

Ultimate Rules at Winterflug – Continuous Play

WFDF rules

WFDF rules with the usual indoor modifications (stall count 8, ceiling, no brick)

Timed Games

timed games. no point limit. every game has two halves of 11 minutes (13 minutes for all games starting Sunday 9:55 and later). When time is over, play stops. If the disc is in the air when the time is over, play continuous until the outcome of the play is determined.

Halftime

one minute halftime. each team gets one 60 second team time out per game, the game clock is stopped during the time out and is restarted after the 60 seconds have elapsed.

Ties

ties are possible in pool play and count for 1/2 win. if the score is tied at the end of an elimination game, play continuous til the next score.

Start On Time

games will start on time. teams should make all necessary arrangements (flip, shirt colors etc.) during the previous game. circling up after the game shall be done on the side to let the next game start on time.

Loser Scores

loser scores the next game.

But!!! Non-stop modus

One Pull

only one pull per half.

Switching Sides

sides are switched only once: at halftime.

After a Score

after a score, the receiver quickly raises the disc to signal the score, and then puts the disc on the ground. A player of the scored upon team picks up the disc and puts it into play at the midpoint of the endzone line (no check necessary, the spot is marked, the new thrower just establishes the pivot at the spot). There shall not be a long delay between score and continuation of play; as a rule of thumb, it shall be below 8 seconds.

Substitutes

substitutions can be made at any time. Each team has a clearly marked substitution area at the sideline next to the middle (on the side of the field of the endzone they are defending). To substitute a player, this player enters the substitution area and tags the new player in the substitution area, before the new player can enter the playing field. A player in possession of the disc (i.e. the thrower) can not be substituted.

