

PROPOSAL FOR THE FORMATION OF THE
MALAYSIA ULTIMATE LEAGUE
2008

1.0 Objectives

- 1.1 To promote interaction among the Ultimate Frisbee players.
- 1.2 To enable new and novice players to gain experience from playing together.

2.0 Place and Time

- 2.1 Proposed venues are DBKL fields (Cheras - behind PGRM, Padang Merbuk – near Bank Negara), and other venues to be determined later depending on participation.
- 2.2 Match starts at 8.30 a.m.
- 2.3 Proposed dates: Nov 01, Nov 15, Nov 29, Dec 13, Jan 10, Feb 07. Subject to change.
- 2.4 On a non-league week, pick-up will be held as usual.
- 2.5 Venue to be announced 1 week before Match Day.

3.0 Proposed Fees

- 3.1 Each player shall pay a fee RM 50.
- 3.2 The fees will cover field rental, insurance, party and prizes.
- 3.3 Each team shall be required to pay RM 100 as '*Field Deposit*'. This amount will be refunded to the team at the end of the league if the team does not cancel any matches. See clause 4.7.
- 3.4 Teams shall register for the league by **15th October**, via email to `ultimatemalaysia [at] gmail [dot] com` , or by filling a form (during pick-up).
- 3.5 Teams shall pay the fee + Field Deposit **by 16th October**, via bank deposit to the following details, or cash (during pick-up).
 - 3.5.1 Account Holder: SPORTS DISC PROMOTIONS SDN BHD
 - 3.5.2 Account No: 12530014864057
 - 3.5.3 Name of Bank: CIMB Bank Berhad
- 3.6 Please retain a copy of your receipt and send an email to `ultimatemalaysia [at] gmail [dot] com`, notifying Team Name, Amount and Date Deposited and Captain's Name.

4.0 Competition Format

- 4.1 The league will be formed with a minimum of 4 teams.
- 4.2 The league will be held with a minimum of 3 rounds. Each round shall be referred to as **Match Day**.
- 4.3 A team will play a minimum of 2 matches in each round.
- 4.4 The rounds are proposed to be played every 2 weeks.
- 4.5 Teams will play against each other in a round-robin format.
- 4.6 Subject to mutual consent, teams unable to play against each other in the proposed rounds may play their match anytime before the next Match Day. Fields shall be at own cost, date and time to be mutually agreed by team captains.
- 4.7 If a team cancels a match, the following penalty shall be imposed:
 - 4.7.1 The team whom cancels shall concede a walk-over and 7 points shall be scored against them (*Goals Against*).
 - 4.7.2 Opponent team shall be awarded a win and 7 points shall be scored for them. (*Goals Scored*).
- 4.8 If the same team cancels matches for a second *Match Day*, the team's *Field Deposit* of RM100 shall not be refunded at the end of the league.
- 4.9 Captains shall not be allowed to cancel a match if their team has a minimum of 12 players on the roster.
- 4.10 Each team shall award their opponents with points for **Spirit of the Game** after each match.
- 4.11 After the round-robin has been completed, in the event of a tie, or more than 2 teams share the same win:loss ratio, the following criteria shall be used to determine a winner:
 - 4.11.1 Points/Goal difference (GD)
 - 4.11.2 Points scored for Spirit of the Game (SP)
 - 4.11.3 Points/Goals Scored (GS)

5.0 Team Format

- 5.1 During registration, participants are required to inform the organizers of:
 - 5.1.1 Full Name
 - 5.1.2 Date of Birth
 - 5.1.3 Mykad number / Passport number
 - 5.1.4 Gender
 - 5.1.5 Email Address
 - 5.1.6 Personal contact number

- 5.2 Players whom do not register by the closing date, will be allowed to play in the league upon registration and payment.
- 5.3 There shall be a maximum of 18 players per team.
- 5.4 Captains shall be required to send their team roster via email to ultimatemalaysia@gmail.com by 8am Wednesday, before each *Match Day*.

6.0 Game Format

- 6.1 Matches will be played according to World Flying Disc Federation 2008 (WFDF) rules, linked below.
<http://www.wfdf.org/index.php?page=rules/index.htm>
- 6.2 Matches will be played on a regulation size (100m x 37m) field, or as close as possible.
- 6.3 Regulation field is 64m by 37m, with end zones 18m deep.
- 6.4 Each match will be played to 60 minutes or 15 points.
- 6.5 A full-length game lasts until one team reaches a score of 15 goals with a lead of at least two goals, or until a team scores 15 goals.
- 6.6 Example, if the score is 10-11 in the 60th minute, the current point is played on till a team scores. If the score becomes 11-11, another 2 points shall be played. Whoever scores the next 2 points to reach 13, wins the game.
- 6.7 Both teams shall be allowed to call one timeout of 2 minutes in each half of the match. Timeouts can be floated (carried over to the next half).
- 6.8 Gender ratio is encouraged at 4:3, but shall be mutually agreed by team captains before starting each match.
- 6.9 There will be a 15 minute break in between matches. Teams are encouraged to play a spirit game or cheer the other team during this time.
- 6.10 A friendly reminder to all teams: **Spirit of the Game**

7.0 Party Format

- 7.1 Winners will be celebrated in Ultimate fashion at a get-together.