

Peterborough Ultimate League

Dangerous Play Policy

Modified ORU 11ed. Dangerous Play Foul

Summary

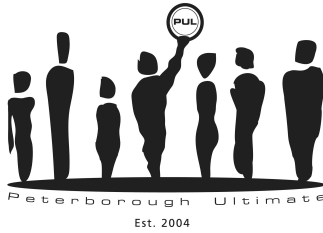
A player may call a **Dangerous Play** foul when reckless disregard for the safety of fellow players or other dangerously aggressive behaviour occurs or is imminent. **Contact need not occur.** This rule is not superseded by any other rule and should be used in situations where the play presented serious risk of injury. Like all rules, the Dangerous Play foul should not be used to gain unfair advantage and we expect this modified rule to be used with Spirit of the Game in mind.

To make a Dangerous Play call, the affected player must loudly say “Foul,” “Violation,” or “Dangerous Play.” Play then stops immediately. The affected player must briefly explain the grounds for the call. The opposing player may contest this call. The outcome follows the standard procedure of any foul call and so depends on possession, time of occurrence, etc.

If an affected player or a captain feels that on-field (or sideline) resolution was not possible or was unsatisfactory and that the issue requires further attention from the league, he or she should file an incident report, which will be dealt with according to [PUL’s Safe Conduct Policy](#).

Background

Player safety is a tenet of the Peterborough Ultimate League. To better promote and ensure safety on the field, PUL has adopted a modification to the Official Rules of Ultimate 11th Edition. The 11th Edition rules state that “it is the responsibility of all players to avoid contact in every way possible” and that “reckless disregard for the safety of fellow players or other dangerously aggressive behaviour...is considered dangerous play.”



PUL's modification allows for a Dangerous Play foul to be called without contact or before contact would occur, thereby alleviating the necessity to get to the disc and allowing players to avoid any dangerous contact.

Rationale

Competitive play

PUL encourages intense, competitive play at all levels. Players are encouraged to make maximum use of their athletic abilities, talents, and game skills, and to strive to be better players. The overarching caveat is that no one should at any time play in such a manner so as to risk the safety of any other player. Dangerous play and win-at-all-costs attitudes are not tolerated. We remind all players that this is not a professional league and while we wish to foster competition and athleticism, at the end of the day we do this for fun.

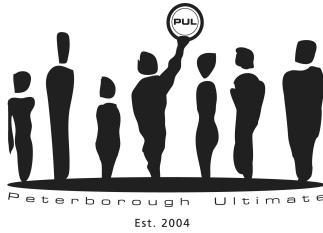
Balancing “competitive” play with “dangerous” play takes some consideration. While some actions are innately dangerous (like laying out into someone's back, charging into stationary players, or intentionally fouling), some plays involving collisions are unavoidable and do not necessarily constitute dangerous play (like two players, aware of each other's position and ability, going equally hard towards a disc). Keep this balance in mind when reviewing the considerations below.

Considerations: Size and Experience

Size matter and experience matter in collision. A bigger player colliding with a smaller player will usually result in the smaller player bearing the worst of the consequences, regardless of gender. The size difference in a potential collision must be of significant concern. Consider, will making the play against a smaller, less experienced player, likely result in that player being hurt? All players need to be asking themselves this question before charging into the fray for that hospital pass.

With a wide skill range across PUL players, we expect players to consider the current level of play in deciding how aggressively to pursue a disc. Collisions between experienced players tend to produce fewer injuries than those between developing players simply due to the nature of how each experience level moves relative the field and other players. Against less experienced teams/players, we expect more athletic and/or experienced players to tone down their intensity to allow a safe environment for new players to adapt to the flow of the game.

Resolution



Captains are responsible for ensuring the safety of their teams and for the manner in which their own players behave. To that end, if they feel a player is playing in a dangerous manner (even if a Dangerous Play call has not been made), they should immediately discuss the issue with the player and opposing captain. We recommend this discussion take place off the field and that all players attempt to remain non-confrontational in an attempt to resolve the issue: most players do not intend to harm others and the issue was likely an accident. If the issue is satisfactorily resolved and the player resumes play in a safely competitive manner, then the issue should be considered resolved.

In the event of a Dangerous Play call, if an affected player or a captain feels that on-field (or sideline) resolution was not possible or was unsatisfactory and that the issue requires further attention from the league, he or she should file an incident report, which will be dealt with according to [PUL's Safe Conduct Policy](#).

Credits

This policy was adapted from those of Mile Zero Ultimate, http://www.milezeroultimate.com/?page_id=230, and Halifax Ultimate, http://www.halifaxultimate.ca/resources/files/HU_Policies.pdf.