

WROC-SERIES Ultimate League Regulations

5 February 2026 (v.1.1)

Official version for the 2026 season

1. Purpose of the League

- 1.1. Promotion of recreational physical activity
- 1.2. Promotion of the sport of ultimate frisbee
- 1.3. Improvement of physical fitness
- 1.4. Raising the level of ultimate frisbee in Poland
- 1.5. Promotion of ultimate teams and sports clubs in Poland
- 1.6. Promotion of the “Spirit of the Game” and the institution of the “Observer”
- 1.7. Conducting the league and selecting the best team and players among those participating in the league.

2. Organizer

- 2.1. The organizer of the league is Łukasz Dobranowski, ul. Oskara Kolberga 3/2, 51-607 Wrocław, and Duch Gry – Stowarzyszenie Rozwoju Ultimate, Borowska 1–3, 50-529 Wrocław, Poland, who are the owners of the name, trademarks, logos, and all intangible and legal assets related to the league.
- 2.2. The Organizer is responsible for the participation rules, competition regulations, and the proper conduct of the league throughout the entire season.
- 2.3. The Organizer appoints the league board, which ensures the well-being of players, guests, and sports facilities, as well as the proper and high-quality conduct of the competition during the season and individual matchdays.

3. Applications (early and late registration) in the 1st season

- 3.1. To apply, a team must complete the application form available on the website www.wrocseries.pl
- 3.2. Submitting a team application does not constitute registration or participation in the competition. It is treated as an expression of intent to participate.
- 3.3. Early registration lasts until December 25.
- 3.4. Late registration starts on January 6 and lasts until January 20.
- 3.5. Each team registered during early registration that subsequently purchases a team license and the minimum number of player licenses will receive benefits provided by the league organizer. This option is available only to teams registered during early registration.
- 3.6. Each team registering during “early registration” receives a chance to win a free team fee as well as a free player license. A team that wins the free team fee is not eligible to win it again in the following season.

4. Proper registration and participation in the league

4.1. Proper registration is available to teams that completed the form during the early or late registration phase, thereby expressing their willingness to participate in the league.

4.2. The proper registration period lasts from February 5 to March 3, 2026.

4.3. For successful registration, each team must meet the following conditions:

4.3.1. purchase a team license between January 7 and January 26, 2026;

4.3.2. purchase player licenses for the minimum number of players for the given category between January 7 and January 26, 2026;

4.3.3. register players and complete all data required by the organizer in a dedicated sheet prepared by the organizer or on the league website **within the deadline set by the Organizer;**

4.3.4. submit the team logo to: kontakt@wrocseries.pl **within the deadline set by the Organizer;**

4.3.5. provide, by email or physically, parental/guardian consent for underage players registered in the league;

4.3.6. register the team and players in the [Ultie.org](https://ultie.org) application provided by the organizer **within the deadline set by the Organizer;**

4.3.7. fulfillment of these conditions is mandatory. Failure to meet the above conditions may result in the organizer excluding the team from the league.

4.4. The purchase of one-day or two-day passes is permitted for players previously registered or added to the roster of a registered team who decide not to purchase a full-season license. Pass rates will be published on the league organizer's website.

4.5. The Organizer allows the possibility of accepting a team that did not submit an application in exceptional cases. Teams registered after the designated deadline receive the status "Under Review," and the league board decides on acceptance or rejection within five working days.

4.6. For successful registration, each team must meet all registration requirements within the designated deadlines.

4.7. The Organizer promotes early payments within the designated deadline by granting a discount for teams for the following season.

5. Teams / Representative

5.1. League competitions are intended for men's, women's, and mixed teams.

5.2. To participate in the competition, a team must have its own team logo.

5.3. Each team is represented by a **Representative** and a deputy, selected by the team in advance.

5.4. Each team is obliged to appoint a Representative (coach, team manager, president, captain) and a deputy who:

5.4.1. are responsible for contact with the League Organizer;

- 5.4.2. complete and submit the application form to the Organizer;
 - 5.4.3. are responsible for team management and data reporting in the organizer's league system;
 - 5.4.4. are responsible for timely settlement of payments;
 - 5.4.5. are responsible for the behavior of players before, during, and after the match;
 - 5.4.6. are responsible for the order left by players and team supporters at the competition venue;
 - 5.4.7. are responsible for preventing unauthorized or suspended players from participating.
- 5.5. In team and organizational matters, the league board and staff **communicate only with each team's Representative or deputy**, by email or, in exceptional cases, by phone.
- 5.6. The minimum number of players on a team roster required for successful registration and participation in the competition in a given category is:
- 5.6.1. Mixed: 10 players
 - 5.6.2. Men's: 7 players
 - 5.6.3. Women's: 7 players
- 5.7. The maximum number of players registered on a team roster in a given category is:
- 5.7.1. Mixed: 28 players
 - 5.7.2. Men's: 20 players
 - 5.7.3. Women's: 20 players
- 5.8. A mixed team roster may not consist of fewer than 10 people, including at least 4 women, before the start of the season.

6. Players

- 6.1. A player may represent one club/team in the men's or women's category and the same or another team in the mixed category.
- 6.2. Men may not play in the women's category; women may not play in the men's category.
- 6.3. A player receives active status after purchasing a league license.
- 6.4. A player does not have to purchase a full-season license and may instead use weekend or single-day passes. However, the player must be listed on the team roster within the deadline set by the organizer.
- 6.5. Player transfers are available only during the transfer window. Transfer window dates are set by the league board (Section 16).
- 6.6. If a player participates in a match or matchday without being listed on the team roster, the match is forfeited in favor of the opponent, and the league board takes explanatory actions and applies consequences.
- 6.7. Players registered in the competition consent to the publication of their first name, last name, age, and photos on www.wrocseries.pl and on the league's social

media profiles.

6.8. Players registered in the competition consent to the use of their image for marketing purposes and for use in photographic materials and video clips published on WROC-SERIES Ultimate League social media.

7. Observers

7.1. Observers are an integral part of the league.

7.2. Observers work according to schedules established by the board for a given matchday. They are not required to work every match.

7.3. Information regarding a match officiated by an observer will be provided in the matchday schedule via email and on the league website.

7.4. An Observer is not a Game Advisor.

7.5. The Observer manages the match according to WFDF guidelines, taking into account the exceptions described in the league rules (Section **8.1**).

7.6. Observers are obliged to prepare match reports.

7.7. Observers ensure match flow and adherence to time frames.

7.8. The league organizer provides training for individuals who wish to obtain observer accreditation for the league.

8. Match rules / league rules

8.1. Matches are played according to the rules of ultimate of the World Flying Disc Federation (WFDF), taking into account the **following exceptions**:

8.1.1. A violation/foul may be called only by a player of the team affected by the violation, provided **the player is certain it occurred**.

8.1.2. The player must know that a specific rule was broken and must clearly observe the event.

8.1.3. Violations may not be called based on assumptions or uncertainty.

8.1.4. The player must **immediately** and **loudly** call the name of the specific violation.

8.1.5. In accordance with the above, a **minor movement of the pivot foot** (below 5 cm) at the moment of disc release is allowed. It should be remembered that in most cases it is not possible for the marker to recognize a violation related to slight foot movement during disc release, as it would require simultaneously observing both the movement and the moment of release.

8.1.6. The Observer may **reprimand** a player for inappropriate behavior on the field (shouting, swearing, aggressive or unethical behavior) or issue a yellow card.

8.1.7. In the absence of improvement, the Observer may issue a red card. The consequence is exclusion from the remainder of the current match and a ban from participation in the next scheduled match.

8.1.8. The Observer must include such an incident in the post-match report, indicating the player and the reason.

8.1.9. In cases of exceptionally unacceptable offenses, the league board may decide to **disqualify a player** from the league for a period determined by the board.

8.1.10. After a point is scored, the offense has 75 seconds to set up on the line and be ready to play, and the defense has 90 seconds to set up and throw the pull.

8.1.11. If an Observer is present at the match and the start of a point is delayed, the Observer may **reprimand the team**. In the absence of improvement and continued failure to adhere to time limits, the **Observer may penalize the delaying team by awarding one point to the opposing team**.

8.1.12. Players have 45 seconds to resolve a foul. If no agreement is reached, the Observer makes a **subjective and binding decision based on their observation and analysis**.

8.1.13. After the Observer's decision in the absence of agreement between both parties, players must immediately resume play according to the Observer's decision. Any further discussion or questioning of the decision may result in a reprimand, yellow card, or red card.

8.2. Matches last 45 minutes in the men's and women's categories and 60 minutes in the mixed category.

8.3. The Observer is responsible for match time, or in their absence, a volunteer, league staff member, or board member. The Organizer aims for synchronized starts and ends of matches. Where possible, the start and end of matches will be indicated by a stadium board or audio signal.

8.4. Each team is required to have matching jerseys in two colors (light and dark). The league organizer also recommends uniform shorts.

8.5. In the absence of proper attire, a player may not participate in matches unless the league organizer decides otherwise after consultation with the teams.

8.6. Matches are played to 13 points in the men's and women's categories and to 15 points in the mixed category.

8.7. The league is divided into a regular season and a play-off phase.

8.8. During the regular season, there are no halftime breaks. Only a change of ends occurs, in accordance with WFDF rules regarding offense and defense based on the initial coin flip. In the men's and women's categories, the change of ends occurs after 25 minutes or upon scoring 7 points. In the mixed category, the change occurs after 30 minutes or upon scoring 8 points. In the play-off phase, a 120-second break occurs at halftime before resuming play.

8.9. After time expires during the **regular season**, if neither team has reached the winning score, a so-called "hard cap" applies, meaning both teams play one additional point and then the match ends.

8.10. During the **play-off** phase, after time expires and neither team has reached the winning score, a so-called "soft cap" applies, meaning one point is added to the higher score, and the team that first reaches the new target score wins the match.

8.11. Draws are possible during the **regular season**.

8.12. The league does not enforce a minimum number of players on the field during a point, only a maximum assigned to each category: **men's** and **women's** – a

maximum of five players on the field; **mixed** category – a maximum of seven players on the field.

8.13. The mixed category is played in a full mixed system or, if both teams agree, in an easy mixed system.

8.14. If one team does not agree to play easy mixed and the other team is unable to play in the full mixed system, an immediate forfeit occurs and a score of 15:0 is recorded.

8.15. Each team is entitled to one “time-out” lasting 75 seconds, which may be taken at any time during the match.

8.16. If a “time-out” is taken **during the regular season** after regulation time has expired, the teams complete the point in progress and play one additional point, after which the match ends.

9. Competition system

9.1. **Men’s category:** During the regular season, teams play matches in a round-robin format (each team against each other).

9.1.1. Results are presented in the standings table.

9.1.2. After the regular season, the top eight teams advance to the Play-off phase to determine the winner.

9.1.3. The Play-off phase consists of a quarterfinal bracket and subsequently matches to determine final league positions.

9.1.4. During the second matchday (before the Play-off phase), after all regular season matches are played, one additional match (Game-to-Go) is played between the teams ranked eighth and ninth. The winner advances to the Play-off phase.

9.1.5. The Play-off bracket is determined by regular season standings. The first team plays the eighth, the second plays the seventh, etc. In the case of seven teams in the men’s category, teams first play quarterfinals. In the next phase, losing teams play a placement group in a round-robin format, while winning teams play semifinals.

9.1.6. If a team withdraws from the Play-off phase, its place may be taken by a team that did not qualify for the Play-off phase. The league organizer first contacts the team ranked immediately below the top eight in the standings.

9.1.7. If there are not enough teams to fill the top eight, the organizers award a bye to the highest-seeded team(s), which automatically advances them to the next phase (semifinals). Additionally, the organizer reserves the right to establish an additional system (e.g., groups) for placement matches to optimize and increase team satisfaction with the number of matches played.

9.1.8. Teams outside the top eight finish their competition after the regular season (does not apply to the 2026 season).

9.2. **Women’s category:** In the women’s category during the 2026 season, teams play each other in a double round-robin format.

9.2.1. All teams advance to the Play-off phase.

9.2.2. The top two teams from the regular season automatically advance to the

semifinals.

9.2.3. The Play-off phase includes, in the first half of the day, a group stage for positions 3, 4, and 5 in the standings. The top two teams from this group play semifinal matches. The last team finishes the league in fifth place.

9.3. **Mixed category:** During the regular season, teams play matches in a round-robin format.

9.3.1. After the regular season, the top eight teams advance to the Play-off phase to determine the winner.

9.3.2. The Play-off phase consists of a quarterfinal bracket and subsequently matches to determine final league positions.

9.3.3. During the second matchday (before the Play-off phase), after all regular season matches are played, one additional match (Game-to-Go) is played between the teams ranked eighth and ninth. The winner advances to the Play-off phase.

9.3.4. The Play-off bracket is determined by regular season standings. The first team plays the eighth, the second plays the seventh, etc.

9.3.5. If a team withdraws from the Play-off phase, its place may be taken by a team that did not qualify for the Play-off phase. The league organizer first contacts the team ranked immediately below the top eight in the standings.

9.3.6. If there are not enough teams to fill the top eight, the organizers award a bye to the highest-seeded team(s), which automatically advances them to the next phase (semifinals). Additionally, the organizer reserves the right to establish an additional system (e.g., groups) for placement matches to optimize and increase team satisfaction with the number of matches played.

9.3.7. Teams outside the top eight and the losing team from the Game-to-Go finish their competition after the regular season.

Scoring

9.4. The standings table defines league placement and Play-off seeding. First, points for wins and draws are counted. A **team that wins** a match receives **three points**. A team that **draws receives one point**. A team that **loses receives zero points**. Next, points scored and points conceded are considered. Next, the average Spirit of the Game score is considered. League standings are determined based on this order.

9.5. If a match cannot be played due to regulatory or other reasons (forfeit), the team receives a penalty of minus five points.

9.6. If two or more teams have the same number of points and identical statistics before the Play-off phase, the final position in the standings is decided by a draw conducted by the league organizer.

Match schedule

9.7. The Organizer prepares and publishes the match schedule before the start of each season.

9.8. The Organizer takes into account the physical and logistical capabilities of teams and aims for maximum flexibility when creating the schedule.

9.9. The Organizer may change the match schedule at any time but must immediately inform the teams.

10. Spirit of the Game

10.1. Each team is required to complete Spirit of the Game forms within 24 hours of the end of its last match. However, ongoing completion is recommended.

10.2. The Organizer prepares Spirit of the Game forms and provides them to the team Representative or deputy.

10.3. In the case of regular delays in completing Spirit of the Game forms, the league board may impose consequences on the delaying team, including a deduction of points in the standings. The penalty for missing forms is -1 point in the standings for each day of delay.

10.4. League Spirit of the Game forms will include dedicated sections for evaluating Observers when a match is officiated by an Observer. Each team is required to evaluate the Observer in the same way as the opposing team in terms of Spirit of the Game.

10.5. Spirit of the Game is an integral part of the league. Players are required to know the rules, league regulations, and compete in the spirit of Spirit of the Game.

10.6. The team with the best average Spirit of the Game score receives a 50% discount on the Team Fee for the following season.

10.7. The Organizer will regularly publish the league Spirit of the Game ranking.

11. Transfer windows

11.1. Transfer windows are set by the league organizer, always before the start of the season.

11.2. Players listed on a team roster may be transferred or added to another team only during transfer windows.

11.3. A team seeking a new player who was previously on another team's roster or was not assigned to any team in a given category must inform the league organizer via the Representative or deputy within 24 hours after the transfer window closes.

11.4. If a player previously unaffiliated with any team and without a license is added to a roster, a player license must be purchased within the deadline set by the organizer. In the case of transferring a licensed player to another team, only a league administrative fee is charged. The administrative fee for the 2026 season is 15 PLN. The acquiring team bears the cost of the administrative fee.

11.5. All transfers and new player acquisitions will be published on the league website in transfer window summaries.

12. Ultie.org application

12.1. The Ultie.org application is the official league partner.

12.2. The application is used for easy team management by Representatives, proper match conduct (live scoring), match scheduling, completion of SOTG evaluations, and for good league presentation to spectators.

12.3. Each team is required to register its team and players in the application before participating in the competition, within the deadline set by the organizer.

13. Prizes

13.1. The team that wins the Play-off phase receives the title of WROC-SERIES Champion and all prizes provided by the organizer.

13.2. The Organizer may award additional prizes in team or individual categories.

13.3. The team with the best average Spirit of the Game score at the end of the season receives a 50% discount on the Team Fee for the following season.