

NATIONAL TEAM & PLAYER MANUAL

5-ON-5

ASIAN CHAMPIONSHIP BEACH ULTIMATE



**Beach Ultimate
Lovers Association**

This manual is based on the manual created by the World Flying Disc Federation (WFDF) for the World Ultimate and Guts Championships (on grass). We are very grateful that they allowed us to use their knowledge and experience to help Beach Ultimate grow worldwide.



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1 Team Captains and Representatives

Each team participating in a BULA Asian Championship Beach Ultimate (ACBU) shall name one player or representative to act as the team spokesperson and captain of the team. This person shall represent the interests of the team from the time of registration with the Tournament Director (TD) until all play and organisational factors are complete. This shall include, but not be limited to, discussions in any on-field or off-field disputes that may arise, attendance at the Captain's Meeting immediately before the tournament starts, ensuring that all fees and organisational aspects are fulfilled by the team and that all players follow the responsibilities set down in this manual

In addition to the named Team Captain each team may nominate a Team Director to take part in any formal meetings held during the course of the tournament. The Team Director may help the Team Captain in making any decisions and help with any language issues. The Team Captain may delegate their responsibilities to the Team Director. If this occurs the TD must be informed of this decision. It is practical that either the Team captain or Team Director speaks English wherever possible.

2 Rosters submission

No less than 4 months before the starts of the ACBU each country will indicate in what divisions it plans to partake in. These registrations will only be accepted when accompanied by the appropriate team fees determined by the Local Organizing Committee (LOC). Preliminary rosters for all national teams shall arrive with the TD, in the format provided by the TD, no later than eight (8) weeks before the first day of play of the tournament.

The rosters shall contain the following information on each player:

1. Full name
2. Shirt number (0-99)
3. Date of birth
4. Gender
5. e-mail
6. Nationality
7. Explanations regarding eligibility, where appropriate

These rosters do not fully bind the teams regarding final player selection. Players may be added or taken from the roster as appropriate up to the fourteen (14) day deadline, though this initial roster should reflect the most likely selection available to play for each team.

Final rosters for all national teams shall be given to the TD fourteen (14) days before the start of the tournament. No players may be added to the team after this final roster is handed in without express permission from the Chair of the ACBU Committee.



The minimum number of players permitted on a roster for teams is nine (9). All teams must register at least 9 players for the start of the tournament. Mixed teams must have a minimum of five players of each gender on their roster. If, during the course of the tournament, a team is not able to field at least 7 players for a single game, then the TD may suspend that team from competition on medical grounds.

3 Eligibility

For a player to be registered to represent a national team, it is necessary that he/she have complied with the national team eligibility requirements as set out below:

3.1 Divisions

1. Open Division: Available to male and female players.
2. 3/2 Mixed Division: Available to male and female players

3.2 Choice of Divisions

If a player qualifies for more than one division, he or she shall choose which division he or she shall compete in prior to the start of play, and shall not compete in any other division throughout the duration of the tournament.

3.3 Citizenship

3.3.1 Citizens

Players are deemed to be Citizens and can automatically qualify for participation if

- a) They own a passport or equivalent legal document issued by the country's government; or
- b) If they have moved to the country at least four years prior to the start date of the event and spent more than 75% of those four years in the country.

3.3.2 Resident Non-Citizen

Each team can put 3 players on their roster that are deemed to be "Resident non-citizens". These players

- a) own a legal certificate of permanent residency issued by the country's government; or
- b) moved to the country at least 20 months prior to the start date of the event and spent more than 75% of those 20 months in the country.

3.3.3 Ultimate Community Member

Each team can field one player that is deemed to be an "Ultimate Community Member". This choice is at the discretion of the National



Association if they are considered to be a significant part of that Country's ultimate community, but don't fall under the above categories. The following may be taken into account by the National Association in making this decision:

- Residency history in that Country
- Participation in that Country's ultimate events, especially national championships
- Past representation on National Teams
- Participation in the development of ultimate in the Country

The reasoning will be provided along with registration information.

3.4 Tyro Teams

When a country is not able to field a fully representative national team, a country may enter a tyro team.

Any country may be regarded as a Tyro team. This enables the team to recruit up to five (5) players who would not normally be eligible for that team, from other countries. However, individual players must still be eligible for the division in which the tyro team is entered. No Tyro team may compete in the semi-final stages of a BULA Championship event.

4 Uniforms

4.1 Shirts

All players in a team shall wear shirts that match in colour and design in each game. Teams shall have available a light coloured and separate dark coloured set of team shirts. The shirts shall be numbered with Arabic integral numerals in the range 0-99, with unique numbers for each player of the team. The numbers should be sewn or printed on the backs of shirts and should be a minimum of 20 centimetres high and 5 centimetres wide (8 inches by 2 inches). They should be located so that they are completely visible and have a sufficient difference in colour to the shirt material to allow easy reading. Individual players must use the same shirt numbers throughout the tournament to help with the gathering of playing data.

4.2 Shorts / Skirts

All players in a team shall wear shorts matching in colour and design in all games. Shorts may have numbers sewn or printed on the front left leg of the shorts. The numbering should match that of the player's shirt.

4.3 Sponsorship Logos and Emblems

Teams participating in the Asian Championships Beach Ultimate may display sponsor's logos or emblems on their shirts, shorts, hats, etc. Each participating team retains the sole commercial rights to their uniforms. However, the following restrictions apply to sponsor's logos and emblems.



Sponsors logos or emblems should be neatly sewn or printed onto uniforms. They should also leave enough of the original shirt uncovered to enable to distinguish the actual colour of the uniform from any direction.

In some countries the advertising of various products such as tobacco and alcohol are prohibited by law. Teams entering into sponsorship arrangements are expected to be aware of any such restrictions in the host country of a Asian Championship Beach Ultimate. Please contact the TD for advice on sponsorship and any potential restrictions. The TD will contact team representatives to make clear any restrictions.

5 Financial Responsibility

Teams entering the Asian Championship Beach Ultimate must keep to the payment schedules provided by the TD. The TD may collect two types of fees:

5.1 Team Entry Fee

To be paid by the deadline set by the TD, no earlier than six (6) months before the tournament and no later than four (4) months before the tournament. The team entry deposit covers organisational and communications expenses incurred by the tournament and guarantees that the team is included in the tournament format.

Teams that do not comply with the team entry fee deadline provided by the TD risk losing the opportunity to compete in the tournament. The TD has the right to penalise any late payments at a rate of up to 20% of the initial fee for each month, or part of a month that a team is late with the payment of their team entry fee. Tournament entry closes eight (8) weeks before the first day of play of the event. At this point the TD or ACBU Committee may decline to accept new teams into the tournament.

A team withdrawing from the tournament more than eight (8) weeks before the start of the tournament shall receive a refund of 50% of the team entry fee. A team withdrawing from the tournament later than eight (8) weeks before the start of the tournament shall forfeit the entire team entry fee.

5.2 Player entry fee

The player fee shall be paid by the deadline provided by the TD no earlier than six (6) months prior to the start of the tournament and no later than eight (8) weeks before the tournament starts.

The TD has the right to penalise any late payments at a rate of no more than 10% of the total player fee for each month or part of a month that the fee for an individual player is late. Tournament entry for players closes eight (8) weeks before the first day of play. At this point, eight (8) weeks before the start of the tournament, fees equalling the intended final



number of players in a team must be paid, including any late payment penalties. Individual players, or whole teams, may be excluded from the tournament if these payments are not made. The TD and ACBU Committee may accept additional players to team rosters after this date up to two (2) weeks before the tournament, subject to a penalty payment.

Each team is guaranteed a number of player accommodations equivalent in value to the number of fees they have paid by the initial date that player fees are due. Teams that do not meet the deadlines for player fees cannot be guaranteed accommodations at the tournament site, but will not be denied participation in the event provided that the team entry fee and tournament fee are paid, as outlined in this document. In these circumstances the team entry fee and tournament fee must still be paid before the final deadlines outlined above and by the TD.

A team withdrawing from the tournament eight (8) weeks or more before the start of the tournament shall receive a minimum of 80% refund of the player's fees paid by the team. The TD has the right to deduct up to 20% of the fees to cover any accommodation deposits or administrative charges incurred by a team or individual player.

A team withdrawing later than eight (8) weeks before the start of the tournament shall forfeit the entire player entry fee.

An individual player withdrawing from the tournament (when their team remains registered) eight (8) weeks or more before the start of the tournament shall receive a minimum of 80% refund of the players fees paid by the team. The TD has the right to deduct up to 20% of the fees to cover any accommodation deposits or administrative charges incurred by a team or individual player.

An individual player withdrawing from the tournament four (4) weeks or more, but less than eight (8) weeks, before the start of the tournament shall receive a refund of 50% of the player fee paid.

An individual player withdrawing from the tournament less than four weeks before the start of the tournament shall forfeit their player fee. The only exception is when an individual player has suffered an injury or medical condition and a Doctor's letter must support this. In such cases the 80% refund shall be made.

6 Rules

The rules to be used for all BULA sanctioned Asian Championships Beach Ultimate shall be the current edition of the rules as found on the BULA website (<http://beachultimate.org>). These may be adapted and amended by the ACBU Committee and TD in line with tournament requirements. These changes will be clearly explained during the Captain's meeting before the tournament starts. All players have the responsibility to be familiar with the rules.



7 Divisions of play

Competitions at the Asian Championship Beach Ultimate are organized in two divisions: Open and Mixed (3/2).

7.1 Suspension of a division

The ACBU Committee may suspend any division, after discussion with the TD, if the number of teams registered for that division four (4) months before the start of the tournament is 4 or less.

7.2 Tournament formats

The tournament format, all seeding and scheduling of teams at the Asian Championships Beach Ultimate shall be determined by the BULA ACBU Committee in collaboration with the TD. The format chosen will take account the number of participating teams, availability of fields and the length of the tournament. However, an Asian Championship Beach Ultimate shall always be determined in a single, final game. The winning team of this final game becomes Asian Champions Beach Ultimate. This applies to all divisions and to all BULA sanctioned Asian Championship Beach Ultimate tournaments.

7.3 Seeding of teams

The seeding of all teams in all divisions shall be the responsibility of the ACBU Committee in collaboration with the TD. The seeding of teams is based upon four factors, in the following order of priority:

1. Past performance in Asian Championship Beach Ultimate tournaments
2. Past performance of club teams in national and international Beach Ultimate tournaments
3. Past performance of club team in national and international grass Ultimate tournaments
4. The desire to spread countries equitably throughout pool play ensuring a geographic spread so that teams from the same continent do not dominate one pool ensuring teams an opportunity to play against teams not normally encountered. This principle will only apply if a team has to move one seeded place from the agreed list based on past performance.

The information used to seed teams will place the competing teams into the tournament format so that all teams have an opportunity to reach their perceived ranking.

8 Timing and scoring of games



All games in Asian Championship Beach Ultimate tournaments shall start on time with the exception of those games covered by the conditions set out below in the section titled "Exceptions".

8.1 Starting and ending the game

All teams must be ready to play five (5) minutes before they are due to play. Captains of the two teams shall flip discs to determine possession and field position for their teams at the start of the game.

Teams who do not have five players on the line and at least two (2) substitutes ready to play when the signal is given to start play shall give one (1) point for each minute they are late to the opposing team. If a team has not arrived after fifteen (15) minutes they shall forfeit their game to zero (0). Should neither team arrive on time then they shall both gain points at the rate of one (1) per minute until a team arrives and lines up, or until both teams arrive and line up or until both teams forfeit their game zero-zero (0-0) after 15 minutes. Should either or both teams fail to turn up and so forfeit their game they shall automatically be referred to the TD for possible disciplinary action.

If at the scheduled starting time of the game only one of the Captain's is present, then that Captain may choose which end their team will defend and whether they will pull or receive. If neither Captain is present then the first Captain to arrive shall have first choice.

8.2 Exceptions

Games will start on time, unless a previous game has over run its time on the same field as the next scheduled game. Teams may have to wait until the previous game is completed before starting their game. They shall still follow the pre-match procedure outlined above and if another field is available teams may be asked to switch at the time they hand in their roster fifteen (15) minutes before the scheduled start of their game.

If the game does not start on time because of the late arrival of one or both of the teams the start and finish signals shall remain in force for that game. If, however, a game starts late because of another game playing extra time on the scheduled field, and another field being unavailable, then the field staff shall note the beginning time of the game and adjust all subsequent timings so that the game shall run for its allotted time. The field staff shall then enforce this new time schedule irrespective of the time schedule of other games being played in the same round.

9 Field procedures

The field staff will have the jobs of scoring and time keeping, including the timing between points and on disputes. They are not available for rule clarification or the settling of any disputes. That is the responsibility of the



players. The field staff is, however, responsible for monitoring the time on the field and their decisions will be final.

9.1 Time limits between goals

The time limit between the scoring of a goal and the ensuing throw-off is sixty (60) seconds for the receiving team, and seventy-five (75) seconds for the throwing team.

9.2 Time limits after time-outs

9.2.1 Time-outs between points:

Each time-out between points extends the time between goals by 1 minute. Play is restarted as between ordinary goals. However, when a time-out between points has occurred, the timekeeper gives an additional warning whistle 30 seconds before the offense must be ready to receive the throw-off.

9.2.2 Time-outs during points:

The timekeeper signals once when twenty (20) seconds are remaining. At the end of 1 minute all offensive players must have established stationary positions and the thrower must signal readiness.

9.2.3 Time limit after half time

The same procedures also apply at the beginning of each half of play, except that the timekeeper gives warning signals:

- at 30 seconds (once) before the receiving team must acknowledge readiness,
- 15 seconds (twice) before the throwing team must throw and
- a final signal (three times) when play is to be resumed immediately.

9.3 Disputes

After a dispute has gone on for thirty seconds, the time keeper shall instruct the players involved to resolve the issue immediately or return the disc to the last thrower. Thus, there is no strict thirty seconds time limit but a realistic expectation that play shall resume.

If both teams are ready at any time before the final signal is given then play is restarted and all remaining timekeeper signals are dispensed with.

The signal of readiness is that a player on the team in question raises a hand. Players must establish and hold their positions prior to signaling readiness.

10 Player Conduct

Beach Ultimate is a sport that relies on the willingness of the individual player to keep to the rules and to actively display the Spirit of the Game in their conduct and behaviour. Whilst expecting players and teams to be



highly competitive and committed, BULA and TDs also expect players to conduct themselves as responsible athletes, both on and off the field.

10.1 Spirit of the Game

The Asian Championships Beach Ultimate will have a Spirit of the Game winner in each division. This winner will be determined using the most recent BULA SOTG scoring system (<http://beachultimate.org/blog/2008/05/sotg.html>).

Within 15 minutes of the end of each game the captain of each team will deliver the Spirit of the Game score sheet to the staff member asking for such.

Teams that have negative spirit ratings will be talked to at the end of each day by the Tournament Rules Group (TRG). Consistent bad spirit ratings throughout the championships can lead to disqualification to play in the finals.

10.2 Fun

Yes :-)