

## **GETACTIVE! SINGAPORE**

### **PESTA SUKAN 2025**

#### **ULTIMATE (FLYING DISC) RULES & REGULATIONS**

##### **1. Rules**

1.1. WFDF 2025-2028 Rules of Ultimate (Subjected to changes by organisers)

-<https://rules.wfdf.sport/>

-More details on game format will be released during Captain's briefing

1.2. Governed by the GetActiveSingapore 2025 General Rules and Regulations.

1.3. **ALL** Players must achieve WFDF Accreditation –Advanced.

1.3.1. <https://rules.wfdf.sport/accreditation/>

1.3.2. Screenshot of all certifications must be produced upon registration and emailed, as a team, to organisers.

##### **2. Eligibility & Registration**

S/No	Category	Age Range	Clarification
1	Open Mixed	16 years old and above	Born on year 2009 and before
2	U24 Mixed	Under 24 years old	Born on year 2001 and after

##### **3. Proposed Event Venue & Schedule**

Date	Timing	Tournament Stage	Category	Category
Sat, 26 Jul	8am-7pm	Round Robin Group Stage	Open Mixed	Field Ultimate 7 v 7
Sun, 27 Jul	8am-7pm	Knock-out & Placement Games	Open Mixed	Field Ultimate 7 v 7
Sat, 2 Aug	8am-7pm	Round Robin Group Stage	U24 Mixed	Field Ultimate 5 v 5
Sun, 3 Aug	8am-7pm	Knock-out & Placement Games	U24 Mixed	Field Ultimate 5 v 5

*\*Competition schedule may be subjected to change; final schedule will be shared closer to date.*

##### **4. Format of Play**

4.1. The tournament will be conducted in the following sequence:

4.1.1. Round Robin Group Stage

4.1.2. Knock-out & Placement

4.2. U24 Mixed gender ratio will always be strictly 3 Males/2 Females on the field. Any other alternate ratio must be communicated and agreed by both captains before the start of the game.

4.3. Tournament Director will have the final say in any change of format of play or rules, should there be any wet weather plans or any form of disruption.

4.4. All teams are to have 2 sets of jerseys: Coloured & White Tops. Team uniforms are highly recommended.

## 5. Medals

5.1. Medals will be awarded to the top 3 winners (teams) of each event.

## 6. Registration Eligibility

6.1. Each team must comprise of at least 70% Singapore Citizens or Permanent Residents as stated in the General Rules & Regulations.

6.2. For the 5 v 5 event:

6.2.1. Teams must register a minimum of 8 players and a maximum of 10 players.

6.2.2. Each team must have a minimum of 4 Male-matching players and 4 Female-matching players.

6.3. For the 7 v 7 event:

6.3.1. Teams must register a minimum of 14 players and a maximum of 26 players.

6.3.2. Each team must have a minimum of 7 Male-matching players and 7 Female-matching players.

Events	No. of Players	No. of Foreign Players Allowed
5 v 5	8 – 10	2
7 v 7	14 – 26	4

6.4. Participants are advised to choose team names that are respectful and suitable for a diverse audience. Organisers reserve the right to reject or request the modification of team names that are deemed offensive, vulgar, or inappropriate.

## 7. Walkover

7.1. A team shall concede a walkover if they fail to register or put a minimum of **4** players on the line for a 5 v 5 event.

7.1.1. A 7-0 result will be awarded to the other team should a walkover happens.

7.2. A team shall concede a walkover if they fail to register or put a minimum of **7** players on the line for a 7 v 7 event.

7.3. A 11-0 result will be awarded to the other team should a walkover happens.

## 8. Disqualification

8.1. Individual or team may be disqualified in the event of fielding ineligible participant(s) or unruly conduct of participant(s).

8.2. The Organisers reserve the right to disqualify team(s)/participant(s) at their discretion and take further disciplinary action that could be in the form of a fine and/or term ban.

## 9. Reporting

9.1. Participant(s) must bring along and produce either his/her valid Singapore pink or blue identity card, valid passport, student pass with NRIC number or driving license for verification at the start of the day. Failing which, he/she may not be allowed to compete in any match.

- 9.2. Participant(s) who are non-Singapore Citizens residing in Singapore must bring along their valid passes (list of passes stated in General Rules & Regulations).
- 9.3. Captains or coaches of the team shall undertake to submit their players' identifications to the Command Post for registration at least 30 minutes before the start of the tournament.

## **10. Equipment and Attire**

- 10.1. Participating teams shall have two sets of jerseys, one dark and light (white) in colour. All captains are to toss for jersey colours, 10 minutes before the game starts.
- 10.2. The Organisers shall decide the tournament equipment (i.e. disc) to be used for this tournament.

## **11. Tournament Jurisdiction**

- 11.1. The Organisers reserve the right to interpret or amend the rules and regulations of the tournament at any time. All participants are advised to visit the tournament website for any notices or updates to draws or fixtures.
- 11.2. In the event of any dispute arising over any participant, the match shall be played under protest, and the Organisers shall determine the matter on receipt of the protest.
- 11.3. While reasonable precautions will be taken, the Organisers, their servants and agents will not be responsible or in any way liable for any death, disability, personal injury, loss of property or any other loss howsoever arising from any cause whatsoever at any time during the course of this tournament.

## **12. Dispute Management**

- 12.1. In the event of any disputes arising during the tournament, both teams are encouraged to resolve the issue amicably amongst themselves.
- 12.2. If a dispute cannot be resolved internally, it should be escalated to the tournament organizers whose decisions shall be final and binding.
- 12.3. By participating in the tournament, teams agree to abide by the dispute management procedures outlined above and acknowledge that the organizers' decisions regarding disputes are final.