

**International Youth Ultimate Frisbee  
Tournament  
United World Games 2021  
Klagenfurt am Wörthersee/Austria  
June 24-27, 2021**

[www.unitedworldgames.com](http://www.unitedworldgames.com)

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**UNITED  
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## Ultimate Frisbee Venue

### **Herbertgarten (KTV)**

Feldkirchner Straße 9  
9020 Klagenfurt

## Ultimate Frisbee Regulations

The United World Games Ultimate Frisbee Tournament will be played in accordance with the official rules of the WFDF Rules of Ultimate, dating from 01.01.2017., with the addition/exception of the following specifications and adaptations.

### **Most Important Rule - FAIR PLAY**

It should be needless to say but we expect fair play from all teams. Please respect your opponents as well as your teammates, the officials and fans.

### **1. Age Groups & Playing Time**

<b>Category</b>	<b>Cutoff Date</b>	<b>Playing Time</b>	<b>Game Mode</b>
Mixed U20 (Smaller Pitch)	01.01.2002 and younger	1 x 40 mins	5 vs 5 (2 girls on the line)
Mixed U17 (Smaller Pitch)	01.01.2005 and younger	1 x 20 mins	5 vs 5 (2 girls on the line)
Mixed U15 (Smaller Pitch)	01.01.2007 and younger	1 x 20 mins	5 vs 5 (2 girls on the line)

### **Exception Rule:**

Due to different cutoff dates in various nations, exceptions may be issued in accordance with our statutory exception rule. As per this rule, a **maximum of 2 players per team** is allowed to **exceed** the **respective age limit** by up to but **no more than 6 months**. These players must be announced to the Organizing Committee and marked on the corresponding Squad List accordingly.

## 2. Squad List & ID Checks

For **each participating team a squad list has to be submitted** to the Organizing Committee (via email to [office@unitedworldgames.com](mailto:office@unitedworldgames.com)), which will be checked, signed and handed out to the respective team representatives upon checking in in Klagenfurt. The coaches are requested to carry the signed squad list, as well as **player's licences or IDs of all athletes with them to all games.**

Upon request, every player must be able to verify his or her identity by showing a valid photo ID card. In case of a suspected violation of a cutoff date or the use of an ineligible player, squad list and ID have to be checked in coordination with the referee/venue supervisor. A **violation results in an automatic defeat** for the concerned team (0:15).

Generally it is allowed for athletes to play in 2 separate teams, as long as they are not entering the same competition, yet they also have to appear on the respective squad lists of both teams (a player of the U17 tournament may for example also be a member of a team participating in the U20 competition and compete for both teams, provided the tournament schedule allows it).

Should a club enter one and the same competition with more than one team, they are forbidden to move players between these teams, **athletes may only appear on the squad list of ONE team per competition.**

## 3. Tournament Regulations

1. Playing time is **40 minutes** in the U20 and **20 minutes** in the U17 & U15 (with a jingle signaling the last 5 minutes).
2. Time is up after the **5 min jingle** ends and the current point needs to be finished.
3. If a game is tied then a **Universe point** is played.
4. **Cap +1** after the regular playing time.
5. **Hard Cap** 15 points.
6. **Stall count** is 10.
7. A **Draw** is not possible
8. **One time-out** per team.
9. No half time.
10. The competitions will be played 5 vs 5 with **2 or 3 girls** on the line.
11. The **Mixed Ratio Rule** will be used and there will be a draw before play starts.

## 4. Tournament Mode

A **Round Robin** group phase will followed by a **Playoff** KO phase leading up to finals. Placement games to decide the final rankings are also planned, so all teams can expect 4-6 games during the course of the tournament. Depending on the number of participating teams, the tournament mode may be changed or adapted.

In the group stage the ranking of teams will be determined firstly by the number of wins, secondly (if there is a tie and two teams have the same number of wins) by the points or score difference and if there is still a draw then thirdly the result from the direct duel between two teams will decide.

## 5. Walk Over

If a team fails to present itself on the field on time for a game without any valid reason (the decision whether a reason is valid is made only by the tournament board), the team automatically loses the game 0:15 (w.o.). The start of the game will only be delayed for a maximum of 5 minutes.

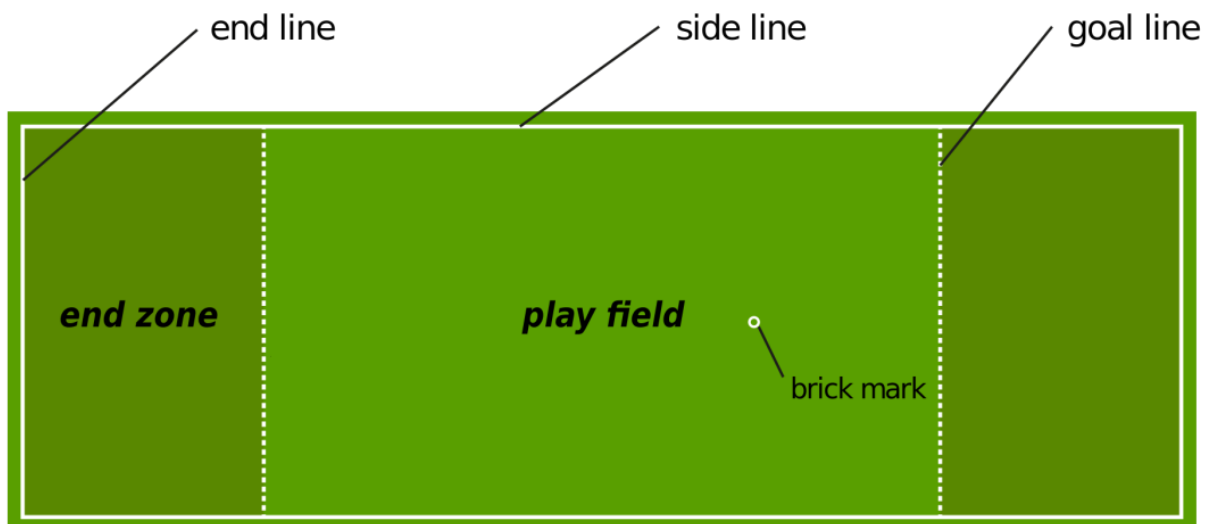
**Please note:** A w.o. decision is only possible after consulting the tournament officials.

## 6. Playing Fields

The tournament will be played on grass fields, football **cleats** are allowed. Shoes with **steel studs are not allowed**. It is also permitted to bring your own food or drinks to the playing fields.

**Please keep the fields clean and use the bins provided. Smoking is prohibited on all sport facilities!**

The fields will include **2 end zones** on either side with a **goal line** and a **brick mark 5m** from the goal line. The **end line** will be 12m - 15m behind the goal line.



## 7. Playing Discs & Team Outfit

The tournament organizers will only provide the game disc, **please bring your own discs for warming up**.

Teams must play in matching outfits. All teams are advised to bring spare outfits in a different colour in case the colours of the outfits of two teams facing each other are too similar.

## 8. Spirit of the Game (SOTG)

Each team will give a SOTG rating for each opponent they play against. The teams will do so by completing the official SOTG sheet after each game and handing these spirit sheets back to the organizers so the results can be tallied up. At the end of the tournament each age category will have an overall spirit winner based on the five SOTG criteria:

- Knowledge and Use of the Rules
- Fouls & Body Contact
- Fair-mindedness & Fair Play
- Positive Attitude and Self Control
- Communication (with players, officials, tournament board and spectators)

## 9. Insurance & Disclaimer

The participants are not insured through the organizers. It is up to the coach of each team to make sure that his/her players and all the participants of the team are insured during the event. The organizers do not assume any kind of liability in case of illness, accidents or loss/theft of personal belongings.

With their participation the athletes accept the disclaimer of warranty for any kind of damage. No claims can be asserted against the organizing committee, the event sponsors, the city of Klagenfurt and the province of Carinthia regarding damage or injuries.

Every athlete has to make sure that they are fully physically capable of participating without any medical objections.

**For all players:** Do not leave any valuable things and/or expensive clothing and/or shoes in the locker rooms.

## 10. Final Remark

The organizers of the United World Games are at the understanding that each participant and team leader knows all the items as mentioned in these regulations.

**IMPORTANT: In emergencies the emergency number 144 must be called. Please also note that if an injured athlete has to be transported to the hospital with an ambulance, a coach, manager or parent/guardian of the affected team must always accompany them.**