

The following is the Hamilton Ultimate Club's (HUC) policy regarding Spirit of the Game (SOTG) as measured by the Spirit Rating System (SRS).

**SOTG Policy:**

1. Following the first four games of the season the spirit scores for each team will be reviewed by the spirit director. The following actions will then be taken depending on this score.

<b>SRS Score</b>	<b>Action</b>
7.5 to 11	A congratulatory e-mail will be sent to the spirited team and each team will receive a complimentary disk.
6.5 to 7.4	An e-mail highlighting the need and strategies for spirit improvement is sent to the team.
Less than 6.5	The captain of the team and spirit director will discuss the score, identify the possible reasons for it and take remedial action. The team is placed on probation and must pull their average above 6.5 over the next 4 games. Failure to improve the score may result in elimination of the team from the playoffs and league. This decision will be made by HUC's BOD on a case by case basis. In making this decision the BOD will consider any incident reports filed and/or other evidence deemed appropriate.

2. At the end of the regular season any team with a SRS score below 6.5 may be eliminated from the playoffs. This decision will be made by the BOD as described above.

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The following is HUC's policy regarding dangerous play.

**Dangerous Play Policy:**

1. Captains are responsible for identifying and addressing dangerous play within their and the opposing team.
2. Dangerous play should be reported to the BOD via the incident report system.
3. The BOD will review the information provided in the incident report and communicate with both captains to investigate the event further. The findings may result in: (a) an observer being assigned to the offending player's team to review the style of play with possible further actions to be taken; (b) identifying and addressing the problem through education of the player(s) via the captains; (c) removal of the offending player from the league. The approach taken in resolving the problem will depend on: (a) the severity of the incident; (b) the openness of the player to change; and (c) the number of incident reports filed against a player.