

# WFDF Rules of Ultimate 2025-2028

## Summary of differences between WFDF Rules of Ultimate (2025-2028 and Appendix) and USAU Rules (2026-27)

This document aims to support those players who normally play under USAU Rules who are travelling to an international tournament played under WFDF Rules. In particular, these players are usually from the USA and Canada, but also some other areas around the world. If you are unsure of a rule during a game, be prepared to ask those who do know. This summary is not exhaustive - for a full understanding of these rules, and additional differences, refer to the relevant section of the WFDF Rules of Ultimate and USAU Rules.

### Significant Differences

WFDF	USAU
<b>Self Officiating</b>	
Players and captains are solely responsible for making and resolving all calls. (1.11) Game Advisors may be used to provide advice only. (Appendix B6.3.2.5.)	Observers may be used to resolve player disputes (22)
<b>Continuation</b>	
For calls made before the disc is in the air, play stops immediately. However if play inadvertently continues and is unaffected by the call, the play may stand (16.2, 16.3)	Play does not stop until the thrower acknowledges the call. If the call is made by the defence, and the thrower continues play, and this results in a turnover, the turnover stands. (17.C)

### Medium Level Differences

WFDF	USAU
<b>Status of the disc</b>	
A check is only required after a Foul or Violation Call. No form of check is required after a turnover or pull where the disc is to be walked to location of the correct pivot (10.1)	Ground tap required anytime the disc is to be walked to the location of the correct pivot (14.B.)
<b>The Check</b>	
Announcing “3-2-1” prior to the check is optional (10.6)	Announcing “3-2-1” prior to the check is required (10.D.3)
<b>Fouls</b>	
Non-minor contact that occurs after a catch or block has already occurred can be a receiving foul (unless the contact is only to the arms or hands, or it is an offsetting foul) (17.2) (17.9)	Non-incident contact that occurs after a catch or block has already occurred is only a receiving foul if it is a “dangerous play” (20.B) (20.E.2)
A foul involves non-minor contact. The definition of “minor contact” refers to types of contact and does not refer to “affect on the play” (15.1, Definitions)	A foul involves non-incident contact. The definition of “incident contact” refers to contact that “does not affect continued play” (3.B, 3.E)
Before a player dives, leaps or jumps away from their position, they must be reasonably certain they will not initiate contact with an opponent (12.6.2)	No specific rule in USAU
If it is unclear which player initiated contact, and one of the players dived, leaped or jumped away from their position, that player is deemed to have initiated contact (12.7.3)	No specific rule in USAU

<b>WFDF</b>	<b>USAU</b>
<b>Double Team Calls</b>	
Any offense player can call "Double Team" (15.5.1)	Only the thrower can call "Double Team" (16.B.)
<b>Turnovers</b>	
Accidentally dropping the disc while walking to establish a pivot is not a turnover (8.1.2)	Accidentally dropping the disc while walking to establish a pivot is a turnover (14.B)
If the player in possession after a turnover, or pull that has hit the ground, intentionally drops the disc, places the disc on the ground, or intentionally transfers possession, they must re-establish possession (13.6.)	It is a 'double turnover' if the player in possession after a turnover intentionally drops the disc, places the disc on the ground, or intentionally transfers possession (14.B)
<b>Time outs</b>	
Each team is allowed 2 timeouts for the game (A4.5)	Each team is allowed 2 timeouts per half (7.B)
Time outs between points can only be called by a player (20.2)	Time outs in between points can be called by a coach (7.B.2)

## Minor Differences

<b>WFDF</b>	<b>USAU</b>
<b>The Pull</b>	
After an out-of-bounds pull the pivot may be established where the disc went out-of-bounds or at the brick mark (7.12)	After an out-of-bounds pull the pivot may also be established at the middle of the field, in line with where the disc went out-of-bounds (9.F.4.b)
The consequences for offsides by the defence do not change for subsequent breaches (7.5)	Additional consequences apply for subsequent offsides by the defence (9.D.4.c)
<b>Stall Counts</b>	
Stall count after second contested "stall out" is 8 (9.5.3)	Stall count after second contested stall out due to fast count is 6 (15.F.2)
Stall Count after sideline violation is max 6 (9.5.4)	Stall Count after sideline violation is max 9 (15.F.2)
<b>Calling "Goal"</b>	
If a player celebrates a goal and could reasonably assume they had scored a goal, this is a stoppage and no turnover is possible, regardless of whether they had scored a goal or not (Official Annotation to 14.2)	It is only a stoppage, and no turnover is possible, if a "goal" call is made (Official Annotation to 13.D)
<b>Definition of Catch and Possession</b>	
These are separate terms. Catch refers to a non-spinning disc trapped between at least two body parts. Possession occurs after maintaining the catch and surviving ground contact (12.1, Definitions)	Catch and possession mean the same thing: sustained contact with, and control of, a non-spinning disc (3.1)
<b>Fouls</b>	
For a strip to occur the receiver must catch the disc before the strip occurs (17.3)	For a strip to occur the receiver must establish possession of the disc before the strip occurs (20.E.4)
Force-out fouls can be called even if the receiver is not air-borne when the foul occurs (17.5)	Force-out fouls can only be called if the receiver is air-borne when the foul occurs (20.E.2.d)
Prior to making an "Indirect Foul" call, the player may delay the call up to two (2) seconds to determine if the breach will affect the play. (17.8.1.1)	Fouls must be called straight away (20.C)

<b>WFDF</b>	<b>USAU</b>
<b>Pick</b>	
The defender may delay the “Pick” call for 2 seconds (18.3)	Picks must be called straight away (19.B)
<b>Marking Breaches</b>	
Subsequent marking infractions can only stop play for egregious or repeated breaches (18.1.5)	Subsequent marking breaches can stop play if the thrower chooses (16.D)
<b>Spirit Stoppages</b>	
Can be called regardless of any previous discussions between teams (Appendix A13.1)	Can only be called after previous discussions between teams (7.E.1)
<b>Timings</b>	
The offence has 20 seconds to put the disc into play after the pull, regardless of where the disc is (Appendix A5.8.2)	The offence has 10 seconds to put the disc into play after the pull, if an in-bounds disc comes to rest in the central zone (10.B.3)
Timing for Defence to release the pull: 75 seconds (Appendix A.5.4)	Timing for Defence to release the pull: 80 seconds (9.K.4)
Time-outs last 75 seconds (Appendix A4.5)	Time-out last 70 seconds (7.B.1)
Discussions of a call should be resolved within 45 seconds, otherwise they are considered contested (Appendix A5.7)	No specific time limit to resolve discussions
<b>Sideline Assistance</b>	
Players may use photographs and video to assist them to resolve a call (Appendix A11.1)	Players may review officially-designated video footage to assist them to resolve a call (3.A.2)
Coaches and captains can enter the field to encourage a player from their own team to change a call (only to the detriment of their own team) (Appendix A10.1)	Coaches cannot provide advice on a call (3.A.1)
Any player, coach or designated official can alert players to any condition that endangers players, including bleeding players (19.2.1.1)	Any player, coach, or observer should call an injury timeout for a player who is bleeding or has an exposed open wound (7.C.7)