

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>