ultimate.

It is important that players learn the rules, respect the rules of the game, and respect their opponents while engaged in play. This form of self-empowerment on the field of play is the central governing principle of Ultimate. Engrained in the basic philosophy of the sport, playing by the 'Spirit of the Game' is written into the rules and is practiced at all levels of play.

From the 11th Edition official rules published by the Ultimate Players Association

"The purpose of the rules of Ultimate is to provide a guideline which describes the way the game is played. It is assumed that no Ultimate Player would intentionally violate the rules; thus there is no harsh penalty for inadvertent infraction, but rather a method for resuming play in the manner that simulates what most likely would have occurred absent infraction.

In Ultimate, an intentional infraction would be considered a cheating and a gross offense against the spirit of sportsmanship. Often a player is in a position to gain advantage by committing an infraction, but that player is morally bound to abide by the rules. The integrity of Ultimate depends on each players responsibility to uphold the SPIRIT of the Game, and this responsibility should remain paramount."

Ultimate in 10 Simple Rules

The Field: A rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 25 yards deep.

Initiate Play: Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.

Scoring: Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.

Movement of the Disc: The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.

Change of Possession: When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.

Substitutions: Players not in the game may replace players in the game after a score and during an injury timeout.

Non-contact: No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

Fouls: **When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.**

Self-Officiating: Players are responsible for their own foul and line calls. Players resolve their own disputes.

Spirit of the Game: Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

The Ultimate Players Association (UPA) is the national governing body for the Sport of Ultimate in the United States.. All contents copyright 2004. All rights reserved.

Ultimate Etiquette

- A. If an infraction is committed and not called, it is the responsibility of the player to inform the infracted player or team of the violation.
- B. It is the responsibility of all players to avoid delay when starting, restarting or continuing play. It is poor spirit to stand over a disc or take more time than reasonably necessary to put the disc into play.
- C. On stoppage of play, players should identify themselves and their position on the field.
- D. If a dispute arises on the field, play is stopped and is restarted with a check of the disc when the matter is resolved.
- E. If a novice player commits a violation out of sincere ignorance of the rules, it should be common practice to stop play and explain the infraction.
- F. When a call is made, throwers must stop play by visibly or audibly communicating stoppage as soon as they are aware of the call. All players should echo calls on the field.
- G. In addition to the assumption that players will not intentionally violate the rules, players are similarly expected to make every effort to avoid violation.

The sport of Ultimate depends on passion, dedication and hard work. We value honesty and integrity. We play with tolerance and uphold the value of fun. We respect athleticism. We value sportsmanship and teamwork. We recognize the importance of competition; as it encourages the development of skills and character in both individuals and teams. As self-regulating players, *we will not tolerate* excessive on-field violence or abusive behavior. We discourage acts that hurt the sport of Ultimate. Blatant disrespect of the rules of the game and other players is considered a gross violation of the

Spirit of the Game.