



2018 Tournament Rules

The rules are based on the [USAU 11th edition rules](#) for Ultimate with modifications:

- Field Size: the field is 18 meters wide and 30 meters long, which includes a pair of end zones 3 meters deep
- Games will be to 50 mins.
 - Half time takes place once a team reaches 9 points and lasts for 2 minutes
 - No soft cap or hard cap. The game ends promptly at the 50-minute mark. Do not finish the point in play unless the game is tied. If the game is tied at the end of the allotted time, then the final point continues until a winner is decided.
- Speed Point:
 - Only 2 pulls per game: one to start the game and one to start the 2nd half. Brick mark is set at 2m in front of the endzone line.
 - After a point is scored the disc should be placed on the ground where it was caught. The opposing team will gain possession of the disc at that location (no walking it up to the front of the endzone).
 - The offense has 20 seconds to set up and must freeze until the defense taps the disc in.
 - The defense has 10 seconds to set up once the offense has signaled their readiness. The disc is checked in by the defense (within 10 seconds) to begin the next point.
- Subbing can only take place after a point has been scored (unless an injury has occurred).
- Gender ratio is 2:2
- Each team has one timeout per game.
 - Time-outs will last for 60 seconds. Offense must be ready after 50 seconds and defense has 10 additional seconds (or 60 total seconds) to setup.