

EUF Indoor Rules Appendix – version 7

This document shows the changes to the outdoor rules that EUF will use for the EUICC 2020 and EUIC 2021.

1. The playing field is 40x20 meter.
 - a. The field length can vary from 36 to 44 meter, the width can vary from 18 to 22 meter.
 - b. End zones of 6 meter.
 - c. The brick mark sits at 14 meter, 8 meter in front of the end zone.
 - d. The floor is hardcourt or rubber crumb.
2. Games are to 15 goals.
 - a. There's no half-time.
 - b. Soft time cap at 30 minutes. A buzzer/horn will sound.
 - c. Finish the point when cap sounds. If the scores of both teams are within 3 at the end of that point, add 1 to the highest score and play to that new hard cap. Otherwise the game is over.
3. Each team will put 5 players on the field during each point. The maximum roster size is 16 players, the minimum roster size is 10 players.
 - a. Each team will field a minimum of 4 players. If 4 players aren't present at the start of game time, the team first gets its timeout. If after that minute the team still can't field 4 players, the opponent is awarded 1 point per minute that the game can't start. So after 16 minutes the opponent wins 15-0.
 - b. During EUICC a team can roster 2 players that aren't on their own club roster, but they should be eligible for the same federation. So 2 national pick-ups are allowed.
4. EUICC and EUIC will be played in Men's, Women's and Mixed divisions. We will use Mixed ratio A :
 - a. The winner of an additional flip selects the gender ratio for the first point. For the second and third points the ratio must be the reverse of the first point. For the fourth and fifth points the ratio must be same as the first point. This alternating pattern every two points repeats until the end of the game.
5. The pull should reach the receiving end zone at a catchable height and should normally be caught, rather than waste a lot of valuable playing time fetching it.
 - a. A 'valid' pull is a throw-off that passes through any part of a 2 meter-high box bounded by the front, back and side lines of the receiving teams' end zone, without first contacting the ground or any out-of-bounds object. A pull is also automatically 'valid' if it is touched in flight by a member of the receiving team before it contacts the ground or an out-of-bounds object.
 - b. All other pulls are 'invalid' and may be bricked. A pull that touches the floor before the end zone and slides out of the end zone may be bricked.
 - c. If a valid pull goes through the end zone without being caught, then the receiving team should bring the disc in play from the point at the perimeter line where it went out.
 - d. If a brick call by the receiving team is contested by the defence, then the receiving team should bring the disc in play on the goal line, front centre of the end zone.
 - e. If a valid pull is contested by the offence, then the receiving team should bring the disc in play on the goal line, front centre of the end zone.
 - f. A dropped pull does not result in a turnover as long as it was an attempt at a catch. A deliberate mac of the disc is still a turnover.
6. Time between points.
 - a. Offence has maximum 30 seconds to signal readiness for the pull. If offence is not ready after 30 seconds, the defence may pull the disc.
 - b. Defence has maximum 35 seconds to pull. If defence has not pulled in time, the offence may claim an automatic brick.
7. The stall count is to 8.
 - a. An uncontested breach by the defence is maximum 1.
 - b. An uncontested breach by the offence is maximum 7 (outdoors is 9).
 - c. A contested stall-out comes in on 6 (outdoors is 8).
 - d. After all other calls, maximum 5 (outdoors is 6).
8. Walls & ceilings
 - a. A disc touching the wall is out-of-bounds. Play resumes where the disc left the playing field.
 - b. A disc touching the ceiling is out-of-bounds. If the spot where the ceiling was touched is above the field, play resumes right underneath that spot on the playing field, otherwise from where it left the playing field.
9. Every team has 1 timeout of 1 minute. It can only be taken after a goal and before the following pull.
 - a. No timeout can start in the last 5 minutes of the official game time or during the cap.