

Appendix to the 2009 WFDF rules:  
Differences for 5-on-5 Beach Ultimate  
(by BULA - the Beach Ultimate Lovers Association)

## Introduction

### 1. Spirit of the Game

### 2. Playing Field

- 2.1. The Playing Field is a rectangle seventy-five (75) metres long and twenty-five (25) metres wide. (See Figure 3.1)
- 2.4. The Playing Field is broken up into a central Playing Field Proper that is forty-five (45) metres long by twenty-five (25) metres wide, and two End zones that are fifteen (15) metres deep by twenty-five (25) metres wide at each end of the Playing Field Proper.
- 2.6. The Brick Mark is the intersection of two (2) crossed one (1) meter lines in the playing field proper set ten (10) metres from each Goal Line, midway between the Sidelines.
- 2.7. All lines shall be marked with colored tape between five (5) and ten (10) centimetres wide
- 2.10. The playing field shall be sand, which is essentially flat, free of obstructions and holes, and affords reasonable player safety.

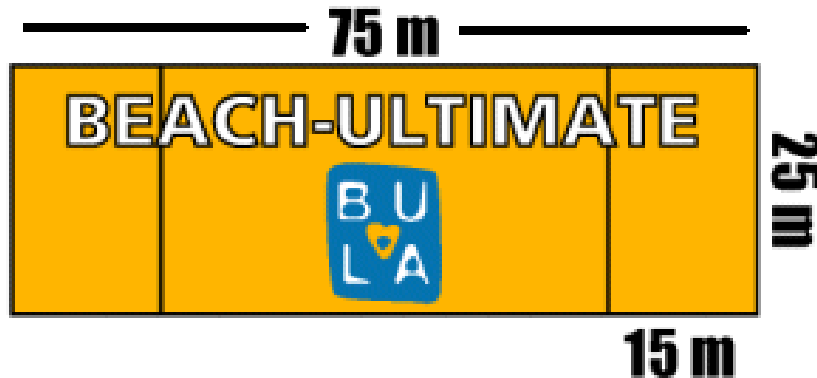


Figure 3.1

### 3. Equipment

- 3.4. Playing barefoot is highly recommended. Players may wear socks or any kind of foot covering of a similar texture; so long it does not endanger the safety of any other player.

### 4. Point, Goal and Game

- 4.2. A game is finished and won by the first team to score thirteen (13) goals.
- 4.3. A game is separated into two (2) periods of play, called Halves. Half-time occurs when a team first scores seven (7) goals.

## **5. Teams**

- 5.1. Each team will put a maximum of five (5) players and a minimum of four (4) players on the field during each point.

## **6. Starting a Game**

## **7. The Pull**

## **8. Status of the Disc**

## **9. Stall Count**

## **10. The Check**

## **11. Out of Bounds**

## **12. Receivers and Positioning**

## **13. Turnovers**

## **14. Scoring**

## **15. Calling Fouls, Infractions and Violations**

## **16. Continuation after a Foul or Violation Call**

## **17. Fouls**

## **18. Infractions and Violations**

## **19. Stoppages**

## **20. Time-Outs**

- 20.4. A time-out lasts one (1) minute.