



WFDF Game Advisor Manual v6

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World Flying Disc Federation

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2 Introduction

Self-officiating is one of the key aspects of Ultimate and is embedded in the WFDF Rules of Ultimate:

“Ultimate is a non-contact, self-officiated sport. All players are responsible for administering and adhering to the rules. Ultimate relies upon a Spirit of the Game that places the responsibility for fair play on every player.”

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WFDF wants Ultimate to remain a player-officiated sport. Some of the best reasons for this are:

- a) It has become a defining element of the sport and its culture
- b) It is an extremely unusual approach and is undoubtedly part of the sports growing appeal
- c) It removes a logistical difficulty and significant cost from the process of organizing an event
- d) Because it can (when so many comparable team sports cannot)

Nonetheless, WFDF does acknowledge that in some situations it is beneficial and perhaps even necessary to utilize a system of officiation to support the players. This is particularly important during high profile games where there are large numbers of spectators (either present or watching remotely). The designated name for these officials is Game Advisor (GA), as their primary function is to assist/advise players as to their own responsibilities for fair play within the Rules.

In developing the GA system WFDF has a number of goals:

- a) Improve the experience for spectators - and improve the chances that filmed games are presented in a manner that showcases the best aspects of self-officiated Ultimate.
- b) Provide a consistent approach to handling dangerous play and other conduct problems.
- c) Create a system for players where playing games with and without officials is as similar as possible.
- d) Create a system that enhances ongoing efforts to improve player education on rules and Spirit of the Game (SOTG); and includes peer SOTG feedback as a well-defined element of the overall structure.
- e) Support the process of creating a single set of rules and a unified model for officiating that all WFDF members can support and employ.

It has long been accepted in WFDF that there is sometimes a reason for allowing officials to help manage games. This has been demonstrated with the use of volunteer scorekeepers, timekeepers, and line assistants. There is also a mechanism in place for handling conduct problems, with the Tournament Rules Group (TRG) having the authority to disqualify a player or an entire team from any event or from the entire tournament for breaches of the WFDF Conduct Policy. Furthermore in recent years WFDF introduced a process for peer-feedback (SOTG scores) that has the potential to help with out-of-game governance.

However, while all of these structures can help to improve the game experience for both players and spectators, they do not provide any immediate mechanism for dealing with hotly contested situations between players during games.

In addition, the presence of trained game officials, tasked with monitoring some aspects of play and player behavior, has proven beneficial to overall game management.

The key roles and functions of Game Advisors are listed below, in order of importance:

1. Being there.

- Simply by being present at the game can reduce the number of calls, types of calls, delays in play, and contention between teams.

2. Rules expertise.

- Often disputes come down to players not knowing or disagreeing about the rules, so having someone there to assist with that helps.

3. Call management.

- Keeping players aware of the appropriate process for resolving calls can help move things along.

4. Game management.

- Being able to talk with Captains, Spirit Captains, and Coaches can help resolve any issues that might arise between teams.

5. Giving perspective.

- Being able to provide an independent perspective can help with call resolution, even if that perspective is that it was "too close to tell" what occurred in the play.

This manual details the role of Game Advisors and describes specific roles and responsibilities of Game Advisors. This manual can also be used by Line Assistants (LA). Line Assistants undertake many of the same tasks as a GA, but they do not get actively involved in player discussions, and can only give advice about in/out calls and up/down calls. The following sections directly apply to Line Assistants:

- 4.1 Pre-Game Meetings,
- 4.2 Use Hand Signals to Help Communicate Calls,
- 4.3 Advise on Time Limits,
- 4.4 Monitor Offsides,
- 4.5 Monitor Player Numbers and Ratios,
- 4.6 Track the Scores Using a Score Sheet,
- 4.7 Monitor Restraining Line,
- 4.8 Provide Substitute Discs,
- 4.11 Provide Advice on Perimeter Line Locations,
- 4.15.1 Providing Advice – General Notes,
- 4.15.2 Providing Advice - Line Assistants,

For the purposes of training to become a Game Advisor, it is recommended that people first undertake the role of a Line Assistant. Once people are proficient in that role, they can progressively add elements of the Game Advisor role to their responsibilities.

IMPORTANT NOTE: This manual should only be used to train Game Advisors in conjunction with training provided by a WFDF approved Game Advisor Trainer.

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3 Guiding Principles for Game Advisors

The principles of game advising are outlined in the Game Advisor Code of Conduct:

3.1 Game Advisor Code of Conduct

3.1.1 Spirit of the Game

As a Game Advisor, your fundamental role is to help players uphold the Section 1.0 of the WFDF Rules Of Ultimate - Spirit of the Game. It is important to help assist players in creating an environment that fosters good Spirit and respect among teammates and opponents.

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WFDF has endorsed the following statements about Spirit of the Game and the WFDF Game Advisor system developed for Ultimate:

- WFDF acknowledges that while true SOTG is independent of any type of officiating, elements of self-officiating serve to both reinforce and highlight the values associated with SOTG.
- WFDF ensures that self-officiating remains a core component of its officiating process for Ultimate
- WFDF ensures that critical games of Ultimate (finals, showcase games, any games that are broadcast or played in front of large crowds) are presented in a manner that showcases the best aspects of the sport, including its self-officiating system
- WFDF ensures that effective and efficient systems are in place to ensure players do not intentionally cheat, and continues to raise awareness of these systems
- WFDF ensures that systems are put in place to ensure that unnecessary delays in Ultimate are reduced as much as possible

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3.1.2 The Game Belongs to the Players

Managing and conducting the game is primarily the players' responsibility, and the outcome of a game should be decided by their actions, not those of Game Advisors. Game Advisors should start each game with the expectation that their involvement in the game will be minimal, and with the assumption that all players will adhere to the rules and relevant timings of their own accord. The role of the Game Advisor is not to alter the outcome or dictate the course of a contest, but to assist players in following the rules, to help resolve disputes where necessary, and to minimise the length of delays to play. Thus all calls and play stoppages are initiated by the players, and if there is a reasonable chance that the players may be able to quickly resolve a dispute on their own, they should be afforded the opportunity to do so before GA intervention.

3.1.3 Professionalism

Game Advisors should approach their role and conduct themselves with the utmost professionalism. This includes treating players, coaches and spectators with respect, being as prepared as possible – mentally, physically, and with the proper equipment – to implement the system, and making every effort to position themselves properly to be able to give the best advice possible at all times. Game Advisors should also make every attempt to improve their skills, both individually and in conjunction with fellow Game Advisors, in an effort to do the best job possible for the player

3.2 Fundamentals

3.2.1 Rules

This manual assumes that you know the WFDF Rules of Ultimate, WFDF Rules of Ultimate - Appendix, WFDF Rules of Ultimate – Official Annotations, and any modifications in effect for the game or tournament where you are working. It thus contains few references to, or repetitions of, specific Rules sections. The purpose of this manual is to serve as a guide beyond the Rules – a tool for implementing, not learning, them. It is imperative that you know the Rules well, and that each action be supported by the applicable Rule(s). Consulting a rulebook during a game is acceptable, if that is necessary in order to give the appropriate advice. Giving advice that is not in accordance with the Rules is one of the quickest ways to lose the respect that a Game Advisor needs. Occasionally, complex game situations arise that test even the most experienced Game Advisor, but a thorough understanding of the Rules and how to apply them affords every GA the best chance of properly resolving those situations.

3.2.2 Active Advice

There will be limited times when the Game Advisor will give “Active Advice” to players during a game. For example, Game Advisors will signal when a team is offside during a pull. It is up to the players on the field to determine if they will act on this advice.

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3.2.3 Requested Advice

Upon request, Game Advisors will give “Requested Advice” of a play during a game. For example, players may seek the Game Advisors advice as to if a receiver was in or out of bounds during a catch. Game Advisor advice is non-binding on the players.

3.2.4 Rules Advice

During discussions between players about disputed calls, the Game Advisors may offer “Rules Advice” to the players. This “Rules Advice” is only meant to ensure that the players involved understand the specific rules surrounding the call in question to lessen any misunderstanding of the rules that might be hindering a resolution to the discussion.

3.2.5 Consistency and Best Judgment

Game Advisors should strive to be consistent in their advice, both within a particular crew and between different crews at the same tournament. Two neutral parties can see the same play from the same perspective and still come to different conclusions about it. However, players rightfully expect some consistency. Given the same circumstances, advice should be similar, both from the same Game Advisor and from different Game Advisors.

There is a tacit assumption that you will use your best judgment in providing any advice. It often is difficult to be absolutely sure that the advice is correct, and there will be occasions where you provide incorrect advice. There also are times when correct advice will not be popular. Among the things that you can do are know the rules thoroughly, know and abide by the guidelines of this manual, expend the utmost effort to be in the best position to provide advice, and be fair and respectful to all players and their coaches and fans. There will always be situations where you are questioned, sometimes rightfully and sometimes not.

3.2.6 Game Fundamentals

As a Game Advisor it is important you have a good understanding of the fundamental aspects of the game of Ultimate and are able to communicate these to players when required. These game fundamentals are:

It is a non-contact sport.

- If there is an incident that involves contact, it is likely that there has been a breach of the rules. Rule 12.6 expressly states that “Making a play for the disc” is not a valid excuse for initiating contact with other players. While during a game players may establish a level of contact they are prepared to accept, as Game Advisors it is your responsibility to give advice based on these rules.

It is biased towards the offence.

- There are some instances where both teams commit a breach or where there is disagreement on what occurred in a play. In most of these instances the offence will retain possession. While this may not always be the ‘fairest’ outcome, it is the way the rules are structured.

People can see and experience the same play and have different perspectives.

- Just because opposing players have different views on what occurred in a play does not mean that one of the players is attempting to ‘cheat’. It can be very difficult to fully understand exactly what happened in a play, for both the people directly involved and those who are watching. As humans, we do not have perfect recall of exactly what occurred, even immediately after an event. After a play where there is no agreement on what occurred, the disc should be returned to the last non-disputed thrower.

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4 Game Advisor Responsibilities

4.1 Pre-Game Meetings

Game Advisors will strive to meet with the Captains and, at the discretion of the teams, Coaches and/or Assistant/Spirit Captains 10-15 minutes prior to the game time. During this meeting the group will discuss:

- a) The role of the Game Advisors that includes a summary of “Active”, “Requested” and “Rules” advice.
- b) In the case where there is a language barrier between the two teams, translators from each team will be identified. Translators should make themselves available at the request of the Game Advisor during any player discussion where the Game Advisor feels that their help would be beneficial to the process.
- c) Confirmation of the results of the “flip” to determine starting location of each team, the team pulling the initial disc and the jersey colour of each team.
- d) Agreement from all parties on any special considerations of the game resulting from the location of the field, the particulars of the event and any specific rules due to the round of the game in the event schedule.
- e) Confirmation of which team representative will be the main point of contact for any key issues that may arise.
- f) The use of any audio recording devices, if applicable.
- g) Reminder about uniform requirements, especially for games being broadcast.
- h) Reminder that in extreme circumstances Game Advisors do have the power to assess Conduct Penalties and Gross Conduct Penalties which result in player ejections, and to report teams for behavior that is contrary to the WFDF Conduct Policy, in accordance with the WFDF Player Conduct System for Acting Disciplinary Authorities.

GA's should also meet with the volunteer scorekeepers and timekeepers before the game to clarify everyone's role.

4.2 Use Hand Signals to Help Communicate Calls

Game Advisors usage of WFDF Hand Signals must only be to communicate calls made by players. The only exceptions are to communicate offsides, specific time violations and Match Point signals).

- Refer to WFDF Rules of Ultimate Appendix for details
- Make the signal as soon as a call is made by the players
 - However do not make an “in/out-of-bounds”, “up/down” or “Goal” signal until it is clear what the agreed outcome is.
 - Process for making the “Goal” signal:
 - each GA should check that their area is ‘all clear’ eg. no calls have been made in their area that could negate the goal call.

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- the downfield GA should give the 'all clear' signal (keep elbows at your sides and raise forearms straight up, fingers together, palms facing inwards).
- Once the trail GA sees the downfield GA has given the 'all clear' signal, the trail GA should make the 'all clear' signal
- Then the trail GA should initiate the 'Goal' signal, and the downfield GA should follow
- Hold the 'Goal Signal' for 5 seconds
- Then the trail GA should initiate when to stop doing the signal
- Signal the results of a call (contested, accepted, retracted)
- The signal for 'Play has stopped' should only be used if play has continued after a call that stops play
- Remain stationary when using hand signals
- Hold hand signals for at least 5 seconds
- Direct hand signals towards the players, and then if appropriate, to the crowd
- Echo signals made by each other (except for off side, time violations between points, and match point signals)
- If it is unclear what call has been made:
 - GA may enter the field to clarify the call, as long as it does not disrupt play
 - If it is still unclear what call has been made, no hand signal should be made
- Do not make any hand signals connected with requested advice
 - If advice is given, only the call made by the players should be signaled
- The GA at the Defense end should make the Match Point signal when in position for the pull
 - Repeat the following pattern three times:
 - hold the Match Point signal for 5 seconds
 - point with two hands to the team/s, on Match Point (point at the players in the end zone, not just to the direction)

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4.3 Advise on Time Limits

Acting in the place of the Volunteer Timekeeper, Game Advisors will monitor, communicate and where indicated provide instructions to players as to further actions resulting from the violation of time limits. However Volunteer Timekeepers should remain responsible for timings related to the game clock:

- pre game timings,
- start of game,
- half time cap (but not the length of half time),
- full time cap.

To assist teams to comply with the timings for the start of each half, a GA should obtain the game disc at the start of the game and during half time, and only hand it to the defense at the time when the half is supposed to start.

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For full details on whistle protocols, refer to the document "WFDF Championship Timings".

The following are the list of Time Limits monitored by the Game Advisors as well as actions taken when appropriate:

- a) Monitor all time limits specified in Section A5 of the WFDF Rules of Ultimate Appendix
- i. Whistles should be used in the following manner:
 - 1 whistle to indicate the first warning (usually for offense)
 - 2 whistles to indicate the second warning (usually defense)
 - 3 whistles to indicate when play must start
 - ii. if both teams are ready at any time before the final signal is given and play is restarted, all remaining timekeeper signals are dispensed with
 - iii. start the timer for time limits between points after the goal signal has been made by the GAs
 - iv. Note:
 - i. If the offense has not signaled readiness after 60 seconds, the defense has 15 seconds from when they do signal readiness
 - ii. The offense must be legally positioned and all non-players off the field before they can signal readiness
 - iii. Time limits are not considered to have been reached until the first sound of the last whistle
 - iv. Once the offense signals readiness the GA can echo that signal (one arm straight up, palm open)
 - v. GAs are not usually responsible for the time limits related to the start of the game nor the time cap
 - vi. if the defense is in the process of pulling the disc, and they will likely release the pull prior to the time limit, the GA next to the defense may use their discretion and not blow the appropriate whistles
 - vii. If an injury stoppage is called whilst a time limit is in place, the time limit shall be paused while the injury is addressed or until the injured player is removed from the playing field
 - v. For time limits between points, if a team does breach a time limit, the GA(s) at the end zone of the offending team can signal the breach by using the "Timing Violation" signal.
 - i. The signal should be held until the pull is released.
 - I. Should be used in conjunction with any other required signals
 - ii. The opposition are solely responsible for calling a violation for this by verbally calling Violation, and using the optional hand signal
 - vi. For time limits during a discussion of a call, all GAs should start a timer as soon as they see that the call will not be resolved immediately
 - i. At 45 seconds after the start of a discussion a GA should blow 3 whistles and state that "It's been 45 seconds - the rules say that the call must now be treated as contested".

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- ii. Continue to blow the 3 whistles every 15 seconds if the call has not been resolved
- iii. The GA blowing the 3 whistles should insure they are visible to the GA involved in the discussion and that GA should visibly acknowledge the whistles
- iv. Note: Prior to the game, if there is a significant language barrier between the two teams, you may inform teams that they are allowed an additional fifteen (15) seconds to resolve calls
- b) Inform teams if the Half Time Cap has occurred, as indicated by the tournament staff, and confirm the revised target (if applicable)
- c) Inform teams when the Time Cap has occurred, as indicated by the tournament staff, and confirm the revised target (if applicable) – “Time cap went during the last point. According to the rules, you add one to the highest score, so the game should now be a game to 13 – are you happy with that?”

For the time limits regarding turnovers and the pull in section A5.8. the GA must:

- Once the disc comes to a rest, or is checked in as required, start providing advice about these time limits
- Only indicate at these specific intervals
 - At the start of a 20 second time limit raise both arms above your head with closed fists. Loudly announce “Offence has 20 seconds”
 - After 10 seconds, or at the start of a 10 second time limit, raise one arm above your head with a closed fist. Loudly announce “Offence has 10 seconds”
 - at 5 seconds place one arm straight out in front with an open palm, fingers spread out. Loudly announce “Offence has 5 seconds”
- At the end of the pre-stall timing loudly announce “Play should start” and point to the spot where play should be started from. If play has not started, repeat as needed.
- Note:
 - The offense are obliged to comply with these time limits even if the defense do not count the pre-stall. However the defense can only start the stall count prior to the offence establishing a pivot if the defense themselves have commenced the pre-stall.
 - If the defense commences the pre-stall themselves then the GA should refrain from indicating the time limits in any way
 - If the marker indicates that they intend to start the stall count as a result of the GA calling out “Play should start”, then the GA should try to make the marker aware that this is illegal
 - If the disc is on the far sideline from the trail GA, the other GA should use a hand signal to indicate if the time limit is 20 or 10 seconds

- If it is clear that the offence will look to put the disc into play without delay, then a GA may use their discretion and not start or continue the timing signals.

If a team demonstrates an inability to comply with the rules regarding time limits between points, Game Advisors should actively encourage compliance with these rules. This can include:

- Providing verbal warnings regarding time limits (“only 5 seconds left to pull”)
- Providing advice that play should be restarted as quickly as possible once a discussion has been resolved (“let’s keep moving please”)
- Providing feedback to the team representative about compliance with time limits on the sideline (“your team is taking too long – please try to speed it up”)
- Provide information to a team’s representative about the other team’s compliance and the steps they can take (“they have been taking too long. If they continue to do so, the rules state that you should call a violation and then they will be forced to take a time out”)

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Stoppages:

- Monitor the length of injury stoppages, technical stoppages, and Spirit stoppages
 - Note: during a significant injury, especially when a team’s medical staff are already present, GAs should not hover unnecessarily around the injured player
- Advise the Tournament Staff to adjust the game length in accordance with the relevant rules.

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Time-outs:

- Track the time-outs taken by each team on the score sheet.
- When a team takes a time-out, inform the team how many time-outs that they have remaining.
- Inform the teams of this periodically (such as when the end of a half or game is near), as well as informing the other Game Advisor(s).
- Track the time limits for time-outs and make the appropriate timing signals (as per Section A5.5 of the Appendix)

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4.4 Monitor Offsides

Game Advisors should watch for offsides and provide active hand signals to indicate when teams are offside.

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- If it is clear and obvious that a team is offside, the GA should make the relevant hand signal
 - Hold the offside signal until the receiving team touches the disc
 - Do not echo the offside call of the other GA

- o Ensure the other GA is aware that offside has been signaled (in between points if necessary)
- GAs have some discretion on deciding when to signal an offside
 - o take into account rule 1.3.10 that states one should only make a call where a breach is significant enough to make a difference to the outcome of the action.
 - o If players are only slightly offside it is better to provide a verbal warning to teams and remind them of the rules.
 - o If they continue to ignore this advice it would then be appropriate to signal offside, even for minor breaches.
- The opposition is solely responsible for calling a violation for offside, prior to a player touching the disc, by verbally calling offside, and using the optional offside hand signal.
- If a team demonstrates an inability to comply with the rules regarding offside you should encourage teams to comply with the offside rule, which could include:
 - Providing verbal reminders about offside (“please stay onside”)
 - Providing feedback to team captains about compliance with offside on the sideline (“your team is going offside – please try to stay behind the line”)
 - Provide information to teams about the other teams compliance and the steps they can take (“they have been going offside. We will signal when they are offside, and you can call a violation if they do so.”)
 - Ensuring players are aware of the relevant outcomes for going offside
- GAs should not signal offside solely because non-players from the defensive team are still on the field when the pull is released, but they can remind teams of this rule between points if they are breaching the rule.

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Positioning for Offside

- GA with receiving team starts 1 metre in front of the goal line, on the sideline, until that team legally signals readiness. Then echo and hold the readiness signal (one arm straight above head with open palm) and move 6 metres behind the goal line (remaining on the sideline),
 - o This means you can simultaneously watch the pull and players’ movements.
- The GA with the pulling team stands at the front cone of the end zone (no hand signal is required to indicate readiness).

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4.5 Monitor Player Numbers and Ratios

- Prior to the pull
 - o check that teams have the correct number of players on the field
 - o in mixed, check that teams have the correct gender ratio
 - o if a GA recognises prior to the pull that a team has the incorrect number of players or gender ratio, GAs may provide active advice that this is the case
- If an event is using the Endzone decides ratio rule then the GAs should ensure teams are aware of which team should be selecting the ratio

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- If an event is using the Prescribed ratio rule then the GA who is at the endzone with the pulling team should signal the correct ratio shortly after the Goal signal has been made, until the 30 seconds after the Goal signal, or until it is clear both teams are aware of the appropriate ratio. This can also be repeated verbally if needed.

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4.6 Track the Scores Using a Score Sheet

Game Advisors will be provided with a score sheet to track the scores, time-outs and any other noteworthy activities such as who started on offence and at what end. Generally only one GA will be responsible for the score sheet per game.

4.7 Monitor Restraining Line

Game Advisors are responsible for ensuring that Players, Spectators and other officials respect the safety Restraining Line(s) when provided. Teams that habitually ignore the restraining lines should be noted in end of game report and/or communicated to Tournament Rules Group. Prior to this occurring the Game Advisors should take the time to inform the Captains of the offending teams to respect the rules of the event, which include having players stay behind the restraining lines. If the sideline is obstructed because people are not conforming to the restraining line, then the GA may briefly move into the playing field.

4.8 Provide Substitute Discs

Game Advisors can provide substitute discs to teams according to A.2.1.3. If the disc is out-of-bounds and more than three (3) metres from the pivot location, the GA may retrieve the disc and place it within 3 metres of the playing field, nearest to where the pivot is to be established. This should only be done where it will help minimise a significant time delay that might otherwise occur. GAs should not move the disc if there is possibly some dispute or uncertainty where the correct pivot spot is, or should not place the disc at a spot in this instance, instead ask the teams where they would like you to place it, or hand it directly to them.

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4.9 Monitor compliance with Uniform Requirements

Prior to starting the game, Game Advisors should remind teams of rules regarding uniforms, especially for games being broadcast.

If a player or team is not complying with the Uniform Requirements, the GA should refrain from repeatedly providing reminders about this, and should instead contact a member of the Tournament Rules Group who may be able to address the issue during the game.

4.10 Safety issues

If a GA recognises a dangerous situation (like a child wandering across the field, or a bleeding wound), and the players have not recognised this, the GA may actively advise players of this in these extreme situations.

4.11 Provide Advice on Perimeter Line Locations

GAs may provide active advice on where the disc went out of bounds to help players work out where to establish a pivot point after a turnover or after a pull. This advice can be provided by pointing at the appropriate spot on the ground, or with verbal advice (such as “From my perspective it went out here”).

4.12 Confirm and Communicate Stall Counts

After a stoppage of play, even where a GA has not been involved, it may be useful to confirm what the stall count will be coming in on, and then communicate this. GAs should not enter the field for the sole purpose of confirming the stall count. Confirming the stall count can be done verbally (“stall count is coming in on X” – where X is the first number that will be said) and using hand signals (by holding up one or two hands above head with fingers indicating the number). If players are suggesting an incorrect stall count (eg Stall 8 after a pick) you can inform them what the relevant rule is (“according to the rules the stall count should be max 6”), but the restart of play should not be interrupted or delayed for this purpose.

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4.13 Provide Rules Clarifications

Part of the Game Advisors’ role is to help players better understand the rules of Ultimate and clarify rules when asked by players. This could occur during an actual dispute that is in progress or before, during (between points, during half time) or after games.

During a dispute Game Advisors should make themselves available to the players so they can give rules advice if requested. When asked for rules advice, the Game Advisors should provide the rule and any relevant context, but must not give any advice on a call unless they are asked to do so by a player.

At other times prior to, during or after a game, the Game Advisors should provide players with advice and rule clarification when asked. If the request is prompted by an event in the current or just concluded game, the Game Advisor should once again provide the rule and context, but should not give any advice on a specific call even if it was related to a call the Game Advisor could have been asked to provide advice on at the time of the incident.

As well as the WFDF Rules of Ultimate and the Appendix, Game Advisors should be familiar with the WFDF Rules of Ultimate – Official Annotations, the summary of recent changes to the WFDF Rules of Ultimate, and the differences between USAU and WFDF Rules. Players may often confuse the current WFDF Rules with older versions, or with the USAU Rules, so it is important to understand these differences and to be able to clarify this when appropriate.

4.14 Participate in On-field Discussions

Game Advisors can participate in on-field discussions between players, when required, to help them make progress on coming to a decision. This should not involve providing advice on the rules, or on the Game Advisors perspective, unless requested by a player. The type

of information that Game Advisors can provide during a stoppage, even if no specific request is made from a player, includes:

- a) providing advice on the role of Game Advisors and how they might be able to assist
- b) clarifying the perspectives of those involved in the discussion
- c) reminding teams of relevant time limits
- d) reminder of rules regarding stall counts

The GA should move towards the discussion as soon as it appears that it will not be resolved quickly. Sometimes simply walking towards the discussion can be enough to remind players that they need to try and resolve the discussion quickly. If the GA does start to walk towards a discussion, they should also start a timer so they can properly monitor the 45 second time limit for a stoppage.

At some WFDF Events, where games are being broadcast, there may be microphones on the sidelines to record on-field conversations. There may also be occasions where a GA is asked to wear a microphone for this purpose. If a GA has a microphone they may move towards a discussion earlier than they might otherwise do to enable the conversation to be heard. GAs should always be mindful of the tone and language they use when interacting with players, but they should be especially mindful of this when microphones are being used. On occasions GAs may also be able to hear and interact with the commentary team. If this is the case, GAs should disable or remove any earpiece so that they are not affected by the commentary when participating in a discussion. GAs should only interact with the commentary team between points or during a stoppage.

In general, GAs should only ever use the term “Should” to describe what should happen, and not “Must”. This helps reinforce that the players are still responsible for making the decisions.

4.15 Provide Advice on Calls

4.15.1 Providing Advice – General Notes

Game Advisors do not make active Foul, Violation, Infraction, In/Out, or Up/Down calls at any time during a game. No indication of a Game Advisor perspective on these calls should ever be made by Hand Signal. Hand signals should only be used to signal the final resolution of the play, as decided by the players. However if language barriers exist, GAs may use small gestures to help with communication.

Advice should only be given where it is clear and obvious to the Game Advisor what has occurred in the play.

The advice given by the Game Advisor may be based on the specifics of details being disputed (e.g. Foot was out prior to the catch) or other details (e.g. receiver dropped the disc upon landing after the catch). The Game Advisor may also indicate that based on their view it was too close to call and that they suggest that treating the call as contested would

be the best outcome. The players are then responsible for making the final call, which may differ from that of the Game Advisor.

If players seek advice from the Game Advisor prior to talking to their opponent they should be encouraged to first discuss the call with their opponent.

Game Advisors should not provide advice based on watching a video or a photo of the play. However if such footage is available, GAs may make the players involved aware that they may view the footage themselves.

4.15.2 Providing Advice - Line Assistants

Line Assistants can only provide verbal advice on calls related to in/out and up/down, but only after being requested by a player.

4.15.3 Providing Advice – Game Advisors

Game Advisors can provide verbal advice on any call, but only after being requested by a player.

The Game Advisor should closely follow the play and be prepared to give requested advice on any play, however this is not the primary function of Game Advisors. To assist with being able to provide advice, a useful approach is to use internal monologue to narrate the play. For example the trail GA while watching the thrower and marker might internally narrate that “The marker is moving. The marker is legally positioned. The pivot foot has moved”. That way if there is a call, the GA already has a sense of what perspective they might be able to provide.

If there is a dispute arising from a play, the Game Advisors should make themselves available to the players via their proximity to the dispute. If requested for advice by either player, even if this request is prior to the 30 or 45 second dispute time, the Game Advisor may give the players their advice on the play. This advice should not be based on what you would call if you were playing, but rather it should be based on what the rules specify is allowed. GAs should also not provide any advice as to whether or not a call affected a play – that can be solely determined by the players involved, however you can remind them that the rules say that they need to take into account whether or not the call affected the play (if applicable).

Game Advisors should ensure that the game is not unduly delayed because of their involvement and should be close enough to hear discussions between players so that these do not have to be repeated. In instances where the outcome of the discussion will not meaningfully affect the game (e.g. a travel called on a completed short pass) the GA should encourage a quick resolution of the discussion, rather than extending the discussion by providing their advice.

Game Advisors should also be aware of Appendix A.10 and A.11 regarding advice from non-players and use of technology, and can encourage people involved to make use of these rules, where applicable.

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4.16 Call Spirit Stoppages

In exceptional circumstances, if a Game Advisor believes that either or both teams are failing to follow the Spirit of the Game (SOTG), they may call a "Spirit Stoppage", according to Section A.13 of the Appendix. However before a GA decides to call a Spirit Stoppage, Team Captains, or Spirit Captains should be encouraged to make this call themselves, and they should also consult with the other GA if possible. Teams should also be reminded that calling a Spirit Stoppage can be used to prevent issues from escalating, not just once things have escalated.

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4.17 Mediate Off-field Discussion Between Teams

From time to time discussions on rules arising from specific incidents on the field may continue between players/teams after the current point has completed. When possible, the Game Advisors should help the player(s) better understand the rules of Ultimate, clarifying specific rules and results where appropriate.

Game Advisors can also aid communication between teams on particular issues. For example a Team Captain may raise a concern with a Game Advisor that they think "Player A" is constantly traveling, and that they would rather they stopped travelling than having to call travel whenever they have the disc. The Game Advisor can inform the opponent's nominated team representative of these issues.

It is also the Game Advisor's responsibility to be aware of any heated sideline discussions to ensure that these do not devolve into arguments that could negatively impact the Spirit of the Game on or around the field. As is practical, understanding that the Game Advisor's primary focus should be on the field during play, Game Advisors should attempt to diffuse these situations.

Game Advisors can also encourage Spirit Captains to meet to discuss any issues that may arise during the game.

4.18 Monitor Incidents Concerning the WFDF Conduct Policy

Game Advisors have a specific role regarding Conduct, as outlined in the "WFDF Player Conduct System for Acting Disciplinary Authorities", and need to monitor incidents concerning the WFDF Conduct Policy, as an Acting Disciplinary Authority. These incidents may or may not be specifically connected to game play and may or may not involve player(s). Team Captains' and coaches should be encouraged to address their own teams misconduct prior to the Game Advisor doing so. GAs should also consider calling a Spirit Stoppage and contacting the Head GA or Technical Tournament Director prior to undertaking any actions related to the Conduct Policy.

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As per the WFDF Conduct Policy:

“Conduct During Sanctioned Events” refers to the actions of Members and their Constituents during the entire course of a WFDF Sanctioned Event; this is applicable both to actions during a competitive match as well as to actions outside of play-related matters.

Incidents to monitor include but are not limited to the following:

- abusive heckling, swearing (respect),
- spiking the disc on another player (respect, safety),
- dangerous play (safety),
- spitting at another player (respect, safety),
- cheating (rules),
- deliberate fouling (rules),
- reckless behavior (order, safety),
- drinking on the sidelines when prohibited (site regulations),
- taunting (respect),
- violence against another player (respect, order, safety),
- physical violence towards another individual (safety, respect),
- disregard for tournament/venue property (order, respect, site regulations)
- “hate speech” directed towards another individual’s gender, race, religion or sexual identity

Game Advisors must act in accordance with the “WFDF Player Conduct System for Acting Disciplinary Authorities,” on any matter related to Conduct, which can include the assessment of Conduct Penalties and Gross Conduct Penalties.

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4.19 Refer Incidents Regarding the WFDF Conduct Policy to the Tournament Rules Group

Game Advisors can report to the Tournament Rules Group any substantial and sustained behavior that is seen as a breach of the WFDF Conduct Policy. Information reported should include as much of the following as possible/practical:

- Name of player(s) and/or team(s) involved in the incident
- Location and time (Game ID if applicable) of incident
- Short summary of the incident and areas where behavior went against WFDF Conduct Policy
- Names of any other tournament officials who may have witnessed this behavior

The captains of the teams whose players are being reported to should be informed of this decision immediately following the incident in question or at the conclusion of the game.

The Tournament Rules Group will meet daily to review Game Advisor incident reports and will, in conjunction with SOTG Scores, determine what actions will be taken towards the offending player(s) or team(s). Reports should not be limited to egregious incidents such as fighting or reckless play. Reporting should be used to inform the TRG of on and off-field

behavior, including rule-breaking or abuse of self-officiating responsibilities, that may need to be addressed before the player or team is allowed to continue competing.

5 Game Advisor Conduct

Game Advisors will always work in teams of two. After a call, the Game Advisor who had responsibility for the area of the field where the call occurred will generally give the advice if asked, and only one GA should be involved in a discussion with players. If you did not have a clear perspective on the play, you can consult the other Game Advisor. A Game Advisor further from the play can indicate that they did not have a good perspective on a play by standing with arms crossed in front of their chest. It is the responsibility of the closer Game Advisor to look for this signal from the other Game Advisor, and to indicate to them if conferring is necessary. The closer GA should indicate for the further GA to come towards them to consult on the play, if necessary. Long, slow trips to consult with other officials should be kept to a minimum. When they occur, have discussions with the other Game Advisor, about potential advice away from the players, so that they cannot ascertain the decision in advance.

If you are a Game Advisor who is not nearest the play and disagree with a call by players or the advice of the other Game Advisor, do not indicate the disagreement verbally or otherwise. However if the other Game Advisor is giving incorrect advice about a rule, or is not following GA protocol in how they give advice (for example by saying "it was a foul"), you can try to address that. After the play, the Game Advisors may have a private discussion about the play and the call.

It can be helpful to discuss "non-calls" with other Game Advisors during breaks in the action, such as how they saw a particular play, even if the players have agreed amongst themselves without Game Advisor assistance. Such consultations can help hone skills and provide an opportunity to see how others view the same situation. Keep these discussions private, however. While there still may be differences in how two people view the same play, such discussions can lead to more consistency among Game Advisors.

After the first few points Game Advisors should meet up in the middle of the field to check in and provide any feedback on the game or the GAs. These 'check ins' should be repeated throughout the game as needed

5.1 Game Advisor – Player Interaction

5.1.1 Advice on Calls

Game Advisors should only provide advice on calls if requested by players. If a player from one team asks for advice from a Game Advisor the advice may be given.

When giving advice, or providing information, GAs need to find the right balance between being too timid and too forceful. Be aware not just of your words, but tone, body language, and existing rapport with the teams/players.

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When giving advice on a call the Game Advisor should do so quickly, confidently and succinctly, even if the advice is that the Game Advisor didn't clearly see the play. Once the players agree on the outcome, the Game Advisor should remind all players which player would retain possession and where and how the disc should be put back into play, including a reminder that after discussion of a call, all play must be restarted with a check. Example - "Receiver was called "In". Blue's disc here with the stall count at "stalling one". Please check the disc in when you are ready."

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The Game Advisor is not required to wait a specified amount of time prior to giving their advice on a call. Once a player has asked for input the Game Advisor can give this advice, although it is beneficial to first determine if the players in question are in disagreement over the play. This may happen very quickly – receiver calls "IN" while defense calls "OUT" immediately following the catch.

Once advice from the Game Advisor is given on a call, it is hoped that the player(s) who asked for the call would accept this advice, unless they can provide reasonable justification to support an opposing call. Frequently ignoring requested advice from the Game Advisors, without reasonable justification, would constitute "cheating" in terms of a player acting contrary to the WFDF Conduct Policy. Note that in the case where a player from one team asks for a Game Advisor perspective and the other does not, the player who did not ask should not be as easily considered to be acting against the WFDF Conduct Policy by contradicting the Game Advisor advice.

Before giving advice on calls, it can be useful for the Game Advisor to first clarify with the player(s) involved in the incident and outline the relevant rules. The Game Advisor role is not to try to reduce the number of contested calls in a game. Rather, the Game Advisor should be looking to increase the understanding of the rules between players, provide information that might assist players to make a call, and to reduce the time it takes to get to a resolution on calls, even if that resolution is a contested call.

5.1.2 General Behavior

Do not engage in verbal or physical abuse, even in response to such behavior. Note that in Ultimate there is a tradition of good natured heckling between players which should not be a cause for concern of the Game Advisors, but the Game Advisors should not engage in such heckling, even in jest.

Stay detached from the players and avoid conduct that may create the appearance that you are biased or otherwise interested in the outcome of a particular play or contest. While the occasional remark or brief conversation may help calm a tense dispute or otherwise facilitate relations with players on the field, avoid actions such as overtly cheering or applauding for a particular team, accepting gifts of food or drink from a team, or excessively conversing with members of one team or "hanging out" on their sideline during breaks.

When a call discussion occurs between players, the Game Advisor closest to the incident should make themselves available to these players by standing in close proximity to the discussion. In this case, the Game Advisor is expected to enter the playing field. This

proximity, even if nothing is requested of the Game Advisor, can help to focus the players' interaction and reduce the likelihood of a "heated" discussion. Before entering the field Game Advisors do not have to wait for any specific amount of time after a stoppage, and it is acceptable to enter the field straight away and then quickly leave if the discussion is resolved without input from the Game Advisor.

Prior to being asked for a decision, the Game Advisor should start to think about the advice they would make for the call, or for the relevant rules and how they apply to this situation. It is important that when asked, a Game Advisor can quickly provide advice or helpful perspective that will benefit the situation.

Your job is not to render justice. Players sometimes will agree on the "wrong" solution (i.e., you may feel that the players' decision – perhaps a do-over – is not supported by what actually occurred). In such cases, do not intervene or suggest a course of action. It is preferable that players settle matters amongst themselves rather than have a non-player provide advice.

Do not attempt to equalize games or right past wrongs, but provide advice based upon what you see and the applicable Rules. Do not take into account what may have happened on a previous play or the reputations of the players involved.

Your body language should aim to minimize your visual impact on the field and to not draw unnecessary attention to yourself. When not making hand signals, hands should be in a neutral position (eg by your side or behind your back). When stationary GAs should stand upright and not slouch or lean over unnecessarily.

If a GA receives negative comments or heckling during the game from teams or from spectators, this should be reported to the Head GA as soon as possible.

5.1.3 Phrasing

The following are useful examples of phrases to be used by GAs in different scenarios:

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 like 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

6 Game Advisor System

Each Game Advisor has primary responsibility for one sideline and one goal line. One Game Advisor has primary responsibility to track time limits between points, and during time-outs, while the second Game Advisor has primary responsibility to keep track of the score and any warnings or conduct issues (a GA may however choose to monitor both aspects). Follow the guidelines set out in this section.

Note: the term "trail GA" specifies the Game Advisor who is generally in line with the thrower, and the term "downfield GA" refers to the Game Advisor closer to the end zone of attack.

When play is live, the Game Advisor role is considered an "Off Field" official. Game Advisors should remain off the field whenever possible. The restraining lines that are set up for players and spectators should allow for this in almost all cases.

For the purposes of the game, Game Advisors are considered "Out of Bounds". Game Advisors will always attempt to stay out of the way of any throws by players, but in the case where a disc comes in contact with a Game Advisors that disc is considered to have touched an "Out of Bounds" area.

For games that are being filmed, GAs should make a conscious effort to avoid blocking camera views of official video crew, and should, for example, move further back from the perimeter line than usual to achieve this.

The Game Advisors may enter the playing fields during a stoppage without the need to seek approval from captains/players. If the Game Advisors find they need to encroach minimally onto the field from the sidelines that is acceptable, but this should be a rare behavior and

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the Game Advisors should never be on the playing field in close proximity to any player during active play.

As the disc advances, the trail GA (GA1) follows alongside the disc and is primarily responsible for watching thrower and marker fouls, travel calls, stall-outs and receiver and defender interactions close to the thrower.

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The downfield GA (GA2) stays roughly even with the deepest player near the end zone being attacked and has primary responsibility for watching downfield fouls between receivers and defenders, picks, and goal calls on deep receptions. Once GA2 gets to within 2 metres of the goal line they should move to stand directly in line with the goal line, regardless of where the deepest player is (however GA2 can move off the goal line to get a better view of a play in the endzone). GA2 should not have their primary focus on the thrower, but should be aware of where the disc is, especially if a catch is about to be made close to their sideline.

When the thrower gets past the brick mark, and GA1 feels they can have a clear view of the play from the goal line, GA1 should move to stand directly in line with the goal line. As GA1 is moving towards the goal line, GA2 should move towards the back line. This ensures that there is always a GA with a good view of the goal line, as well as a GA in a good view to see a close catch at the back of the endzone, once the thrower is near the endzone.

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On a turnover, the GAs trade roles, with the new trail GA setting up alongside the new offense and giving the time advice to put the disc in play, as required.

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A positioning problem can arise if the disc is near the end zone being attacked, but on the sideline covered by GA2. With GA2 watching the back line, neither Game Advisor is optimally positioned to provide advice on in/out of the end zone on a short pass to the front corner of the end zone. Nor is either Game Advisor in the best position to watch thrower-marker interactions. In this situation, both Game Advisors should be alert for any opportunity, including a stoppage of play, during which they quickly can trade responsibility for ends (not sides) of the field; thus, GA2 now is responsible for watching the thrower (and thus the goal line in this situation) and GA1 becomes responsible for the back line and watching the receivers. Those positions may be maintained for the rest of the point, or the Game Advisors can trade back, depending on how play continues (e.g., a turnover in the end zone may allow the Game Advisors to reset to their original positions). This process is recommended for only experienced Game Advisors who are comfortable working together.

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The following table summarizes Game Advisor positioning for various game situations.

Situation	Trail Game Advisor (GA1)	Downfield Game Advisor (GA2)
<u>At the start of the point</u>	<u>Be positioned diagonally opposite GA2.</u>	<u>Be positioned near the sideline at the intersection of the goal line and sideline, looking towards the playing field, with the end zone on the right-hand side and central zone on the left-hand side.</u>
During Pull	Watch for off-sides on receiving team.	Watch for off-sides on pulling team.
After Pull	Get in position parallel to the thrower on you sideline.	Position yourself parallel to the player farthest down the field.
Short Passes	Stay even with or slightly behind the disc, monitoring stall count, and the thrower's feet. Be prepared to run deep on a long throw to be in position for watching your sideline in/near the far end zone.	Stay on your sideline, roughly even with the deepest receiver. Be prepared to run to the end zone on a long throw.
Long Pass	Watch for stall, foul or travel calls and then run downfield. Stop and position to watch receptions that are close to the ground, sideline or end zone line.	Run towards the end zone. Set up to provide advice on line calls on your sideline as well as the front or back of the end zone depending on the length of the throw.
Turnover	Get in position roughly even with the deepest receiver, staying on your sideline. Be ready for a quick huck. Check with GA2 to see if there were any calls that could negate the turnover. Undertake role of Downfield GA.	Get in position parallel to the thrower, staying on your sideline. Check with GA1 to see if there are any calls that would negate the turnover. Undertake role of Trail GA.
Score	Carefully watch thrower's feet for travels, and for foul calls both before and during the throw.	Upon completion, watch receiver's feet to see if they are in the end zone and/or in-bounds.

Refer to Appendix B: "GA End Zone Positioning" for more detailed descriptions of GA positioning.

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Four Game Advisor System¶

The Two Game Advisor System is the preferred system for all games, however in rare occasions the Four Game Advisor System may be used. As in the Two Game Advisor System, one Game Advisor is the scorekeeper while another is the time keeper. All four Game Advisors should be aware of the score, but only one keeps the official score sheet. ¶

After the pull, the Game Advisors move into the standard configuration. This consists of two trail Game Advisors (GA1 and GA4) and two downfield Game Advisors (GA2 and GA3). Each Game Advisor is responsible for one "quadrant" of the field. When the disc is on GA1's side of the field, GA1 watches the thrower/marker interaction, while the other trail Game Advisor (GA4) watches dump and swing cutters and their defenders. Each trail Game Advisor also watches their respective sidelines. As the disc swings to GA4's sideline, GA1 becomes the trail Game Advisor watching dump and swing cuts while GA4 watches the thrower/marker interaction. The two downfield Game Advisors watch the cutters/defenders near them as well as their respective sidelines, just as they would with the Two Game Advisor System. As with the Two Game Advisor System, if the disc is turned over, the trail and downfield Game Advisors switch roles while maintaining their relative positions. ¶

When the disc gets close to the end zone (typically just past the attacking brick mark), all Game Advisors move into the end zone configuration, as shown in Appendix C. ¶

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7 Best Practices

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7.1 Scheduling

Scheduling of Game Advisors will be undertaken by the events Head Game Advisor or a Deputy Head Game Advisor.

GAs will usually be advised of their schedule on each morning or the previous afternoon. GAs should not usually be expected to undertake more than 3 games in a day. Where possible GAs will not be scheduled for games from the same country or club as themselves, or where other conflicts may exist or could be perceived to exist.

GAs should only undertake games as directed by the Head GA. If a GA receives a request for GAs for a specific game they should report that information to the Head GA and await the Head GAs decision.

7.2 Clothing

While a GA's primary responsibility is to implement the system to the best of their ability, it is also important (especially in higher profile events) that all GAs are properly equipped and maintain a professional appearance.

GA jerseys should only be worn when undertaking the GA role. When not undertaking the GA role the GA jerseys should be removed or alternative clothing worn over the top.

Item	Guideline
Footwear	Game Advisors must wear cleats or turf shoes. Black or black-based is recommended.
Jersey	Game Advisors must wear the official jersey provided by the tournament organizers or WFDF for the event. Green is the preferred colour.
Shorts/Pants	Game Advisors should wear solid black shorts or pants. No logos or numbers should be visible on the clothing.
Socks	Game Advisors should wear solid black socks. No logos or numbers should be visible on the clothing.
Headwear	Headwear is optional. If worn hats should be solid black. No logos or numbers should be visible.

Base Layers and Gloves	Depending on the weather, various layers of clothing may be worn as appropriate. Any clothing worn under the official Jersey or Shorts which is showing should be solid black. Gloves, if worn, should also be predominately black with no logos visible.
Sunglasses	Sunglasses are allowed, but must be at least partially translucent. Media outlets televising or streaming the game can request that Game Advisors not wear sunglasses Note: In practice, when talking to players, Game Advisors should remove the sunglasses.
Rain Gear	Rain gear is permitted due to inclement weather. Matching overall colours are recommended.
Other Items	Other items of clothing, such as headbands, wristbands or decorative items are not permitted.
Religious Items	Any item of clothing deemed necessary by the Game Advisor for religious reasons may be worn. Where possible these should be predominately black in colour.

7.3 Common Situations

Below are points to keep in mind about situations commonly requiring attention and often advice. It is important to use your experience as a player to anticipate what may be coming next on the field. Always be cognizant of staying out of the way of the players to the greatest extent possible. If play is close to a sideline, do not occupy a position that would interfere with the disc going down the line, or if a team is threatening to score and play is on the same side of the field as the Game Advisor watching the goal line, do not kneel at or near the cone, where you may be in the way of the players trying to make the play and unable to move out of their way quickly.

7.3.1 Sideline Catches

Position yourself so you can clearly see the line and the receiver's hands and feet at the same time; if not, first confirm the catch, then immediately look to the feet. Continue to watch carefully for any bobbling which might occur during ground contact related to the catch. If the disc flies close to a boundary line, be sure to watch the takeoff foot of any player attempting a "greatest," and watch closely to see which foot (or other body part) makes the first ground contact and when that occurs, relative to the throw.

After a sideline catch do not give a verbal or hand signal, but make a determination about the player being in or out so you are ready in case asked. If there is no argument among the players, play continues normally. If there is any disagreement about whether the receiver was in or out play stops while the players discuss the situation. During this discussion one or both players may ask for your input. In this case you may give your advice on the play. You should not offer your input until the players involved in the play have shared their

opinion on the play with each other. This advice should be done in a way that still enables players to make their own call – for example “From my perspective it looked like their foot was out when they first touched the disc”.

It is hoped that once the players ask for your advice that they will abide by your advice, although they are not required to do so. If you have no advice about whether the receiver was in or out this should also be communicated. In any case, you should refrain from giving a hand signal indicating the result of the play until both teams have agreed on an outcome. Once there is agreement you should make the correct hand signal/s as a way of communicating that result to the other players and spectators.

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7.3.2 End Zone Catches

The official responsible for the end zone being attacked needs to stay far enough downfield to be in position for any play at the goal line or back line. When a catch is made in the end zone, the Game Advisor should look to see if the receiver has control of the disc within the End Zone. Watch the entire catch, including any subsequent related actions such as bobbling or spiking.

Game Advisors should not make any indications that they believe a goal has occurred, such as making the all clear signal, or returning to the other end zone, until players have agreed that a goal has occurred.

If there is any disagreement about whether the receiver was in or out of the end zone, play stops while the players discuss the situation. During this discussion one or both players may ask for GA input. In this case Game Advisors may give their perspective on the play. Advice should not be offered until the players involved have shared their opinions on the play with each other. It is expected that once the players ask for GA advice that they will abide by it, although they are not required to do so. If Game Advisors have no advice about the play in question, this should also be communicated. In any case, GAs should refrain from giving a hand signal indicating the result of the play until both teams have agreed on an outcome. Once there is agreement, the Game Advisor should make the correct indication as a way of communicating that result to the other players and spectators.

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The other Game Advisor should also provide the score signal once the involved Game Advisor gives this indication. This signal is to help with communication with the spectators and players who are not active during the point.

7.3.3 Fouls and other Calls

The Game Advisors are able to provide advice on fouls or other calls made by the players. However the main goal of the Game Advisors is to help ensure that when there is a contested call that the players have a productive and expedient discussion and resolution of the play in question.

When a discussion begins among players you should first ensure that all the other players on the field are aware of the stoppage and then once the particular call has been identified make the correct hand signal to indicate what call has been made. Remember that there may be a series of “calls” and subsequent hand signals. For Example – Foul (First Signal) followed by Accepted (Second Signal). If both players come to you immediately without trying to work out a dispute themselves, you should ask them to at least make an attempt.

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Once it is obvious that the discussion will not be a quick one, you can then attempt to identify the team Captains and/or translators identified during the pre-game meeting. These individuals should be encouraged to move towards the discussion and aid the players with the discussion.

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As quickly as possible, the Game Advisor who was closest to the incident should move towards the discussion of the players and determine if the discussion that is occurring is productive and is leading towards a resolution or if it has deteriorated into a less productive "I'm right, your wrong" argument. Your main goal is to minimize the time taken by pointless arguments and speed up the time between a call and the re-start of play. You should ensure that the players are clear on the rules that are relevant to the situation, and encourage the players to find a resolution, even if that resolution is a contested call.

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If it appears that players will not quickly be able to come to a resolution, you can provide specific information on what you saw occur, if asked, however this should be done in a way that still enables players to make their own call.

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Example of what to say:

"It appeared to me that Player X initiated the contact."

"It looked very close to me, it is hard to tell who initiated the contact."

Example of what NOT to say: "It was a foul by Player X."

It is hoped that once the players ask for your advice that they will abide by your advice, although they are not required to do so. You should avoid requiring players to repeat the discussion that has already taken place and should try to keep in mind the requirement to resolve discussions quickly.

When you are asked for advice it is important that you only provide advice where it is clear and obvious to you what has occurred in the play. It is important to ensure that at least one of the crew is in proper position to confidently advise on any particular play or situation. However, if no crew member is sufficiently confident on what happened, it is preferable to tell players this, rather than to make an educated (or uneducated) guess, which almost always adversely impacts players' confidence that advice was being made correctly. If you are consulted on a play that you did not have a proper view or perspective, quickly check with other crew members who may have been better situated to provide the advice. If crew members are repeatedly out of position to properly see plays (whether due to lack of hustle or otherwise), confer and adjust your positions and movements to the extent possible.

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Once a decision is reached between the players, you should make the appropriate hand signal and confirm with the player the correct process for putting the disc back into play.

At 45 seconds you should communicate to the players that the suggested time limit for the discussion has been reached and if another resolution cannot be found, the call should be considered contested. In this case you can confirm with the players the correct process for putting the disc back into play. Note that if you determine that the discussion between players is not a productive one prior to the 45 second deadline, you can suggest that

“contest” might be the only solution. Conversely, if at the 45 second deadline you feel that the discussion is a productive one that could very quickly lead to an agreed resolution, you can let this discussion continue. If the discussion has still not been resolved then you should inform the players involved and/or the captains that the two options available to them are to treat the call as contested or call a Spirit Stoppage.

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As you are not making “Active” calls, all hand-signals should simply be the result of the original call and the player-agreed-upon outcome.

7.3.4 Thrower and Marker Fouls

Marking fouls often are disputed, particularly when the count gets high and there is more frenzied action by both players. If the marker is jumping back and forth to deny all throws, resultant contact typically will be a foul on the marker, as is contact resulting from both the marker and the thrower vying for the same unoccupied position. However, if the marker establishes a legal position, it is a foul on the thrower to pivot into the marker’s body. For any throw resulting in contact, consider:

- Was the marker in a legal position to begin with?
- Was the contact with the marker’s body, or the marker’s arms or legs?
- If the contact was with the marker’s body, was the marker moving over to prevent the throw, or did the marker already occupy that position before the contact?

7.3.5 Travels

Watch the thrower’s feet and the disc carefully until the disc is released. After the throw, immediately scan downfield, so that if a travel is called, players can be directed back to the positions that they occupied at the time of the call. Pay special attention to defenders who are well away from the receivers who they are supposed to be covering, in case players ask for assistance in re-positioning. Several situations may prompt travel calls, including:

- Incorrect pivot location – Know the spot where the disc should be put into play and see whether the thrower’s pivot is correctly positioned when releasing the disc.
- Pivot moves during throw – Be in position to see the thrower’s feet and the disc, and note whether the pivot leaves its spot before the disc is released. Note that some players have a very quick throwing motion and first step.

7.3.6 Fast Count and Contested Stalls

Listen carefully to the stall count to determine whether the count speed is legal, and listen for acceleration at the end. A stall can be contested for either the count being too fast or the throw being released before the first utterance of “ten”. Also, a thrower may call fast count for any individual instances of fast counting, even if the marker’s count is consistent, but fast – failure to call prior fast count infractions does not preclude the thrower from calling subsequent fast count infractions. For example, if a marker’s count is fast at 1-2, and is still fast at 7-8, the thrower may call a fast count based on the latter, but may not wait until later in the count to call it on the former. GA should not provide advice on a stall-out based on whether the entire stall count was the correct length, but rather if the last few stall counts were too fast, or if the disc was released before the first utterance of “ten”. If a GA is asked for advice related to a stall-out, they can provide advice on any aspect of the

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stall-out that they think is relevant.

7.3.7 Receiving and Defending Hucks

Multiple players may simultaneously be vying for the disc on certain (typically deeper) throws, and when players are chasing a floating disc, one or more of them may trip and multiple fouls may be called. It is important, especially for you as the downfield Game Advisor to determine the likely path of the disc, get to the intended area as quickly as possible, and watch approaching receivers and defenders for early interference fouls, such as trips, tackles or blocking out with the elbows. Especially relevant are whether (1) one player is pushing another with their hands, (2) there is an obvious sweep across a player's hands, (3) one player held their line as compared to another who changed their line (4) one player tackles another, or (5) one player uses another to assist in a leap.

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7.3.8 Dangerous Play

Players have the right to call "dangerous play" when an opponent makes or tries to make a play which could potentially cause serious injury (e.g. a late diving bid by a defensive player who crashes heavily into another player).

In terms of discussions among players, these plays will follow the same process and outlined in "Fouls and other Calls". However, you should make note of such Dangerous Plays, even if they may not result in calls. If possible the player team and number as well as the game should be recorded in case there is a pattern of dangerous play resulting from a single player or team, or as supporting information if a low Spirit Score is submitted and brought to the attention of the TRG.

7.3.9 Disc Up or Down

While this is not active advice, it often is the subject of dispute and you may be requested to offer advice. As with In/Out calls, you will want to make sure that the players in question have exchanged their opinions on the call prior to making any requested advice known.

Providing this advice accurately nearly always requires you to be very close to the disc, which may not be possible from your "off field" location. If you are uncertain, communicate this fact and suggest that if the players are also uncertain that the disc should go back to the thrower.

Deleted: Remember, an up or down call is separate from and unrelated to an in or out call.

7.3.10 Player Positioning after a Call

When play stops due to a call, you should communicate to all players to stop where they are until the call is resolved. Be prepared to help players set up in the appropriate positions before resuming play. If players are not restarting play as quickly as required Game Advisors may encourage them to keep things moving.

7.3.11 Encouraging teams to comply with offside and timing prior to the pull

When communicating to players prior to the pull, aim to be as unobtrusive as possible – wait for a pause in the player conversations.

7.3.12 Game Advisor Stoppages – Spirit Stoppages

Game Advisors have the authority to call a Spirit Stoppage in certain situations, in order to deal with significant conduct or safety issues. Team Captains or Spirit Captains should be encouraged to make this call themselves prior to the Game Advisor doing so.

For such a stoppage, the Team Captains and Spirit Captains should be brought together to convey the reasons for the stoppage. Captains should then be given an appropriate amount of time to communicate with their teams. Prior to restarting the game, GAs should again quickly meet with Captains to ensure that the matter has been communicated and to answer any other questions that may have come up in the team meetings.

7.3.13 Pre-Game Meeting with Teams

Game Advisors should arrive at the field early enough to talk with the captains or coaches of both teams (preferably together) without interrupting the teams' own warm-up routines. After introductions, the Game Advisors should establish if the teams have played with Game Advisors before. If both teams have previous experience playing with GAs, it likely is sufficient to explain that the typical system will be followed, and then any required disc flips (for possession or jersey colour) can be conducted

Where one or both teams have not played with Game Advisors before, the pre-game meeting should at least cover the following points:

- a) The Game Advisors' primary purpose – to assist players in upholding Spirit of the Game by keeping the game moving and intervening where requested or necessary to avoid protracted disputes.
- b) Introduce the crew, and what their roles and responsibilities are (Scorekeeping, Timekeeping, etc.).
- c) Competition Rules – point totals, caps, and time-outs.
- d) Remind teams to maintain clear sidelines and respect the restraining lines.
- e) Hand signals – just used to echo calls (except for offside and timing between points)
- f) Active Advice
 - Time limits – You actively track and announce them to the players.
 - Off-Sides
 - Violation of time limits between points
 - Timing after a turnover (advice for offence only)
- g) Requested Advice
 - Perspective on all calls – process for players to ask for the Game Advisors advice on these calls.
 - Game Advisor Advice are just another opinion – players need not agree with the advice of the Game Advisor; however, it is assumed that if players ask for advice of a Game Advisor that they will abide by that advice failing any other strong supporting reasons for discounting this advice.
- h) Rules Advice

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- Players can ask for the Game Advisors help with specific rules pertaining to calls. Also cover the 15 second (get Captains/Translators involved) and 45 second (contested call, restart play) time limits that all players are expected to abide by.
- i) WFDF Conduct Policy – explain that in extreme circumstances Game Advisors do have the power to assess Conduct Penalties and Gross Conduct Penalties which result in player ejections, and to report teams for behavior that is contrary to the WFDF Conduct Policy, in accordance with the WFDF Player Conduct System for Acting Disciplinary Authorities. This could result in competitive penalties taken against the team in question.
- j) Ask if they have questions and respond as needed.

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Appendix A: History of the WFDF Game Advisor Program

Background

On 30 September 2013 WFDF established a Task Force to Consider its Position on the Spirit of the Game and On- Field Officiating Issues for Ultimate:

wdf.org/files/Press_Release_-_WFDF_Task_Force_to_Review_SOTG_and_Self-Officiation_9-30-13.pdf

The establishment of the Task Force was prompted by issues that had arisen in recent years involving highly visible games that were widely commented upon from the 2012 WUGC, 2013 WU23 and 2013 World Games events. These incidents were disruptive for both the spectators (live and streaming video) as well as the players. Concerns over overly aggressive play, cheap calls, and protracted discussions prompted calls for WFDF to adopt UPA-style Observers or even referees.

Objectives

The taskforce was given two objectives:

- a) Reaffirm WFDF's definition of Spirit of the Game, and review, develop and strengthen existing programs in order to promote a clearer and more consistent understanding of how it should be applied.
- b) Answer the question on how does WFDF ensure that Ultimate athletes play a fair game that is also viewable (interesting for spectators in person and on TV/internet to watch).

Task Force Members

Rueben Berg (Chair) - Rules Subcommittee chair, Australia representative
Will Deaver - Deputy Ultimate chair, US representative
Brian Gisel - Championships Subcommittee chair, Canada representative
Anna Haynes - Athletes' Commission representative
Si Hill - Ultimate Chair, UK representative
Jarna Kalpala - Women in Sport Commission, Finland representative
Makoto Ohi - Japan representative
Nob Rauch - WFDF executive representative
Luis Rodriguez - Youth and Sports Commission, Colombia representative
Valeska Schacht - Women in Sport Commission, Germany representative
Patrick van de Valk - SOTG Subcommittee chair, Portugal representative

Conclusion

The WFDF Task Force recommended that in addition to the existing roles of Scorekeepers, Timekeepers and Line Assistants, WFDF introduce a new role - “Game Advisor”.

The Game Advisors should be used in the following games:

- all showcase games
- all finals
- any other games deemed appropriate by the Tournament Director or the Head Game Advisor (see below) or the TRG.

The role of the Game Advisor should include:

- Have pre-game meetings with each team to discuss the role
- Closely monitor time limits related to the game, including time limits regarding the Pull, Time Outs and on-field discussions, and encourage teams to comply with the rules regarding these time limits (according to Section A5 of the WFDF Rules of Ultimate 2017 – Appendix)
- Closely monitor rules regarding offside and encourage teams to comply with these rules
- Provide advice on where disc went out-of-bounds for turnovers and pulls.
- Use Hand Signals to help communicate calls
- Closely monitor rules regarding the restraining lines and encourage teams to comply with these rules
- Provide rule clarifications, when asked
- Provide advice on in/out and up/down calls, when asked
- Call Spirit of the Game Timeouts if required
- Mediate off-field discussions between teams if required
- Provide warnings regarding incidents concerning the WFDF Conduct Policy
- Refer incidents regarding the WFDF Conduct Policy to the TRG

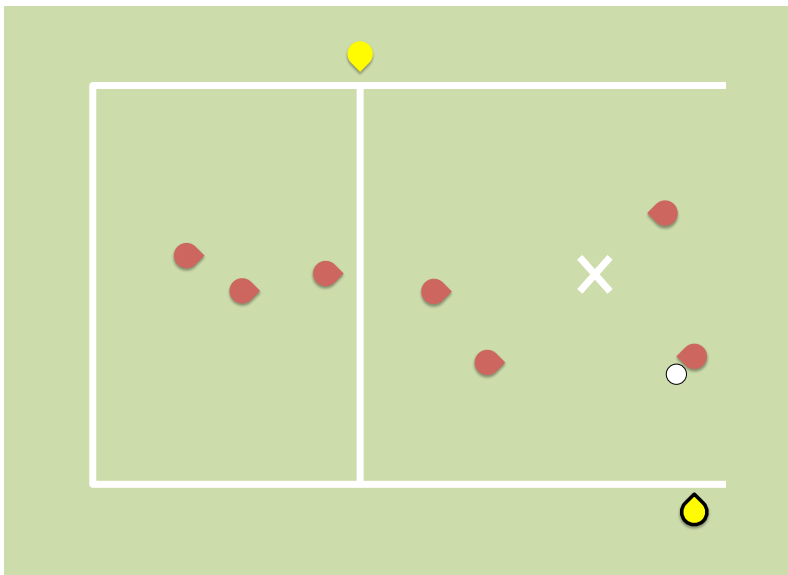
Game Advisors must not remove the responsibility for Players to make and resolve all calls.

For each event WFDF should designate one of the Game Advisors as the “Head Game Advisor” who will be responsible for the management of the Game Advisors and should be added to the Tournament Rules Group.

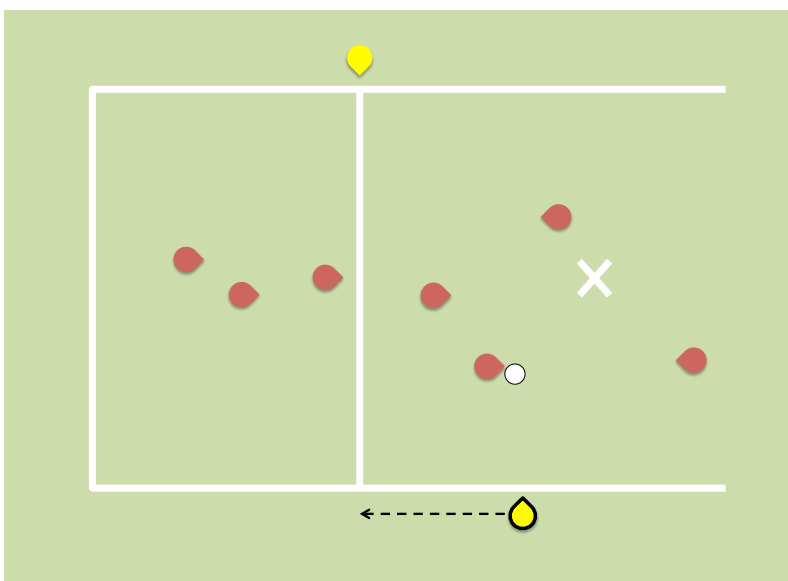
Appendix B: GA Endzone Positioning

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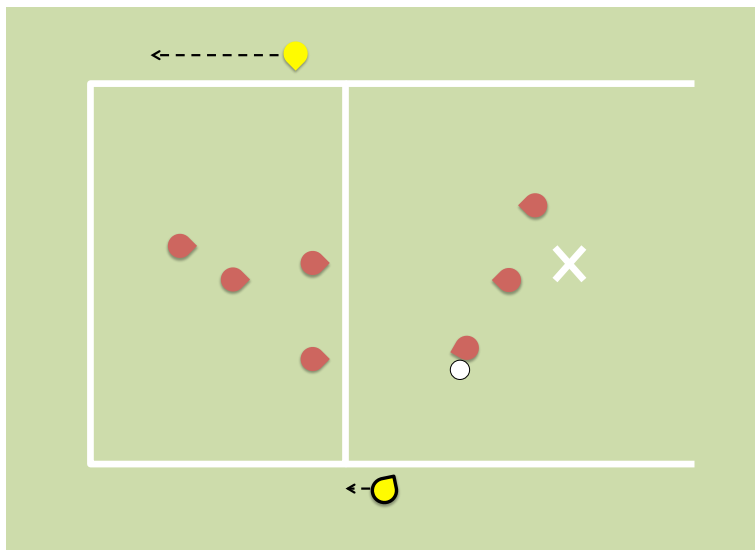


1. Disc approaches the end zone: Trail - in line with the disc, Downfield – on goal line*

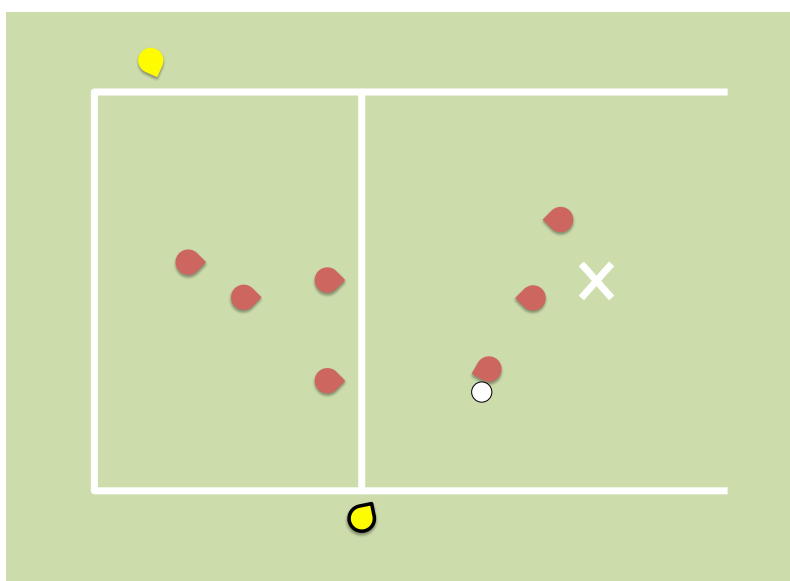


2. Disc gets closer to the goal line: Trail - moves towards goal line

*Anytime the disc is thrown into the end zone for a possible goal, Downfield should move to be in the best position to watch that reception.



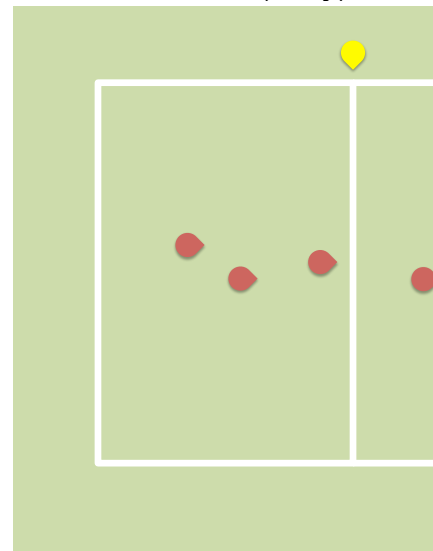
3. Just before Trail gets to goal line, Downfield starts to move towards back line



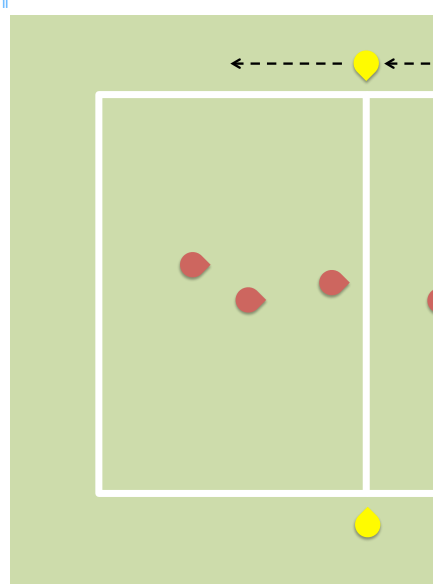
4. Trail stays on goal line, Downfield stays near back line

NOTE: If the disc is very close to the sideline of the Downfield, GAs may choose to swap positioning if there is an opportunity (eg a stoppage, or after making eye contact)

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2. Disc goes past the brick mark:
Trail closest to disc (CTD) - stays in line with the disc
Trail furthest from disc (FFD) - moves towards goal line
Downfield CTD - moves to goal line
Downfield FFD - starts to move towards back line

*Anytime the disc is thrown into the end zone for a possible goal, Downfield should move to be in the best position to watch that reception.

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