



Policy Updates

The Board of Directors have updated a number of policies as of March 2018. Here are the policies that have been updated:

- Player Eligibility
- Subbing
- Captain's Clause
- Default

See the following slides for details of changes to each policy.



Eligibility

To play as a registered individual in any MZU league, you must be all of the following:

1. At least 18 years of age

If a player turns 18 after the season begins, they are eligible to be recruited by a team seeking additional players or to put their name on the waitlist and enter the league if space is available

2. Be registered with the league

3. Have paid the MZU membership fee for the respective league

4. Have paid the Ultimate NL membership fee for the current year

5. Be a member in good standing of Ultimate Newfoundland and Labrador (Ultimate NL)

6. Be a member in good standing of Mile Zero Ultimate (MZU)

- Suspended players may not take part in any aspect of the game, including coaching the team from the sidelines.

7. ***NEW*** To play in MZU playoffs as a registered player, a player must have played in at least 25% (round up if uneven) of regular season game (as either a sub or registered player) with that same team.



Captains and Subbing

Captains must communicate before games regarding subs.

- The opposing captain has to be aware of and agree to the proposed sub. This communication should happen in a timely manner, with no intentional delays in responses.
- The league encourages Captains to begin this discussion as far in advance as possible. The preferred options would be to email the opposing captain at least 48 hours ahead of game time.
- In the event of last-minute absences, this conversation can occur during the pre-game Captains discussion.
- If a sub is declined by the opposing captain, the team requiring a sub should look for alternate sub options. It's for this reason that teams are encouraged to start communication well in advance of a game.



Captains and Subbing

- ***NEW*** If there is a disagreement among Captains surrounding the appropriateness of a sub, and the proposing team feels strongly that the sub they suggested is fair and reasonable, they may contact VP League to contest the matter. This communication must occur at least 36 hours before the game, and should include details of the situation.
 - Captains should still make every effort to resolve the situation themselves (e.g., finding an alternate sub) and contacting VP League should be a last resort to resolve the situation.
 - The decision of a Captain to contact VP League should not be seen as unspirited by the opposing team.
 - After a review, VP League has the ability to overturn the opposing Captain's decision to decline a sub and allow them to participate in the game.
- Captains should always ensure that players are eligible, the Captains Clause can not be used to circumvent eligibility/subbing rules.
 - If players participate in a game where they are not an eligible sub, the game will be defaulted.



Subbing Rules

Regular Season Subbing Rules (Hat Leagues):

- Subs can only be used in the case of an injured or missing player.
- Registered Players can sub a MAXIMUM OF TWO games per season.
- Unregistered Players can sub in a maximum number of games equal to the number of weeks in a season divided by two (round up if uneven).
- There is NO FEE to sub.
- Players can sub with multiple teams.
- Players can sub multiple games on the same night (each game counts towards the total number of allowed games).
- Subs should be made in accordance with Spirit of the Game.
 - The subbing player should not greatly influence the outcome of the game.
 - Should the substitute player or captains determine that the sub outclasses the level at which they are playing, the sub should adjust accordingly to match the game play.



Subbing Rules

Regular Season Subbing Rules (Build-It-Yourself Leagues):

- ***NEW*** By default, teams are only allowed to have subs in the regular season so that they have 6 of either gender in 7v7 leagues or 5 of each gender in 5v5 leagues.
 - Under the Captain's Clause, Captains can ask for special permission to obtain extra subs.
- ***NEW*** The number of substitute players may not exceed the number of rostered players participating in the game.
- Registered Players can sub a MAXIMUM OF TWO games per season.
- Unregistered Players can sub in a maximum number of games equal to the number of weeks in a season divided by two (round up if uneven).
- There is NO FEE to sub.
- Players can sub with multiple teams.
- Players can sub multiple games on the same night (each game counts towards the total number of allowed games).
- Subs should be made in accordance with Spirit of the Game.
 - The subbing player should not greatly influence the outcome of the game.
 - Should the substitute player or captains determine that the sub outclasses the level at which they are playing, the sub should adjust accordingly to match the game play.



Subbing Rules

Playoff Subbing Rules (All Leagues):

- Registered Players CANNOT sub in a playoff game.
- Unregistered Players can sub ONE PLAYOFF GAME (which counts towards the total number of allowed games).
- Teams are only allowed to have subs in playoffs so they have 5 of either gender in 7v7 leagues or 4 of each gender in 5v5 leagues.
- All other subbing eligibility rules still apply (e.g.: equal or lesser playing level, agreement among captains prior to game)



Captains Clause

The Captain's Clause allows two teams to play the game under any variation of the rules that they wish, as long as they agree on it prior to the game.

There are a number of exceptions in MZU Leagues, Captains cannot make agreements that change the following:

- Team/gender composition
- Any rule which impacts the safety of the players/teams
- Players serving a suspension
- Players involved in physical altercations
- Player eligibility (subs, age, etc...)
- Game length and end time
- ***NEW*** Weather Related Timeout - If prior to the start of a game, the weather is deemed to be a potential issue for some players or result in series of long points (e.g., extreme temperatures, gale force winds, etc.), Captains can agree that if a point lasts in excess of 20 minutes a weather timeout will be called, and they can decide whether or not substitutions will be allowed during this timeout.



Defaults

When a game is defaulted, the Captains still need to enter the scores via the Game Reporting Tool and select 'Forfeited'. The result is as follows:

- The defaulting team loses 7-0.
- ***NEW*** The winning team gets a spirit score that matches the league average at the time of the game, and the losing team gets 0.

Teams can default in one of 3 ways:

1. When a team plays an ineligible player(s) or breaks another major rule/policy as determined by the Board.
2. If a Captain fails to enter their scores within 36 hours for two consecutive weeks.
 - ***NEW*** Prompt score entry helps with releasing a schedule on time. Failure to enter a score within 36 hours of a game ending is justification for a VP league to declare the second game a default.
 - If you are having technology issues, or your Captain is away, please contact vpleague@milezeroultimate.com.



Defaults

3. When a team does not have the minimum number of players ready to play the game.

7 on 7 Leagues:

- A team defaults 30 minutes into their time slot if they do not have the min # of players.
 - The min # of players required to begin a game is 6, with a minimum of 2 of either gender

5 on 5 Leagues:

- A team defaults 20 minutes into their time slot if they do not have the min # of players.
 - The min # of players required to begin a game is 4, with a minimum of 1 of either gender.