

EUF Indoor Rules Appendix – version 3

This document shows the final changes to the outdoor rules that EUF will use for the European Ultimate Indoor Club Championships in 2020 and the European Ultimate Indoor Championships 2021.

1. The playing field is 40x20m.
 - a. The field length can vary from 36m to 44, the width can vary from 18m to 22m.
 - b. End zones of 6m.
 - c. Brick mark at 8m.
 - d. The floor is hardcourt or rubber crumb.
2. Games are to 15 goals.
 - a. No half-time
 - b. Soft time cap at 30 minutes
 - 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 game is over.
3. Each team will put 5 players on the field during each point. Maximum roster size is 16 players, minimum roster size is 10 players.
4. Both EUICC and EIUC will be played in Men's, Women's and Mixed divisions. We will use Mixed ratio A from the outdoor appendix :
 - a. An additional disc flip happens with the winner selecting 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 pattern of alternating the ratio 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 2m-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 throw-offs are 'invalid', and may be bricked.
 - i. A pull that slides out of the end zone may be bricked.
 - c. A dropped pull does not result in a turnover as long as it was an attempt at a catch.
 - i. A deliberate mac of the disc is still a turn.
6. Time between points.
 - a. Offence has maximum 30 seconds to signal readiness.
 - i. If offence is not ready after 30 seconds, the defence may pull the disc.
 - b. Defence has maximum 35 seconds to pull, or maximum 10 seconds after offence has signalled readiness, whichever is later.
 - i. If defence has not pulled in time, the offence may claim an automatic brick.
7. The stall count is to 8.
 - a. Uncontested breach by the defence is maximum 1.
 - b. Uncontested breach by the offence is maximum 7 (outdoors is 9).
 - c. 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 one timeout of 1 minute. This timeout can only be taken after a goal and before the following pull.
 - a. No timeouts can start in the last 5 minutes of the official game time or during the cap.