

30 YEARS

TORONTO ULTIMATE CLUB



Celebrate 30 years of TUC excellence!

at the

**TORONTO ULTIMATE CLUB
30th Anniversary Gala**

**Friday, October 22nd, 2010
Steam Whistle Roundhouse**

Tickets on sale June 1st!

Details at tuc.org

Captain's Responsibilities

Team captains must:

- Make sure that all team players are registered TUC members and on your roster! (new players who join the team part-way through should be members by their 3rd game)
- bring the captain's handbook to each league game
- know the rules of Ultimate (11th Edition) and bring the rulebook to each game
- understand the TUC policies outlined and ensure that teammates are aware of them
- meet with the opposing captain before each game to clarify rules (captain's clause) and other issues which may become problems
- work with the other captain to make the proper call during inclement weather (continue playing, play last point and record score, or call the game and reschedule)
- provide reasonable notice to the opposing team if you have no choice but to default
- take action immediately to defuse the situation upon becoming aware that tensions are rising - SPIRIT COMES BEFORE WINNING
- enter scores immediately after each game, including SOTG score & nominations
- in your absence, appoint a Co-Captain to administer the above responsibilities



Schedules

- First game will be posted Fri-Sat, next week we post games 2 & 3
- We will try to always have your next two games posted in advance
- **REPORT YOUR SCORES!** They impact the schedule.
- Time caps in schedule
- Flex weeks for cancelations
- Civic Holiday Monday & Labour Day Monday – TBD
- Watch for LATER start times at premier fields!

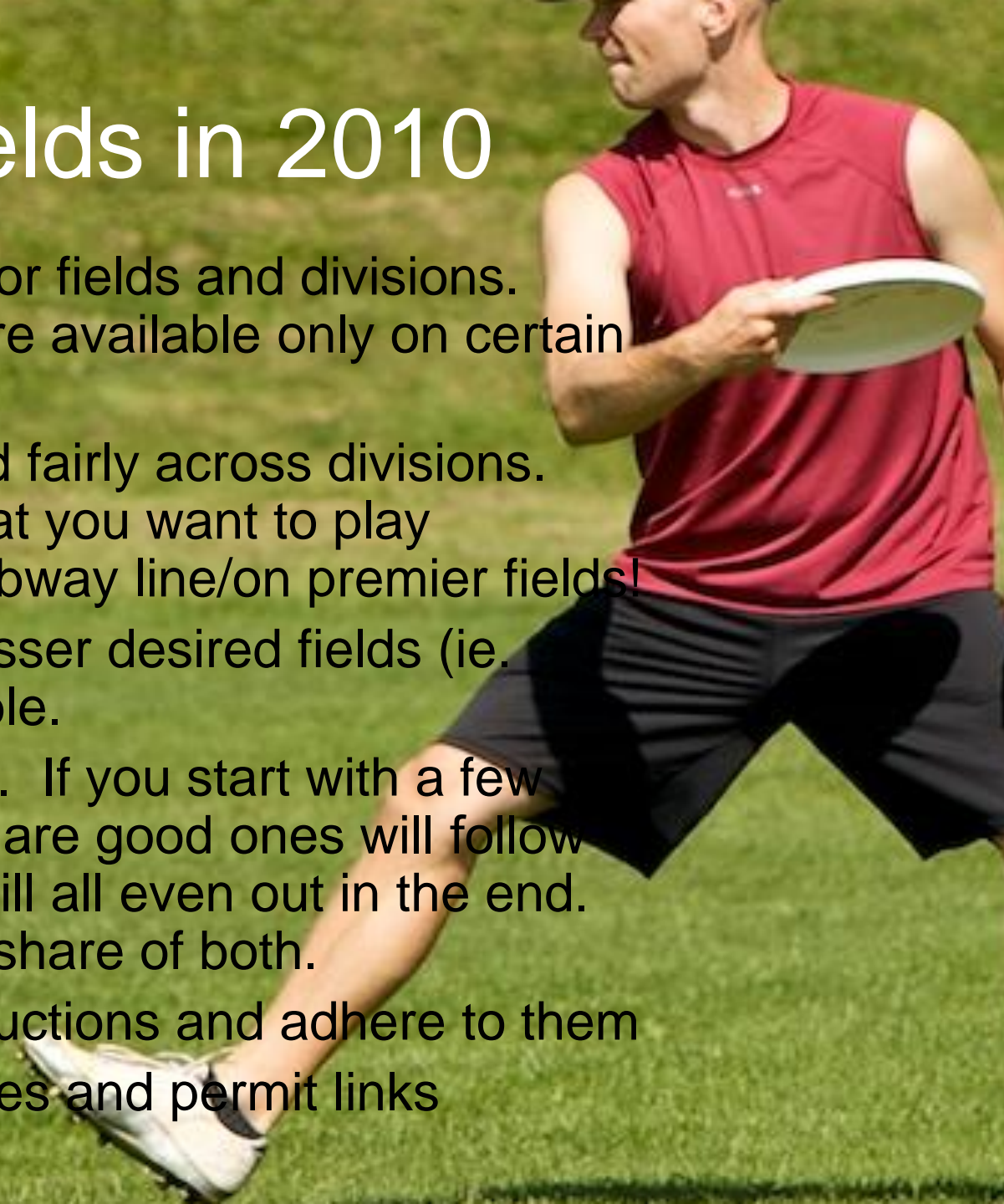
A man in a red t-shirt and dark shorts stands in the rain, looking upwards with his hands on his head, appearing to be in a state of distress or frustration. The background is a blurred green field with a large, brown, textured structure, possibly a goalpost or a large tree trunk, partially visible. The rain is falling heavily, creating a white mist around the man.

Rain Banner

- The TUC Rain Banner update: each game day we will post a banner on the home page indicating game status:
 - Posted around 3:30pm (usually 3:30 – 3:45).
 - If posted late or not at all, assume games are on!
- When in doubt, go to the field!
- Games cancelled by TUC are not to be played. This is NOT optional. Teams choosing to play when games are cancelled may be sanctioned.
- Turf field games still a go, will be confirmed on website
- Why are games canceled?

Fields in 2010

- See TUC Field List for fields and divisions. Note certain fields are available only on certain nights.
- Fields are distributed fairly across divisions. We already know that you want to play downtown/near a subway line/on premier fields!
- Requests for very lesser desired fields (ie. northeast) are feasible.
- Accept what you get. If you start with a few 'bad' ones, chances are good ones will follow and vice versa – it will all even out in the end. Everyone gets their share of both.
- Read your field instructions and adhere to them
- Use field map features and permit links



BE ULTIMATE!



Do the Carbon Flip!

Game Times & Lateness

Game Times

- **Most Schedule & permits: 6:30pm**
- **Ideal Start Time: between 6:30 – 6:45pm**
- **Must start by: 7:00pm**
- **Exceptions: late games at BMO, Lamport, Downsview Park, & Varsity Centre**
 - BMO Field – 8pm or 9:30pm starts (90 min time slots)
 - Downsview – 7:00pm & 9:00pm starts (2 hr time slots)
 - Varsity Centre – 6:30pm or 8:30pm starts (2 hr time slots)
 - Do not be on a premier field prior to indicated start time
 - Be off the field no later than the designated end time!

Starting the Game Late

- If one team is not ready to play by 7pm, or for later start times within 15 minutes after the scheduled start time, then the other team who is ready to play, is allowed to count one point every 5 minutes thereafter
- If a team is not ready to play 45 minutes after the scheduled start time (ie. 7:30pm), the game may be considered a default and is scored as such in leaguerunner

Game Format

A woman in an orange soccer jersey is running on a grassy field. A frisbee is in the air to her left. In the background, other players in blue and red jerseys are visible, along with trees and a building.

- UPA 11th Edition rules
- Games to 17 points (or time cap)
 - Must win by 2pts or game to 19
- 2 timeouts per game
 - No overtime or universe point timeouts
- Gender ratio is 4:3 (M:F) or 3:4 (pulling team matches receiving team)
- Default no footblocks, but captains can agree on footblocks
- ‘Brick’ rule applies
- Captain’s Clause!
- Cleats allowed
- When in doubt **PLAY WITH SPIRIT!!!!!!!!!!**

Game Cancellation Policy

Games should be postponed if:

- either captain deems that dangerous conditions exist or are imminent (lightning, large holes in the field, etc),
- either captain deems that the fields are so wet that play might damage them, or

If a team is unable to field enough players to play a scheduled game, that team will be in default. The opposing captain is under NO obligation to accommodate the defaulting team and re-schedule. If BOTH captains decide to re-schedule, there is no default. The rescheduled game should be played within the weeks remaining in the session, as soon as possible. Please report defaults to League Convenors and in Leaguerunner scoring. Repeat default teams are subject to sanctions.

DEFAULTS COUNT IN THE STANDINGS

If a game is interrupted (e.g. by bad weather or a serious injury) and cannot continue that day, then the current score becomes final, unless both captains agree to complete the game at another time.

Games cancelled by the GM or the Summer League convenor are not to be played. This is NOT optional. Teams choosing to play when games are cancelled may be sanctioned.

Incidents & Injuries

A person wearing a light blue long-sleeved shirt and dark shorts is captured in a low, stretching crouch on a green grassy field. The person's back is to the camera, and their legs are spread wide, with their feet flat on the ground. They are wearing dark socks and black and red athletic shoes. The background is a soft-focus green field under bright, natural light.

- Poor field conditions, injuries, dangerous play, fights, instructions from facility staff, & use of our fields by non-TUC parties
- What (type of incident), when (date), where (location), who (contacts), why (details)
- Incidents with other groups – use SPIRIT, keep permits book in your sport bag
- Injuries – serious injuries (what happened) and/or related to field condition
 - TUC Player Participant Accident Coverage
- Tick ‘I Have an Incident To Report’ in scoring section and provide details
- Spirit Comments box for minor Spirit issues

League Stuff

- Ratings ladder system as per previous year
- Crossover games will be considered
- Summer Pickup games
 - Sunday @ Riverdale E (#4), 2:00 – 5:00pm
- End of regular season determines seeding for playoffs
- Playoff registration deadlines (Sept 9 & 16)
- Scally's Cup All Star Game Sunday Sept 12 (Sunnybrook)

2010

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www.tuc.org

- A circular arrangement of team names surrounding the central text:
- Spidermonkey - Superfreaks - Hot Cousin - Drastic Plastic - Hoax - Team Blue - Red October - BEER - Wankers - Jim Rockford - Lounge Lizards - ninjastars - ...
 - Mad Flanders - @Play - Cutbacks - Airwaves - Montezuma - Hoax - Team Blue - Red October - BEER - Wankers - Jim Rockford - Lounge Lizards - ninjastars - ...
 - Butcher's Last Stand - IMOD - MONSTER - Rehab's For Quitters - Philly Flyers - Outer Limits - Hurlers - To Air is Human - Reservoir Dogs - Sex Farm - Uther In It's Place - ...
 - Black Toe - Soup Flies - Guanxi - Nickel City Slag - Spin - Seven Deadly Sins - Ultimate High - Hurlers - Flatliners - Purple Haze - ...
 - Ground Control - Sally Ann - Wild Thing - F.I.T. - Clockwork Orange - Synergy - Overkill - The Big Kahunas - Lethal Sushi - Elvis - ...
 - Beaver Country - Big Dogs - Beaches - No No's - Cunning Runts - B-Flick - Go Ho Sex Hounds - Dante's Inferno - ...
 - Vertical Reality - Lemonade - Mon Ami Burundi - Pee Wee - B-Flick - Go Ho Sex Hounds - Dante's Inferno - ...
 - Disc-Oriented - Ultimate Pretzel Benders - Disc Horde - ...

See 'Submit Score' in your
schedule

Enter Spirit score –
manual or suggested

All-Star nominations

Both captains enter score!

Auto defaults & spirit
penalty

Upcoming Features - Greg



-Scoring Games-



Rosters & Playoffs

- Deadline for minimum 12 players on roster has passed!
- *NEW* 2 wks prior to playoffs - Deadline for finalizing rosters (only rostered players can participate in playoffs)
- Sept. 6-9 -- last week of Summer League 2010
- Sept. 11 -- playoff tournament for Monday & Tuesday teams
- Sept. 18 -- playoff tournament for Wednesday & Thursday teams
- 1-day format (3 games). Playoffs are optional, register in Aug



Andrew Gater Photography



© Ed Kung



© Ed Kung



League Playoff Participation Rules

- Playoff participants **MUST** be a registered TUC member in good standing
- Be added to the team roster no later than the league roster deadline
 - Summer League – 2 weeks prior to the start of playoffs
 - All Other Leagues - 1 week prior to start of playoffs
 - In the absence of a defined roster deadline (ie. indoor leagues) the player must be added no later than one week prior to playoffs beginning
- Play a league minimum amount of regular season games as follows:
 - Leagues Equal To or Greater than 6 weeks in length: Play 20% of regular season games or a minimum of 2 regular season games
- Subs: be a qualified substitute player, as identified in the Substitution Rules:



Summer Playoff Substitution Rules

Pending Board approval, a 'roster submission' system that allows playoff teams to pickup a capped number of subs and declare rosters to opposing teams.

Sub players:

- are registered TUC members in good standing,
- are only allowed to play on 1 team (per weeknight) for the course of the playoffs,
- can only qualify as a sub player if their team (for which they are listed on the roster) is NOT participating in the playoffs,
- must be declared in advance per the TUC guidelines and free of objections by other teams

Teams must have a minimum # of regular players participating on their playoff roster.

- Max number of 2 male subs or 2 female subs, dependent on roster
- Max total number of males is 8 (male), and 6 (female) with subs
- Roster (with subs) declared by deadline via TUC form

Rosters posted online, 36hr review period, objections

Roster checks during playoffs, with sanctions if necessary



Potpourri

- Volunteering - Clinic Leagues, events, etc
- Team Jersey Deals – www.vcultimate.com/tuc
- Food deals – Scallys, Whistlers, Peter G's, Shoeless, Owl & Firkin
- TUC Shop – 3269 Bloor St W, regular business hrs
- Events:
 - Clinic Leagues start May 31, 3 5-week sessions in total. Regular clinics TBA.
 - TUC Spirit Tourney & Party: Saturday, May 29
 - TUC Summer Experience June 12-13 (teams + individuals)
 - TUC Mid-Season Tournament July 17-18 (free to TUC teams)
 - TUC Hat Tournament August 7
 - Playoffs September 11 & 18
 - Scally's Cup (All Star Game) & 30th Anniversary Outdoor Celebration : Sept. 12
 - 30th Anniversary Gala Event Saturday October 22 – tickets on sale

Spirit Hat Tournament

Sat. May 29th @ Sunnybrook Park
Register Now!

- Do you really know what Spirit is?
 - it's not just about songs or costumes
 - Spirit is contagious (good and bad)
- DEAL WITH BAD SPIRIT ON SITE
- Spirit Sponsor – Steam Whistle beer!
- Poor Spirit Monitoring & Thresholds
- Spirit Hat Tournament May 29
 - Sunnybrook Park, free ulty & BBQ





Quiz

- **Answers to the Captains Quiz:**

- | | |
|------------------|---------------|
| 1 - FALSE | 11 - B |
| 2 - FALSE | 12 - D |
| 3 - FALSE | 13 - B |
| 4 - TRUE | 14 - A |
| 5 - FALSE | 15 - A |
| 6 - TRUE | 16 - B |
| 7 - FALSE | 17 - A |
| 8 - FALSE | 18 - C |
| 9 - FALSE | 19 - D |
| 10 - TRUE | 20 - A |



Rules

- **New 11th Edition UPA Rules – since 2007**
- **On the website**
- *Rule Changes from 10th Edition to 11th Edition*

Sideline Obstruction– A player who play is obstructed can now stop the game if sideline players encroach into areas obstructing their throw.

Checked Disc– A disc is always checked in at the site of the violation. If there is an uncontested receiving foul in the end zone, the disc is check in at the spot of the foul, after which everyone is free to move and the receive can carry the disc to the end zone line and put it in play. Previously the disc would be moved to the line and then checked in.

Goal Acknowledgement – If a player catches a pass in the end zone in which they are trying to score, but don't realize it and throw an incomplete pass, any player with best perspective can overrule the turnover and award the goal (unless opposing players with best perspective disagree). The need to signal you have scored (raising the disc) is eliminated.

Uncontested Foul in the End Zone– Previously an uncontested strip in the end zone was a goal, but an uncontested foul (after possession is gained) was simply receiver's possession on the goal line. Now both are goals.

Contested Stall- Comes back in at 8 instead of 9 (and additional to 6 instead of 8). There is also no longer a pause required between 'stalling' and the number.

Uncontested Offensive Violations – other than picks (for example, travels) are now treated like uncontested offensive fouls, such that the stall count does not revert to 6 if it was over 6, but comes in at last number uttered plus one (but never higher than 9).

Disc Space – No wrapping of arms around the thrower or straddling the thrower's pivot foot. Must be the space of a disc between all points.

Marker Fouls – if the marker is COMPLETELY motionless and there is contact anywhere on their body it is a foul on the thrower.

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