

# WFDF Game Advisor Quick Reference Guide

## General

It should be, look, and feel self-officiated  
Aim not to be involved  
If the players agree to do something incorrectly,  
that's their choice  
Better for something to be inconvenient for the GA  
than for the players  
Strive for consistency – between games and GAs  
Focus on 3 elements:  
Mechanics | Hand signals, movement etc  
Information | Rules knowledge and perspective  
Communication | How information is conveyed

## Pre-game

Talk to captains  
Be present for the toss  
Get game disc and give to D at start of game, as  
indicated by the volunteer timekeeper

## Pull – Offence

Stand 1 metre in front of goal line, on the sideline  
Wait for legal readiness (all O players on the line, no  
one else from O on the field)  
Echo signal then move 6 metres towards the back of  
the endzone, staying on the sideline

## Pull – Defence

Stand in line with the Goal line  
Watch for readiness by the O

## Pull - Both ends:

Check player numbers/ratio  
Let teams know if it is incorrect  
Watch for offside  
Only signal if absolutely certain and the infringing  
players didn't adjust accordingly  
Hold signal until disc is touched  
Don't echo offside signal from other endzone  
Inform teams after the point if they are not aware  
about the offside  
Only give verbal reminders re timing and offside  
after non-compliance  
Best to do this before players are on the line  
Don't interrupt the line calls

## Whistles/Timings:

Whistles loud and clear  
Not too fast  
Don't whistle if play has started  
Check if you need to wait 15 secs for next whistle  
If a team breaches a time limit between points, or  
for time-outs, use the "Timing Violation" signal  
until the pull/play starts  
Between points - Start timer after goal signal  
For discussion – all GAs to start timing once  
stoppage looks like it won't be short

## Hand signals for calls during play

Only signal for Calls made by players – never for  
your advice  
Hold for 5 seconds  
Be still  
Echo signals by other GA  
If unsure what the call is, you can ask players

## Goal Signal

Check your area – don't give all clear unless there  
are clearly no issues at all  
Downfield give all clear signal  
Trail wait for Downfield signal (*Trail nearest thrower*)\*  
Trail give all clear (*Trail nearest thrower*)\*  
Signal goal at same time (initiated by Trail)  
Hold for 5 seconds  
Stop signalling at same time (initiated by Trail)

## Match Point Signal

GA at Defence end makes Match Point signal  
Hold for 5 seconds  
Then point with two hands at relevant team  
Repeat 3 times

## Timing after turnovers

Done by Trail GA (*Trail nearest thrower*)\*  
After the disc stops or is checked in say "Offence  
has X seconds". Indicate timings verbally as above  
and with hand signals as below:  
At 20 seconds, two fists in air  
At 10 seconds, one fist in air  
At 5 seconds, palm out  
At end, point to spot and say "Play should start"

## Scorekeeping

Keep score and other relevant notes eg Timeouts  
Confirm with teams and volunteers throughout the  
game

## Sideline positioning (*See Positioning Diagrams*)\*

Trail GA stays in line with the thrower  
Downfield GA stays in line with deepest player  
Don't focus on thrower  
Swap when there is a turnover  
When close to endzone, Trail moves to goal line and  
Downfield moves to back line

## Watching the play

Trail should mainly focus on travels, thrower/marker  
contact and stall outs  
Downfield should mainly focus on picks, receiving  
fouls and goal calls

## Disc retrieval

Only to be done if it will help minimise a significant  
time delay  
If there is any uncertainty about where a pivot is to  
be established, don't put the disc down

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## Stall counts after a stoppage

Confirm and repeat verbally and with hand signals  
If players are suggesting the incorrect number, inform them, unless it will delay the restart of play

## Stoppage Timings

Monitor the length of injury stoppages, technical stoppages, and SOTG stoppages  
Advise volunteer timekeeper to adjust game length in accordance with the relevant rules

## Half and Full Time Caps

Volunteer timekeepers are responsible for whistle  
Keep on eye on it so you don't miss it  
After cap, check with captains to confirm they agree on the time cap target

## Body Language

Minimise your visual impact  
Be in a neutral stance

## SOTG Stoppage

Can be called by GA in extreme circumstances  
Encourage players to call it first  
Encourage teams to call it before things escalate

## Misconduct issues

Confer with other GA  
Discuss with Captains/SOTG Captains and encourage them to take action  
Get Volunteers to call for Head GA/TTD if needed

## Off field discussions

Provide rule clarification, and raise issues of concern re rule breaches, between points if needed  
Help communicate issues between teams on the sidelines when needed

## On field Discussions

Closest GA should move towards discussion once it looks like it won't be a short one  
Be close enough so you can hear the discussion so that it won't need to be repeated  
For either GA, if you have no perspective, cross your arms  
Only provide advice if asked, but you can participate in the discussion even if not asked  
GA can provide advice on any call  
Only provide advice when it is clear and obvious – if you are unsure – best to say that it is unclear  
Confer with other GA if they have a perspective and it won't delay things  
Think about the advice you will give, even before they ask for it  
If players seek advice without first asking other players, ask them to do that first

Once you move out to the field, don't leave unless it's clear how play will be restarted  
Don't give advice on whether a call affected the play  
Don't give advice based on what call you would make as a player  
Don't give advice on the sideline afterwards about a specific call

## Things to say during discussions without being asked:

I can give you advice if you would like?  
Do you need any help?  
Is everything OK here?  
Let's get play started please  
It sounds like it's contested  
It sounds you are saying X and they are saying Y, is that correct?  
I can clarify the rule if you want  
Players should return to where they were when the throw was made  
It's been 45 seconds, the rules say the call must now be treated as contested  
The stall count should be coming in on...

## Things to say during discussions once asked:

The rule says that...  
To me it looked like...  
It looked like you initiated the contact  
From here it looked like your foot landed on the line  
It looked very close to me, it is hard to tell who initiated the contact  
It was too close to tell from here  
You should ask other players before asking me  
It's up to you to determine if the call affected the play  
Once you've asked for my advice, the rules say it should either be resolved, or treated as contested

## Things NOT to say during discussions:

You must ...  
I'm not sure but I guess...  
If I had to say, I would say it was a foul  
It's a foul  
You must take my advice  
You can't do that  
The other GA is wrong

\*Asterisked notes apply to 4 GA system only

For further details on GA system, refer to the WFDF Game Advisor Manual:  
<https://rules.wfdf.org/game-advisors>