

2021 Thunderbirds Roster

0	DONALD ROBINSON
1	MAX SHEPPARD
2	JON MAST
3	ANTHONY DAVIS
5	JOSH GRABER
6	ANSON REPPERMUND
8	THOMAS EDMONDS
9	PAT MCMULLEN
10	ADAM BURGESS
11	NICK NAGEL
14	KENNY FURDELLA
16	CJ COLICCHIO
17	SPENCER MATONIS
20	PETE ZACCARDI
21	WYNN YODER
22	OWEN WATT
23	CHRIS GRABER
26	CONNOR NEWELL
27	ANDREW THOMPSON
29	MYLES COOPER
37	ALAN GRUNTZ
39	BENJAMIN ATTAL
41	HARRY MCNAMARA
45	KEVIN NICHOLL
46	TRISTAN YARTER
48	JIMMY TOWLE
49	DAN NICHOLS
51	KEVIN O'BRIEN
88	THOMAS HANSEN
95	SAM VANDUSEN
99	JOHN BUSS



Ultimate in 10 Simple Rules

The Field: Rectangular, measuring 80 x 53.3 yards with 20 yard deep end zones.

Initiate Play: Each point begins with seven-man teams lining up in front of their respective goal line. The defense throws ("pulls") the disc to the offense.

Scoring: Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is re-initiated after each score.

Movement of the Disc: The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has seven seconds to pass the disc. If the disc is not passed, the defender (marker) has stalled the thrower and possession changes.

Change of Possession: When a pass is incomplete (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.

Substitutions: Inactive players may replace active players in the game after a score and during an injury timeout.

Non-contact: No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

Fouls: When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained.

Timing: Each game is played in four 12 minute quarters. 15 minute halftime occurs and each team is allowed 2 timeouts per half.

Spirit of the Game: Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

Common Hand Signals



Stall (turn) OR
Delay of Game (10)



Thrower Travel (turn)
OR
Receiver Travel (10):
add Catch signal first



Offsides
Pull: Midfield
Rec: Reverse Brick
Both: Brick



Pick (10)



Triple Team (10)



Vision Blocking (10)



Swinging of
Elbows (10)



Strip (10)



Unsportsmanlike
Conduct (20)



Fighting
(20 & ejection)



Player Ejected



Integrity Rule Invoked
(flipping pancakes)



Pass Interference
(spot)



Contact (10)



Blocking (spot)