

### **Spirit of the Game™ (SOTG)**

Ultimate stresses sportsmanship and places the responsibility for fair play on the player. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play. Protection of these vital elements serves to eliminate unsportsmanlike conduct from the Ultimate field. Such actions as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions or other “win-at-all-costs” behavior are contrary to the spirit of the game and must be avoided by all players.

### **Officiating**

Ultimate is a self-officiated sport. Athletes are obliged to respect each other and players are responsible for making their own foul and line calls. Game Officials shall not make foul and violation calls. (See section X. Fouls in the Intramural Rules for Ultimate on how to make calls.)

### **Game Officials: Duties and Responsibilities**

Game Officials are not empowered to make any calls during the course of normal play. Self-officiating is a skill that is learned by doing, although newer players may need some reminders about the specific processes or pointers about how to conduct themselves within those processes. A Game Official's role is to:

- A. Assist players in creating an environment that fosters sportsmanship and respect among teammates and opponents by instilling basic concepts about Spirit of the Game.
- B. Focus primarily on providing instructional information about the game, helping players to self-officiate, and monitoring logistical and other factors necessary to facilitate game play.
- C. Know the Intramural Rules for Ultimate so that you can encourage players to gain an understanding of the rules and become comfortable with the process of dispute resolution in a self-officiated game.
- D. Avoid interfering with players' movements or the flight of the disc by remaining off the field. If the disc hits a Game Official, it is considered out-of-bounds and a turnover.
- E. Arrive a few minutes (~15 minutes) before the game to:
  1. ensure the field is set up properly
  2. survey the field for holes or debris which could be dangerous for players
  3. have game discs on hand (extra are recommended)
  4. assure that sidelines are free of spectators or equipment
  5. inform players of potential uniform or dangerous equipment issues
  6. coordinate a pre-game meeting with the teams (see more under Pre-Game Discussion below)
- F. Always track, know and periodically announce the:
  1. game score
  2. time limits: start times, time remaining in half, halftime, end times and overtime
  3. number of time-outs remaining for each team
- G. Monitor conduct issues. Enforce sanctions as necessary. Track and report incidents. (See section XIII. Player Conduct in the Intramural Rules for Ultimate)

### **Pre-game Discussion with Teams**

Arrive at the field early enough to talk with both teams (preferably together). Introduce yourself and any other helpers. Cover the following points:

1. Ultimate stresses sportsmanship and fair play. There are no referees in Ultimate. As a self-officiated sport, players are responsible for making their own foul and line calls.
2. A player being called for a foul can either contest or not contest the call. Players remain stationary while a call is being discussed. Calls should be resolved quickly (~20-30 seconds).
3. If a foul is disputed and the players cannot come to a resolution, the play is redone with players returning to their original position before the foul occurred.
4. The Game Official's primary purpose is to keep the game moving. They are not empowered to make any calls but can provide instructional information about the game, rules and help players to self-officiate.

## **USA Ultimate Game Officials for Intramural Ultimate**



5. Remind the teams that they should feel empowered to play without looking to you, but that you are there as a resource if needed. Game Officials don't make calls or provide opinions on what happened. There is a process for calls that cannot be resolved by the players (see #3 in this list).
6. For all calls or possible fouls, it is up to the players to decide the outcome; if no call is made, or if one is made, but they agree themselves on a particular outcome (right or wrong), their decision stands.
7. Time limits – Game Officials will actively track and announce them to the players.
8. Explain the basics of the game (start, end, half-time, timeouts, etc.)
9. Misconduct – if players engage in actions that warrant it, this may result in penalties
10. Based on the level of play, you may want to allow players to stop the game for rules questions. Otherwise questions should only be asked during normal stoppages or between points.
11. Ask if they have questions and respond as needed.

### **Game Official's Equipment**

Recommended equipment:

- Stop watch/timer
- Pen/pencil
- Score card
- Copy of the Intramural Rules for Ultimate