2016 Ultimate

Registration and League Information

Registration Period: Monday, March 21 at 8:00 AM through Thursday, March 31 at 11:59 PM on IMLeagues.com.

Entry Fee: $50.00 per team; Paid online through IMLeagues.com via PayPal

Event Dates: Saturday, April 9 and Sunday, April 10 (if necessary) at 10:00 AM at the Hawkeye Recreation Fields

League Format: Pool play followed by single-elimination tournament for the teams that qualify.

Sport Description
Whether you are a fan of having a leisurely toss of the disc or looking for some intense disc-tossing action, Intramural Ultimate is for you! Teams will compete in pool play, and then move onto a single-elimination tournament, with the winners receiving the best prize known to man: University of Iowa Intramural Champion T-shirts. Ultimate is a fantastic workout that features constant movement from all involved. It is played like football, with less contact, with the goal being to throw the disc to your teammates until your team reaches the end zone for a point. So, if you are looking to have a good time and also looking to upgrade your wardrobe with a new T-shirt, get signed up for Intramural Ultimate on IMLeagues.com today!

Important Information
1. Please check the Intramural Rules and Regulations regarding player eligibility.

2. If 100% of your team’s final roster completes the anonymous, online e-Checkup To Go alcohol assessment, your team’s entry fee will be refunded in full to your team captain’s University Bill. Instructions to the assessment can be found at: http://recserv.uiowa.edu/echeckup-go

3. There is no limit to the size of a team’s roster, however, a team must have five on the roster players to complete registration. Team captains may add players to the roster until the quarterfinal playoff round.

4. *NEW THIS YEAR* Team captains may add players to the roster up until the game’s scheduled start time.

5. Before each game, all players must present a valid UI or state-issued photo ID to participate.

6. Teams will consist of seven players on the field at a time. Five players must be READY TO PLAY within 10 minutes of a team’s scheduled game time. If this requirement is not met, the game will be forfeit.

7. Any forfeit/no-show will result in a Forfeit Fine equal to half of the team registration fee. This fine is charged to the University Bill of the team captain.

8. Teams will play three pool play games, with the top two teams in each division advancing to the single-elimination tournament.

9. Games will consist of two 15-minute halves with continuous clock and a 5-minute halftime. The mercy rule will be implemented when a team is ahead by 10 or more points with five minutes or less remaining.