

2010 Street Games

Ultimate Frisbee

Sunday, September 26th 9am-4pm

- ✓ Games will be played at Vestal Hills (Rear Field)
- ✓ Ages 14 & up
- ✓ 7 players per team, 1 optional sub. (co-ed, but not mandatory co-ed)
- ✓ \$105.00 entry fee, awards for winners!

Registration

	Name	Age	Phone	Email
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____
6.	_____	_____	_____	_____
7.	_____	_____	_____	_____
8.	_____	_____	_____	_____

- Waiver must be submitted for each participant with registration. Request waiver form via email at mush@msquaredcpa.com OR go to www.binghamtonjcc.org Forms are also available at the JCC front desk.
- Please submit form with payment (checks payable to JCC) to M Squared Management: 113 Court Street, Binghamton NY, 13901 or hand deliver to the JCC front desk no later than 9/21/10. Specific instructions, scheduling, and directions will be provided to the team captain via email by 9/23/10. Any Questions: Contact Scott Burghardt @798-0495, or Mark Mushalla at mush@msquaredcpa.com

Basic Rules for Ultimate Frisbee

- 1. Initiate Play:** Each point begins with both teams lining up on the front of their respective endzone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.
- 2. Scoring:** Each time the offense completes a pass in the defense's endzone, the offense scores a point. Play is initiated after each score.
- 3. Movement of the Disc:** The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
- 4. Change of possession:** When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.
- 5. Substitutions:** Players not in the game may replace players in the game after a score and during an injury timeout.
- 6. Non-contact:** No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
- 7. Fouls:** When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained.
- 8. Game Format:** The first team to score 8 points wins or whoever is leading at the 40 minute time limit. In a result of a tie at the time limit, the game will go into a sudden death format.
- 9. Coordinator will be provided – games will be self officiated**