



Fort Campbell Recreation Division Commitments

Support Military Mission

Enhance Well-Being

Build Community

Intramural Sports Program

Ultimate Frisbee Event

Memorandum of Instruction

1. Purpose: This Memorandum of Instruction prescribes the operational procedures for conduct of the Ultimate Frisbee Event.

2. References: AR 215-1, dated 22 June 2011, Military Morale, Welfare and Recreation Programs and Nonappropriated Fund Instrumentalities.

3. Objectives of the program:

- a. To encourage competition within the battalion at the lowest practicable echelon of command.
- b. Enhance unit esprit de corps.
- c. Enhance physical fitness and strengthen community.

4. General:

- a. Unit Ultimate Frisbee Season I will be conducted within the timeline of the Quarterly calendar
- b. Registration forms are available Intramural Sports Office located at Fryar Stadium, Bldg 5666 Wickham Ave., or www.campbell.armymwr.com. Completed registration forms must be submitted NLT to the Sports Office by the registration deadli.

5. Eligibility:

- a. Eligibility will be in accords with the Commanders Cup MOI.

6. Type and schedule of competition:

- a. League Play: Competition will consist of Round Robin League Play. Games will be scheduled at 1800, 1900 and 2000, Monday through Thursday. At the conclusion of the season, the top four (4) teams will participate in a single elimination playoff bracket for the season championship.

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c. Postponements and Forfeits: The Sports/Fitness Branch will not accept postponement for any reason other than post-wide alerts and mission requirements. Forfeiture of two scheduled game will automatically eliminate a team from season.

d. Military Contingencies: Games can be rescheduled due to military contingencies. In order to ensure timely notification for officials and opponents, all requests to reschedule matches must be submitted prior to 1400 on the day of the scheduled game. Failure to comply with this deadline will result in match forfeiture.

e. Unit POCs are responsible for submitting any dates that they will not be available to compete (due to a military contingency which does not exceed 24 hours in duration) to the Sports Director NLT 1600, one-day pyre to game day. For those units which comply with this deadline, every effort will be made to accommodate their military contingency when formulating the tournament schedule. After the deadline, rescheduling flexibility will be extremely limited and will require concurrence from all teams affected by any proposed rescheduling

7. Team composition and rosters: Companies from each battalion may form provisional team(s). Roster information: grade of each player, telephone number of the coach and commander's approval. Each team will start with 7 players, only 12 players per team are allowed on the sidelines per game. There will be no civilian players on any team unless they are assigned to your unit. If a civilian player is found on any team, that team will be immediately forfeited and will no longer be eligible to play.

8. Team representatives meeting: All coaches or designated team representatives must attend a meeting at 1100, one pyre to start of event at 5666 Wickham Avenue (Fryar Stadium) to finalize entries and discuss play.

9. Rules: Ultimate Frisbee rules

1. **The Field** — A rectangular shape with endzones at each end. A regulation field is 64m by 37m, with endzones 18m deep.
2. **Initiate Play** — Each point begins with both teams lining up on the front of their respective endzone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.
3. **Scoring** — Each time the offense completes a pass in the defense's endzone, the offense scores a point. Play is initiated after each score.
4. **Movement of the Disc** — The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
5. **Change of possession** — When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.
6. **Substitutions** — Players not in the game may replace players in the game after a score and during an injury timeout.
7. **Non-contact** — No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

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8. **Fouls** — When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.
9. **Self-Refereeing** — Players are responsible for their own foul and line calls. Players resolve their own disputes.
10. **Spirit of the Game** — Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

10. Awards: Team awards will be presented to the champion and runner-up teams from the tournament.

11. Equipment: The Intramural Sports office will provide team flags, jerseys, and balls for all games.

12. Officials: The Intramural Sports office will provide officials for the league/ tournament.

13. Action Officer: The Intramural Sports Manager, telephone 798-7586, will act upon any situation that arises and is not covered by this MOI.

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Community Recreation Division