

Appendix E: 4-on-4 Beach Ultimate
Produced by the Beach Ultimate Lovers Association
(BULA)

Introduction

1. Spirit of the Game

2. Playing Field

- 2.1. The Playing Field is a rectangle forty-six (46) metres (50 yards) long and twenty-seven (27) metres wide (30 yards). (See Figure 3.1)
- 2.2. The perimeter of the Playing Field is the Perimeter Line and consists of two (2) Sidelines along the length and two (2) End lines along the width.
 - 2.2.1. All lines shall be marked with colored tape between five (5) and ten (10) centimetres wide
- 2.4. The Playing Field is broken up into a central Playing Field Proper that is thirty-one (31) metres long by twenty-seven (27) metres wide, and two End zones that are seven-and-a-half (7.5) metres (8 yards) deep by twenty-seven (27) 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 seven-and-a-half (7.5) metres (8 yards) from each Goal Line, midway between the Sidelines.
- 2.9. The playing field shall be sand, which is essentially flat, free of obstructions and holes, and affords reasonable player safety.

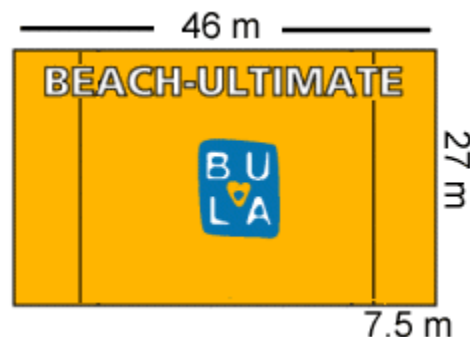


Figure 3.1

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.

4.7. Variations, including time limits and/or adding a cap, are allowed and are at the discretion of the tournament directors or captains. In tournament play, variations affecting the length of the match are subject to approval by the tournament director.

5. Teams

5.1. Each team will put a maximum of four (4) players and a minimum of three (3) players on the field during each point.

6. Starting a Game

7. The Pull

7.6.1. The pull must be an inverted throw (upside down, hammer, scoober, thumber, etc.). If the pull is allowed to land untouched, the disc must contact the ground at an angle of at least one degree away from perpendicular to the ground toward the top side down. If the disc lands otherwise, the receiving team has the choice of putting the disc into play normally, requesting a re-pull, or putting the disc into play from the brick mark.

8. Status of the Disc

9. Stall Count

9.1. The marker administers a stall count on the thrower by announcing "Stalling" and then counting from one (1) to six (6). The interval between the first utterances of each word in the stall count must be at least one (1) second.

10. The Check

11. Out of Bounds

12. Receivers and Positioning

13. Turnovers

14. Scoring

14.4. Two points are scored when a player throws a completed pass from within their defending end zone to within their attacking end zone.

14.5. On a two point play the pivot foot is allowed to be on the goal line. A player may pivot over the goal line while attempting a 2 point play, as long as the pivot foot is on the goal line or in the end zone.

15. Fouls

16. Violations

17. Continuation after a Call

18. Stoppages

19. Time-Outs

19.4. A time out lasts one minute