



Manitoba Organization of Disc Sports



Individuals, couples and small groups looking to play Ultimate that don't have a team can use the MODS Free Agency registration option as a way to play.

How it works: Players register as a "Free Agent" on the night that is their first preference. During registration they would fill into a comment box their additional availability (what other nights they could play) as well as any info about other people they would like to play with. *Note:* after "Team Registration" is closed a "Free Agent" program registration will be opened to allow for people to sign up (if there is still room on these teams).

Team Formation: MODS will form as many Free Agent teams as demand requires, it is important to note that a minimum number of both genders is required to form a team. MODS can't always guarantee a team will be formed on your night of preference. In some cases, more than one Free Agent team will be created on the same night.

Team Contact / Manager / Captain: Each team is required to have a person to act as the main point of contact for the league. Typically, the Ops Director will reach out to someone registered who already has experience with MODS and ask them to take on that role. They are responsible for entering scores and managing communications for their team.

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Other roles: The team will identify Rules and Spirit Captains prior to the start of the season with help from the office.

Level of Play: This is determined by the make up of the team. Free Agent teams often start in one of the lowest tiers, but we have had a lot of experienced and skilled players joining this way as well. All of this is to say tier placement varies per team based on who is on the roster.

Signing up with your friends: To ensure that you'll be placed on the same team it is important to get everyone to register as early as possible and clearly mark who they want to play with. Team placement is mainly first come first served and there is a cap as to the number of players that can be on each team.

What if a team isn't formed on the night that I want to play? You would be offered a spot on another night if that is an option. In some cases, MODS will place players on existing league teams (at a captain's request). In those cases, MODS would refund your Free Agent fee and you would owe the new team captain your portion of their team fee. If all of these options are exhausted and we can't place you, we will refund your purchase.

Can I play on more than one Free Agent team? Yes, players can sign up for multiple nights as each night (Mon-Tue-Wed-Thu) are their own leagues.

Costs: all players must become MODS members and also pay a "Free Agent" fee. Below is the break down based on the type of membership you get.

Early Bird Adult Membership (purchased in April) = \$35+GST = \$36.75

Regular Adult Membership (purchase in May or later) = \$40+GST = \$42

Free Agency Fee = \$92.50+GST = \$97.13

The total depending on when you buy your membership would be \$133.88 or \$139.13

For more questions or help please contact [Corey](#)