



B. Perspective & Policy

The Republic of Korea Ultimate (frisbee) league believes:

1.) Inclusiveness NOT exclusiveness

Everyone is most welcome to join the league. You don't have to be an active member in the Ultimate community in your region(s), nor do you need to know someone who plays in the league. Everyone is welcome.

2.) Participation & Recruitment

Together we work very hard to recruit and introduce players to the league. We don't just recruit ringers and all-stars so we can win every game. We should recruit ANYBODY who wants to play. The league is predominantly English teacher (ex-pat) based, with continued growth amongst the native Korean community. This means that the league's growth, and more importantly existence, relies heavily on off-season recruitment of players of any age, creed, nationality and of course, skill level.

3.) Balancing

Teams should be put in perspective in terms of fair and equal balancing NOT city (or community) wide, but rather, LEAGUE-WIDE. Great lengths will be taken to ensure a fair and equally balanced LEAGUE.

This means, at times, teams heavy on experience and skill will have to sacrifice some of this skill to be spread out across the league. Specific players who meet this 'high skill and experience' criteria will be communicated with by the league's upper management.

We want to ensure everyone has a fair shot at winning (and losing).

4.) Rookies

Rookies (new players to Ultimate and/or new players to the league) will feel welcome. All the captains will take on the responsibility of making sure all their players feel part of something. The league will take every measure to back the captains and make the players feel welcome at a large, all-encompassing perspective.

Here are some league-wide policies to make sure all players feel part of the league:

- a.) Everyone makes the playoffs - the regular season is your time to practice. Give someone a chance to handle who doesn't necessarily handle. If someone complains they aren't seeing the disc very much - throw them the disc (even if you know it's a sure drop). If someone wants to bust out an ass hammer in a crucial point of a game, in traffic - let them do it.
- b.) If you don't know your team - DO NOT overwhelm them. Make them feel welcome first, simple things, introduce yourself, crack a joke. Don't start discussing Ho Stacks and In Cuts on the first day. I've seen this happen, and chances are, you won't see much of those rookie players again.
- c.) Korean (and non-English speaking) players will have important league events, messages and information translated into two languages; English and Korean.
- d.) Multi-media productions. Statistics, team and individual records will be kept. As well as videos, clips, trailers and photographs will be taken to ensure all players are recognized in the league and on their respective team.

5.) Showing Up

We don't care how much you know about the game - or how awesome you are. Forfeits are the league's worst nightmare (because we are a participation-based league!). Simply 'showing up' makes this league run smoothly.

6.) Convenience & Accessibility

The league has teams spread across the peninsula, and players spread out MORE across said peninsula. Scheduling will take into concern the team's location and travel burdens to make it as convenient and accessible as possible for ALL teams, all players, in all cities.

Specific venue (city / field location) scheduling will take into account 'ease of transportation' for the teams participating at these specific locations. Train and bus times will be taken into account for the teams that are far off from the higher participation-based cities.

7.) Winning & Losing

We can't promise that you will win every game . Please understand this is sports. There is no hidden agenda to 'rig the standings.' We will do our humanly best to ensure the teams are fair and balanced on paper. However, 'on paper' does NOT take into account several variables that not accounted for (on paper). Practice and chemistry are two of those variables. Since this is sports, there has to be a winner and loser every game - please do your best to have fun, and show your teams a good time, winning or losing!