

# WFDF Rules of Ultimate 2009

## - APPENDIX -

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### Introduction

The intention of these rules is to provide additions to the basic rules in order to create a smooth-running, spectator-friendly, well-resourced elite sports event. They set the standard for WFDF events, but should also guide best practice for non-WFDF events.

Specifically, these rules will be applied at the following events:

- World Ultimate Championships,
- World Ultimate Club Championships,
- Continental Championships (e.g. Pan-American Ultimate Championships, Asia-Oceanic Ultimate Championships),
- World Games (along with other changes as mandated by WFDF and/or IWGA event hosts),
- World Junior Ultimate Championships.

For non-WFDF events, a selection or modification of these rules may be added to the basic rules of play, according to the level of resources available and the standard of play.

Basic modifications for a non-WFDF event may include:

- Playing surface
- Number of players
- Size of field

- Length of game
- Field markings

## **Appendix A: WFDF Additional Championship Game Rules**

### **A1. Playing Field**

- A1.1. A restraining line shall be established three (3) to five (5) metres from the perimeter line. All persons (including non-playing team members), apart from permitted officials, and equipment must remain outside this line during play.
- A1.2. The entire surface of the field of play must be one of the following:
- A1.2.1. Grass
  - A1.2.2. Artificial grass

### **A2. Start of Game**

- A2.1. Team Captains will determine the order of initial choices by tossing two discs (the “toss”).
- A2.2. One of the captains will call “same” or “different”, while the discs are in the air.
- A2.3. If both discs are facing up or both facing down, then “same” wins, otherwise “different” wins.
- A2.4. The toss should happen on the playing field.

### **A3. Length of Game**

- A3.1. Target
- A3.1.1. A team wins having scored seventeen (17) goals with a margin of two (2) goals or more, or by reaching the win-by-1 target.
  - A3.1.2. The win-by-1 target is initially set at nineteen (19) goals.
  - A3.1.3. If a team scores seventeen (17) goals with a margin of fewer than two (2) goals, the game continues until one team establishes a lead of two (2) goals, or until one team reaches the win-by-1 target.
- A3.2. Time cap:
- A3.2.1. The time cap occurs after one hundred (100) minutes of game time.
  - A3.2.2. After time cap, the current point is finished. If neither team has won, two (2) goals are added to the highest score to determine a new win-by-1 target, which may not be greater than nineteen (19), and the game continues.
  - A3.2.3. The time cap does not affect the number of time-outs available for a team.
- A3.3. Half Time:
- A3.3.1. Half time occurs after the first team reaches nine (9) goals.
  - A3.3.2. Half time lasts ten (10) minutes.
- A3.4. Half Time Cap:
- A3.4.1. If no team has reached nine (9) goals after forty five (45) minutes, the half time cap occurs.
  - A3.4.2. The current point is then finished. If neither team has reached nine (9) goals, one (1) goal is added to the highest score to determine a new half time target.
  - A3.4.3. The half time cap does not affect the number of time-outs available for a team.
- A3.5. The game clock does not stop for time-outs or half time, but does stop for Spirit of the Game Time-Outs and once an injury stoppage or technical stoppage has lasted more than thirty (30) seconds.

### **A4. Time Limits**

- A4.1. A timekeeper must be appointed to monitor time and signal time warnings and violations.
- A4.2. The toss:
- A4.2.1. Team captains must complete the toss five (5) minutes before the start of the game.

- A4.2.2. If the toss hasn't been completed, and one team's captain isn't present for the toss five (5) minutes before the start of the game, the captain in attendance will make both the choice of initial possession and the choice of which end they will defend.
- A4.2.3. If neither captain is present, the first to arrive will have those choices.
- A4.3. At the start of a half of play:
  - A4.3.1. The timekeeper will signal:
    - A4.3.1.1. Sixty (60) seconds prior to the start of a half.
    - A4.3.1.2. The start of a half.
- A4.4. At the start of a point, and prior to the subsequent pull to begin play:
  - A4.4.1. Offence
    - A4.4.1.1. The offensive team has sixty (60) seconds from the start of a point to signal readiness to receive the pull.
    - A4.4.1.2. If the offence fails to signal readiness in time, the defence may assess a time out against the offence.
    - A4.4.1.3. If the offence has no time outs left, the defence may withhold the pull. An offensive player must take possession of the disc and establish a pivot point at the intersection of the goal line of their defending end zone and a sideline, as designated by the defence. Play is started with a check.
    - A4.4.1.4. In a mixed division, the offence has fifteen (15) seconds from the start of a point to indicate whether it will play with four (4) males or four (4) females.
    - A4.4.1.5. An offensive player must indicate the gender mix ("four women" or "four men") verbally and/or by using the appropriate hand signal.
    - A4.4.1.6. If the offence fails to indicate gender mix in time, the same gender mix as the previous point will be assumed, or, if at the start of a half, a gender mix of four (4) males and three (3) females will be assumed.
  - A4.4.2. Defence
    - A4.4.2.1. The defensive team has seventy-five (75) seconds from the start of a point to pull the disc.
    - A4.4.2.2. If the defence fails to pull in time, the offence may assess a time out against the defence.
    - A4.4.2.3. If the defence has no time-outs left, the offence may ignore the pull, and start play at the brick mark nearest to the offence's attacking end zone with a check.
  - A4.4.3. The timekeeper will signal:
    - A4.4.3.1. In a mixed game, fifteen (15) seconds after the start of the point (offence must indicate gender mix).
    - A4.4.3.2. Forty-five (45) seconds after the start of the point (15 second warning for offence).
    - A4.4.3.3. Sixty (60) seconds after the start of the point (15 second warning for defence).
    - A4.4.3.4. Seventy-five (75) seconds after the start of the point (play must start).
- A4.5. At the end of a time-out taken after a pull and before the point finishes:
  - A4.5.1. The offence has two (2) minutes from when they call a time-out to be ready to resume play.
  - A4.5.2. The offence must be and remain stationary at the end of the time-out.
  - A4.5.3. If the offence is not stationary, the defence may check the disc in and commence the stall count.
  - A4.5.4. The defence must check the disc in within fifteen (15) seconds after the end of the time-out.
  - A4.5.5. If the defence does not check the disc, the offence may self-check and start play.
  - A4.5.6. The time keeper will signal:
    - A4.5.6.1. Thirty (30) seconds prior to the end of a time-out (30 second warning for both teams).

- A4.5.6.2. Fifteen (15) seconds prior to the end of the time out (15 second warning for offence).
- A4.5.6.3. End of time out (15 second warning for defence).
- A4.5.6.4. Fifteen (15) seconds after the end of the time out (play must start).
- A4.6. At the end of a time-out taken after the start of a point and before the pull:
  - A4.6.1. The time-out adds two (2) minutes to the time allowed between the start of the point and the pull.
  - A4.6.2. After two minutes from the start of the point, the timekeeper will signal the end of the time-out, and the time limits and signals as for A4.4 will commence.
- A4.7. After a foul or violation is called:
  - A4.7.1. After thirty (30) seconds, if the call is not resolved, the captains will step in.
  - A4.7.2. After sixty (60) seconds, if the call is not resolved, the call will be considered contested and will be returned to the last thrower for a check.
  - A4.7.3. The timekeeper will signal:
    - A4.7.3.1. Thirty (30) seconds after the foul or violation was called.
    - A4.7.3.2. Sixty (60) seconds after the foul or violation was called.
- A4.8. The preferred method of signalling by a timekeeper shall be the use of a whistle, possibly assisted by verbal information and hand signals, following procedures outlined in the WFDF Tournament Director's Manual.
- A4.9. If a team wishes to assess a time violation, they will call "violation".

## **A5. Language**

- A5.1. The stall count and all calls must be in English.

## **A6. Violations**

- A6.1. A player may not make a play on the disc with an item of clothing (e.g. by throwing a hat at a disc in the air).

## **A7. Spirit of the Game Time-Out**

- A7.1. If a team's captain believes that either or both teams are failing to follow the Spirit of the Game (SOTG), they may call a "Spirit of the Game Time-out. This can only be called after the start of a point and prior to the ensuing pull.
- A7.2. During this time-out, neither team may engage in tactical discussions. All team members of both teams will form a "spirit circle" in the middle of the field.
- A7.3. The two opposing team captains shall separately discuss all current issues with adherence to SOTG, determine ways to rectify those issues, and then convey the agreement to the spirit circle.
- A7.4. SOTG time-outs do not affect, nor are they affected by, the number of time-outs available.

# **Appendix B: WFDF Additional Championship Event Rules**

## **B1. Teams**

- B1.1. A team must have a minimum of fourteen (14) players registered on its playing roster for the event.
  - B1.1.1. A team in the mixed division must also have a minimum of six (6) male and six (6) female players on its roster.
- B1.2. A team may have a maximum of twenty-eight (28) players on its roster.
- B1.3. A team may have only one designated team captain per game
- B1.4. A team must have seven (7) players on the field for every point. A team in the mixed division must have four (4) male and four (4) female players available for every point.
  - B1.4.1. If a team does not fulfil the requirements of B1.4, they will lose a time-out, and the start of the point will be delayed for two (2) minutes.

- B1.4.2. If the team has no time-outs left, their opposition will be awarded a goal, and the start of the point will be delayed for two (2) minutes.
- B1.4.3. If neither team fulfils the requirements of B1.4, both teams will be penalised as stated above.
- B1.4.4. If a team has not fielded seven (7) players up to thirty (30) minutes after the start of a game, they will forfeit the game.
- B1.4.5. A team that forfeits will record a loss in addition to the forfeit, the opposition will record a win. No score will be recorded for the game.
- B1.4.6. If both teams forfeit, both teams will record a loss for the game.

## **B2. Divisions**

- B2.1. Each team has to be registered into one of the following divisions:
- B2.2. Gender
  - B2.2.1. Open: Any person may participate in the Open Division.
  - B2.2.2. Women: Any person who is female may participate in the Women's Division.
  - B2.2.3. Mixed:
    - B2.2.3.1. Any person may participate in the Mixed Division.
    - B2.2.3.2. A mixed team is required to field both male and female players.
    - B2.2.3.3. After the start of each point, prior to the pull, the offensive team chooses to play with either three (3) male players and four (4) female players or three (3) female players and four (4) male players.
    - B2.2.3.4. The pulling team must match this selection.
- B2.3. Age
  - Each of the three gender-based divisions may also be played with the following age limits
  - B2.3.1. Master, or Over 33
    - The minimum age of a player participating in a master division is thirty-three (33) years (determined as age on 31st of December of the year of the event).
  - B2.3.2. Junior, or Under 19
    - The maximum age of a player participating in a junior division is nineteen (19) years (determined as age on 31st of December of the year of the event).
- B2.4. Possible divisions at an event:
  - B2.4.1. Open
  - B2.4.2. Women
  - B2.4.3. Mixed
  - B2.4.4. Master Open
  - B2.4.5. Master Women
  - B2.4.6. Master Mixed
  - B2.4.7. Junior Open
  - B2.4.8. Junior Women
  - B2.4.9. Junior Mixed

## **B3. Equipment**

- B3.1. Discs:
  - B3.1.1. Only the official disc of the event may be used for play.
  - B3.1.2. The event may allow captains to choose a different disc if both captains agree.
  - B3.1.3. Offence may choose to substitute a disc during play in the following situations:
    - B3.1.3.1. If the disc is out-of-bounds, and it will save time to substitute it.
    - B3.1.3.2. During a technical stoppage called to replace a damaged disc.
    - B3.1.3.3. Between the end of a point and the next pull.
  - B3.1.4. Officials may hold spare discs to be substituted in the above situations.
  - B3.1.5. Substitute discs may either be official discs of the event, or approved by the captains at the start of the game or at the time of substitution.

## **B4. Uniform**

- B4.1. The uniform requirements are intended to distinguish players, enhance spectator experience and assist officials.
- B4.2. Shirts
  - B4.2.1. All players on a team shall wear shirts that match in colour and pattern.
  - B4.2.2. Teams shall have available a light-coloured and separate dark-coloured set of team shirts.
  - B4.2.3. The shirts shall be numbered by integers in the range 0 to 99 inclusive with Arabic numerals, with unique numbers for each athlete on the team.
  - B4.2.4. The numerals shall be sewn or printed on the back of shirts and shall be a minimum of 20 centimetres high and 5 centimetres wide.
  - B4.2.5. The numerals shall be a significantly different colour from the shirt.
- B4.3. Shorts or skirts
  - B4.3.1. All players on a team shall wear shorts or skirts that are matching in colour and pattern.
  - B4.3.2. Shorts or skirts may have numbers sewn or printed on the front left leg of the shorts. The numbering shall match that of the player's shirt.
- B4.4. If the team is a national team, the shirts and/or shorts may also include the International Olympic Committee three letter code representing that country.
- B4.5. Players may wear additional clothing under their uniform in order to protect them from temperature, sunlight, etc. Players may wear gloves.
- B4.6. Players may not wear anything that could be considered dangerous to other players or intended to gain an advantage by substantially enhancing the physical presence of the player. Cleats with dangerous parts, such as metallic cleats, track spikes, or worn or broken studs with sharp edges, are not allowed.
- B4.7. The team captain may wear a distinctive coloured armband.
- B4.8. Teams may not use any equipment designed to amplify their voices during play.

## **B5. Ranking Criteria and Tie Breakers**

- B5.1. After round robin pool play, rank all teams in each pool by the number of games won.
- B5.2. If teams are tied, break that tie using the ranking criteria.
- B5.3. A given ranking criterion applies equally to all the teams that are tied.
  - B5.3.1. If, after the application of a given rule, all of the teams are still tied, go to the next rule.
  - B5.3.2. If not all teams, but one or more subgroups of the teams are still tied, separate these teams into groups and go back to the first ranking criterion with each of the groups separately.
- B5.4. Ranking criteria, in order:
  - B5.4.1. Number of games won, counting only games between the teams that are tied.
  - B5.4.2. Fewest games forfeited.
  - B5.4.3. Goal difference, counting only games between the teams that are tied.
  - B5.4.4. Goal difference, counting games against all common opponents.
  - B5.4.5. Goals scored per game, counting only games among the teams that are tied.
  - B5.4.6. Goals scored per game, counting games against all common opponents.
  - B5.4.7. All teams nominate one player to throw one disc from behind the goal line to the far brick point. The finishing order is determined by the places where the discs come to rest. The closer to the brick point the better.

## **B6. Tasks of a Game Official**

- B6.1. A game official may support the ongoing game by supplying players with objective information through visible and audible signals.
- B6.2. Duties of a game official must include:
  - B6.2.1. Recording the score
  - B6.2.2. Recording time-outs taken

- B6.2.3. Timing the game, half time and time-outs
- B6.2.4. Signalling time limits according to WFDF Ultimate Rules Appendix “Time Limits”
- B6.3. Other duties of a game official may include:
  - B6.3.1. Recording player statistics
  - B6.3.2. Recording spirit scores and most valuable player nominations
  - B6.3.3. Informing spectators of any calls made and their resolution
  - B6.3.4. Supplying players with a printed version of the WFDF Rules of Ultimate if requested
- B6.4. An official may only enter the playing field area if invited by both team captains, or by both players involved in a discussion who need to consult that official.
- B6.5. A game official may not interfere with the ongoing game by making any calls or decisions. These include:
  - B6.5.1. Foul/violation calls.
  - B6.5.2. Line calls.
  - B6.5.3. Stopping the game if a team did not respond to a time warning correctly.
  - B6.5.4. Stopping a discussion.
  - B6.5.5. Telling the players what call to make.

## **B7. Foul and Violation Calls**

- B7.1. A game that involves a significant number of calls, especially when these remain disputed, should be brought to the attention of the Tournament Director or the Tournament Rules Group (TRG) by a captain or game official. The TRG shall determine whether further action should be taken against teams or individuals.

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## **Appendix D: Acknowledgements**

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- **WFDF Ultimate Rules Sub-Committee:**
- **WFDF Ultimate Committee**
- **WFDF Board**

It is WFDF's intention to introduce revisions to the Rules of Ultimate each year on January 1<sup>st</sup>. During the year, the Rules Sub-Committee will collect and consider any and all suggestions for rule changes. If you have any comments on these rules or suggestions for future changes, please email [ultimatechair@wfd.org](mailto:ultimatechair@wfd.org)