



ACC SPORT

WESTERN AUSTRALIA

YEAR 7

**LIGHTNING
CARNIVAL**

2026

MONDAY 11TH MAY

LEAGUE TAG & FRISBEE

**@ UWA SPORTS PARK
10 McGillivray Road, MT CLAREMONT**

EVENT INFORMATION

CONTACTS

Frisbee Sports Controller & Facility Supervision	James Kerr	0456 032 326
League Tag : Sports Controller & Facility Supervision	Jake Kennedy	0417 696 359
ACC staff member	Cherie Pirnie	0447 502 248

INCLEMENT WEATHER

Phone ACC staff member at 8am for confirmation

CARNIVAL FORMAT

- Schools to be on site by **10am SHARP** for event briefing, with games commencing at 10:30am
- Central timing system for all fixtures
- Refer to '**Conditions of play**' for match rules
- Clean up to continue throughout the day, with the major clean 14:00 - 14:30

EQUIPMENT PER TEAM

- Frisbee
- Set of bibs

ALL SCHOOLS to return goal posts and field cones to central administration area at event end

FOOD & WATER

- Neil Donalson Canteen will be open 9:30am – 1:30pm
- Water fountains as marked on enclosed map
- Please ensure you bring sufficient food for the duration of the event

FIRST AID

Minor injuries to your staff member, more serious injuries to the First Aid post.

LEAGUE TAG : PARTICIPATING SCHOOLS

SCHOOL	# OF TEAMS	CODE
CBC Fremantle	1	CBC
Carey, Forrestdale	2	CRF
Living Waters Lutheran	3	LWL
Peter Carnley ACS	2	PCA

ULTIMATE FRISBEE : PARTICIPATING SCHOOLS

SCHOOL	# OF TEAMS	CODE
All Saints College	1	ASC
Carey, Forrestdale	2	CRF
Kolbe Catholic College	4	KOL
Living Waters Lutheran	3	LWL
Peter Carnley ACS	2	PCA
Swan Valley ACS	1	SVA
The Kings College	1	TKC

LEAGUE TAG FIXTURES

CRIMSON FIELDS

10:30am	FIELD
ALL TEAMS	1
Pre fixture activity session	2
** Delivered by NRL **	3
	4

ROUND 1	11:00am	FIELD	
LWL 2	v	CBC 1	1
PCA 1	v	LWL 3	2
LWL 1	v	PCA 2	3
CRF 2	v	CRF 1	4

ROUND 2	11:30am	FIELD	
LWL 3	v	LWL 2	1
PCA 2	v	CBC 1	2
CRF 1	v	PCA 1	3
CRF 2	v	LWL 1	4

LUNCH 12:00pm – 12:30pm

ROUND 3	12:30pm	FIELD	
LWL 2	v	PCA 2	1
LWL 3	v	CRF 1	2
CBC 1	v	CRF 2	3
PCA 1	v	LWL 1	4

ROUND 4	13:00pm	FIELD	
CRF 1	v	LWL 2	1
CRF 2	v	PCA 2	2
LWL 1	v	LWL 3	3
PCA 1	v	CBC 1	4

ROUND 5	13:30pm	FIELD	
LWL 2	v	CRF 2	1
CRF 1	v	LWL 1	2
PCA 2	v	PCA 1	3
LWL 3	v	CBC 1	4

LEAGUE TAG CONDITIONS OF PLAY

TEAMS & FIELD SIZE

- Mixed teams of 6 per side
- Maximum number of boys playing on field is 3. This means the male/female ratio can be 1:5, 2:4, or 3:3.
- Field of Play : 70m in length (scoreline to scoreline) x 40m in width. This will be reduced for the lightning carnival, with the controller using their discretion at set up, as to the size and space available.
- Markings: halfway, score line and touchdown zone.
- Sidelines : at least 5m beyond the scorelines and joined by the touchdown zone line.

PERIODS OF PLAY

- Games are 22 minutes, allowing for an 8 minute transition between games

RULES

Normal code rules apply with some scope for skill level allowed.

- Forward passing and knock on : ball played to opposition
- Knock back : play on
- Not back in 5m in defence : penalty tap to attacking team
- Defensive player moves forward before dummy half runs or first receiver passes or runs with the ball : penalty tap to attacking team
- Attacking team has a total of six tags : play ball to opposing team when 6th tag is completed
- Kick before the 5th tag has occurred : play ball to opposition
- Kick ball above shoulder height : play ball to opposition
- Player runs with ball while tag is not attached correctly = instant tag, play ball where it was caught
- Dummy half or first receiver gets tagged with the ball : play ball to opposition
- Restart of game after a try : opposing team will begin with a tap in the centre of the field
- Fending and pushing defenders away : penalty tap to opposition
- Shepherding / obstruction : penalty tap to opposition
- Barging / diving at opposing players : penalty tap to opposing team
- Tagged within 5m of try line : play ball 5m out from line
- Kicks can only be used on the last (6th) chance and must be picked up by the attacking team before the try-line, then carried over the try line and placed down to score a try.
- **Any player** running with their shirt not tucked in, or belt/tag on incorrectly when they catch the ball will be called 'tagged' immediately

ULTIMATE FRISBEE FIXTURES

YELLOW POOL

UNNAMED TEAM ON BYE

ROUND 1		10:30am	FIELD
TKC 1	v	LWL 3	1
CRF 2	v	KOL 3	2
KOL 1	v	PCA 1	3

ROUND 2		11:00am	FIELD
LWL 1	v	CRF 2	1
PCA 1	v	TKC 1	2
KOL 3	v	KOL 1	3

ROUND 3		11:30am	FIELD
LWL 3	v	PCA 1	1
KOL 1	v	LWL 1	2
TKC 1	v	KOL 3	3

ROUND 4		12:30pm	FIELD
KOL 1	v	CRF 2	1
LWL 3	v	KOL 3	2
TKC 1	v	LWL 1	3

GREEN POOL

UNNAMED TEAM ON BYE

ROUND 1		10:30am	FIELD
KOL 2	v	PCA 2	1
KOL 4	v	ASC 1	2
LWL 2	v	SVA 1	3

ROUND 2		11:00am	FIELD
CRF 1	v	KOL 4	1
SVA 1	v	KOL 2	2
ASC 1	v	LWL 2	3

ROUND 3		11:30am	FIELD
PCA 2	v	SVA 1	1
LWL 2	v	CRF 1	2
KOL 2	v	ASC 1	3

ROUND 4		12:30pm	FIELD
LWL 2	v	KOL 4	1
PCA 2	v	ASC 1	2
KOL 2	v	CRF 1	3

LUNCH 12:30pm – 13:00pm

ROUND 5		13:00pm	FIELD
KOL 3	v	PCA 1	1
CRF 2	v	TKC 1	2
LWL 1	v	LWL 3	3

ROUND 6		13:30pm	FIELD
LWL 1	v	KOL 3	1
KOL 1	v	LWL 3	2
CRF 2	v	PCA 1	3

ROUND 5		13:00pm	FIELD
ASC 1	v	SVA 1	1
KOL 4	v	KOL 2	2
CRF 1	v	PCA 2	3

ROUND 6		13:30PM	FIELD
CRF 1	v	ASC 1	1
LWL 2	v	PCA 2	2
KOL 4	v	SVA 1	3

ULTIMATE FRISBEE CONDITIONS OF PLAY

TEAMS & FIELD SIZE

- Teams of 5 per side
- Excluding single gender schools, maximum number of males playing on the field (mixed teams only) at any time is 2
- Approximate modified field size 30m x 40m

PERIODS OF PLAY

- Games are 22 minutes, allowing for an 8 minute transition between games

RULES

- There is no running with the frisbee. The frisbee can only be moved up the field by passing it. When a player catches the disc, they must establish a "pivot" foot before throwing, a little like basketball.
- The person with the frisbee has 10 seconds to throw. A defensive team member marks them and counts out loud, "stalling...1...2...3..."
- No physical contact is allowed between players. Contact results in a foul. In practice, small amounts of accidental contact are usually tolerated.
- A "turnover" occurs when the frisbee hits the ground, goes out of bounds, is dropped or intercepted. Unlike touch football, if the frisbee is knocked down, the team that last **held** the frisbee loses it, regardless of who knocks it down. The defensive team takes possession of the disc at that point and becomes the offensive team.
- **Unlimited substitutions** are allowed between points, but none during
- 2m minimum and maximum pass distance.
- If a player drops the disc or causes a turnover in their defensive end zone a touchdown/point will be awarded, and play will restart.

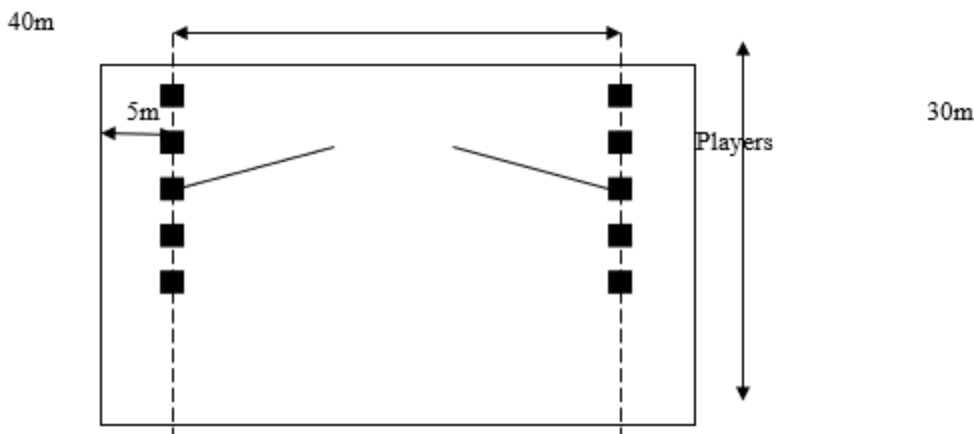
FOULS

Players call their own fouls when rule violations or contact occurs - there are no referees. A player disagreeing with a foul call can usually "contest" (dispute) the call, in which case the play is redone, and the disc returned to the thrower. Play-ers endeavour to be fair in their calls, so calls are rarely contested. Teachers will be present to help supervise the game.

FIELD

Ultimate is usually played on an approximately half-width football field, with two teams of seven players (plus substitutes) lining up against each other. However, any size field can be used depending on space available, and a good game can be had with as few as four players a side. Cones are generally used to mark the corners of the zones and the sidelines.

The diagram displays the size field ACC will use for their games with 5 per team. This is minimum size. The maximum size allowed is 50m with 2 x 5m end zones



EQUIPMENT

Schools to have at least x1 frisbee per team

UWA SPORTS PARK SITE MAP



KEY (map not to scale)

- | | | | |
|---|--------------------------|---|------------------------------------|
|  | Toilets |  | Water fountain (on pavilion walls) |
|  | Emergency assembly point |  | ACC staff & briefing location |
|  | Bus direction |  | First Aid post |
|  | Neil Donaldson Canteen |  | Fields OUT OF BOUNDS |

