

# WFDF Rules of Ultimate 2009 -Interpretations-

Official Version effective 2009-01-01  
Produced by the WFDF Ultimate Rules Committee

## Contents

Introduction .....	1
Principles .....	2
Interpretations .....	2
1. Spirit of the Game.....	2
2. Playing Field .....	3
3. Equipment.....	3
4. Point, Goal and Game .....	3
5. Teams .....	3
6. Starting a Game .....	3
7. The Pull .....	3
8. Status of the Disc .....	4
9. Stall Count .....	5
10. The Check .....	5
11. Out-of-Bounds .....	6
12. Receivers and Positioning.....	8
13. Turnovers.....	9
14. Scoring.....	10
15. Calling Fouls, Infractions and Violations.....	10
16. Continuation after a Foul or Violation Call.....	11
17. Fouls.....	11
18. Infractions and Violations.....	13
19. Stoppages .....	16
20. Timeouts .....	16
21. Appendix: Rule Decision Diagrams.....	17

## Introduction

These Interpretations complement the WFDF Rules of Ultimate 2009. The WFDF Rules of Ultimate is the primary document outlining how to play the game of Ultimate. However players may refer to these interpretations to help determine the correct way to apply the rules and resolve issues on the field.

The rules are written to be as comprehensive, clear, simple and accurate as possible. However, it is not always easy for the average player to understand how to apply the rules to every situation, so these interpretations provide some common examples of how to apply the rules.

In a refereed sport, referees or umpires have discretion on whether a breach makes a material difference to the outcomes of the game. As ultimate is self-refereed, these interpretations also aim to establish common ground on what breaches would be considered material.

Although the Interpretations do not constitute part of the rules of the game, they are conventions that should be followed in order to establish a common way of playing the game, and if an example from this document is encountered on the field, the guidance of the Interpretations should be followed.

## Principles

The Rules of Ultimate are based on principles that outline how the game should be played and how to resolve issues. When encountering a scenario that is not expressly described by the rules, these principles are a good guide to help resolve the issue:

- It is trusted that no player will intentionally violate the rules; thus there are no harsh penalties for breaches, but rather a method for resuming play in a manner which simulates what would most likely have occurred had there been no breach.
- A team should not be disadvantaged because the opposition has made an error or caused a breach.
- Calls should only be made where a breach has occurred that has a meaningful impact on the game. Players should allow for a reasonable degree of tolerance for minor breaches involving small discrepancies in distance and time.
- Not everybody sees a situation in the same light. Two players with a very good view of a situation can still see very different things happening. Human perception is not perfect. Players should be aware of this when trying to resolve calls.
- If a call cannot be resolved then the disc shall be returned to where possession was last undisputed and play shall resume as it was prior to the call.

## Interpretations

### I. Spirit of the Game

#### I.1 Providing evidence to support a call (I.3.4)

What	It is an essential component of good spirit that a player must be prepared, if asked, to explain concisely the objective evidence that led to making a call, or contesting a call.
Example	After making a travel call, if asked, the defender might explain “I saw you lift your pivot foot while the disc was still in your hand.”
Why	The objective evidence is evidence that can be tested for validity. It makes it clear that the call was not based on emotion or what the player wanted or expected to happen, but what they actually observed. If a player is not reasonably certain of the objective evidence, they should not make a call.
Extra	Players should be aware and understanding of the language limitations accompanying

international play, however opponents should still be able to communicate, even through gestures, what they saw. Team captains and team mates should get involved if they think their team's player is wrong or does not behave correctly.

### **1.2 Disrespectful celebration after scoring (1.6.4)**

- What** This includes spiking directed at an opponent and taunting of the opponent by “showing” them the disc. These actions must be avoided.
- Result** Opposing team captains should discuss all matters relating to violations of spirit and try to resolve them.

### **1.3 Seeking perspective from non players for “out-of-bounds” and “down” (1.10)**

- Note** It is still up to the players involved to make the final call. Non players must not provide verbal advice regarding a call unless they are requested to by the players involved.

## **2. Playing Field**

### **2.1 Playing on shorter fields**

- Note** If space is not available to fit a full sized field, the end zones should be made shorter before the playing field proper is reduced.

## **3. Equipment**

### **3.1 Harmful equipment should not be worn (3.4)**

- Note** This includes wristwatches, bracelets, buckles and protruding jewellery. Metal studs, long studs and studs with sharp edges are not allowed on footwear.

## **4. Point, Goal and Game**

There are no Interpretations for this section.

## **5. Teams**

There are no Interpretations for this section.

## **6. Starting a Game**

There are no Interpretations for this section.

## **7. The Pull**

### **7.1 Can the defence stop a pull from rolling**

- What** A pull hits the ground and starts rolling towards the defending end zone, so a defender stops the disc, even before an offence player has touched it.
- Result** This is allowed. If the defensive player kicked the disc towards the offensive end zone, the disc may be put into play by the offence at the point where it was kicked. Play restarts with a check.
- Why** Rule 7.8 states that no defensive player may touch the disc until it touches the ground, so clearly the disc is not “protected” in this case. Rule 8.4 states that any

player may stop a disc that has touched the ground. And rule 8.5 deals with the “kick it towards the other end zone” situation.

Extra If the pull is still in the air, no defensive player may touch it, even if it flies back towards the defensive end zone (e.g. because of the wind). If a player does touch it, the disc should be taken at the point where it would probably have landed (rule 1.2). If the pull lands in the offence’s attacking end zone (i.e. a really short pull), the offence should take it on the end zone line. Any offence player can also stop the pull from rolling. That player is not required to pick up the disc after stopping it.

## 7.2 Where to start after a pull

Note

- There is no muddling the disc rule.
- Only if the disc rolls out the back of the endzone, without the offence touching it, can you walk the disc to the front of endzone. (7.11)
- If the pull never touches the playing field or an offensive player and lands out of bounds – you can either ‘brick’ the disc (which they signal by raising a hand) OR you can play the disc where it went out, e.g. from the sideline, OR you can play it from the front of the endzone (if it went out the back of the endzone). (7.13)
- If you contact the disc while trying to stop it from rolling out of bounds (but fail) then you must play the disc where it went out (sideline/back of the endzone) (7.12)
- If you catch the pull out of bounds then you must play the disc from the closest part of the field to where you caught it (sideline/back of the endzone) (7.12)

## 7.3 Reasonable delay before the pull (7.1.1)

Note The following activities are considered reasonable prior to a pull:

- Celebrating a goal
- Determining who will play the next point,
- Determining team tactics for that point, e.g.:
  - who is marking whom
  - offensive positions
  - what type of defence and/or offence will be used
- As a guide, the pull should be released within 75 seconds of the start of the point (which starts at the start of a half, or when the previous goal was scored)

## 8. Status of the Disc

### 8.1 Using the wrong call

What A player signals a foul or violation and yells “stop” or uses the incorrect name for a call.

Result The call should be dealt with as if the player has used the correct call.

Why It is clear that the player has seen a breach of the rules. This takes precedence over the technicality of knowing the correct term.

Extra The player who used the wrong term should make it a point to learn the correct term (rule 1.3.1) and more experienced players should tell them the correct call (rule 1.8).

## **8.2 Waiting around for your teammates to set up or catch their breath**

What	A turnover has occurred and the new intended thrower is standing over the disc, waiting for their team to set up
Result	The defence should remind the player they need to put the disc into play. Intentional delay of game is against spirit of the game and should be discussed by the captains as soon as possible.
Why	Rule 8.6 says that the new thrower must not delay when picking up the disc.
Extra	If other players are still moving towards the disc (a common situation after a turnover), the closest player can decide not to pick up the disc – this is not a violation.

## **9. Stall Count**

### **9.1 When to start the stall count**

What	The marker can start the stall count as soon as the thrower has caught the disc.
Result	Even if the thrower still has to stop, get up after a dive, or even come back into the field because they ran out of the field, the marker may start the count.
Why	Rules 9.3/9.4 state that the marker can start stalling when they are within 3 metres of the thrower and the disc is live (so this does not apply after a turnover). There is nothing in those rules that says that the player must have established a pivot point.
Extra	If the offensive player needs some time to recover because they had to avoid an object outside the field (for safety, there shouldn't be any, but in practice this may be the case) the marker should not count until the player has had that time. This is basic spirit of the game.

### **9.2 Stall counts (9.6)**

What	If, after a call, a stall count is to be restarted at maximum 6 and: <ol style="list-style-type: none"><li>1. the stall count was stopped at 4, the stall count restarts on “Stalling 5”</li><li>2. the stall count was stopped at 8, the stall count restarts on “Stalling 6”</li></ol>
Extra	There must be one second between starting to say “stalling” and starting to say the number of the count.

## **10. The Check**

### **10.1 Faulty Equipment (10.3)**

Note	Faulty equipment for example includes untied shoelaces, a bent disc or a shoe that has come off. However, it is players' responsibility to minimise such disruptions by ensuring their personal equipment is secure.
------	--

### **10.2 Checking in the disc after a foul or violation**

Result	The thrower may not self check the disc in, e.g. 'ground check'. The nearest defender must give permission for the thrower to make a 'ground check'. Likewise the defender must wait for the thrower to present the disc before checking it in. If one team delays the check in order to discuss tactics, it is against spirit of the game and should be discussed by the captains as soon as possible.
Extra	Both the thrower and the defender should confirm that their teammates are set. If play is checked in without all players having reset, this is a violation and play should stop. A check is only required after a call which stops play. No check or ground tap is required after a turnover or a pull.

## **11. Out-of-Bounds**

### **11.1 The “Greatest Play in the World”**

What	An offensive player realises that they cannot catch the disc in-bounds and jumps from an in-bounds position, catches the disc and throws it before they land (out-of-bounds).
Result	This is a valid pass.
Why	Rule 11.3.1. states that an airborne player who jumped from in-bounds is still in-bounds. This lasts until the player lands out-of-bounds and by that time the player has already released the disc. Therefore, the disc is not out. A player is allowed to throw the disc while in the air, according to rule 18.2.2.
Extra	A player may not catch their own “greatest” throw. That is a turnover (13.1.4). If there is a contested call regarding the catch after a “greatest”, the player who threw the “greatest” should be treated as the last thrower. They should establish a pivot at the point on the playing field closest to where they released the disc (or on the goal line if this would result in a pivot in their attacking end zone).

### **11.2 Where to establish a pivot foot – disc in-bounds**

What	A disc is turned over and is in the Playing Field.
Result	The thrower establishes a pivot foot at the same location as the disc where it was picked up.
Why	Rule 13.6 tells the thrower to establish a pivot at the turnover location.
Extra	The pivot should be as close to the disc’s location as possible. Players should not place their right foot at the turnover location and then use their left foot as their pivot. This is a travel infraction (18.2.6.1)

### **11.3 Where to establish a pivot foot – disc out-of-bounds**

What	A disc is turned over after it flew over the sideline.
Result	The thrower establishes a pivot foot on the sideline or just next to it.
Why	Rule 11.7/8 tells the thrower to establish a pivot foot on the playing field proper closest to the place the disc crossed the line. The official spot is just next to the line (since the line is not part of the playing field), but a pivot foot on the line is also acceptable. Given the fact that perimeter lines are only a few centimetres wide, the “error” is too small to be significant. While the rules state that the pivot point should be established in-bounds, rule 11.3.2 also says that it is not a problem that the pivot foot contacts an out-of-bounds area.
Extra	If the disc flew out the side of the end zone, there is a cone on the spot where the pivot point should be established. Rule 2.8 states that the edge of the playing field proper must be marked by that cone, so the player should not move it. Therefore the pivot point should be established on the end zone line next to the cone. There is no need to move the cone. Note that the player is allowed to have enough room to turn on their pivot foot (otherwise unsafe situations might occur during pivoting).

### **11.4 Disc goes out of bounds**

What	A long throw from the sideline doesn’t come back in field. Where do you set your pivot correctly and continue to play?
Result	A defender is always in bounds when making a play on the disc (11.2). This means that if a defender touches the disc whilst out of bounds – the disc is then played from nearest point on the playing field proper (11.7.2). Note: if a defender hits the disc but the wind takes the disc back in field - the disc is still live.

Offensive players can become out of bounds (11.5). This means in the same situation if offence touches the disc first then it is a turnover and the disc goes back to where it crossed the perimeter line (i.e. was last in-bounds). (11.7.1).

If an offensive player jumps from in-bounds and touches the disc before landing, then that establishes a point where the disc was in-bounds. If it then is turned over, the disc will come into play at the point nearest to where the offensive player touched the disc.

### **11.5 Non-player retrieving an out-of-bounds disc**

What	A non-player retrieves an out-of-bounds disc and returns it to the thrower who is standing on the perimeter line.
Result	Rule 11.9 allows non-players to retrieve the disc, however the thrower must carry the disc the last 3 metres. Therefore the thrower should walk 3 metres away from the field and then return. They may then establish a pivot at the correct spot and continue play.
Extra	If the thrower commences play without going 3 metres away the opposition may call violation and play will restart with a check. However if the opposition does not feel they have been disadvantaged by the disc being returned to the thrower, they can allow play to continue. Non-players may also stop an out-of-bounds disc that is more than 3 metres from the pivot point.

### **11.6 What to call when in or out**

What	A player catches the disc in such a way that it is unclear if the catch was in or out. Scenarios: <ol style="list-style-type: none"><li>1. An opponent calls “out” and the player agrees</li><li>2. An opponent calls “out” but another player with good perspective disagrees. There is no agreement.</li><li>3. An opponent calls “out” but another player with good perspective disagrees and provides additional information that convinces the opponent that the player was not out.</li><li>4. An opponent calls “travel” because they believe the player caught the disc in bounds but momentum has taken them out of bounds and they have not returned in bounds.</li></ol>
Result	<ol style="list-style-type: none"><li>1. This is a turnover</li><li>2. The disc is returned to the previous thrower</li><li>3. The catch is deemed to be in and play resumes after a check</li><li>4. The opponent pauses any stall count and points to the spot where the pivot should be established. The thrower establishes their pivot in the correct spot as quickly as possible and the stall count may resume.</li></ol>
Why	Rule 13.2 applies in Scenario 1 and 2: it was unclear if a turnover occurred and the opponent made “the call” (note that the rules do not specifically state what the call must be, but “out” is very appropriate). Situation 3 is a loose interpretation of rule 13.2: the player can have the impression that the opponent made the call without all relevant information (e.g. “I caught the disc with my right foot still in the air”) and thus claim best perspective on that aspect. If the opponent accepts that information and that information clearly indicates that it was not a turnover, returning the disc to the previous thrower is obviously not a good solution (this follows from rule 1.2). Note that situations like 3 could lead to long discussions and those should be

avoided at all cost. If it is clear that the opponent does not accept the extra information, the player should simply call “contest” and return the disc to the previous thrower.

Extra Returning the disc to the previous thrower is almost always the best solution. “Check feet” is not a call and this call does not stop play. Players should either call “Out” or “Travel” if they believe a player is out of bounds. If a player has no perspective, they should leave it up to players with perspective (possibly only the catcher) to make a call. If no-one has any information about a player being in or out, the receiver gets benefit of the doubt and play continues.

## **12. Receivers and Positioning**

### **12.1 Making a play on the disc**

Note A player can be deemed to be “making a play on the disc” (Rule 12.7) when the disc is in the air and they are attempting to make contact with the disc in anyway i.e. to catch it or block it.

When making a play at a disc, players need to insure that they will not cause non incidental contact with another player (neither their stationary position, nor their expected position based on their established speed and direction), before, during or after the attempt at the disc.

Non incidental contact is any contact that is either dangerous in nature or affects the outcome of a play, regardless of whether the contact occurred after a turnover.

### **12.2 Player positioning when the disc is in the air**

What Player A is chasing after the disc and slows down to ensure they can remain between Player B and the disc. Player B runs into the back of Player A and they both trip over.

Result Player B has fouled Player A.

Why Player A is allowed to slow down to make a play on the disc. Player B could have reasonably avoided Player A and is therefore initiating contact.

What Player A is chasing after the disc and stops suddenly and runs immediately backwards into their approaching defender. Player B runs into the back of Player A.

Result Player A has fouled Player B.

Why Player B could not avoid reasonably have avoided Player A, therefore Player A has initiated contact.

What Player A is chasing after the disc and slows down and moves from side to side to prevent Player B from getting around them and making a play at the disc. Player B runs into the back of Player A. Player A catches the disc.

Result Player B has fouled Player A. Player A has possession so does not need to make a call, or should call “play on” if they had made a call.

Why Player A is allowed to slow down and to impede a player’s movement to make a play on the disc. Player B could have reasonably avoided Player A and is therefore initiating contact.

Extra Impeding a player’s movement is different from initiating contact.

Some incidental contact may occur in these circumstances but incidental contact is not a foul.

What	Player A and Player B are teammates and are chasing after the disc. Player B slows down and moves from side to side to prevent an opponent, Player C, from getting around them and making a play at the disc. Player A catches the disc.
Result	Player C can call a violation against Player B.
Why	Player B is not making a play for the disc. Player C is making a play on the disc and therefore Player B is not allowed to intentionally impede their movement.
Extra	If Player B is stationary they are allowed to remain there, even if that impedes Player C's attempt to make a play at the disc. However if Player B sticks out their arms to impede Player C – that is still considered a movement to impede Players C's movements and is a violation.
What	Player A is stationary and waiting to catch the disc. Player B is running towards Player A, then jumps, intercepts the pass, and then collides with Player A
Result	Player B has fouled Player A.
Why	Rule 12.9 expressly says that making a play for the disc is not a valid excuse for initiating contact with other players.
Extra	When making a play at a disc, players need to insure that they will not cause a collision with another player's position, if stationary, or their established speed and direction, before, during or after the attempt at the disc.
What	Player A is stationary and waiting to catch the disc. Player B is running and then jumps in a way that would avoid player A and intercepts the pass. Player A moves into Player B's path while Player B is in the air. There is contact between Player A and Player B.
Result	Player A has fouled Player B.
Why	Player A has initiated contact by moving to a position that a moving opponent will be unable to avoid. This is a blocking foul.

### **13. Turnovers**

#### **13.1 Double turnovers**

What	A defender from Team A intercepts a pass from Team B and then puts the disc down or intentionally drops the disc.
Result	It is a double turnover and Team B gains possession of the disc.
Why	Once the defender from Team A has possession of the disc they become an offensive player. If the disc then contacts the ground while not in the possession of an offensive player it is a turnover and Team A loses possession.
Extra	If, in attempting to intercept the pass, defender from Team A loses control of the disc due to ground contact, or accidentally drops the disc, then the catch is deemed to have not occurred and Team A gains possession of the disc. If this turnover is contested, the player from team A who is alleged to have intentionally dropped the interception should take possession of the disc (rule 1.11).

#### **13.2 Double touch turnovers**

What	The thrower accidentally releases the disc while pivoting, and then catches it again, without any other player touching the disc.
Result	This is not a double touch turnover (13.1.4). The marker can continue the stall count. If the thrower has moved their pivot foot a travel infraction can be called.
Why	A double touch turnover can only occur after the thrower has attempted a pass. A pass is defined (under Throw) as "A disc in flight following any throwing motion,

including after a fake attempt and an intentionally dropped disc, that results in loss of contact between the thrower and the disc". As the disc was not in flight after a throwing motion or fake attempt, no pass has occurred and therefore 13.1.4 does not apply.

Extra If the disc is accidentally released after a fake attempt, the thrower cannot touch the disc until another player does it is a double touch turnover.

## **14. Scoring**

### **14.1 "Callahan" Goals**

What The offence throws the disc, but a defender intercepts the pass in the Offence's defending end zone (which is the Defence's attacking end zone).

Result The defence scores a goal.

Why Rule 14.1 states that the goal is scored when a player catches a legal pass and the first contact with the ground is inside their attacking endzone. It does not state that the pass has to be from a teammate.

Extra The term Callahan Goal is an unofficial term for this type of goal.

### **14.2 Scoring a Goal**

Note If a player believes they have scored a goal according to 14.1 they should call "Goal". This call stops play.

### **14.3 Receiver nearly catches a goal**

What A receiver catches the disc near the end zone and it is unclear if a goal has been scored according to 14.1.

Result If it is unclear if the player scored they must leave the end zone and play continues (rule 14.2). If play has not been stopped to discuss the goal, or the receiver has not called "Goal", then play can continue without a check.

Extra If the receiver called "Goal" and this has been contested, or there has been a significant delay to determine if the receiver has scored a goal, play should restart with a check.

### **14.4 Throwing the disc after a score.**

What A player catches the disc in the attacking end zone, but does not know this and throws the disc away.

Result It is a goal

Why Rule 14.1 does not say that the player scoring the goal must be aware of it. So if somebody has a clear perspective on it and declares it a goal, it is a goal. The disc cannot be thrown away after a goal is scored, so that action can be disregarded.

Extra If it is unclear if the player scored (ie there is no agreement on the player who had best perspective, and there are opposing view points on the play) the result of the pass stands.

## **15. Calling Fouls, Infractions and Violations**

### **15.1 Accepting Calls**

Note When a foul is called and it is uncontested this should be communicated loudly and clearly.

## 16. Continuation after a Foul or Violation Call

### 16.1 What occurs after play continues in these scenarios

What	The marker calls a foul against the thrower and then the thrower attempts a pass. The pass is incomplete.
Result	The turn over stands.
Why	Rule 16.1.2 – the team that called the foul gained possession so play continues.
What	The thrower calls a foul against the marker during the act of throwing. The throw comes out fine and heads straight for its intended target - an unguarded offensive player. The offensive player drops an easy catch.
Result	The turn over stands. Play restarts with a check.
Why	Rule 16.1.3.2 – the team that called the foul has lost possession, however the foul did not actually affect the turnover – that was caused by the player dropping an easy catch.
Extra	If the foul actually caused the throw to change direction or come out ‘wobbly’ then it is reasonable that the foul affected play. Therefore the disc should go back to the thrower, as per rule 16.1.3.1
What	A Pick occurs in the stack on the left of the field at the same time the disc is thrown down the right side of the field - the disc is in the air at the time of the call. An offensive player catches the disc.
Result	The pass counts and the player who called Pick gets to move where they think they should have been.
Why	Rule 16.1.3.2. - The Pick did not affect the possession.
Extra	If the offensive player had dropped the disc, this would be a turnover (16.1.2.) If the pick was called before the throw (or the act of throwing) play stops immediately and no turnover is possible (16.1).

## 17. Fouls

### 17.1 Contact on releasing the disc (Defensive or Offensive foul)

Result	Only when the thrower moves into a non-moving marker is this a foul by the thrower. i.e. if the thrower moves into a space the marker has already occupied when the thrower started the throwing motion. All other contact will be the marker’s foul.
Extra	If a thrower intentionally makes contact with the defender – this is an offensive foul and also a breach of the most important rule – the SOTG.

### 17.2 Thrower’s hand hits defender’s hand on releasing the disc

What	<ol style="list-style-type: none"><li>1. Defender was static (i.e. thrower hits leg or defender didn’t move hand)</li><li>2. Defender moved into the throw after thrower has started their throwing motion into a space which was not occupied by the body/limbs of the defender</li></ol>
Result	<ol style="list-style-type: none"><li>1. Offensive foul by thrower</li><li>2. Defensive foul by marker</li></ol>

### 17.3 Blocking Fouls

Note	Every player has space reserved in the direction of their movement. The size of this space depends on a lot of things (speed, direction of view, playing surface, etc) and is
------	---

as large as the answer to the question "if a tree suddenly materialized in this space, could the player avoid contact (without a manoeuvre risking the health of their joints)?"

Moving in a way that this space becomes unreasonably large (running full speed with your eyes closed without checking frequently where you are going would be an extreme example) is considered reckless.

If two players have the same space reserved at the same time and contact occurs, whoever caused the conflict of reservations (i.e. whoever last moved so that their reserved space clashed with the other players reserved space - usually the player who got the reservation last) is guilty of the foul.

Players are free to move any way they like as long as this does not cause an unavoidable (= not avoidable) collision.

A collision is avoidable for a player if the player could have reacted in time and avoided it, given the circumstances involving their speed and line of sight.

#### **17.4 Dangerous play**

**Note** Dangerous Play fouls can be called before an event to avoid a potential collision e.g. a defender runs/layouts in a way that an accident would occur if the offence were to continue. When this occurs it is correct to not make a play on the disc & to call a 'dangerous play' foul.

Players calling a Dangerous Play foul before a potential incident need to have reasonable grounds for doing so. They should actually be able to see the on coming player and have some reason to believe that player will not avoid contact – this could include a previous history of that player to not avoid contact.

#### **17.5 Defensive Receiving fouls when it is unclear the disc was catchable**

**What** A player on offence is chasing after a long throw and is tripped over, while running, by the defence. It is unclear if the offence player would have been able to get to the disc had there been no foul.

**Result** If the offence player believes they had a reasonable chance of getting to this disc had the trip not occurred they can call a foul.

If the defence player accepts that they caused the offence player to trip over, but they do not believe the offence player had a reasonable chance at catching the disc, they may contest the foul. The disc is returned to the thrower and the players return to where they were when the disc was released (rule 10.2.2).

**Why** If tripping over did not affect the play, then the contact is deemed to be incidental and therefore not a foul (rule 15.1).

**Extra** If it is clear to other players that the offence player did not have any chance at making the catch had there been no foul, they should encourage the offence player to retract the call and let the turnover stand.

#### **17.6 Defensive and offensive receiving fouls**

**Note** Defensive and offensive receiving fouls only apply before, or during, an attempt to catch the disc. A foul can be deemed to have occurred before, or during, an attempt to catch the disc if, at the time of the foul:

- The disc is in the air, and
- The players involved in the foul are attempting to make contact with the disc in anyway i.e. to catch it or block it.

Non incidental contact that occurs directly after the attempt at the disc (i.e. a defender catches the disc and then collides with an offence player) is considered to have occurred during the attempt at the disc.

If the disc is in the air but the players involved in the foul were running to receive or defend the next pass after possession has been established, this should be treated as an Indirect foul (rule 17.9).

An uncontested offensive receiving foul is a turnover (rule 17.6.2); however an uncontested indirect foul by the offence is not (rule 17.9.2).

### **17.7 Indirect Fouls**

What	An offensive player accidentally runs into a defensive player and knocks them over. The thrower has not released the disc. The defensive player calls a foul.
Result	Play stops. The defensive player makes up any positional disadvantage caused by the foul (Rule 17.9). The stall count resumes at maximum 9.
Why	The foul did not occur before, or during, an attempt to catch the disc and is therefore not an offensive receiving foul.
Extra	If the disc had been in the air when the foul occurred, but the foul did not occur before, or during, an attempt by those players to catch the disc, then play would continue until possession was established. If the offensive team retained possession, the defensive player should then make up any positional disadvantage caused by the foul and play would restart with a check (16.1.2.2.2).

## **18. Infractions and Violations**

### **18.1 Double team**

What	Two or more defensive players are within 3 metres of the thrower.
Result	The thrower may call “double team” unless all “extra” defenders can claim they are within 3 meters of an offensive player (other than the thrower). However, they do not need to focus on that offensive player, just the distance is enough.
Why	Rule 18.1.1.5 describes exactly this situation.
Extra	It is perfectly all right for a large number of defensive players to be near the same offensive receiver. When a double team is first called and is uncontested, the marker must first wait for the illegal positioning to be corrected (18.1.4) and then to subtract 2 from the stall count (18.1.3). If the positioning is not corrected – then this is another infraction, even though the stall count may have gone back by two.

### **18.2 Contact with the thrower prior to the act of throwing**

What	A defensive player initiates contact with the thrower prior to the act of throwing.
Result	This is a contact infraction as per rule 18.1.7. If uncontested play does not stop, but the stall count must be reduced by 2 (or reset to 1 if there had been a previous marking infraction during that throwers possession).
Extra	The thrower may also choose to call a foul (rule 17.4) on this contact, in which case play stops. If the thrower accidentally calls “Contact” when the contact occurred during the throwing motion this should be treated as foul as per rule 17.4. Contact should only be called when the contact is non incidental – e.g. it affects the ability of the thrower to freely pivot, fake, or prepare to throw.

### **18.3 Calling Subsequent Marking Infractions**

Note A subsequent marking infraction is any marking infraction called, after an uncontested marking infraction has already been called, during the same thrower's possession.

If an uncontested marking infraction is called, then play stops for an unrelated call (ie Pick), any marking infraction called after that is still considered to be a subsequent marking infraction.

Prior to calling a subsequent marking infraction during the same throwers possession, the defence must be given reasonable opportunity to correct the infraction prior to the subsequent call. For example if a "Double Team" is called and then immediately called again this does not count as a subsequent infraction. However the stall count must not be restarted until the illegal position has been corrected (rule 18.1.4) – if the defence fails to do this, this can be called immediately.

### **18.4 Marker does not adjust the stall count after a marking violation**

Note If the marker does not adjust the stall count (by reducing it by 2 or to 1 as required) the thrower should call a fast count infraction (18.1.1.1). If the marker still fails to adjust the stall count the thrower may call a Violation. Play stops and the breach should be explained to the marker.

### **18.5 Passing while still moving after catching the disc**

What An offensive player catches the disc while running and passes the disc while still in the process of slowing down.

Result This is allowed, provided that the player was attempting to slow down as quickly as possible and they maintain contact with the playing field throughout the throwing motion.

Extra Once the thrower has released the disc they do not need to come to a stop.

### **18.6 Continuing play after a Travel call**

What An uncontested Travel infraction is called and the thrower has not released the disc.

Result Play does not stop. The thrower must establish the pivot at the correct spot as per rule 18.2.7.

Extra If uncontested, all players, except the thrower, are free to move anywhere on the field.

If contested, play stops and players should return to where they were when the travel was called.

If the thrower fails to establish the pivot at the correct spot before throwing the disc, this is violation as per rule 18.2.8. If the pass is incomplete, play continues. If the pass is completed, play stops and the disc is returned to the thrower.

### **18.7 Making a Travel call**

Note The defence should not call travel under section 18.2 unless they have evidence that the player was not trying to stop while in possession of the disc. In particular:

- a player who catches and throws the disc while entirely in the air does not need to slow down
- the length of a player's strides should decrease as they slow down
- a player is not allowed to maintain a constant speed while catching and throwing the disc, unless they catch and throw in the air
- it should never take a player more than 5 steps to come to a stop

Unless the defence has evidence along those lines, they should not call travel.

Players should also take into consideration that a player may change direction after they have established a pivot – any change of direction after a pivot has been established should not be called a travel.

In some situations, a receiver may need to maintain speed briefly or change direction slightly to avoid contact with a diving defender or to jump over a player on the ground. This is expected in such situations and should not be considered a travel.

## **18.8 Tipping**

What	For a receiver, any contact with the disc that is not a clean catch can be considered tipping (the rules also use the terms bobbling, fumbling, and delaying). Consider these cases: <ol style="list-style-type: none"><li>1. A player intentionally tips the disc to themselves into the endzone so that they can score</li><li>2. A player tips the disc so a team-mate can catch it in the end zone</li><li>3. A player fumbles with a disc while catching it and finally manages to get control over it in the end zone</li></ol>
Result	<ol style="list-style-type: none"><li>1. This is a travel infraction</li><li>2. This is a goal</li><li>3. This is a goal, unless the fumbling was intentional</li></ol>
Why	Rule 18.2.6.6 is the only rule that deals with tipping. This is only an infraction if they player is purposefully tipping to themselves in order to move in any direction.

## **18.9 Continuing play after a Pick**

What	How to continue after a Pick call
Result	<ul style="list-style-type: none"><li>- When a Pick is called, if the thrower is not in the motion of throwing and/or the disc is not in the air the play is stopped and the pick is resolved</li><li>- When a Pick is called, and the thrower is in the act of throwing and/or the disc is in the air, play continues until the throw is either caught (and is then sent back to the thrower if the pick affected possession) or results in a turn over (and play continues with a change of possession) – rule 16.1.2</li><li>- Once the first pass has been caught, play stops and any further passes do not count, until play is restarted.</li></ul>
Extra	A pick should only be called if the obstructed player was less than 5 metres away from the one player they were actively guarding at the time they were obstructed. That is, they do not need to be less than 5 metres at the time of the call because the obstruction may cause this distance to quickly grow before the call can be made. If uncontested the picked defender may go to the place where they would have been without the obstruction.

## **18.10 Contested Pick**

What	The offence contests a Pick call because they do not believe the defender was actively covering them.
Result	The disc is returned to the thrower and the stall count resumes at max 6 (rule 15.10.5). Players should return to where they were when the pick was called.
Extra	A pick can only be contested if it occurred before the throw, or the offence caught the pass. If the defender acknowledges that it was not a pick, they should retract the call.

## **19. Stoppages**

### **19.1 Technical Stoppage for a severely damaged disc**

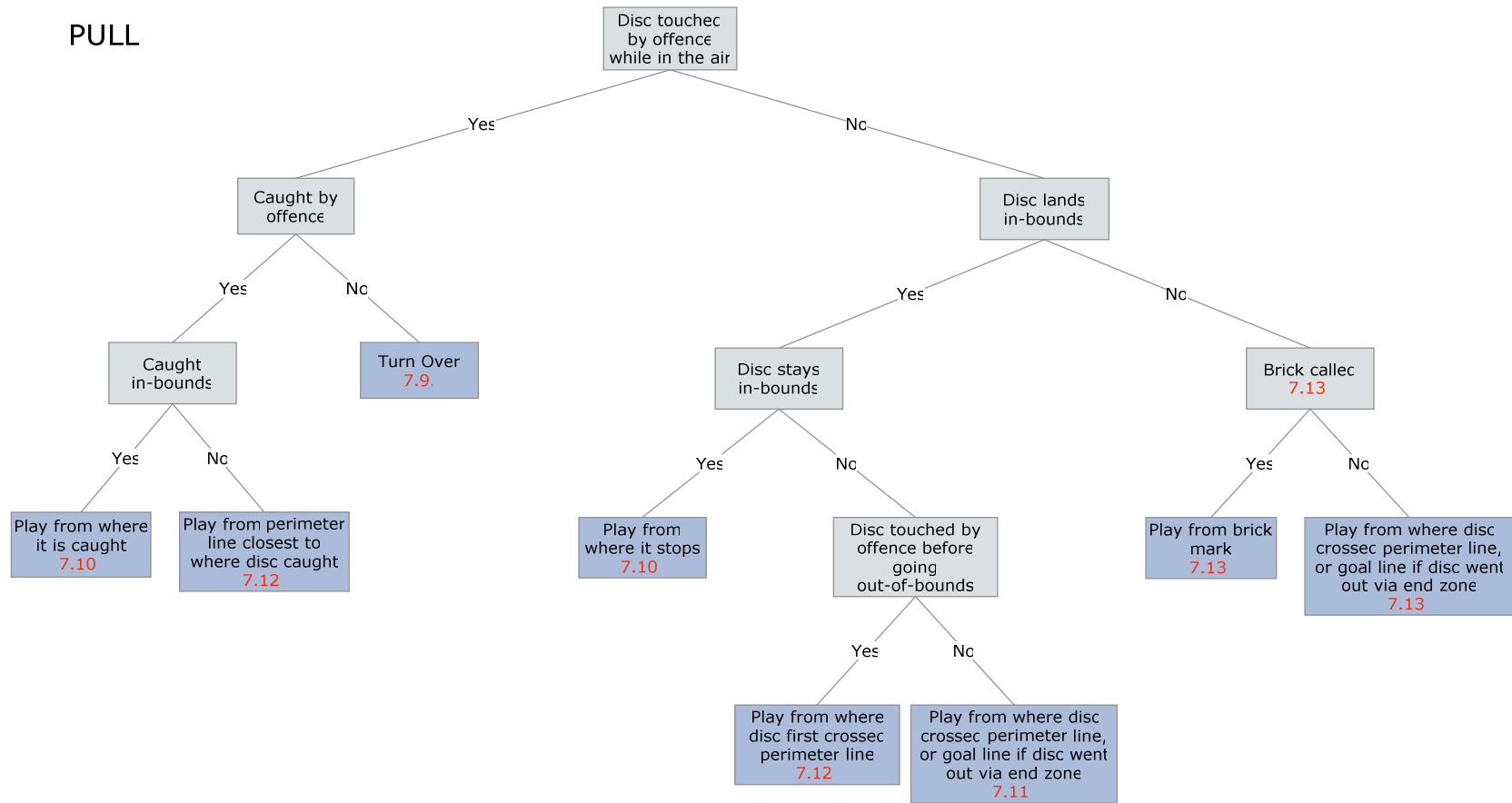
Note Rule 19.2.2. A severely damaged disc is one that is cracked, torn, deeply gouged, creased, punctured or badly warped (“tacoed”); a slightly warped, wet or dirty disc does not qualify.  
However an existing stoppage may be extended to correct a warped disc (rule 10.3).

## **20. Timeouts**

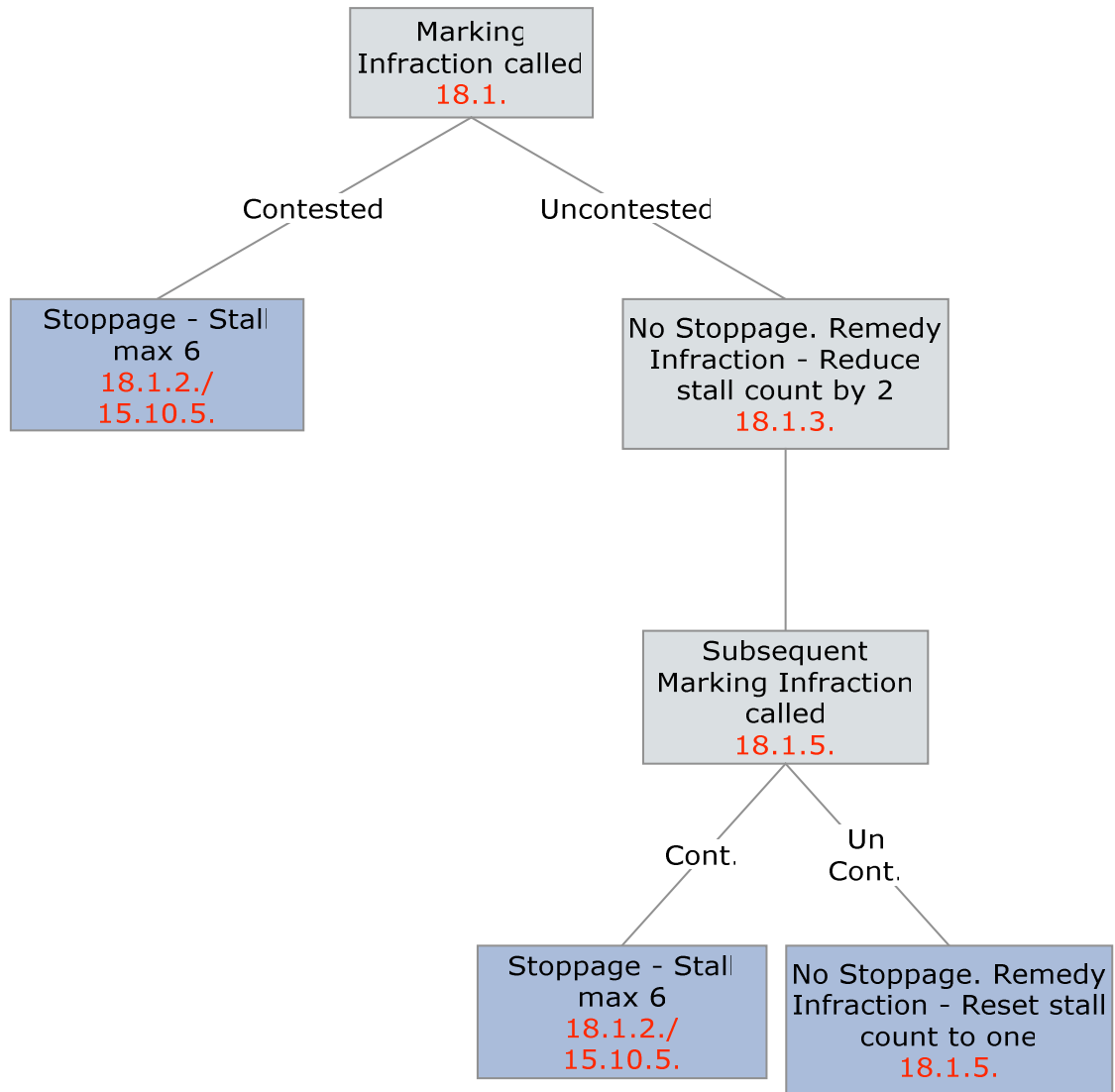
### **20.1 Time-out between points**

Note If a captain calls “time-out” between points but their team has none remaining, then the time-out call has no effect.

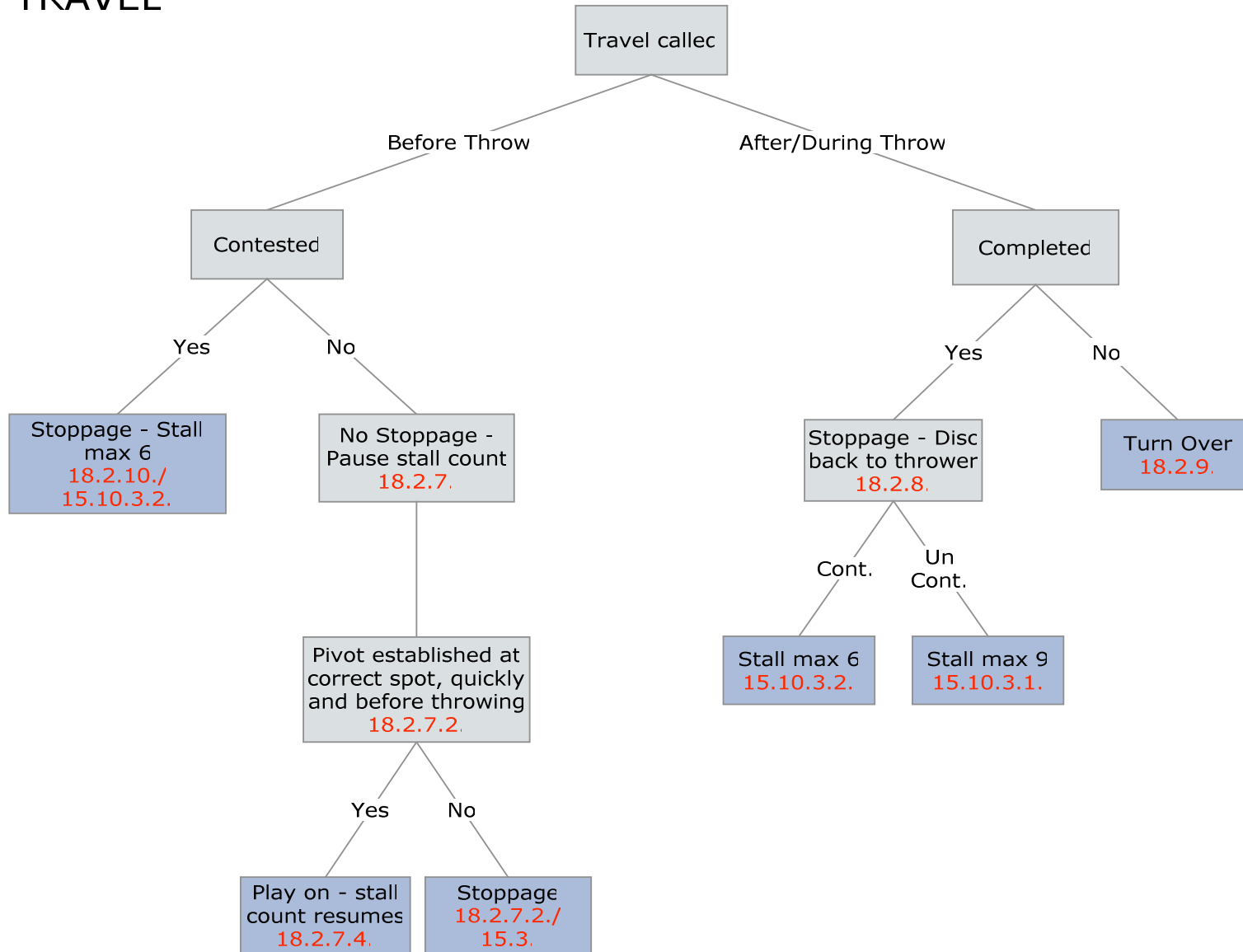
# PULL



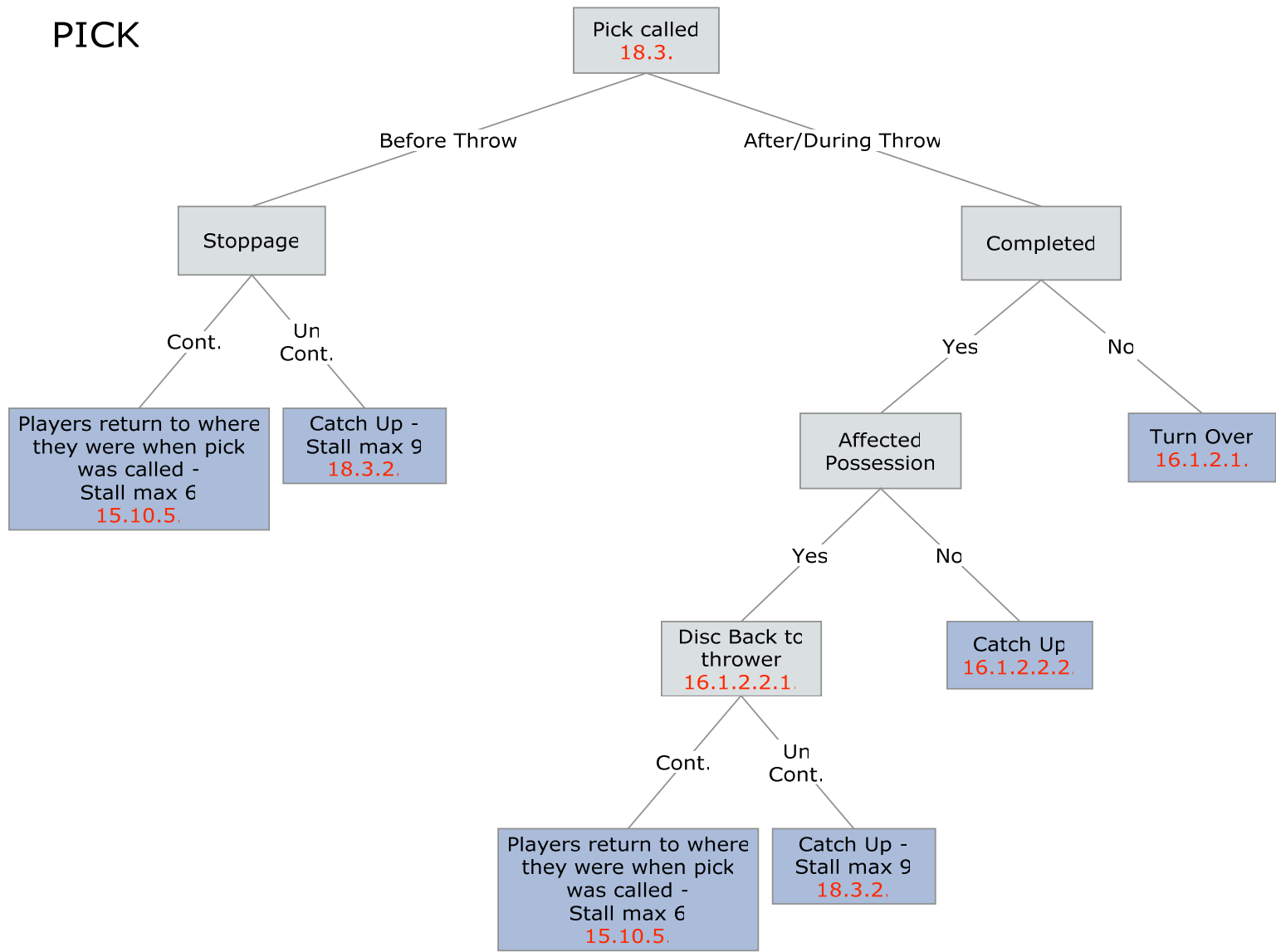
# MARKING INFRACTION



# TRAVEL

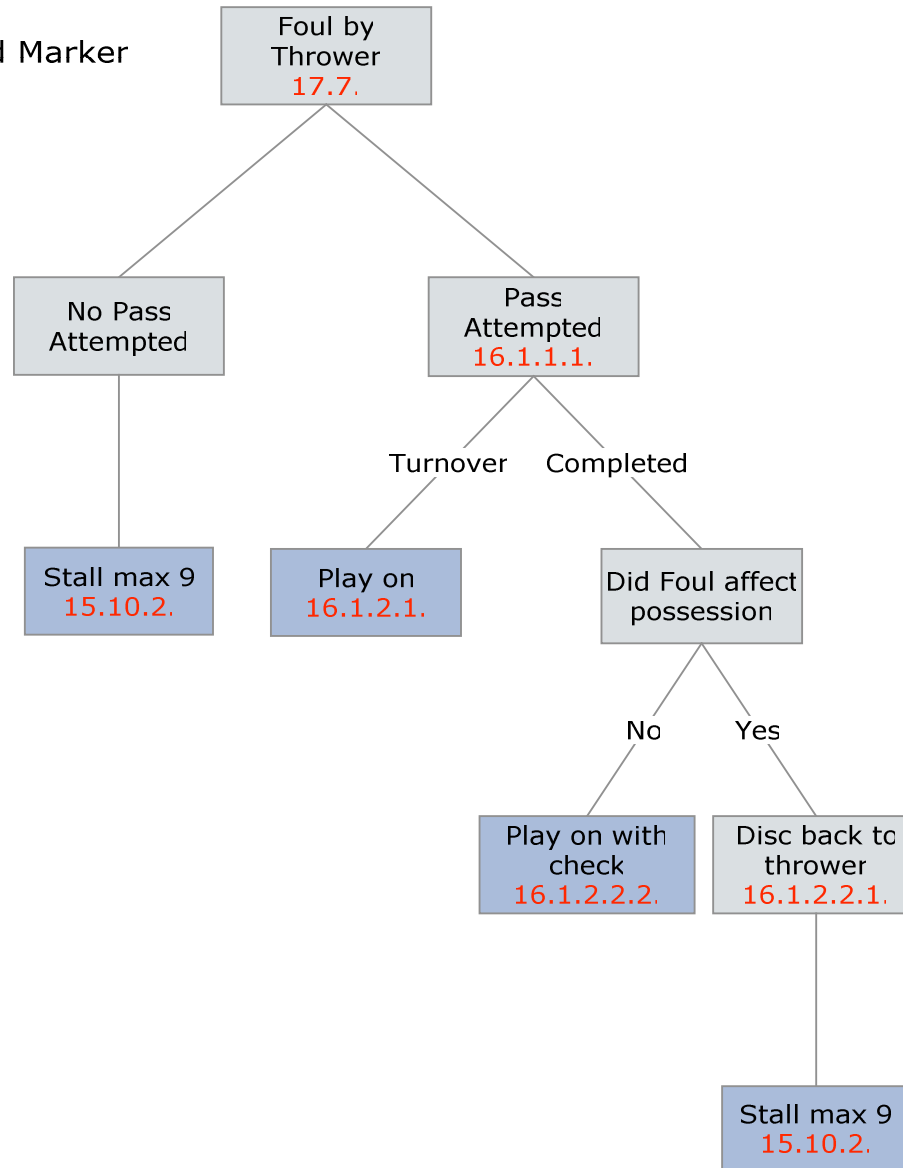


# PICK



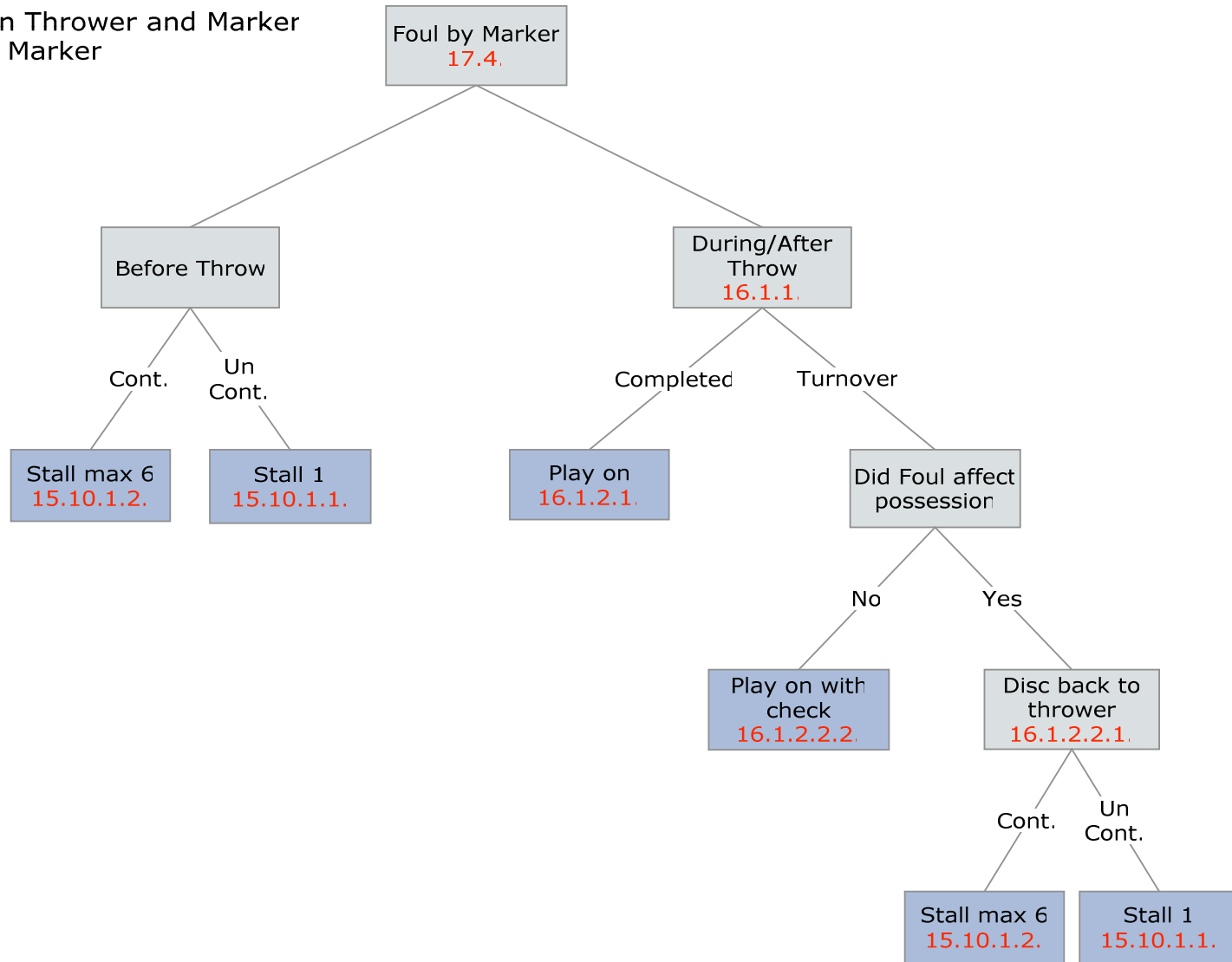
# Foul

Between Thrower and Marker  
Foul by Thrower



# Foul

Between Thrower and Marker  
Foul by Marker



# Foul

With Receiver

Attempting to catch the disc

