

Additional Regulations NFB Indoor Competition 2022-2023

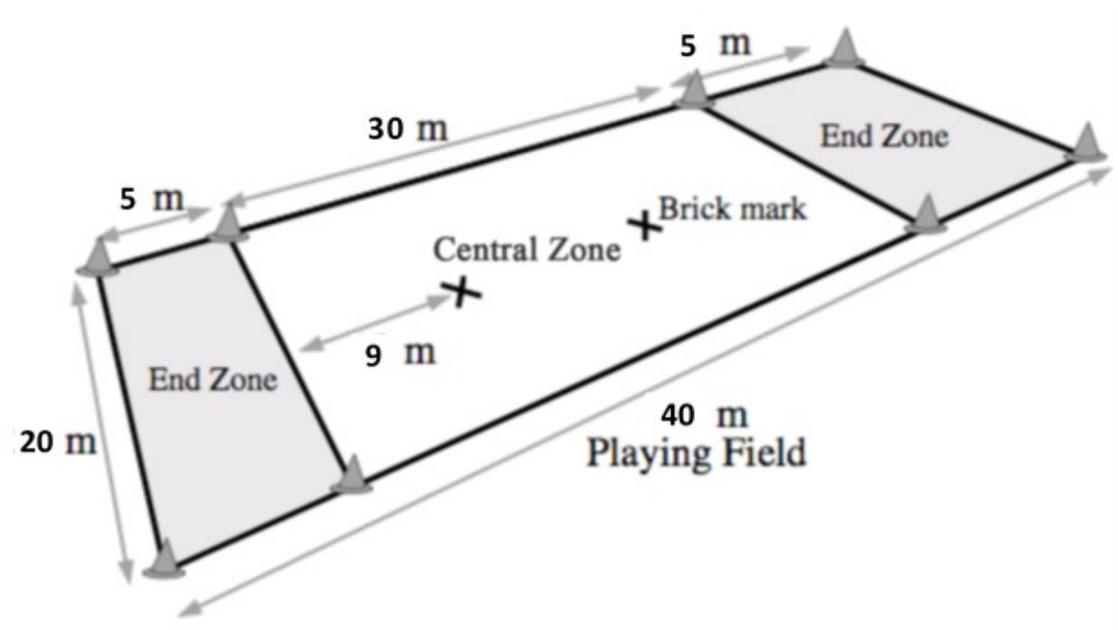
1. General

This additional competition regulation is an addition to the basic regulation for the Ultimate competition (basisreglement Ultimate Competities), May 2022, and describes the specific rules that apply to the NFB Indoor Competition 2022-2023

2. Playing field

In addition to the official Dutch rules of Ultimate, version August 2021, the following changes apply for Indoor Ultimate.

- 2.1. The dimensions of the outside lines of the playing field are those of a handball field, i.e. 40x20 m. With margins between 36 x 18 and 44 x 22 m.
- 2.2. The end zone is approximately 5 m deep, depending on the existing lines. (Keep in mind, the front of the goal circle for handball lies at 6 m.)
- 2.3. All side, end zone and back lines should be indicated with lines. When there is no complete marking for the end zone line, the organizing team must add the missing lines with 5cm wide tape. Intersections of lines must be marked with cones. The brick mark is located at 14 m, i.e. at 9 m in front of the middle of the front end zone line.



- 2.4. The number of players per team on the playing field is 5.

3. Safety

- 3.1. All side and back lines should be at least 1 m, but preferably 2 m away from the walls (or wall racks or stands).
- 3.2. Dangerous obstacles along the walls (e.g. wall racks, hooks) should be covered for safety. In case this has not happened, a team is entitled to refuse to play until this did happen.
- 3.3. Bags, coats, and shoes are to be placed at a clear distance from the playing field, for example, in a changing room or on the stands.
- 3.4. As long as the space is not separated by a wall or net, it is not allowed to throw a disc within 8 m of the playing field during a match.

4. The pull

- 4.1. A valid pull must have an angle between 0 (horizontal) and 45 degrees. When a disc is upside down, it has an angle of 180 degrees and therefore the pull is invalid.
- 4.2. The principle of the pull is that it is catchable by a player of the receiving team. This means that the pull must reach the receiving end zone at such a height to make this possible.
- 4.3. The game is played using the brick rule. The brick mark is located at 14 m, i.e. at 9 m in front of the middle of the front end zone line.
- 4.4. A 'valid' pull is a throw-off that enters a three dimensional area, that is bounded by the front, back and side lines of the receiving teams' end zone and has a height of 2 m, without first contacting the ground, the ceiling, a wall or any out-of-bounds object.
- 4.5. A pull is also automatically 'valid' if it is touched in flight by a member of the receiving team before it contacts the ground, the ceiling, a wall or any out-of-bounds object.
- 4.6. All other pulls are considered uncatchable, thus invalid, and may be bricked.
- 4.7. A pull that first hits the ground outside the end zone and subsequently slides through, may always be bricked. When the disc stays inside the field, game play may also continue from the spot the disc stopped. When the disc slides out of the field, game play may also continue on the spot where the disc left the field.
- 4.8. A pull that first hits a wall or any out-of-bounds object, may always be bricked. Game play may also be continued on the spot where the disc left the field.
- 4.9. When a valid, catchable pull is not touched and/or caught, the disc comes into play on the spot inside the field where it came to a stop or on the spot where it left the field.
- 4.10. When a brick call is contested by the defending team, the disc comes into play in the center of the front end zone line.

- 4.11. A dropped pull does not result in a turnover as long as it was an attempt at a catch.
- 4.11.1. A deliberate mac of the disc is still a turn.
- 4.11.2. A dropped pull will come into play on the spot where it was touched or on the spot where it came to a stop/left the field, depending which of these spots is closest to the end zone the attacking team will defend.

5. Others

- 5.1. The stall count of the marker is until 8. Hence, when the marker can pronounce the “ei” of 8 and the thrower is still holding the disc, there is a stall-out.
- 5.2. After a contested stall-out, the stall count goes back to 6 at max. Thus: “Stall 6-7-8”
- 5.3. In those cases in the official Dutch rules of Ultimate the stall count goes back to 6, for indoor it goes back to 5. In those cases in the official Dutch rules of Ultimate the stall count starts at 9, for indoor it starts at 7.
- 5.4. A disc that hits the wall or any out-of-bounds object is out. The game continues on the spot where the disc went out the field.
- 5.5. A disc that hits the ceiling is out. When the spot where the disc hit the ceiling is above the playing field, the game continues directly under the place where the disc hit the ceiling. Else, the game continues on the spot where the disc went out the field.

6. Game times and time-outs

- 6.1. In all open divisions the official game time is 35 minutes.
- 6.2. In the women’s division 1 the official game time is 40 minutes.
- 6.3. In the women’s division 2 the official game time is 30 minutes.
- 6.4. At the end of the official game time, the running point is always finished
- 6.5. There is no half time.
- 6.6. Each team is entitled to 1 time-out of 1 minute. The time-out can only be taken after a point was scored and before the next pull, and never in the last 5 minutes of the official playing time.
- 6.7. A team can win within the official playing time if it scores 15 points with a difference of at least 2 points.
- 6.8. The game can end in a tie, with exception of the knock-out games in the women’s division 1. When in a knock-out game in the women’s division 1 the game (after the running point is finished after the official game time has ended) ends in a tie, one additional point will be played.

7. Competition format - Women

- 7.1. The women's competition is played in 2 divisions. After each competition day the highest ranked team of division 2 will promote and the lowest ranked team of division 1 will degrade.
- 7.2. Division 1 consists of 6 teams and each team will play a knock-out game at the start of each competition day. The winners of these games play a Round Robin for places 1-3 and the losers for places 4-6. From the 2nd competition day onwards the knock-out games are determined by the ranking after the previous competition day (#1 vs #6, #2 vs #5 en #3 vs #4), in which #6 is the team that promoted from division 2.
- 7.3. Division 2 consists of 5 teams and will play every competition day a full Round Robin.
- 7.4. On the final competition day rules may deviate (follows later).

8. Competition format - Open

- 8.1. The open competition is played in 4 divisions of 12 teams.
- 8.2. Per division a full Round Robin is played on competition days 1-3. The results of the first 3 competition days determine the initial ranking of the final competition day.
- 8.3. On the final competition day in each division a new Round Robin will be played for the places 1-4, 5-8 and 9-12. Thus, the four highest ranked teams in the initial ranking play for gold in their respective division. The results from the first 3 competition days do not count in this new Round Robin.
- 8.4. Promotion and degradation for the season 2023-2024 is determined as follows:
 - 8.4.1. Between division 1 and 2, 2 teams will promote and 2 teams will degrade: the teams ranked 11 and 12 in the final ranking of division 1 will be send down to division 2. The teams ranked 1 and 2 in the final ranking of division 2 promote to division 1.
 - 8.4.2. Between division 2 and 3, 2 teams will promote and 2 teams will degrade: the teams ranked 11 and 12 in the final ranking of division 2 will be send down to division 3. The teams ranked 1 and 2 in the final ranking of division 3 promote to division 2.
 - 8.4.3. Between division 3 and 4, 2 teams will promote and 2 teams will degrade: the teams ranked 11 and 12 in the final ranking of division 3 will be send down to division 4. The teams ranked 1 and 2 in the final ranking of division 4 promote to division 3.

9. Ranking

- 9.1. The ranking after a Round Robin is determined by the following criteria:
 - 9.1.1. The number of game points: 2 for a win, 1 for a tie and 0 for a loss.
 - 9.1.2. The number of game points in the mutual matches
 - 9.1.3. The points balance in mutual matches
 - 9.1.4. The points balance (=the total number of points scored minus the total number of points conceded) for all games played
 - 9.1.5. The total number of points scored ahead for all games played
- 9.2. If more than 2 teams end equal, the same criteria apply, with the understanding that if one team drops out based on a criterion, the remaining teams will be ranked according to the list above, starting again at 9.1.1.

10. Spirit of the Game award

A competition team is only eligible for the Spirit of the Game award, when it has entered all Spirit scores on all competition days.

11. Additional players

- 11.1. During the competition, it is possible to add additional players to a competition team as long as they do not exceed 15 players. However, during the competition only 1 additional player can be added to the roster per competition day and with a maximum of 4 players over the entire competition.
- 11.2. Competition teams need to add the additional player to the roster by sending an email to the coordinators of the competition (competitie@nfbultimate.nl) and to all captains (contact persons) of the entire division they will play in. This should be done no later than 24 hours prior to the start of the 1st game of the competition day the additional player will start playing with the competition team.