



## Convening Committee 14/15 Sheares Hall

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### Frisbee

#### 1 Rules and Regulations

- 1.1 All players will abide to the General Rules and Regulation as laid down by the Inter-Hall Games Convening Committee 2014/15.
- 1.2 The game shall take place in the format of one-day carnival style round robin.
- 1.3 The competition will be conducted in accordance to the latest standard rules of the game as approved by the WFDF Rules of Ultimate 2013, with exceptions to the rules stated below.
  - 1.3.1 The game will be a 7-a-side game. Offence calls the lineup to be either:
    - 4 males, 3 females or
    - 5 males, 2 females
  - 1.3.2 The IVP cap will be set at 6 with 2 IVP players on the player field at any one point of time.
  - 1.3.3 A team can have up to 25 players. A maximum number of 7 players are allowed on the field at any one time.
  - 1.3.4 The matches shall be hard cap of 45 minutes with game to 13 points, and mirror half at 7 points. If score is tied after the point is played, last point will be played to determine the winner.
    - 1.3.4.1 First pull must be out before 15 minutes buffer time is up. Team that is late will get walked over. Game will then carry on for 45 minutes after the first pull.
  - 1.3.5 Table Style
    - If there is a tie, the goal difference will be used.
    - If there is still a tie after the goal difference, use the number of goals scored
    - If there this still fails, use head-to-head
  - 1.3.6 The field size will be 100m by 37m with 18m try line at each end.

#### 1.3.7 Time outs

- During the point: By 2 minutes, players should be back in the field setting up. By 2½ minutes, they must have finished setting up.
- After a point: By 2 minutes, players must be on the line. By 2½ minutes, the pull must have gone up.
- If the teams did not do what was required by the stipulated time, the team will be deducted 1 point.
- A reminder will be given at the 1½ and 2 minute mark.
- During the last 5 minutes of the game, neither team will be allowed to call a time out
- If either team calls a time out, rule 20.7 of WFDF Rules of Ultimate 2013 applies.

1.4 In case of disqualifications, the disqualified teams will not need to play future games. These games will not be counted, including the games played against them.

1.5 In the case of inclement weather, points will be kept and the game will be suspended and to be played another day. The team that is in possession of the disc will receive the pull.

## 2 Manpower

Each hall will provide the adequate manpower for the following purposes:

Manpower	Duties	Quantity
Official		0 (NIL)
Scorekeeper	To keep the score for the game	1
Time Keeper	To keep time for the game	1

### **3 Logistics**

The following logistics will be required for the smooth running of the games:

<b>Item</b>	<b>Quantity</b>
Discraft 175gram Frisbee	6
Cones	16
Field lines to be drawn	

## **4 Declaration**

The above Rules and Regulations have been agreed upon by the various Captains of Frisbee, Inter-Hall Games 2014/15.

Carolyn Ng  
Frisbee  
Convening Captain  
Raffles Hall

Eugene Teo  
Frisbee  
Captain  
Eusoff Hall

Kalyanasundaram  
Frisbee  
Captain  
King Edward VII Hall

Mathias Lim Choon Chieh  
Frisbee  
Captain  
Kent Ridge Hall

Soon Hui Ker  
Frisbee  
Captain  
Sheares Hall

Ong Ding Liang  
Frisbee  
Captain  
Temasek Hall

Cheung King Man  
Frisbee  
Liaison Officer

Su Ying Lun  
Inter-Hall Games 2014/15  
Convening Chairperson  
(Sheares Hal)

