

WFDF Rules of Ultimate 2017

Summary of differences between WFDF Rules (2017) and USAU Rules (11th edition)

This document aims to support those players who normally play under USAU Rules who are travelling to an international tournament played under WFDF Rules. In particular, these players are usually from the USA and Canada, but also some other areas around the world. If you are unsure of a rule during a game, be prepared to ask those who do know. This summary is not exhaustive - for a full understanding of these rules, and additional differences, refer to the relevant section of the WFDF Rules of Ultimate 2017 and USAU Rules.

Major Differences

WFDF	USAU
Self Officiating	
Players and captains are solely responsible for making all calls. (I.11) Game Advisors may be used to provide advice only. (B6.3.2.5.)	Observers may be used to resolve player disputes (XVIII)
The Check	
A check is only required after a Foul or Violation Call. No form of check is required after a turnover where the disc is to be walked to location of the correct pivot (10.1)	Ground tap required after a turnover where the disc is to be walked to location of the correct pivot (XIII.B.)
Receiving fouls	
“Making a play for the disc” is not a valid excuse for initiating contact with other players. Non-incident contact that occurs after a catch or block has already occurred can be a receiving foul (12.9) (17.2)	Non-incident contact that occurs after a catch or block has already occurred is not likely to be a receiving foul (XVI.H.3.B.3)
Continuation	
For calls made before the throw, play stops immediately. However if play inadvertently continues and is unaffected by the call, the play may stand (16.3)	Play does not stop until the thrower acknowledges the call. If the thrower continues play and this results in a turnover, the turnover stands (XVI.C)
Travel	
Play does not stop for a travel call if thrower has not thrown the disc (18.2.7)	Play stops for a travel call even if the thrower has not thrown the disc (XVI.J.)

Minor Differences

WFDF	USAU
The Pull	
After an out-of-bounds pull the pivot may be established where the disc went out-of-bounds or at the brick mark (7.12)	After an out-of-bounds pull the pivot may also be established at the middle of the field, in line with where the disc went out-of-bounds (VIII.B.6.d)
Stall Counts	
Stall count after second contested “stall out” is still 8 (9.5.3)	Stall count after second contested stall out due to fast count is 6 (XIV.B.1.c)
Stall Count after sideline violation is max 6 (9.5.4)	Stall Count after sideline violation is max 9 (III.G)

WFDF	USAU
Out-of-bounds disc	
Non-players may return an out of bounds disc to within 3 metres of the field (11.9)	Thrower must retrieve out-of-bounds disc, unless replacement disc is used (IX.H, XIII.A.4.a)
Turnovers	
Accidentally dropping the disc while walking to establish a pivot is not a turnover (8.1.2)	Accidentally dropping the disc while walking to establish a pivot is a turnover (XII.B)
If the player in possession after a turnover intentionally drops the disc, or places the disc on the ground, they must re-establish possession (13.6.)	It is a 'double turnover' if the player in possession after a turnover intentionally drops the disc, or places the disc on the ground (XII.B)
Goal Call	
If a player believes a goal has been scored they may choose to call "goal" and play stops. After a contested goal call play restarts with a check (14.1.1)	No specific rule
Dangerous Play	
Dangerous Play can be called regardless of whether or when contact occurs (17.1.1)	Dangerous play can be called regardless of whether or when the disc arrives or when contact occurs (XVI.H.4)
Offsetting Foul	
Non incidental contact that occurs as two or more opposing players move towards a single point simultaneously should be treated as offsetting fouls (17.10.2)	No specific rule
Marking Infractions	
A line between the markers hands/arms must not intersect with the torso of the thrower, and a line between the markers feet must not cross the throwers pivot (18.1)	A line between any two points on the marker must not touch the thrower or be less than one disc diameter away from the torso or pivot of the thrower (XIV.B.3)
Travel	
The thrower may release the disc while reducing speed as long as they maintain contact with the playing field throughout the throwing motion (18.2.3.1)	A player may receive a pass while running, and release a pass before the third ground contact (XVI.J.1.b)
Pick	
The defender may delay the "Pick" call for 2 seconds, and, during a stoppage, players may agree to adjust their locations to avoid future picks (18.3)	Picks must be called straight away (XVI.A)
Time Outs	
Calling a time-out when the team has none remaining means you add 2 to the stall count and resume play with a check (20.7)	Calling a time-out when the team has none remaining is a turnover (VI.B.6)
Time cap has no impact on timeouts (A4.2.3)	Overtime results in 1 time out per team (VI.B.2)
Technical Time out	
Technical time out can still result in a turnover, but only if it did not affect the play (19.2.3)	Technical time out can still result in a turnover, regardless of whether it affected the play (VI.D.1)
Timing after the Pull	
The offence has 20 seconds to put the disc into play, regardless of where the disc is (A5.8.2)	The offence has 10 seconds to put the disc into play, if the disc is in the playing field proper (XIII.3)