

2024-2025 UPL Rules

***ALL RULES AND REGULATIONS OF THE STATE OF MINNESOTA MUST BE OBSERVED AT ALL TIMES

***ALL RULES are subject to Tournament Director final say

- Format

- Team events (2 anglers per team, although you may fish alone if you choose). Max. of 30 teams per event
- 4 Ice Fishing Events (December, January, February, and March)
- All events will be on Sunday.
- Pre-fishing is allowed up until 11:59pm the day before the event.
- No pre-drilling holes or setting up on a spot the morning of the event.

- Times (6-hour events)

- Ice Fishing Events: 8am - 2pm (Weigh-in at 2pm)
- If you're late for take-off (and you let a league official know that you'll be late), then you only lose that time for fishing. You MUST still check-in with a league official before fishing though.

- Weigh-in

- Both team members must be present at weigh-in (unless something comes up and league officials are notified)
- Any late teams will be penalized (every minute late will result in a 0.1-pound reduction from your total weight. If you're more than 15 minutes late then you're disqualified)
- Dead-fish penalty will be based on over-all participant observation. If it appears that the fish were caught prior to the event (i.e.: frozen fish from the day before, obvious over-discoloration, etc.), then that team will be immediately disqualified without reimbursement.

- Limits (15 fish total limit per team) which includes...

- 7 Crappies (per team), 7 Sunfish (per team)
- PLUS: One bonus fish of either a Crappie or Sunfish to give you 15 fish total but only after 7 Sunfish and 7 Crappies are in your weight bucket. No more than 8 fish of one species can be weighed in.
- Minimum Size Limits: Crappie = 8 inches, Sunfish = 7 inches
- Culling is allowed (However, if you're caught throwing back dead fish your team will be disqualified, no exceptions)
- You may keep a full limit of crappie and sunfish if you would like to take fish home for a meal or whatnot, that is fine, but MN regulations still apply though and it's still a 15 fish limit
- All special regulations regarding size limits for that body of water must be always followed

- Morning Takeoff

- Morning takeoff will consist of 4 flights – 2 flights of 7 teams and 2 flights of 8 teams. There will no longer be a free-for-all shotgun start. Flights/teams will be drawn the Wednesday prior to the event and emailed to the team captain that evening.
- Each flight will be given a number 1-4 prior to the first event. That number will be their take-off number for the first event. Then for the remaining three events it will just shuffle one place for who goes first, still staying the same order but having a new flight go first...
 - o 1st Event Order: 1, 2, 3, 4 ... 2nd Event Order: 2, 3, 4, 1 ... 3rd Event Order: 3, 4, 1, 2 ... 4th Event Order: 4, 1, 2, 3

- Scoring

- The scoring system will be based on weight equally points. Point values- 7.86 pounds = 7.86 points.
- If a team weighs nothing, then they receive 0 points.
- Heaviest total weight wins (Crappie and Sunfish weighed all together)
- Tie breaker: whichever team has the largest crappie (weight) will win the tie breaker, and if that's still a tie then it will go to the largest sunfish, and after that it's a coin toss.

- Fishable Waters

- Any fishable water available by safe ice is acceptable. No going on land unless notified before event. (Emergencies are exceptions)
- Events may have restrictions based on ice conditions and certain bodies of water. Any restrictions will be noted well in advance. Safety comes first.
- Only the use of an ATV or snowmobile is allowed. No trucks or cars are allowed during the day of competition. The use of trucks and cars is allowed for pre-fishing.

- Distance Constraints

- Teams must respect other teams. No fishing within 15 feet of another team will be allowed unless invited by said team to do so—which at this point invites/allows all teams to also do so. No picking favorites.
- No fishing within 10 feet from a permanent fish house.
- During events, team members must remain within 50 feet of each other.

- Team of the Year Points

- This award goes to the team that has earned the most points throughout the season. This will not be a cash award, but rather the team members will each receive a championship plaque and their entry fee will be covered for the following season.
- Points awarded goes as follows
 - o Total weight per team, per event is transferred to points. So, 7.86 pounds = 7.86 points. Then each team's points are added up throughout the four events and the most points at the end of the season are the Team of the Year.
- Each team gets two subs each season, but they may not both be used on the same event, So, an original team member must be present at an event for the points to count towards Team of the Year. A team member may fish an event solo and those points will count.
- If two or more teams end up tied for Team of the Year points, then it goes to which team has the largest overall crappie weighed in during the season. If it's still tied after that then it goes to the largest sunfish. And if it's still tied after that then it goes to a coin-toss.

- Payouts (based on 30 teams)

- 1st Place = \$700
- 2nd Place = \$400
- 3rd Place = \$300
- 4th Place = \$200
- 5th Place = \$100

- Miscellaneous

- Each TEAM is only allowed to use two holes during competition. So, if the FFS is down a hole, then that counts as one of their active holes and the team is only allowed to use one more hole for competition. You MAY fish out of the same hole as the FFS (mostly because of "flasher mode"). So, if your FFS system is down a hole then that counts as one of your two holes whether you're fishing in it or not—so in that case you MAY NOT fish two additional holes. If you're not using an FFS system—or the FFS system is out of the water—then each angler is free to each fish out of a hole, but still abiding by the distant constraints according to the league rules.

- Exception: per tournament director decision... If the weather is deemed “too cold” then the FFS will be allowed to be kept in the water to avoid any harm to equipment. However, any abuse of this or using this rule exemption to your advantage will not be allowed.
- All teams must start an event with their augers covered—and make their best attempt at keeping them covered while the auger is stored on their machine and/or during transport. If during competition you lose or break an auger cover, then you must lay your auger on the ground next to your machine when around other teams and/or at weigh-in. Blatant failure to comply with this rule will result in a 0.5-pound deduction from your total weight that day.
- 40mph speed limit during events.