

WEDNESDAY MAY 21ST AT ST GEORGE'S RUGBY CLUB

WOSSAA CHAMPIONSHIPS

HIGH SCHOOL CO-ED ULTIMATE

WOSSAA Championship Schedule

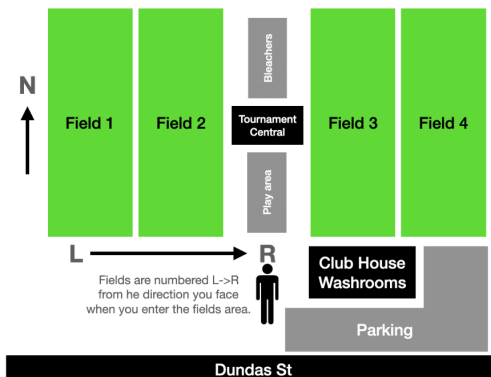
9:00-10:25 half time cap 9:40	11:00-12:25 half time cap 11:40	2:00-3:25 half time cap 2:40	
Banting	WQ1		
Quarter 1 F1	Semi1 F1	WS1	
East Elgin	Saunders	Championship F1	Champion
SDCI	WQ2	WS1	
Quarter 2 F2	Semi 2 F2		
Lucas	St. Mary's		

	Point Cap	Time Cap
Half Time	8	40 minutes after start
Full Game	15	75 after start

Whichever cap happens first.
Cap for half - play out point
Cap for full game - only play out if the game is tied or else possession.

LS1
3rd/4th Game F2
LS2

This game follows festival side time/half caps	12:00-1:05
	LQ1
	5th/6th Game F3
	LQ2



Note: field number may change if we need to use one or two of the back fields. Check the what's app chat if this occurs.

Time Outs:

One time out per team per half for 90 seconds.

Weather Delay:

Listen for double car horn to signify to stop game and take shelter. Individual coaches may also stop the game if they see lightening and report to TD's - Jen & Angie to sound the horn.

Washrooms/Change rooms:

Will be open but please remind athletes to stomp off cleats before entering.

Garbage/recycling:

Each field has a garbage and recycling bin, please make sure your field is clear of any litter before leaving the field

Awards

Please encourage your athletes to stay for the awards ceremony after the championship game.

FESTIVAL SCHEDULE

Time	Field 3	Field 4
9:00 – 9:55	Medway vs Beal	EESS #2 vs HPSS
10:00 – 10:55	Medway vs EESS #2	Beal vs Parkside
11:00 – 11:55	Medway vs HPSS	EESS #2 vs Parkside
12:00 – 1:00	Lunch Break - Field in use by 5th/6th game	
1:00 – 1:55	Medway vs Parkside	Beal vs HPSS
2:00 – 2:55	Beal vs EESS #2	HPSS vs Parkside
3:00 – 3:30	—	— (Buffer / Awards)

	Point Cap	Time Cap
Half Time	7	25 minutes
Full Game	13	55 minutes

Whichever cap happens first.
Cap for half - play out point
Cap for full game - only play out if the game is tied or else possession.

Key rules to reference:

A7.2. Ratio Rule A (“Gender Rule A”) & Majority Pull:

At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting the gender ratio for the first point. For the second and third points the ratio must be the reverse of the first point. For the fourth and fifth points the ratio must be same as the first point. This pattern of alternating the ratio every two points repeats until the end of the game (half time has no impact on the pattern.). The gender in the majority on the line must pull.

Ex. If there are 4 male-matching players on for that point then a male matching player will pull, if there are 4 female-matching players on for that point then a female matching player will pull.

WHAT TO DO WHEN A CALL IS MADE:

- If a call is made after the throw - play till the result of that throw.
- If a call is made before a throw stop then.
- All athletes raise both arms in a V to signal that a violation has been called and stop moving.
- The person who made the call then explain what call they are making and why, the other player involved then can agree (uncontested) or disagree (contest) and explain why (what their perspective of the play was). If clarification on perspective or the rule itself is needed they can ask a captain/spirit captain or another player or a coach (but preferably a player if possible).
- Once the call is resolved then the handler asks their team if they are ready, the mark asks their team if they are ready and then the handler puts the disc out for a handcheck and disc in is called.

CALLS DO NOT IMPLY INTENT TO BREAK A RULE OR FOUL

BE CALM in the heat of the game and remind your teammates to do the same.

- Breathe.
- Explain what you think happened.
- Consider what they think happened.
- Ask for advice.
- Listen.

**CALLS SHOULD BE MADE
ON THE FIELD BY THE
PLAYERS.**

Safety First

Ultimate is a non-contact sport. Incidental contact can occur, but unlike some sports, blatant bumping and physicality are not acceptable. Please play safely and avoid contact whenever possible.
It is the responsibility of all players to **avoid initiating contact in every way possible.**

What is a foul:

A general foul is defined as: Non-Incidental contact between opposing players. In general, the player initiating the contact has committed the foul.
Incidental contact is defined as: contact between opposing players that does not affect continued play. *[Contact affects continued play if the contact knocks a player off-balance, interferes with their ability to continue cutting or playing defense or to make a play on/catch the disc]*

After a receiving foul - 1st always check to make sure everyone is ok

If pass complete - play on
If pass incomplete - ASK did foul affect possession (if not play on with a check). If yes then establish if the call is agreed or contested (if agreed then offence gains possession at the point of breach), if contested - back to thrower).

Pull that lands...

In the central zone - the offensive player takes the disc where it is stopped and establishes a pivot
Lands out of bounds AFTER touching in bounds - must establish a pivot from the line where it crossed out of bounds
Lands out of bounds WITHOUT first touching in bounds before the brick mark - can choose the line or middle/brick* Lands out of bounds WITHOUT first touching in bounds past the brick mark - can choose the line or brick*
*(must signal before disc lands)
Lands or is caught in the end zone - the offensive player takes the disc where it is stopped and establishes a pivot

Disc Space & Double Team

Disc Space - The mark must be at least a disc space from the thrower, and cannot be wrapping around the thrower
Double team - only one mark can be inside of 10ft on the thrower, unless another offensive players is being defended in that space.

CALL	COUNT	CALL	COUNT
Uncontested defensive foul or violation	1	PICK	Count reached plus 1, or 6 if over 5
Uncontested offensive foul or violation	Count reached plus 1, or 9 if over 8	Marking violation (no stoppage)	Count reached minus 1, no “stalling”
Contested foul or violoaion	Count reached plus 1, or 6 if over 5	Contested stall - First call	8
Offsetting calls	Count reached plus 1, or 6 if over 5	Contested stall - second and subsequent calls due to fast count	6
Unresolved calls	Count reached plus 1, or 6 if over 5	Technical timeout	Count reached plus 1, or 6 if over 5
Retracted defensive calls	1	Obstruction within 5 yards of playing field	Count reached plus 1, or 9 if over 8
Retracted offensive calls	Count reached plus 1, or 9 if over 8		