

Wildwood Rules

Timing

All Games are timed except the finals. Games must start on time. One (1) long blast of the air horn will sound the start of the round. Three (3) short blast will sound the end of the round. **In all games except the finals the games will be played to 45 minutes.**

Championship Game

The game will be the best two-out-of-three 7-point games, with the third and deciding game played to 5 points. Each team has one time-out per game. No carry-overs of time-outs into the next game. The team that scores the winning point of a game will start the next game by pulling the disc from the endzone that they scored in. 3 minutes between games.

Start of the Game

One (1) long blast of the air horn will sound the start of the round. The captains of each team will choose a representative to “Lag” the disc. One representative of each team will throw the disc from the back of the end zone, trying to get it closer to the back of the opposite end zone without the disc going over the line. Both representatives throw the disc at the same time on a count of three. If both discs go over the line, then the closer to the back line wins the choice of either starting on offence, or select which endzone to defend.

Initiate Play / Pull

Each new point begins again with both teams lining up on their respective goal line with the team that just scored throwing the disc to the other team. **All pulls must be an inverted type throw of the disc (upside down, hammer, scoober, etc.).** When the disc is pulled it shall be at least 91 degrees (perpendicular) to the ground. The disc is played where it lands or caught. **If the disc hits in bounds but rolls or slides out-of-bounds, then the disc is played at the point on the central zone (non-end zone) closest to where the disc exited the field.**

Out of Bounds Pulls

If the disc becomes out-of-bounds without first touching the playing field or an offensive player, the thrower may establish the pivot either at the brick mark closest to their defending end zone, or at the spot on the playing field proper closest to where the disc went out-of-bounds. The brick option must be signaled by the intended thrower before picking up the disc by fully extending one arm above their head.

Stall Count

The person with the disc has 6 seconds to throw the disc to a teammate. The defender (Marker) guarding the thrower counts the seconds out loud (“stalling one, two, three...”). The Marker must be within three meters of the thrower to initiate the stall count, and must stay within six meters of the thrower.

Scoring

A goal, worth one (1) point, is scored when a player throws the disc to a teammate and it is successfully caught within the confines of the endzone of attack. **Two (2) points are scored when a player throws a completed pass from within their defending endzone to within their attacking endzone.** Play is initiated after each score. **For any play where the disc is walked up to the front of the end zone, the throwing player is considered to be in the end zone for determining if the throw was worth two or one points.**

Callahan

If a defensive player intercepts a disc from an offensive player in their endzone of attack, the defensive team scores one point.

Boundary Lines

The boundary lines are part of the playing field proper. **If the bottom of the players foot steps on the line, then they are considered in-bounds.** If they drag the lines out of their original position, they are to be considered out-of-bounds.

Checking the Disc

A hand check is needed to initiate play after any infraction of the rules, such as, violations and fouls. A ground check is needed to initiate play any other time such as, a pulled disc, brick-mark, turnover, or time-out.

Possession/Turnovers

A turnover results whenever one of the following items occur:

- The disc touches the ground (also when knocked down by the defense)
- The disc is caught outside the field
- The disc is intercepted by an opposing player
- The stall count reaches 6 seconds while in possession of the thrower

Upon a turnover the defense immediately takes possession of the disc and becomes the offense. **If the disc goes out the back of the endzone, the defender who takes possession may play the disc at the back of the endzone or at the goal line.** If the Thrower is unmarked, they may make a ground check and play the disc.

Timeouts

Each team is permitted two timeouts per Game in the non-championship games. After the horn indicating the end of the game, only one timeout per team. In the championship game only one timeout per team per game.

Uniforms

Players should wear either white or dark shirt to identify their teams. Players should wear clothing that is comfortable to play Beach Ultimate. **During the start of the game, Captains should decide if players may go shirtless, and what color they will represent.**

End of the Game

Three (3) short blast will sound the end of the round. If the end of game horn goes off while the point is in progress, play the point out. If the horn goes off between points:

1. **If the horn goes off during a point, finish the point.** If the point difference after that point is 2 or less than 2, play another point until 1 team has a higher score (a team does not need to win by 2). If the point difference is now 3 or more, game over.
2. **If the horn goes off "in between points":** If the point difference is 3 or more, the game is over. If the point difference is 2, play that point. The lower scoring team must score a 2 pointer in order to force another point. If the point difference is 1 or 0, play that point. If that point results in one team having a higher score, game over. If that point results in a tie, play one more point.

A team does not have to win by two points. All games have an extra fifteen minutes built in the schedule for any additional play that may be needed after the horn goes off. **After the horn goes off only one timeout may be used.** There are no half-times, therefore the lag for disc is crucial. No mercy rule.

Know Your Horns

- **One (1) Long Blast:** indicates the Start of the Play Round.
- **Three (3) Short Blasts:** indicates the End of the Play Round.

Tie Breakers

Tie Breakers follow UPA round robin rules.

1. Head to head
2. Point differential (involved teams)
3. Point differential (common opponents)
4. Point differential (common opponents, excluding best and worst differentials)
5. Total points scored (involved teams)
6. Total points scored (common opponents)
7. Total points scored (common opponents, excluding best and worst differentials)
8. Sum of the square roots of the absolute values of the point differentials counting games against all common opponents
9. Coin flip

Score Reporting

Report all scores after every round. Report your score even if the other team says they are going to report the score.

Official Disc

Any 175 gram flying disc may be used as long as it is acceptable to both team captains. If the captains cannot agree, the Official Disc of BULA shall be used. A colored 175 gram flying disc is the preferred disc of BULA 4 on 4.

Footwear

Cleats are not permitted on the Beach Ultimate field. **Tennis shoes and beach type shoes are allowed on the Beach Ultimate field as long as they do not endanger the safety of other players.**