

WFDF Rules of Ultimate 2017

Summary of Changes

The WFDF Ultimate Rules Sub-Committee has introduced a number of changes to the rules for 2017, aimed at producing better flow of play, fairer outcomes, closer alignment with USAU, and enabling self refereeing to work as effectively as possible.

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 2017 and the track changes version of the Rules.

Substantial changes

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

Change	Section	Reason for change
Added time limits of 10 and 20 seconds after a turnover in the central zone and end zone	8.5	Remove unnecessary stoppages and delays. Converge with USAU
Clarified that receiving fouls apply before, while, or directly after, either player makes a play on the disc	17.2.1 17.6.1	Enable self refereeing to work as effectively as possible
For an uncontested foul in the end zone the receiver gains possession in the end zone and then moves to the goal line	17.2.2	Fairer outcomes. Converge with USAU
'Contact' is the same as a marking foul, but play does not stop, instead the stall resumes at one	17.4.1.3	Fairer outcomes. Converge with USAU
Changed "wrapping" to not allow arms to intersect the torso and to protect the space above the pivot	18.1.1.4	Fairer outcomes. Match current play
All marking infractions only ever reduce the stall count by 1	18.1.3	Converge with USAU
Pick can only be called when guarding one offensive player	18.3.1	Remove unnecessary stoppages and delays
A defender can delay the pick call for 2 seconds to determine if play will be affected	18.3.1.1	Remove unnecessary stoppages and delays
Specify that players should avoid the occurrence of picks	18.3.3	Remove unnecessary stoppages and delays
Allow players to adjust location during a stoppage to avoid potential picks	18.3.3.1	Remove unnecessary stoppages and delays
For Mixed games we have removed the offence decides ratio system and replaced it with two alternatives	A7	Fairer outcomes.

Minor changes

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

Change	Section	Reason for change
Non-players are able to provide non-binding advice on any call, not just up/down and line calls	1.10	Enable self refereeing to work as effectively as possible
The disc must also be returned to the thrower if it is unclear what occurred, or what would most likely have occurred	1.12	Enable self refereeing to work as effectively as possible
For the pull, the defence must have their feet entirely behind the goal line	7.4	Converge with USAU
The brick option is binding and can be called by any offensive player	7.12	Converge with USAU
Clarified the wording around where players should return to after a call	10.2	Converge with USAU
Changed how the disc should be checked in after a stoppage	10.5	Converge with USAU
Clarified the wording around preventing an opponent from taking an unoccupied path to the disc	12.7.1	Enable self refereeing to work as effectively as possible Converge with USAU
It is only a turnover if the thrower catches their own pass	13.2.5	Converge with USAU
Intentionally assisting a teammate's movement, and using equipment to assist, is a turnover	13.2	Converge with USAU
Calls must be made as soon as they are recognised	15.8	Converge with USAU
Clarified what should happen if a player initiates a stoppage incorrectly	15.9	Enable self refereeing to work as effectively as possible
Changed so that only the player who the breach is called against can contest the call	15.10	Converge with USAU
Merely running within 3 metres of the thrower is not a double team	18.1.1.5	Converge with USAU
Terminology changed from "subtract two (2) from the stall count" to "the number last fully uttered before the call, minus one (1)"	18.1.3	No actual change to the rule
Calling a marking violation to stop play can only be done under certain circumstances	18.1.5	Enable self refereeing to work as effectively as possible
If a thrower is lying down their pivot is not automatically at their centre of mass	18.2.4	Converge with USAU
The defence can not purposefully bobble the disc	18.2.5.6	Converge with USAU

Change	Section	Reason for change
After a travel where the disc has been thrown, the thrower returns to where the infraction occurred	18.2.7	Converge with USAU
Clarified that pick cannot be called if both the opponent and obstructing player are making a play on the disc	18.3.1	Match current play
Injury stoppages can be deemed to have been called when the injury occurred	19.1.6	Converge with USAU
A time-out can be called even if a pivot has not been established (eg after a turnover outside the central zone)	20.4	Converge with USAU
Added “reasonable” test to definition of “Affect the play”	Definitions	Enable self refereeing to work as effectively as possible
Added a definition of “Making a play on the disc”	Definitions	Enable self refereeing to work as effectively as possible