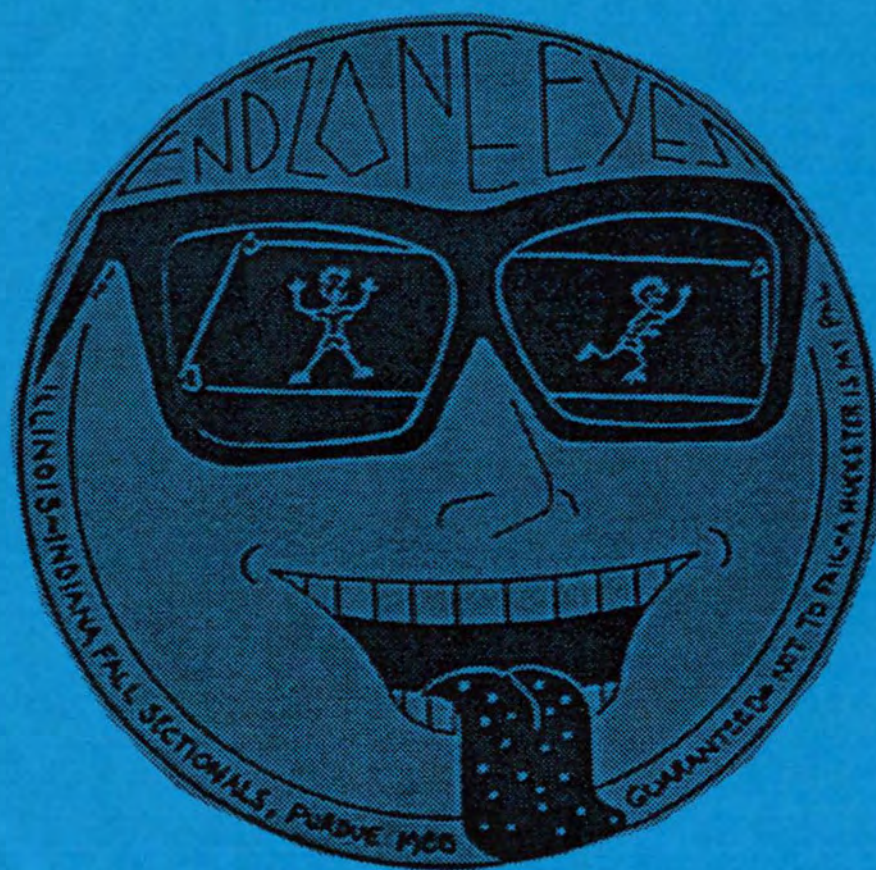


# Indiana-Illinois Ultimate



Open Sectional '88





## The Teams

### Men's

B Attitudes (Purdue U.)-W. Lafayette, IN  
Ball State, et al.-Muncie, IN  
Czech-Chicago, IL  
Disc Jihad (U. of Illinois)-Champaign, IL  
Discmonsters (U. of Chicago)-Chicago, IL  
Ooze- Chicago, IL  
Full Tilt (Southern Illinois U.) - Carbondale, IL  
H (Illinois State)-Normal, IL  
Hoosier Mamas (Indiana U.)-Bloomington, IN  
Ultimate Eagles-Indianapolis, IN  
Windy City-Chicago, IL

### Women's

Nemesis -Chicago, IL  
Hoosier Papas (Purdue and I.U.) - W. Lafayette and Bloomington, IN

## The Rules

UPA 8th Edition, with changes outlined in the last UPA  
News Leter, a copy of the changes is included in this program.  
The top three finishing teams will advance to the Central Regional  
Tournament.

# **The Necessities**

Shirts and discs are on sale at the Tent.  
Showers are in the co-rec, just mention the frisbee tournament to get in.

## **The FUN\***

### **PARTY**

818 Northwestern, 9:30 Saturday night  
Free beer, fun and disc heads. Be there...

### **Food**

In Purdue West (the mall near the fields):  
Veno's - Pizza and Beer  
Hardees - Fast Food?

In the levee (or at least on the way):  
Garcias - Pizza and Beer  
Pizza Hut - Guess!  
and all the fast food you could ask for...

### **Drink**

In town (just ask, someone will get you there):  
Locomotives - Rock -n- Roll Bar  
Nicks - Night club  
Harry's - Pub  
Macaws - Night club  
Quincy's - Pub  
Pete's - Bar

\*Purdue University's campus is dry. NO ALCOHOL ALLOWED ON CAMPUS!  
(this includes the fields, sorry)

## **Disc Golf**

**Purdue's Course**

**North of Stadium Ave.**

**9 Holes**

**Hilly and Few trees**

**Lafayette's course**

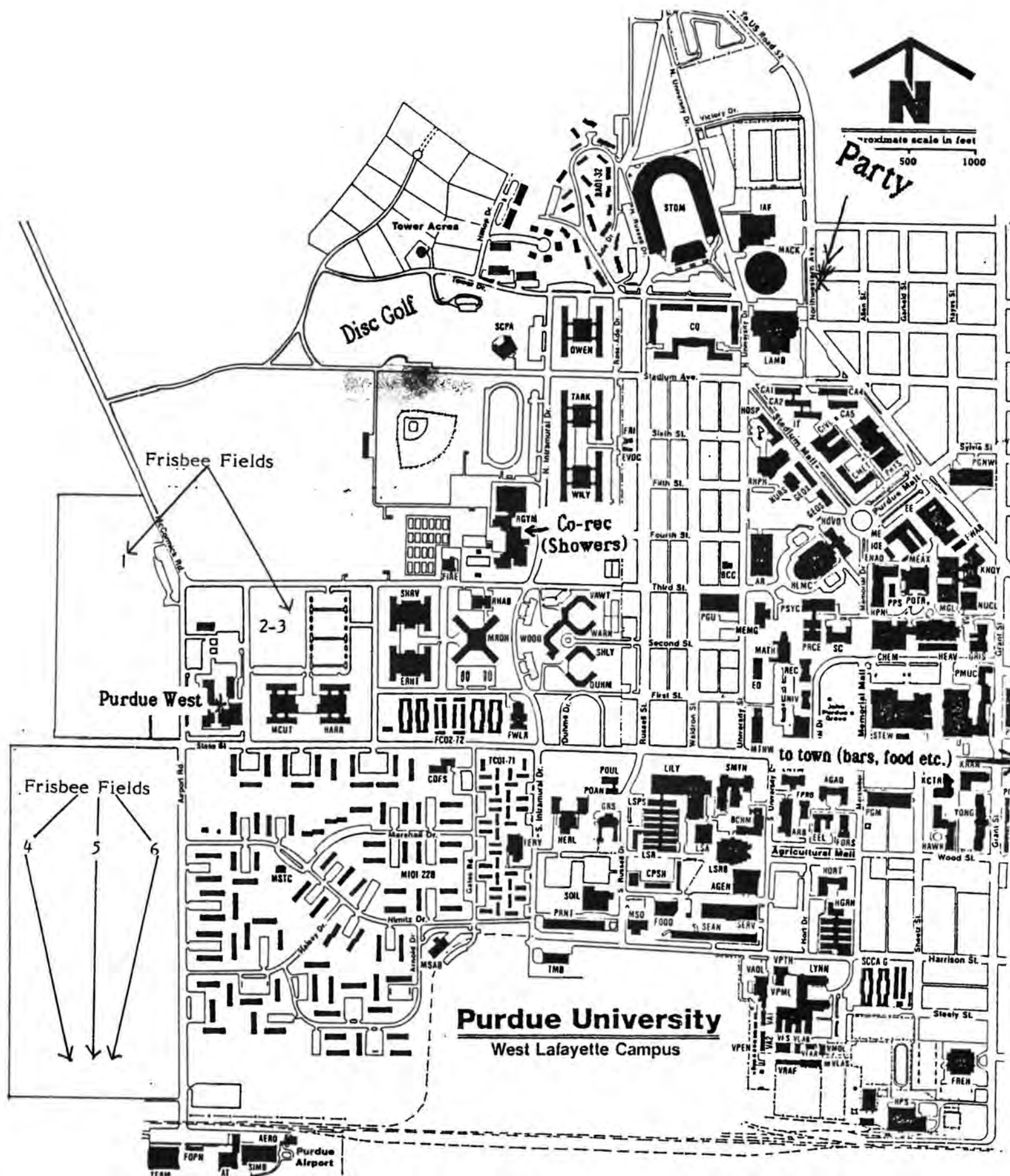
**Murdock Park**

**at 18th and Cason in Lafayette**

**9 Baskets**

**18 Holes**

**Loads of trees**







# LAFAYETTE'S NEW MURDOCH PARK DISC GOLF COURSE

MURDOCH  
SCHOOL

BASEBALL  
FIELD

PARKING

SWAMP

FERRY

## NOTES:

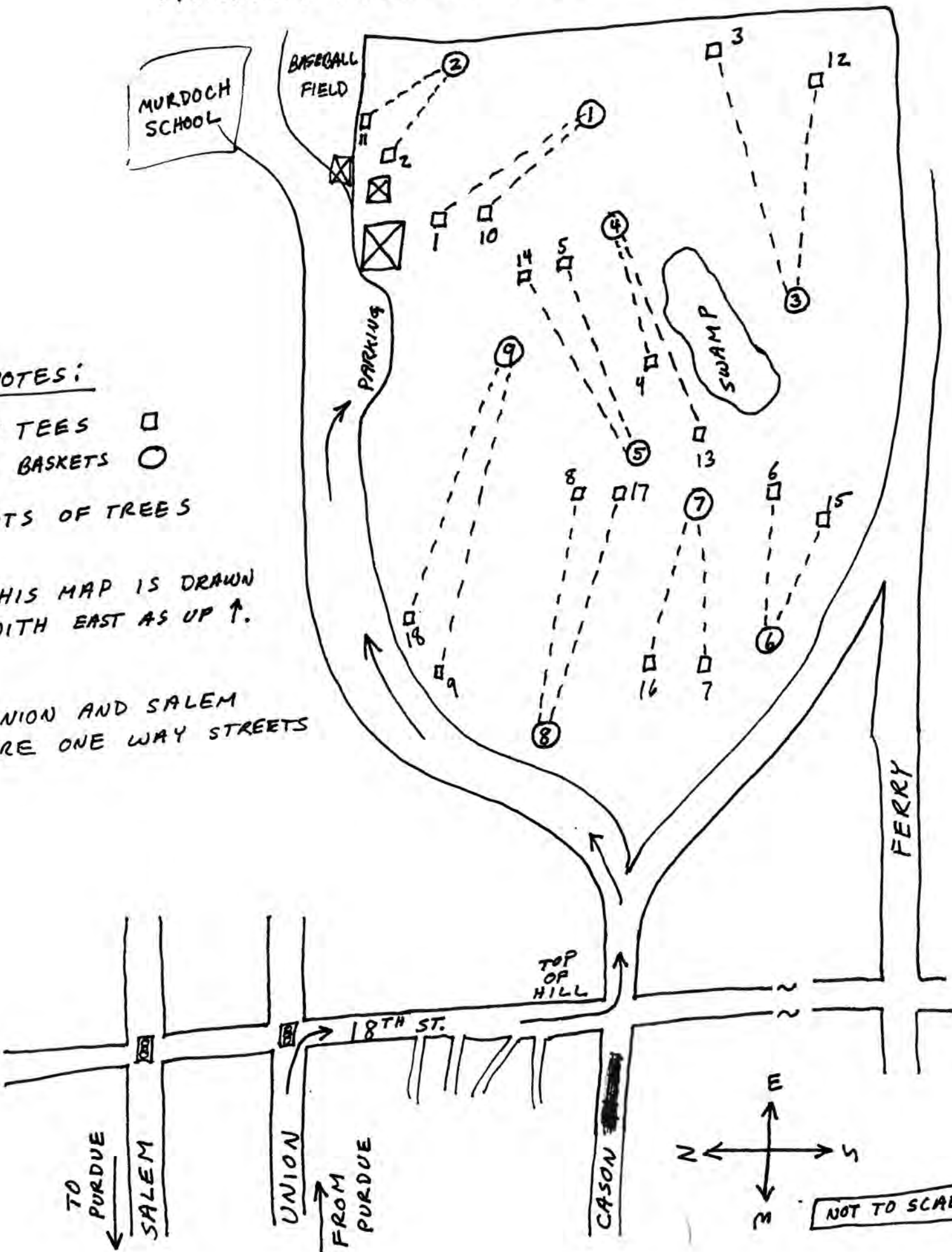
18 TEES □

9 BASKETS ○

LOTS OF TREES

THIS MAP IS DRAWN  
WITH EAST AS UP ↑.

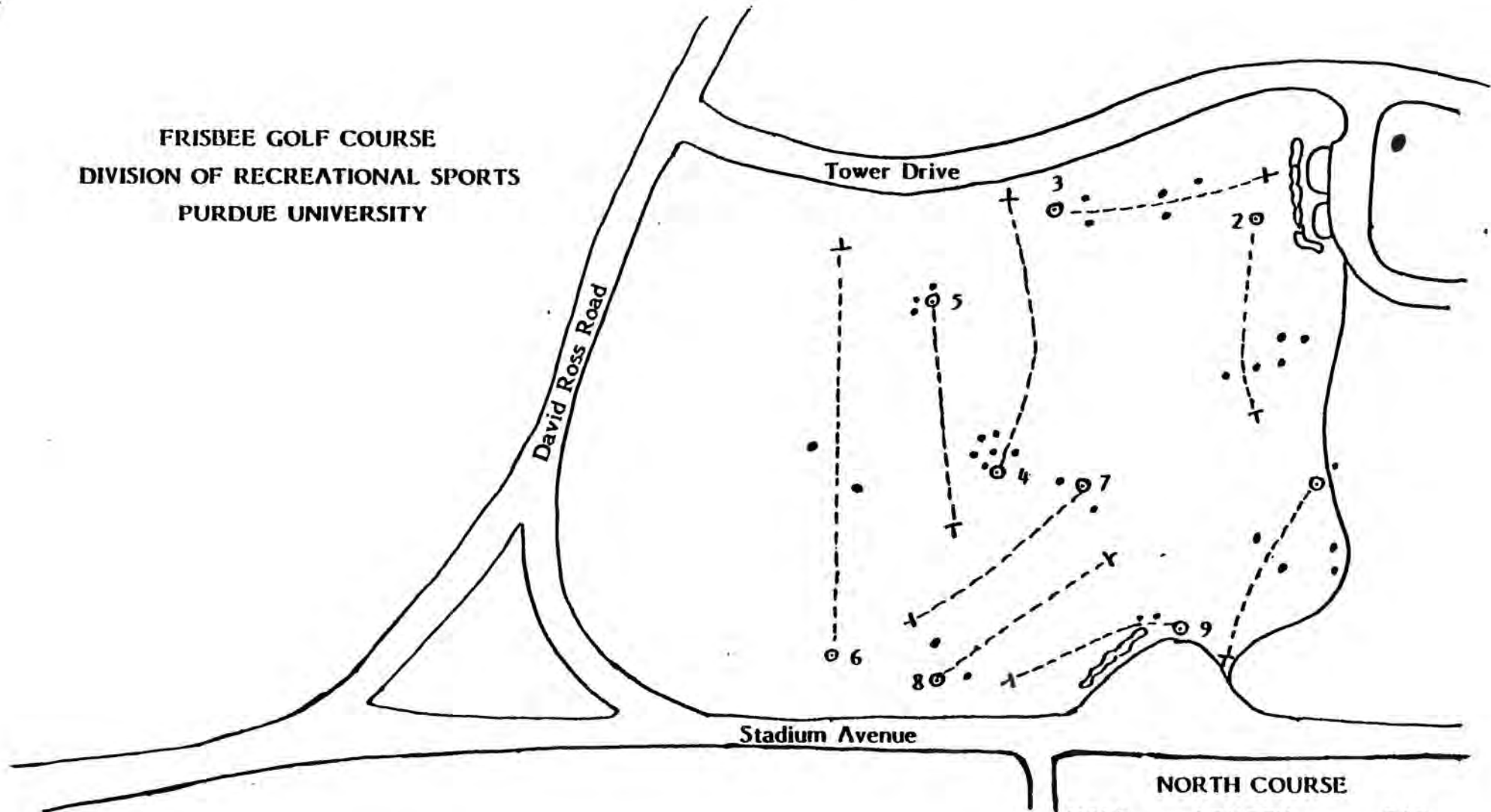
UNION AND SALEM  
ARE ONE WAY STREETS



NOT TO SCALE



FRISBEE GOLF COURSE  
DIVISION OF RECREATIONAL SPORTS  
PURDUE UNIVERSITY



- T - TEE  
 ○ - HOLE  
 ● - TREE  
 ~ - BUSHES

NORTH COURSE		
HOLE	LENGTH	PAR
1	200 ft.	3
2	230 ft.	3
3	240 ft.	3
4	299 ft.	4
5	260 ft.	4
6	450 ft.	5
7	220 ft.	4
8	280 ft.	4
9	200 ft.	3
	2379 ft.	33

# Rules

## 9th Edition Rules Draft

The eighth edition rules are obviously outdated; many rule changes that currently play by are not included in the current rules edition. The UPA will present a ninth edition of the rules for ratification in the January issue. This represents a first draft of the proposed ninth edition. Following, you will find only those rule changes that differ from the eighth edition, all else remains the same.

### VI. TIME-OUTS

5E. The play is resumed through the use of a check and all players must assume their respective positions on the field when the time-out was called.

7C. The play is resumed through the use of a check and all other players may set up in any position on the field.

### VII. STARTING AND RESTARTING PLAY

K3. Invoking the Middle Rule: To invoke the "middle rule," the member of the receiving team who is going to receive the throw-off shall fully extend one hand above his head and call "middle" before the disc lands on the ground. The player may then carry the disc to the middle of the field perpendicular to the point where it crossed the perimeter line. If the marker is in place, the thrower must get an acknowledgement from the marker by his touching of the disc before it may be thrown. If the marker is not in place, the thrower may use a self-check by touching the disc to the ground and yelling "disc in play."

### IX. OUT-OF-BOUNDS

9. If a pass does not come in bounds once it has left the thrower's hand, the opposing team gains possession of the

disc at the point of the throw *only* if the defense did not contact the disc. If the defense attempted to block the pass, the disc must be put into play at the point closest to the playing field.

### XI. SCORING

4. A player must be completely in the end zone and acknowledge that s/he has scored a goal. If that player plays the disc unknowingly into a turnover, then no goal is awarded.

### XIV. THE MARKER

5B. Change "12" to "10"

5C. Change "12" to "10"

5E. In the event of a stall, the once-marker, now offensive player, does not have to take the disc after the check. The once-thrower, now marker, checks the disc to the new thrower; if he/she does not want the disc, the marker "checks" the disc by placing it on the ground and calling "in play."

### XV. THE RECEIVER

10. First ground contact determines possession. The ground can cause an incomplete pass, resulting in a turnover.

### XIX. CLARIFYING STATEMENTS ON FOULS, VIOLATIONS AND PICKS.

5b. (e.g. count at eight, reset to 5)

7. If the marker counts too fast, the thrower may call "fast count."

A. The first "fast count" call is a warning.

B. If "fast count" is called again within the same 10 seconds, play stops and is resumed with two seconds subtracted from the current count.

C. The "continuation" rule applies to fast counts. If the marker counts too fast within the last two seconds, the count automatically goes back to eight (8) only if the offensive team has possession of the disc.

he/she picks up the disc and the nearest defensive player says "in play". If the nearest player does not immediately say "in play", the offensive player may touch the disc to the ground and yell "disc in play".

### VIII. Starting and Restarting Play

Checks: Anytime play stops, there is a check and a freeze. In the case of a strip, play continues *unless* the strip is after the count of five. In that case, there is a check and the count returns to five.

### IX. Out-Of-Bounds

If the disc hits a spectator or object out-of-bounds, it is a turnover and there is a check on the disc.

### XIV. The Marker

Count starts with the word "stalling" or "counting". A player is stalling upon the first utterance of the word "ten" and there is a check following the turnover. When the count goes back to five, the marker starts with "stalling, six, ..."

### XV. The Receiver

Catching Calls: It is not necessarily the receiver's call so no yelling "it's his/her call". The rules clearly state that the player(s) with the best perspective makes the call. This applies to out-of-bounds calls as well as for determining if the disc hit the ground before the catch.

### XV. The Receiver

If a player believes he/she was contacted and as a result landed out-of-bounds, he/she must call "foul" or "out" of bounds (so the defense has a chance to contest the call if it is in serious dispute). If the player has caught the disc in the endzone and there is no contesting of the foul, a goal is awarded.

### XV. The Receiver

First ground contact determines possession. A person has possession of the disc after maintaining sustained contact with the non-spinning disc, and sustained contact with the ground. In other words, the ground can cause an incomplete pass, resulting in a turnover. This also implies that if a person makes an interception while in the air, but drops the disc upon hitting the ground, that person is not

*continued on page 11*

## Rule Clarifications . . .

*continued from page 6*

deemed to have possessed the disc, and his/her team gets possession of the disc.

### XVII. Violations

A. Fast Count - The marker must get a warning. If the marker is called for fast counting a second time within the same 10 seconds, or if the marker is called for counting too fast within the last two seconds, it is a violation and the count goes back two seconds to 8.

In the event that a stall is disputed because of a fast count, the count goes back to 8.

Note: A team must be in possession of the disc in order to call a "fast count". In other words, "continuation" applies to "fast count calls."

B. Travel - On a travel, there is a check unless, because of the continuation rule, there is a turnover.

C. Picks - All play stops after a pick call. The continuation rule only applies to the next catch after the pick call.

D. Double team - When an offensive player calls double once, this is a warning, and the defense must move back. If the same thrower calls double team a second time within the same 10 seconds, this is a violation, play stops and the count returns to zero.

E. Strip - Count goes back to 5 is stripped after the count has reached 5, otherwise goes back to zero. There is a check only if the count was above five.

### The Count

#### DEFENSE:

Foul . . . . . back to zero, unless contested then to 5

Double team . . . back to zero

(second time)

Strip . . . . . zero, or 5 if over 5

Fast Count . . . back two seconds

(second time)

#### OFFENSE:

Time-out . . . . . Stays the same

Pick . . . . . same, or to 5 if over 5

Travel or Foul . . . stays the same

### XIX. Clarifying Statements on Fouls, Violations and Picks

The continuation rule applies to violations as well as fouls. For example, if a player does not bring the disc straight to the sideline after retrieving it from out of bounds, and proceeds to throw the disc away while "foot-foul" is being called, it is a turnover, not a check on the disc because of the violation.

### XIX. Clarifying Statements on Fouls, Violations and Picks

The continuation rule applies to only the first pass after the violation/foul is called. If the disc is in the air when the violation/foul is called this is called the "first pass." For example, if a pick is called, and then A throws to B, and B drops the disc, a turnover occurs. If B catches it and throws to C and C drops it, no turnover occurs. If the disc had already been thrown by A, and was still in the air when the pick was called, the effect is the same as if A threw the pass after the pick was called.

No set of rules can replace player respect for good spirit.

## Rule Clarifications

At the 1986 and 1987 Nationals captain's meetings, the following rule clarifications were decided upon. Along with the proposed Ninth Edition rule changes, these rules will govern play at the UPA sectional, regional and National tournaments. These rule explanations will not be a part of the proposed ninth edition rules, they are merely clarifications of existing rules. If you have any questions, contact Rob Rauch.

### VI. Time-Outs

A. Two per half (3 if game is to 18 or more)

B. Injury time-out results in a team time out if the injured player does not leave the game. A "spirit of the game" exception can be made when the injury is caused by an opposing player. Injury time-out can be called by any player and the disc returns to the thrower that had the disc when the injury occurred.

C. Only the person with possession of the disc can call a time-out. If a time-out is called in the endzone, play must be resumed from that point without the thrower walking the disc up the the endzone line. This does not apply if the disc went out of bounds in the endzone and the player calls the time-out from out-of-bounds; in such case, the player may put the disc into play from the corner of the sideline and the goalline.

### VII. Starting and Restarting Play

All drops on pulls are turnovers (in or out of bounds, whether or not "middle" was called.) A turnover occurs when a player drops the disc while he/she is walking towards the end-zone line to put the disc in play.

### VIII. Starting and Restarting Play

"Middle or 'Austin' Rule": To invoke this rule, the player must let the disc hit the ground. If s/he catches it and there is any dispute as to whether the disc would have landed out-of-bounds, it must be played at the sideline. On a "middle" rule call, the offensive player may use a "self-check", meaning

## Are you moving?



All change of address notifications should be sent to:

UPA Treasurer:  
P.O. Box 2331  
Silver City, NM  
88062