

WFDF Rules of Ultimate 2009

Summary of Changes

The WFDF Ultimate Rules Committee has introduced a number of major changes to the rules for 2009, aimed at producing better flow of play, fairer outcomes and more objective decision-making.

This overview of changes is necessarily brief and incomplete. For full information on the rules changes and conditions, please refer to the WFDF Rules of Ultimate 2009.

Significant Changes

Players will need to learn these significant changes before playing under the new rules. This section could constitute a quick briefing to players or captains prior to adopting the new rules.

1. Marking infractions don't stop play. After a second infraction, the marker resets the count to 0 and continues.
2. Play doesn't stop for a travel where the thrower hasn't thrown the disc, the stall halts and the thrower goes back to the correct pivot point as indicated by the defence.
3. Calling a time-out when you don't have any left is not a turnover. Add 2 to the stall count instead.
4. Players may ask non-players for their perspective on a call.
5. There is a new infraction called "Contact" for when the marker touches the thrower or the disc but not in the act of throwing – this should not be treated as a foul as it is not affecting possession, but treated as a marking violation.
6. If a call during or after the throwing motion did not affect possession, then it should be ignored. For example, if a thrower is fouled in the act of throwing, but the disc flies perfectly to the receiver who then drops it on their chest, the turnover should stand.
7. In order to throw after landing but before establishing a pivot, a thrower must maintain contact with the ground throughout the throwing motion.

Experimental Rules Change

The Rules Committee considered a change to the pick rule to allow play to continue after a pick call, similar to the change regarding travel. We decided that it was perhaps too big a change without having trialled it in games or without broader consultation.

We will publish this change as an experimental rule soon, and encourage teams and event directors to trial the rule and provide us with feedback by the end of the year.

In summary, the rule change is:

1. After a pick is called, play continues. If the defender catches up to the player they were covering they should call "play on" and the pick is nullified. If the player they were covering catches the disc before the defender can make up

the ground, then play stops and the disc is returned to the thrower. If an incomplete pass is thrown, the turnover stands and play continues.

We believe this is a good and fair way of bridging the gap between the way the game is played under UPA rules and WFDF rules. It will also dramatically reduce the number of stoppages due to pick calls.

Minor Changes

There are other changes, which are unlikely to have an impact on your ability to immediately play under the new rules, but should be learnt in time.

Introduced Infractions (15.2) – a breach of the rules where no player contact has necessarily occurred, and where the rules do not require play to stop. There are two types of infractions:

- marking infractions (formerly marking violations), and
- travel infractions (formerly travel violations)

Added a new section regarding calling fouls, infractions and violations which outlines how to make calls and how to resume the stall count (15)

Removed reference to 5 metres for Pick rule – replaced with “closely covering”, and 5m is noted as an absolute limit in interpretations (18.3.1)

Added “Retracted” call and included this under examples of good spirit (1.5.2, 15.9)

Allowed play to be stopped if play is obstructed by non-players or objects on the sideline (2.9)

Allowed non players to return an out of bounds disc to within 3 metres of the field (11.9)

Redefined offensive receiving fouls to only apply to contact before, or during, an attempt to catch the disc (17.6)

Added new “Indirect foul” to deal with contact that does not relate to an attempt to catch the disc (17.9)

Added “disrespectful celebration” as an example of poor spirit (1.6.4)

Added requirement for teams to prepare for the pull without unreasonable delay, since there are no time limits in the main rules (7.1.1)

Added requirement for play to restart after a call as quickly as possible (10.1)

Reworded rule regarding impeding a player’s movement (12.7)

Added requirement for calls to be made immediately (15.7)

Reworded the definition of “Double Team” to make it clearer (18.1.1.5)