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Any rule and situation not specifically covered are subject to the USA Ultimate official rules and the judgement and discretion of the Intramural Sports staff.

**All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TN Tech IM Ultimate Rules and USA Ultimate Rules, the TN Tech IM Ultimate Rules shall take precedence.**

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**Rule 1: Player Eligibility & Registration**





## **Rule 4: Forfeits, Defaults, & Protests**

### **Defaults**

A default is a game not played without penalty (e.g. dropped from the league).

To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest.**

Sportsmanship Rating will be as followed:

- Winning Team = 8
- Defaulting Team = 5

To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. **Phone calls are not accepted.**

### **Forfeits**

A forfeit is defined as one (1) of the following:

- Failing to field a team for an intramural contest without contacting the Intramural Sports Office.  
The final score shall be 4-0.
- Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.  
If the forfeiting team is ahead, the final score shall be 4-0 in favor of the opposing team.  
If the non-forfeiting team has the higher score, the game shall end with the existing score.
- Defaulting two (2) games during pool play.

If a team forfeits its first (1<sup>st</sup>) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.

**Forfeits automatically withdraws you from Post-Season play.**

Sportsmanship Rating will be as followed:

- Winning Team = 8
- Forfeiting Team = 2

A second (2<sup>nd</sup>) forfeiture may result in removal from the league.

### **Grace Period**

If at least **one (1)** team member is **checked-in** at game time, the team will be granted a **five-minute (5:00)** grace period.

Once a team reaches the minimum number of players to start the game, the game will start.

A team may not wait for additional players once the minimum number of players have arrived.

**Overtime shall be played during the postseason tournament, not the regular season.**

If the score is tied at the end of regulation, a five-minute (5:00) overtime period shall be played.

**Timeouts**

Each team will be allowed three (3) sixty-second (0:60) timeouts per game.

Timeouts will only be acknowledged after a goal and before both teams are ready to play.

**Scoring**

Each goal is worth one (1) point.

A goal is scored when the offense completes a pass in the end zone of the defense.

**Mercy Rule**

Point Differential	Time Remaining	Result
Twenty (20) or more points	Twenty minutes (20:00) or less in 2 <sup>nd</sup> half	End of Game
Ten (10) or more points	Ten minutes (10:00) or less in 2 <sup>nd</sup> half	End of Game
Five (5) or more points	Two minutes (2:00) or less in 2 <sup>nd</sup> half	End of Game

**Rule 6: Playing Rules**

*Players should honor the legitimate calls of their opponents. The Field Observer will settle disagreements that cannot be resolved in a reasonable time. The Field Observer shall make a decision or seek the advice of Intramural Staff or Professional Staff.*

*The Field Observer has the authority to stop a match and remove players that play with reckless abandon or repeatedly commit unsportsmanlike actions. Intramural Staff may ask uncooperative participants to leave the Intramural Complex.*

**Any team that has two (2) or more players removed due to reckless play or unsportsmanlike actions shall forfeit the contest.**

**General Rules**

A disc will be provided by the TN Tech IM office.

- Both captains must agree on an alternate disc.
- Must be approved by Intramural Leadership Staff

**Initiate Play:** Each point begins with both teams lining up on the front of their respective end zone line.

