

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
- A1.3. Optional Player's/Official's Area:
 - A1.3.1. Restraining zones may be established on both sides of the field for players, non-playing team members, equipment and officials.
 - A1.3.2. The restraining zones shall be aligned with the middle of the sideline and placed 5 meters from the sideline. They shall be 5 meters wide and 24 meters long.
 - A1.3.3. The official's area shall be 4 meters wide and located in the middle of the restraining zones.
 - A1.3.4. Each team will be assigned one section of the restraining zone on each sideline.
 - A1.3.5. All equipment must be located within the restraining zone.
 - A1.3.6. Non-playing team members, aside from coaching staff, must remain within the restraining zone during play.

A2. Equipment

- A2.1. Discs:
 - A2.1.1. Only the official disc of the event may be used for play.
 - A2.1.2. The event may allow captains to choose a different disc if both captains agree.
 - A2.1.3. Offence may choose to substitute a disc during play in the following situations:
 - A2.1.3.1. If the disc is out-of-bounds, and it will save time to substitute it.
 - A2.1.3.2. During a technical stoppage called to replace a damaged disc.
 - A2.1.3.3. Between the end of a point and the next pull.
 - A2.1.4. Officials may hold spare discs to be substituted in the above situations.
 - A2.1.5. 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.

A3. Start of Game

- A3.1. Team Captains will determine the order of initial choices by tossing two discs (the "toss").
- A3.2. One of the captains will call "same" or "different", while the discs are in the air.
- A3.3. If both discs are facing up or both facing down, then "same" wins, otherwise "different" wins.
- A3.4. The toss should happen on the playing field.

A4. Length of Game

- A4.1. Target
 - A4.1.1. 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.
 - A4.1.2. The win-by-1 target is initially set at nineteen (19) goals.
 - A4.1.3. 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.
- A4.2. Time cap:
 - A4.2.1. The time cap occurs after one hundred (100) minutes of game time.
 - A4.2.2. 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.
 - A4.2.3. The time cap does not affect the number of time-outs available for a team.
- A4.3. Half Time:
 - A4.3.1. Half time occurs after the first team reaches nine (9) goals.
 - A4.3.2. Half time lasts ten (10) minutes.
- A4.4. Half Time Cap:

- A4.4.1. If no team has reached nine (9) goals after forty five (45) minutes, the half time cap occurs.
- A4.4.2. 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.
- A4.4.3. The half time cap does not affect the number of time-outs available for a team.
- A4.5. 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.

A5. Time Limits

- A5.1. A timekeeper must be appointed to monitor time and signal time warnings and violations.
- A5.2. The toss:
 - A5.2.1. Team captains must complete the toss five (5) minutes before the start of the game.
 - A5.2.2. 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.
 - A5.2.3. If neither captain is present, the first to arrive will have those choices.
- A5.3. At the start of a half of play:
 - A5.3.1. The timekeeper will signal:
 - A5.3.1.1. Sixty (60) seconds prior to the start of a half.
 - A5.3.1.2. The start of a half.
- A5.4. At the start of a point, and prior to the subsequent pull to begin play:
 - A5.4.1. Offence
 - A5.4.1.1. The offensive team has sixty (60) seconds from the start of a point to signal readiness to receive the pull.
 - A5.4.1.2. If the offence fails to signal readiness in time, the defence may assess a time out against the offence.
 - A5.4.1.3. 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.
 - A5.4.1.4. 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.
 - A5.4.1.5. An offensive player must indicate the gender mix ("four women" or "four men") verbally and/or by using the appropriate hand signal.
 - A5.4.1.6. 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.
 - A5.4.2. Defence
 - A5.4.2.1. The defensive team has seventy-five (75) seconds from the start of a point to pull the disc.
 - A5.4.2.2. If the defence fails to pull in time, the offence may assess a time out against the defence.
 - A5.4.2.3. 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.
 - A5.4.3. The timekeeper will signal:
 - A5.4.3.1. In a mixed game, fifteen (15) seconds after the start of the point (offence must indicate gender mix).
 - A5.4.3.2. Forty-five (45) seconds after the start of the point (15 second warning for offence).
 - A5.4.3.3. Sixty (60) seconds after the start of the point (15 second warning for defence).
 - A5.4.3.4. Seventy-five (75) seconds after the start of the point (play must start).
- A5.5. At the end of a time-out taken after a pull and before the point finishes:

- A5.5.1. The offence has two (2) minutes from when they call a time-out to be ready to resume play.
- A5.5.2. The offence must be and remain stationary at the end of the time-out.
- A5.5.3. If the offence is not stationary, the defence may check the disc in and commence the stall count.
- A5.5.4. The defence must check the disc in within fifteen (15) seconds after the end of the time-out.
- A5.5.5. If the defence does not check the disc, the offence may self-check and start play.
- A5.5.6. The time keeper will signal:
 - A5.5.6.1. Thirty (30) seconds prior to the end of a time-out (30 second warning for both teams).
 - A5.5.6.2. Fifteen (15) seconds prior to the end of the time out (15 second warning for offence).
 - A5.5.6.3. End of time out (15 second warning for defence).
 - A5.5.6.4. Fifteen (15) seconds after the end of the time out (play must start).
- A5.6. At the end of a time-out taken after the start of a point and before the pull:
 - A5.6.1. The time-out adds two (2) minutes to the time allowed between the start of the point and the pull.
 - A5.6.2. 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.
- A5.7. After a foul or violation is called:
 - A5.7.1. After thirty (30) seconds, if the call is not resolved, the captains will step in.
 - A5.7.2. 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.
 - A5.7.3. The timekeeper will signal:
 - A5.7.3.1. Thirty (30) seconds after the foul or violation was called.
 - A5.7.3.2. Sixty (60) seconds after the foul or violation was called.
- A5.8. 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.
- A5.9. If a team wishes to assess a time violation, they will call "violation".

A6. Mixed Division

- A6.1. 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.
 - A6.1.1. The pulling team must match this selection.
- A6.2. Upon request by the opposing team captain, offensive players should await the pull, after signalling readiness, in such a way that the defence can easily determine gender matchups.

A7. Language

- A7.1. The stall count and all calls must be in English.

A8. Violations

- A8.1. 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).

A9. Spirit of the Game Stoppage

- A9.1. 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 Stoppage". This can only be called after the start of a point and prior to the ensuing pull.
- A9.2. During this stoppage, neither team may engage in tactical discussions. All team members of both teams will form a "spirit circle" in the middle of the field.
- A9.3. Separately from the spirit circle, the two opposing team captains shall discuss all current issues with adherence to SOTG, determine actions to rectify those issues, and then convey the agreement to the spirit circle.
- A9.4. SOTG stoppages do not affect, nor are they affected by, the number of time-outs available.
- A9.5. Time taken for a SOTG Stoppage will be added to the game time to determine time caps for the game. The captain initiating the Stoppage will convey the start and end of the Stoppage to game officials for time-keeping purposes.

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 must be registered into one of the following divisions:
 - B2.1.1. Open
 - B2.1.2. Women
 - B2.1.3. Mixed
 - B2.1.4. Master Open
 - B2.1.5. Master Women
 - B2.1.6. Master Mixed
 - B2.1.7. U19 Open
 - B2.1.8. U19 Women
 - B2.1.9. U19 Mixed
 - B2.1.10. U23 Open
 - B2.1.11. U23 Women
 - B2.1.12. U23 Mixed
- B2.2. Player eligibility is to be determined from the relevant WFDF Eligibility Rules.

B3. Ranking Criteria and Tie Breakers

- B3.1. After round robin pool play, rank all teams in each pool by the number of games won.
- B3.2. If teams are tied, break that tie using the ranking criteria.
- B3.3. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team.
 - B3.3.1. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.
 - B3.3.2. If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.
- B3.4. Ranking criteria, in order:
 - B3.4.1. Number of games won, counting only games between the teams that are tied.
 - B3.4.2. Fewest games forfeited.
 - B3.4.3. Goal difference, counting only games between the teams that are tied.
 - B3.4.4. Goal difference, counting games against all common opponents.
 - B3.4.5. Goals scored per game, counting only games between the teams that are tied.
 - B3.4.6. Goals scored per game, counting games against all common opponents.

- B3.4.7. Each team nominates one player to throw one disc from behind the goal line to the far brick point on a regulation playing field. Throwing order is determined randomly, by disc toss or otherwise. Teams are ranked in order by the distance from the resting place of each disc to the brick point, from closest to furthest.

B4. Inclement Weather Rules

B4.1. Pre-emptive rescheduling

- B4.1.1. WFDF Officials will monitor weather forecasts at least 48 hours ahead of each day's play.
- B4.1.2. If inclement weather is predicted for a day of play, Officials may inform all captains of a modified schedule of play no later than 12 hours before the new scheduled commencement of play on that day.
- B4.1.3. The modified schedule may include an earlier start time, shorter breaks between games, lower time caps and/or lower points caps. Shortened game times should only be used where there is high likelihood of interruption and little capacity to catch up any delayed game on a subsequent day (eg if it is the final day).
- B4.1.4. In extreme cases, the modified schedule may include pre-emptively cancelled games to provide space for more important games to be rescheduled.
- B4.1.5. Play may also be allowed to finish later in the day in the case of a delay.

B4.2. Lightning

B4.2.1. On-site risk identification

- B4.2.1.1. On a day where thunderstorms are predicted, Officials will access live weather observations, such as on-line weather radars or radio weather warnings, to anticipate the arrival of thunderstorms at the venue.
- B4.2.1.2. If a thunderstorm is imminent, Officials will inform all captains and officials on site that there is a possibility of play being suspended and to reiterate the WFDF rules regarding risk identification and response. Captains and officials should also inform players and other persons on the field of the correct risk identification and response procedures if possible.
- B4.2.1.3. If lightning is observed or thunder is heard, a WFDF Official will count the time between the lightning (flash) and the thunder (bang). If the time delay is less than thirty (30) seconds then the strike was closer than 10 kilometres and the playing area will be cleared immediately.
- B4.2.1.4. If anyone observes hair standing on end, hears crackling or hears static on electronic devices, a lightning strike may be imminent, and all people in the vicinity should be alerted.

B4.2.2. Response to observed risk

- B4.2.2.1. Upon a lightning risk being identified, an Official shall immediately alert both team captains. Play shall be immediately suspended and the disc left where it lies. Any play after a captain has been informed of the suspension shall be deemed null and void.
- B4.2.2.2. All people should seek appropriate shelter.
- B4.2.2.3. If people are caught exposed in a thunderstorm and cannot seek appropriate shelter, they should crouch into a ball, preferably in a hollow in the ground, and remove any metal accessories.

B4.2.3. Resuming play

- B4.2.3.1. Players shall only return to the playing field once 10 minutes has lapsed since lightning or thunder was last observed.

B4.3. Hot weather

- B4.3.1. During each days play WFDF Officials will determine whether extreme hot weather will pose a risk to players of heat-related illness and injuries.
- B4.3.2. On days where extreme hot weather is predicted WFDF Officials will inform all captains and officials on site and convey appropriate methods for dealing with hot weather. Captains and officials should also inform players and other persons on the field of these methods.
- B4.3.3. In the case of extreme hot weather, play may be adjusted in the following ways:

- B4.3.3.1. Additional stoppages may be added between points to allow players to rest and re-hydrate.
- B4.3.3.2. Play may be rescheduled to avoid playing in the hottest time of the day.
- B4.3.3.3. Play may be suspended or cancelled if conditions are too extreme.

B5. Suspended or cancelled play

- B5.1. Suspended or cancelled play,
 - B5.1.1. If WFDF Officials determine that a game is to be suspended or cancelled, the following rules outline how play can be continued and appropriate results determined.
 - B5.1.2. If play is suspended mid-point, a WFDF Official will take note of the disc position and the playing numbers of all players on the field at the time of the suspension.
 - B5.1.3. If play is suspended between a goal being scored and the ensuing pull, then the offence will be free to choose a new line-up, even if those had been already signalled at the time of the suspension.
- B5.2. Rescheduling
 - B5.2.1. During a period of suspended play all team captains present at the venue must meet with WFDF Officials to discuss the process for rescheduling games. Where possible games will be rescheduled. Time caps and points caps may be reduced to allow games to be rescheduled.
- B5.3. Resumption of suspended play
 - B5.3.1. If rescheduling allows for the suspended game to be continued, then play should resume where possible with the disc in the approximate position it was when the field was cleared. All players shall return to their approximate positions prior to the stoppage, to the satisfaction of both team captains.
 - B5.3.2. Teams will be allowed ten (10) minutes to warm-up prior to the resumption of play, once allowed onto the playing field.
- B5.4. Determine results of suspended and cancelled games
 - B5.4.1. If rescheduling does not allow for suspended games to be continued, or games are cancelled, the following rules shall be used to determine the outcome of the games:
 - B5.4.1.1. For a suspension of play, if at least half the game time had elapsed or one team had scored at least half the points target, then the leading team shall be declared the winner. If scores were tied then the winner shall be determined by count-back to whichever team was ahead prior to the previous point being scored.
 - B5.4.1.2. For initial pool play, if clause B5.4.1.1 does not apply, then the winner of the game will be the higher-seeded team as determined prior to the tournament.
 - B5.4.1.3. For subsequent pool play and finals, if clause B5.4.1.1 does not apply, then the winner of the game will be the higher-ranked team based on results from that tournament (according to WFDF tiebreakers).

B6. Tasks of a Game Official

- B6.1. Game officials may support the ongoing game by supplying players with information through visible and audible signals.
- B6.2. Basic duties of the game officials 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. Additional duties of game officials 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
- B6.3.5. Performing any duties that may be undertaken by non-players
- 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.

Appendix C: Uniform Requirements

C1. Purpose

- C1.1. The primary purpose of these uniform requirements is to distinguish between players on opposing teams, and to identify individual players. This allows players, officials and spectators to follow and interpret the game correctly.
- C1.2. They also aim to protect player safety and comfort, and fairness in the competition.
- C1.3. Additionally, better quality uniforms are expected to convey a better image of our sport to the world, taking advantage of the media and spectator opportunities of WFDF events.
- C1.4. These requirements aim to minimize the costs to players of meeting their primary purpose. If resources allow, teams are encouraged to exceed the minimum requirements of these rules in order to maximise the benefits to our sport.
- C1.5. WFDF requires teams to consider the public image of the sport when designing uniforms for WFDF events.
- C1.6. WFDF reserves the right to require a team to alter or replace text or graphics on a garment or to replace an entire garment.

C2. General

- C2.1. A uniform must consist of, at minimum, a shirt to cover the upper torso and shoulders and pants to cover the lower torso and upper legs.
- C2.2. A single item of clothing that covers the same areas as a shirt and pants is allowable as a uniform if it meets the requirements of the two separate items as expressed in these rules.
- C2.3. For every game, a team must bring a set of matching shirts that they know will be distinct from their opponents' shirts when viewed from either the front or back.
- C2.4. A team must bring at least two distinct sets of shirts to each game, unless they are certain that their chosen set of shirts for that game will be distinct from their opponents' shirts.

C3. Home and Away

- C3.1. An event schedule may designate a "home" and "away" team for each game.
- C3.2. If the event schedule does not designate home and away teams, the team captains will determine which team is the home team before the game by a disc flip or other fair method.
- C3.3. The home team has the first choice of shirt colour.
- C3.4. Prior to arriving at a game, a team may tell their opponent which shirt is their "home" shirt, and they are bound by that decision.

C4. Shirts

- C4.1. All players on a team must wear shirts that match in colour and pattern.
- C4.2. Players may wear different cuts, for example long sleeve, short sleeve or no sleeve, but the body of the shirts must be matching in colour and pattern.
- C4.3. Each player in a team for a particular game must be designated by an integer number between 0 and 99 inclusive.
- C4.4. The shirt that a player wears in that game must bear their number, expressed only in Arabic numerals, with an optional leading zero for numbers between 0 and 9 inclusive.
- C4.5. The number must be sewn or printed onto the back of the shirt. Each digit in the number must be a minimum of 20 centimetres high and 5 centimetres wide.
 - C4.5.1. The number may also appear elsewhere on the shirt.
- C4.6. The numbers must be entirely one colour, filled solidly, and of a significantly different colour from the background shirt colours.
- C4.7. There must not be any overlaid design or characters obscuring the numbers.

C5. Pants

- C5.1. All players on a team must wear pants that match in colour and pattern.
- C5.2. Players may wear different cuts, for example shorts, skirts or long pants, but the section covering the lower torso and upper legs must be matching in colour and design and the remainder must be consistent in colour.
- C5.3. Pants may have numbers sewn or printed on the front left leg. The number must match that of the player's shirt.

C6. Optional Features

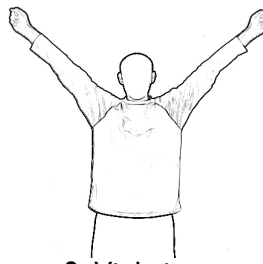
- C6.1. If the team is a national team, the uniform may also include the International Olympic Committee three letter code representing that country and/or its national flag.
- C6.2. Shirts may have player names printed on them.
- C7. Undergarments
 - C7.1. Players may wear clothing under their uniform in order to protect them from injury, temperature, sunlight, etc.
 - C7.2. WFDF considers that if any exposed parts of undergarments are black or white, they will best prevent a clash with the main uniform colours.
- C8. Gloves
 - C8.1. Players may wear gloves, but they must not in any way damage the disc or leave any residue on the disc.
- C9. Headgear
 - C9.1. Players may wear hats, caps or other headgear to protect them from sun exposure, the weather, injury or for personal comfort.
 - C9.2. If players on a team wear hats, WFDF considers that matching those hats will improve the image of the sport.
- C10. Socks
 - C10.1. Socks or stockings do not need to be matching in any way.
 - C10.2. If players on a team wear long socks, WFDF considers that matching those socks will improve the image of the sport.
- C11. Shoes
 - C11.1. Players may wear shoes or boots. Shoes do not need to be matching in any way.
 - C11.2. Any studs or ridges on the sole of the shoes must not protrude more than 20 millimetres from the sole nor have any sharp edges.
- C12. Team Captain Armband
 - C12.1. At any time during a game, a team must designate exactly one captain in attendance. The team captain must wear a distinctive coloured armband on their upper arm.
 - C12.2. If the team captain becomes injured or is otherwise unable to continue in the game, the team must immediately designate a new captain.
 - C12.3. Armbands may be provided by game officials.
- C13. Additional Uniform Requirements for Players
 - C13.1. Players must not wear anything that is dangerous to other players. WFDF considers metal studs to be dangerous.
 - C13.2. Players must not wear anything that gains an advantage by substantially enhancing the physical presence of the player.
 - C13.3. Players, substitutes and team officials must not use any equipment that amplifies their voices.

Appendix D: Hand Signals



1. Foul
"Foul"

Arms raised with closed fists
and forearms crossed



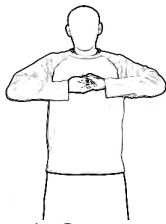
2. Violation
"Violation"

Hands above head forming a V,
closed fists



3. Goal
"Goal"

Raise one arm above head,
other hand points to endzone,
palms open



4. Contest
"Contest"

Hands cupped and linked in
front of chest, elbows raised
and outstretched to the sides



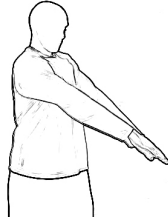
5. No contest
"Accept"

Forearms extended in front of
body with palms facing upwards



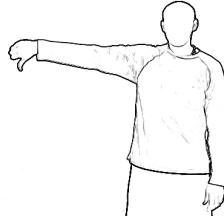
6. Retracted/Play On
"Retracted" "Play On"

Sweeping crossover motion
with both arms extended down
in front of body



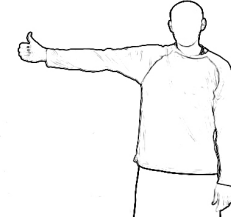
7. In/Out-of-bounds –
Out of end zone
"In" "Out"

Point with both arms, index
fingers extended, to the
appropriate side of the line



8. Disc down

"Down"
Thumb pointing straight
downwards



9. Disc up

"Up"
Thumb pointing straight
upwards



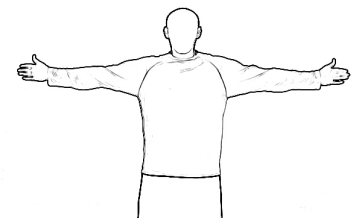
10. Pick
"Pick"

Arms raised, elbows bent, fists
facing head



11. Travel
"Travel"

Closed fists, rotate wrists
around each other in a vertical
circle



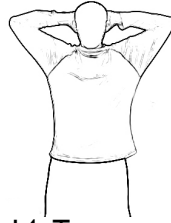
12. Marking Infraction
"Fast Count" "Straddle" "Disc
Space" "Wrapping" "Double
Team" "Vision" "Contact"

Arms extended to side, palms
facing front



13. Stall out
"Stall"

Open hands raised fingers spread to indicate "ten"



14. Turnover
"Turnover" "Double Touch"
"Hand-over" "Deflection"
Hands cupped behind head,
elbows out to side



15. Off side
"Off side"

One arm extended straight above the head, closed fist



16. Time-out
"Time-out"

Form a T with the hands, or a hand and the disc



17. Spirit of the Game Stoppage
"Spirit of the Game Stoppage"
Upside down T formed by the hands



18. Stoppage
"Injury" "Technical"
Tap head with open hand



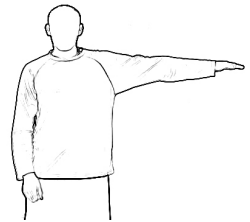
19. 4 men, 3 women
"4 Men"

Palms together, arms raised straight above head



20. 3 men, 4 women
"4 Women"

Hands clasped and raised above head, arms bent



21. Who made the call
"Called by Offence/Defence"
Point in direction of teams attacking endzone

Purpose:

To signal, to other players, game officials, substitutes, team staff or spectators, what call has been made by the players involved

Note: Responsibility for all calls remains with the players

Use of Signals:

- Signals may be made either by the players involved, or by players or non-players (eg officials) who have heard the call
- Non-players may only signal in response to a player's call on the field
- Non-players should also use signal 21 to indicate which team made the call, after any of the signals listed below :
 - 1. Foul
 - 2. Violation
 - 6. Retracted
 - 16. Time-out
 - 17. Spirit Time-out
 - 18. Stoppage

Appendix E: Legal Code

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Appendix F: Acknowledgements

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