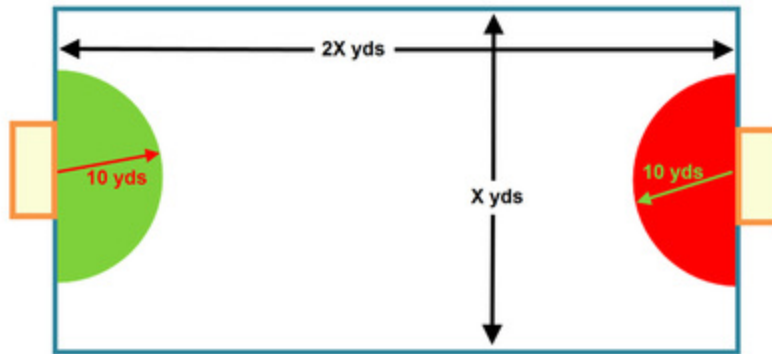


Soccer Ultimate



Soccer Ultimate is a form of Ultimate using goal nets with a few basic rule changes, making this a fun, fast paced game.

Requirements: Two even teams, 1 disc/ball, cones or other field markers, and 2 goal nets.

Field: A rectangular field is used with two goal nets opposite each other, just like a soccer field. The length of the field should be twice the width with the field size related to the number of players. A goal area is created with cones in the form of a semi-circle with an up-to-10 yard radius in front of each goal net.

Objective: To score by throwing or rolling the disc/ball into the opponent's goal net.

Gameplay: Play is initiated by one team pulling the disc/ball to the other team at the beginning of each half. Each team must line up with one foot on their goal line (the goal line passes directly in front of the goal net where the end zone would be in regular Ultimate). One team will throw the disc/ball down the field to the other team; the disc/ball must at least pass the middle line of the field. Once the disc/ball is in the air, both teams may leave their goal lines.

Movement of the disc/ball is different from Ultimate in that players can both throw and roll the disc/ball to teammates. Because of this, as long as the disc/ball is in bounds, it is considered "live" and any player can pick up the disc/ball off the ground. If the disc/ball is picked up by an offensive and defensive player simultaneously, the disc/ball is given to the offense.

Players are allowed everywhere on the field with the exception of the two goal areas. When a goal is scored, the non-scoring team goalie takes the disc/ball out of the goal net, moves to the center of the goal area, and initiates play by throwing the disc/ball to one of their teammates. A player for each team should act as "goalie" and stay in the goal area to guard the goal net. No other players should enter the goal area, regardless whether they are playing defense or offense.

General Rules:

- If the disc/ball comes to rest inside a goal area, only players from that team are allowed to pick up the disc/ball. A defensive player is allowed to reach across the goal area line and pick up a disc/ball at rest.
- If the disc/ball rolls out of bounds, it is to be brought back into play at the point where the disc/ball initially crossed the boundary line. The defense takes possession.
- If the disc/ball flies and lands or is caught out of bounds, it is to be brought back into play at the point where the disc/ball initially crossed the boundary line. The defense takes possession.
- If the disc/ball flies out of bounds, but lands or is caught in bounds, the disc/ball is still in play.
- A player cannot throw the disc/ball to themselves.
- All other rules of Ultimate apply (stall counts, fouls, etc.).