

IM Ultimate 2009 Announcement

REGISTRATION

- For this ultimate season, we will be using AthLeague.com, an intramural sports website.
- Teams interested in participating must register an account with AthLeague.com, create a team, and join their desired league (see league descriptions below).
- Full or Provisional Affiliations must include their affiliations' name in their team name or description, and the Athletics Chairperson must approve the team by joining it. Without the Athletics Chairperson's approval, a team will be assumed Independent.
- Provisional and Independent teams must provide a \$75 refundable forfeit deposit. Deposits should be delivered to Bernice Ward (bward@mit.edu) in the Zesiger athletic offices prior to registration.
- REGISTRATION DEADLINE: 11:59 PM on February 28, 2009.
- Any outstanding fines must be paid before a team is put on the schedule. Captains of teams that have outstanding fines or deposits will be notified by the Sport Manager. Teams that have not paid fines or deposits by 4:00 PM on Thursday, March 5, will be removed from the sport at the manager's discretion.
- Team Captains should ensure that all of their team members register an AthLeague account. ALL PARTICIPANTS MUST REGISTER WITH ATHLEAGUE. Captains are responsible for reviewing the MIT IM handbook and ensuring that their affiliations and teams are in compliance with all regulations.
- A Captain's meeting will be held Tuesday, March 10, at 8:00 pm. Location will be announced at a later date.

MANAGERS

- The Sport Manager is Catherine Johnson (cjohns@mit.edu). All questions related to registration or league rules should be addressed to the Sport Manager.

ROSTERS

- Participation is limited to registered (or cross-registered) undergraduate and graduate students, post-docs, faculty, and alumni with DAPER or alumni association membership.
- No player may be on more than one team in the same league.
- It is expected that Captains make a reasonable effort to ensure all of their players are on their AthLeague roster.
- Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

- Roster challenges may be initiated by anyone before, during, or after a match. Any team found to be playing with an ineligible player or a player not on its roster will forfeit the match and face corresponding fines at the discretion of the manager. Teams wishing to file this type of complaint should inform the opposing team captain immediately.

ROSTER SIZE LIMITS

- Teams will be limited to no more than 30 players. Champions in A and B Leagues will receive T-shirts; regardless of players registered, no more than 15 shirts will be issued

LEAGUES

- When registering, teams should indicate their preference of league (level of competition). Leagues may be combined or split at manager's discretion.
 - A: Experienced players who are competitive
 - B: Majority of team has played Ultimate before, not necessarily on a formal team
 - C: A casual league for those who have never played or wish to play leisurely

FINES

- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Forfeited matches
 - First infraction: \$50,
 - Second infraction: \$75 and disqualification from playoffs
 - Third infraction: \$100 and removal from league

EQUIPMENT

- Each team should bring a disc suitable for use as a game disc and eight cones (or suitable replacements) to mark the boundaries of a field. There is no penalty for an infraction of this rule; it is only in place to ensure that games commence promptly without a needless search for proper equipment.

SCHEDULE

- AthLeague.com allows teams to set their own preferences regarding conflicts and desired times. This process will be explained at the Captains' Meeting.
- Games will commence in mid to late March and playoffs will be held in early May. Games will be normally scheduled on weekend afternoons between 10:00 am and 5pm.

- Teams will be expected to play in 4-6 matches during the regular season, depending on the number of participating teams.
- In the event of inclement weather, it is up to team captains to decide whether a match shall be conducted at the regular time. Captains should confer on this decision and inform the manager.
- Times will be provided if teams need to reschedule for any reason. Matches that are not completed by the end of the season will be considered double-forfeits.

RULES / CLARIFICATIONS

We will use the 11th edition of the Ultimate Player's Association's rules. These can be found at www.upa.org/ultimate/rules

Field

- Most games are played on the Briggs grass fields between MacGregor and Simmons. It may be possible to conduct matches at another location. These fields will be designated as needed.

Start of Play

- Each team must have at least 5 players on the field to begin a match. Before the match, the captains should conduct a disc toss (much like a coin toss). The winner decides whether to pull or receive. The other team decides which side to start on. After halftime, teams mirror the start of the game.

Substitutions

- Substitutions may only be made between points or after an injury.

Length of Play

- Regular Season games will be played to 11, with a time cap applied after an hour. The cap is applied after a point is scored, and play only continues if the game is tied. Please be sure that matches begin on time, so as not to delay any teams that may follow.

SPORTSMANSHIP

- Proper sportsmanship is expected of all teams at all times. Captains are expected to control the behavior of their team members. The manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship. Any complaints should be reported to the manager immediately.