

# WFDF Rules of Ultimate 2009

Official Version effective 2009-03-14

Produced by the WFDF Ultimate Rules Committee

**UK Indoor Edition 2009-09-30**

## **RULE AMMENDMENT with effect from 26<sup>th</sup> November 2009** Changes in BLUE

### 20. Time-Outs

- 20.1. The player calling a time-out must form a "T" with their hands, or with one hand and the disc, and call "time-out" audibly to opposition players.
- 20.2. Each team shall have **one (1) time-out per game** ~~two (2) time-outs per half.~~
- ~~20.3. A time-out may be taken at any moment within a half.~~
- 20.4. A time-out lasts **thirty (30) seconds** ~~two (2) minutes.~~
- 20.5. **ONLY** after the start of a point and prior to the ensuing pull, either team captain may call a time-out, **with the exception that no time-out may be called in the final three (3) minutes of a game.** ~~The time-out extends the time between the start of the point and subsequent pull by two (2) minutes.~~
- ~~20.6. During play only the thrower, with an established pivot point, may call a time-out. After such a time-out:~~
- ~~20.6.1. Substitutions are not allowed, except for injury.~~
  - ~~20.6.2. Play is restarted at the same pivot point.~~
  - ~~20.6.3. The thrower remains the same.~~
  - ~~20.6.4. All other offensive players may then set up at any point on the playing field.~~
  - ~~20.6.5. Once the offensive players have selected positions, defensive players may set up at any point on the playing field.~~
  - ~~20.6.6. The stall count remains the same, unless the marker has been switched.~~
- ~~20.7. If the thrower attempts to call a time-out when their team has no remaining time-outs, play is stopped. The marker shall add two (2) seconds to the stall count before restarting play with a check. If this results in a stall count of **eight (8)** ten (10) or above, this is a "stall-out" turnover. If there is no current stall count, the defence may initiate a stall count at three (3).~~

- The End -