

Hønefoss Discsport Challenge

Ultimate, Hønefoss Idrettspark, 16-17. juni 2007

TOURNAMENT FORMAT AND OTHER INFO

- Games go to 10 points.
- Time cap of 35 minutes.
 - The time is over after 35 minutes. When time is over, the point in play must be completed. If the time finishes between two points (i.e. when the teams are on the lines or are lining up), one more point is to be played.
- Points
 - The game is over...
 - 1) as soon as a team scores 10 points with a lead of at least two points
 - 2) if the team with the least points has minimum 9 points and the point gap is two
e.g., 9-11, 12-14, 15-17
 - 3) if the point gap is two or greater at the time cap (e.g., 7-4)
 - Hard cap:
If the point gap is less than two after the time cap and the last point is finished, then the score to reach in order to win the game is determined by summing one point to the current leading team's score.
E.g., after the time is over and the point is finished...
TEAM A - TEAM B 12-12: the game is to 13
TEAM A - TEAM B 7-8: the game is to 9
- Points in Play-offs
 - The only difference is the hard cap: sum two points (instead of one) to the current leading team's score.
- No half-time.
- Time-outs: Each team is permitted one 2-minute non-injury time-out per game. No time-out during extra time.
- The Pull: (her er noen utvalgte situasjoner)
 - A dropped pull is a turnover.
 - If an offensive player drops the pull while out of bounds, it's a turnover and the disc is put into play at the point on the perimeter line closest to where the disc became out of bounds.
 - If an offensive player drops the pull in the field of play and the disc goes out of bounds, it's a turnover and the disc is put into play at the point on the perimeter line closest to where the disc became out of bounds.
 - If an offensive player drops the pull in the endzone, it's a turnover and play starts on the endzone line nearest to the point where the disc was dropped.
 - If the disc is caught in the endzone, or the disc lands and stays in the endzone, then the disc is put into play at the point where it was caught or stopped.
 - If an untouched disc crosses the perimeter line of the endzone after touching the endzone, then the disc is put into play on the endzone line nearest to where the disc crossed the perimeter line.
 - If the disc initially contacts the endzone and then crosses the perimeter line of the endzone after touching an Offensive player, then the disc is put into play from the perimeter line where it left the endzone, not from the endzone line.
 - If an untouched disc crosses the perimeter line of the endzone without touching the endzone, then the disc is put into play at the brick mark.
 - If an offensive player catches the disc out of bounds, the offensive player puts the disc into play at the point on the perimeter line closest to where the disc became out of bounds.
 - If the disc becomes out-of-bounds without first touching the Field of Play or an Offensive player, the choices are:
 - 1) put the disc into play where the disc crossed the perimeter line
 - 2) invoke the Middle rule.

There is no free choice between "Brick" and "Middle" any more.

 - If the disc left the field beyond the brick mark, the disc is placed at the brick mark.
 - If the disc left the field before the brick mark, the disc is placed in the middle of the playing field proper closest to where the disc last crossed the perimeter line.
 - No check is required, the disc can be played immediately.
 - If no player signals middle, the thrower puts the disc into play at the nearest point on the playing field proper to where the disc last crossed the perimeter line.

- Summary of major WFDF ultimate rule changes, effective 1. april 2007:
 - Introduction of scoring a point by a defensive player (aka Callahan Goal in the US): A point is scored if a defensive player intercepts and catches a disc in the opponents endzone - no further pass is required.
 - Changes in stall count: If the offense commits a rule violation and gets called for it (e.g. travel, thrower fouls marker) and does not contest the call, then the stall count won't be restored to 6 but continue where it was (with a maximum of 8, i.e. "stalling ... 9").
 - Picks can only be called if one is within 5 meters. Other dangerous blocking of players are fouls.
 - If the disc initially contacts the endzone and then crosses the perimeter line of the endzone after touching an Offensive player, then the disc is put into play from the perimeter line where it left the endzone, not from the endzone line.
 - There are some additional Marker Violations, e.g. "disc space" and "straddling" are now calls, and they are handled like "double team".
 - There is now officially a technical stoppage - e.g. when a dog runs across the field.
 - There is no free choice between "Brick" and "Middle" any more.
 - If the disc left the field beyond the brick mark, the disc is placed at the brick mark.
 - If the disc left the field before the brick mark, the disc is placed in the middle of the playing field proper closest to where the disc last crossed the perimeter line.
 - No check is required, the disc can be played immediately.
 - If no player signals middle, the thrower puts the disc into play at the nearest point on the playing field proper to where the disc last crossed the perimeter line.

- Advancement Rules:
 - A given tie-breaker rule applies equally to all the teams that are tied.
 - If, after the application of a given rule, all of the teams are still tied, go to the next rule.
 - If not all teams, but one or more subgroups of the teams are tied, separate these teams into groups and go to Rule 1 with each of the groups individually.
 - Rule 1. Won-loss records, counting only games between the teams that are tied. When only two teams are involved, this rule is commonly called "head-to-head".
 - Rule 2. Point differentials, counting only games between the teams that are tied.
 - Rule 3. Point differentials, counting games against all common opponents.
 - Rule 4. Points scored, counting only games among the teams that are tied.
 - Rule 5. Points scored, counting games against all common opponents.
 - Rule 6. Draw