



World Flying Disc Federation

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Usage for Training

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

How this Manual is Organised

This manual is designed for use by working Game Advisors (GAs), to help in all aspects of our work.

For help answering player questions of the type ‘Why were GAs created?’ see Chapter 1, and for “How do GAs help?” see Chapter 2.

For reminders on the mechanical aspects of the job - positioning, whistles, etc - see Chapter 3.

Chapters 4 through 6 group common GA situations by when-they-recur:

- 4 for per Event - reminders of things to pack/do etc,
- 5 for per Game - the pre-game meeting, half-time, and post-game, etc.
- And 6 for per Point - goal! Stopwatch, notepad, check-in with other GAs, check on gender balance, whistle, and pull’s up!

For advice on handling calls see Chapter 7 for our approach to any call, and Chapter 8 for Best Practices for the most common calls,

And we finish with tools and processes we use when the core concept of self-officiation starts to face difficulties, in Chapter 9.

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1. Why have GAs? How do they fit with self-officiation?

This chapter addresses, briefly, the reason that we have GAs today.

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.”

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. It has long been accepted in WFDF that there are good reasons 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: the Tournament Rules Group (TRG) has 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 since 2012. Furthermore, WFDF introduced a process for peer-feedback (SOTG scores) that helps 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. The presence of trained game officials, tasked with monitoring some aspects of play and player behaviour, has proven beneficial to overall game management. 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:

- 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.
- Provide a consistent approach to handling dangerous play and other conduct problems.
- Create a system for players where playing games with and without officials is as similar as possible.
- 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.
- Support the process of creating a single set of rules and a unified model for officiating that all WFDF members can support and employ.

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*

2. Guiding Principles for Game Advisors

This chapter starts with an overview of what a Game Advisor does. The remainder looks at the core ideas that underpin being a Game Advisor. Not the mechanics of where to stand, or best practice for how to handle call X, but the underlying Heart of the program. If you bear the following in mind, you'll likely deliver a good experience every time.

2.1. A GA's key functions

In order of priority, we..

1. Communicate information clearly to players and spectators
 - Mostly done via hand signals and whistles, this is to help the game run smoothly.
2. Assist players to discuss calls.
 - Keeping players aware of the appropriate process for resolving calls can help move things along.
3. Provide clarifications on the rules, when asked.
 - Often disputes come down to players not knowing or disagreeing about the rules, so having someone there to assist with that helps.
4. Provide perspective on calls, when asked.
 - 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.
5. Provide information to the Tournament Rules Group (TRG), when needed
 - Being able to provide information for the TRG on the Spirit performance of the teams and potential breaches of the WFDF Conduct policy.

2.2. 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.

2.3. The Game Belongs to the Players

A game of Ultimate with Game Advisors should as much as possible:

- Be Self-officiated
- Feel Self-officiated for the Players
- Look Self-officiated to the spectators

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.

It can help to define the role of Game Advisor by what it is not...

- **It is not to alter the outcome, or the course, of a contest.** 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 without GA intervention.
- **It is not to try to reduce the number of contested calls.** We are there 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.
- **It 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, especially if they do so quickly.
- **It is not to equalize past wrongs.** Provide advice based upon what you see and the applicable rules. Do not take into account the reputations of the players involved. Generally, do not account for what may have happened on a previous play.

- The only exception: calls should be consistent across one particular game. You should mention that if it is relevant as part of requested rules clarifications.

2.4. Professionalism

Game Advisors should approach their role and conduct themselves with the utmost professionalism. This includes treating players, coaches, other volunteers 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.

2.5. Rules Knowledge

It is imperative that you know the Rules well, and understand how they apply to situations on the field. 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.

You must know:

- the WFDF Rules of Ultimate,
- the WFDF Rules of Ultimate - Appendix,
- the WFDF Rules of Ultimate – Official Annotations,

all of which [can be found here](#). You should also know any modifications in effect for the game or tournament where you are working.

Consulting a rulebook during a game is acceptable, if that is necessary in order to give the appropriate Rules Clarification. 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.

2.6. Consistency and Best Judgment

Game Advisors should strive to be consistent in their advice, both within a particular GA Team and between different GA Teams operating 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 Perspective, 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.

2.7. 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 12.6.1 expressly states that “Making a play for the disc” is not a valid excuse for initiating contact with other players. As Game Advisors it is your responsibility to give advice based on these rules rather than on a level of contact you would deem acceptable as a player.

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 a 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.

3. The Mechanics of Game Advising

Game Advisors always work in teams, usually of two. This Chapter is about the basic mechanics of being a Game Advisor - how to work within your GA Team, how to position yourself around the field, and how to interact with Players. The details of how to handle Calls are in the next Chapter.

3.1. How to share the load - Timing & Scores

The two GAs are a team and need to think of themselves as such. Sharing load across a GA team is important. As a team, you will deliver a better experience if you both stay aware - e.g. both GAs write the scores down, both GAs start their watches. That way there is always a backup to help you out if you missed something.

The whistles for the pre-pull timing for a given point are performed by whichever GA has the endzone with Defence for that point. We do it this way because the GA with Defence will not have needed to walk to the other endzone and so has a little more time between points. This is a tool not a rule, you should work as a team to provide the best service you can to players; if for some reason you need to switch for one point, that is very reasonable.

For timeouts between points, and for half-time, the person who takes the whistles for the point also handles the extra whistle that indicates end of timeout/half.

Whichever sideline you work, you will have responsibility on that sideline for:

- maintaining player-safety by keeping everyone behind the 3m line
- offering in/out perspective for the sideline

and for games that are being officially filmed, e.g. the Show-pitch..

- make a conscious effort to avoid blocking camera views of official media crew. For example, move further back from the perimeter line than usual to achieve this.

If you are on the sideline with the volunteers, you are primarily responsible for the communication with them, regarding the game clock or other issues.

3.1.1. *What we track on our Game Sheet*

On your Game Sheet, you'll have space for:

- Captains/Spirit Captains numbers, which you collect in the pre-game meeting, and will refer to in the game if you need their attention,
- Goals scored by each team, and Timeouts taken,
- Personnel-Ratio if a Mixed Game,
- Notes about in-game actions that you're seeing, such as repetitions of a particular call on a particular player, or Dangerous Plays by a player (whether called or not). For this, Best Practice is:

who, what, when

Team A #13, DP, pt 3

And for multiple occurrences of the same Offence:

Team A #13, DP, pt 3, 7, 9, 9

3.2. *How to share the load - positioning*

One of our key roles as GAs is to provide perspective on plays. This is why it is important to ensure that at least one of the GA Team is in the proper position to confidently advise on any particular play or situation.

Best practise: you should always have a good idea of where your other GA is and what they are doing.

In active play, GAs split responsibility for which areas of the field to watch. One will watch for calls near the Thrower - the *Trail* - whilst the other watches for calls in the rest of the field - the *Downfield*.

These roles will switch every turnover, e.g. if the team at your end starts on Defence, then as you jog down with them, the other GA will start as *Trail* and you will start as *Downfield*. If there is a turnover, you switch roles: you become *Trail*. Once a goal occurs, you go back to the endzone you start in, and the process resets.

3.2.1. *What to watch for*

As **Trail GA**, you are most likely to be watching for thrower and marker fouls, travel calls, stall-outs and receiver and defender interactions close to the thrower.

As **Downfield GA** you are most likely to be watching for downfield fouls between receivers and defenders, picks, and goal calls on deep receptions

In both cases, it can be useful to use an internal monologue to narrate the play as you follow it. For example, the Trail GA, watching the thrower and marker, might internally narrate that

“The marker is moving. The marker is legally positioned. The pivot foot has moved”.

This approach means that if there is a call, the GA already has a sense of what perspective they might be able to provide.

3.2.2. *Where to stand*

Positioning for the roles works as follows:

The **Trail GA** is..

- generally in line with the thrower. As the disc advances, the Trail GA follows alongside the disc.
- When the thrower gets past the brick mark, and the Trail GA feels they can have a clear view of the play from the goal line, the Trail should move to stand directly in line with the goal line.
- If the Offence are in, or near, their defending end zone the Trail GA should position on the goal line to be able to provide advice on any possible ‘Callahan’ goal.

The **Downfield GA**...

- stays roughly even with the deepest player near the end zone being attacked and has primary responsibility for watching for downfield fouls between receivers and defenders, picks, and goal calls on deep receptions.

- The Downfield 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.
- Once they come within 2 meters of the goal line they should move to stand directly in line with the goal line, regardless of where the deepest player is.
- During a play, if it is obvious there will not be a question about in/out at the front of the endzone, the Downfield can move off the goal line deeper into the endzone, to get a better view of the play.

For the attacking goal line:

- As Offence approaches the attacking goal line, it is important we can help players with perspective on whether a disc was caught in the Central Zone or Endzone.
- So, we place a priority on having *at least one* GA on the goal line.
- As Offence initially approaches an endzone, the **Downfield GA** will first take the goal line
- **As the Trail GA approaches** the goal line, **the Downfield GA** can then move towards the back of the endzone line.
- This ensures that there is always a GA with a good view of the goal line
- And gives the team a GA in a good position to see a close catch at the back of the endzone, once the thrower is near the endzone.

These positions are demonstrated in Appendix A.

3.2.3. *Avoid blocking a Play*

Being in the optimal position to view a play should not come at the cost of being in the way of a play.

- If play is close to a sideline, do not occupy a position that would interfere with the disc going down the line,
- If players' momentum will likely carry them off-field, avoid their path,

- If a team is threatening to score and play is on the same side of the field as the GA 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.

Use your experience as a player to anticipate what may be coming next on the field, and be mindful of staying out of the way of the players to the greatest extent possible.

3.2.4. *When to trade roles*

As a general rule: on every turnover the GAs trade roles. The new Trail GA sets up alongside the new Offence and gives the time Signal to put the disc in play, as required.

A positioning problem can arise if the disc is near the end zone being attacked, but on the sideline covered by the Downfield GA. With the Downfield GA watching the back line, neither Game Advisor is optimally positioned to provide Perspective for 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 roles.

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.

3.2.5. *Table of Common Positions*

At the start of any point, both GAs should be positioned near the sideline, where the goal-line meets the sideline. Position yourself such that you're looking towards the playing field, with the endzone on your right and the central zone on your left. Then, for in play..

Situation	Trail GA	Downfield GA
During Pull	Watch for False Starts on the receiving team.	Watch for Offsides on the pulling team.
After Pull	Get in position parallel to the thrower on your 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 your GA team-mate to see if there were any calls that could negate the turnover. Swap to the role of Downfield GA.	Get in position parallel to the thrower, staying on your sideline. Check with GA team-mate to see if there are any calls that would negate the turnover. Swap to the role of Trail GA.
Score	Carefully watch the 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 A: "GA End Zone Positioning" for drawings of GA positioning.

3.2.6. *Other things to note about your positioning*

Game Advisors should remain off the field whenever possible.

- When play is live the GA role is considered an “Off Field” official. The restraining lines that are set up for players and spectators should allow for this in almost all cases. GAs may find they need to encroach minimally onto the field but this should be a rare behaviour and GAs should never be on the playing field in close proximity to any player during active play.

Game Advisors are “Out of bounds”

- For the purposes of the game, GAs are considered “Out of Bounds”. GAs 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 GA that disc is considered to have touched an “Out of Bounds” area.

GAs may enter the playing fields during a stoppage without the need to seek approval from captains/players.

3.3. *Sharing the load - Perspective on Plays*

When a call occurs, usually only the GA who had responsibility for the area of the field where the call occurred will walk in and discuss with players. However, sometimes they may not have had a clear perspective on the play, whilst the other GA may have had. In this situation sharing information is helpful. Let’s talk about how:

The majority of WFDF events now use radio-headsets allowing GAs to communicate (see 4.3 for appropriate use). If you have radios then you can simply ask your fellow-GA if they had perspective. If the other GA did have a clear perspective, they should provide it directly and quickly, ideally before the near GA joins the discussion.

Given the radio is not always available, we have also developed a system using a visual cue:

1. As the GA closer to the call..
 - a. It is your job to know whether you had clear perspective. If you did, you need go no further. If you didn’t, you should check if the further GA can help..

2. As the further GA...

- a. If you have a good perspective, stand with one hand on your heart, and look at the near GA.

This is you indicating you have perspective, and are ready - but waiting! - to be called in.

- b. Having perspective does not always mean it is required. Our goal as GAs is to aid the players; if they appear to be resolving a call quickly amongst themselves, then we should avoid slowing that process down.

3. As the near GA..

- a. having now looked at the far GA you now know whether there is additional perspective to be offered.
- b. If there is not, then you proceed with the call as usual.
- c. If there is, you need to make a quick decision:

Does this call look like it will resolve quickly, relative to the time I'd need to bring in the other GA?

Slowing the game down to consult with other officials is undesirable and should be kept to a minimum.

- d. If you decide it will help - e.g. it's a call on in/out on a goal on a game that has involved a lot of slow-to-resolve calls, then you should gesture to your fellow GA to come towards the call to consult on the play, if necessary.

- 4. Once the far GA arrives, the two GAs should position themselves such that any discussion between the GAs about potential advice occurs away from the players.

3.4. Sharing the load - other interactions within the GA Team

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

It is common to find that not all breaches of rules will be called. It can be helpful to discuss these “non-calls” with the other GA during breaks in the action: things such as how the fellow GA saw a particular play, or how you would handle that had it been called. 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 the two of you and the GA Team as a whole.

Sometimes as GAs we will make mistakes, and hopefully our team-mates will notice those, to help the team deliver the best experience to players that we can. Here is how we resolve situations where one GA has noticed a mistake made by their fellow GA:

- If your other GA gives an incorrect Rules Clarification, you should attempt to intervene during the call. Radios can allow for this correction to be immediate.
- If your other GA gives Perspective you disagree with, do not indicate that you disagree, verbally or otherwise.
 - If you wish to better understand how your Perspectives differ, you can discuss further after the game, out of earshot from any players.
- For all other deviations from GA protocol:
 - check before the game how and when your partner would like to receive feedback or discuss deviations from the GA protocol. In general adhere to their communicated boundaries and preferences.
 - If it is vital for the management of the rest of the game to be addressed immediately, bring it up as soon as possible, but not during a call. In most cases, it can be resolved quickly and easily between points or during a Timeout.
- If a GA is consistently not following protocol or you have other concerns about their behaviour then speak to the Head GA, or if it concerns the Head GA, speak to a different member of the TRG.

3.5. General behaviour when interacting with Players

Do not engage in verbal or physical abuse, even in response to such behaviour. Note that in Ultimate there is a tradition of good natured heckling between players which

should not be a cause for concern of the GAs, but GAs 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.

3.6. Entering a Call

When a call discussion occurs between players, the GA closest to the incident should make themselves available to these players by entering the field and standing in close proximity to the discussion. This proximity, even if nothing is requested of the GA, can help to focus the players’ interaction and reduce the likelihood of a “heated” discussion. It also allows the GA to hear the interaction and reduce the likelihood of players having to repeat their argument to the GA.

GAs are not required to wait for any specific amount of time after a stoppage before entering the field. It is acceptable to enter the field straight away and then quickly leave if the discussion is resolved and the game restarted without input from the GA.

Prior to being asked for advice, the GA should start to think about the Perspective they would give for the call, or for the relevant Rules and how they apply to this situation. It is important that when asked, GAs can quickly provide requested advice that will benefit the situation.

Resist the urge to leave the field too early. Stay not only for the Resolution, but also to check that players have agreed on their positions, and the stall. This way we reduce the number of times where a call has been Resolved but play does not restart because of some disagreement about the stall or player positioning. At worst, you may have to jog off the field as play restarts.

3.7. Giving Advice

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.

When giving advice: do so quickly, confidently and succinctly, even if the advice is that you didn't clearly see the play.

There are three different types of advice we may find ourselves providing. The first is:

Active Advice

By “Active” we mean pre-emptive, that is before players have asked for it. There are limited occasions when GAs will give Active Advice. Examples include signalling to players to indicate that they could choose to make a call, which is only used around the Pull, and providing additional Rules information after a resolution has been reached, such as *“Okay, the stall-out is contested. The Rules say after a contested stall-out we should restart the stall at 8”*.

It remains up to the players on the field to determine whether they will act on this advice.

The second two types of advice are both types of **Requested Advice**, and usually occur during a stoppage in play. Requested advice is advice given to help players resolve a call.

Game Advisors should only provide this if at least one of the players in a call wants it. That could be because they ask for it directly, but equally could be non-verbal e.g. a nod in response to a GA asking players if they want GA input.

The two types of requested advice are:

Rules Clarification

During discussions between players about disputed calls, GAs may offer advice around Rules to the players. This 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.

GA Perspective

Upon request, Game Advisors will give their Perspective 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.

You should only provide Perspective where it is clear and obvious to you what has occurred in the play.

Once advice from the GA is given on a call, it is hoped that the player(s) would accept this advice, unless they can provide reasonable justification to support an opposing call. Frequently ignoring Requested Advice, without reasonable justification, would constitute “cheating” in terms of a player acting contrary to the WFDF Conduct Policy, regardless of which player requested the advice.

If a GA needs to refer to a player, they should either use their name (if known) or their uniform number, or a gender-neutral term such as “they”. You can also use terms such as “offense”, “thrower” or “receiver” and “defense”, “marker” or “defender”.

Once the players agree on the outcome of a call, GAs 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 restarting at “stalling one”. Please check the disc in when you are ready.

3.8. Your tone and phrasing

Your body language should be neutral, neither imposing nor detached. If you are standing close to a conversation, you should appear to be actively listening, without necessarily interfering with the discussion.

Whilst not involved in a discussion, your body language should aim to minimize your visual impact on the field and to not draw unnecessary attention to yourself. To achieve this:

- 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.

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?

Would you like my Perspective on the call?

Is everything OK here?

Let's get play started please

Do you think you can reach an agreement?

It sounds like you are saying X and they are saying Y, is that correct?

It sounds like the difference between your views is whether the disc should be here or there, is that correct?

It sounds like the difference between your views is whether the stall count should restart on X or Y, is that correct?

I can clarify the rule if you want

I did not have a clear perspective on the play. So do you think you can reach an agreement?

Players should return to where they were when the throw was made

It's been 45 seconds, do you think you can reach an agreement?

The stall count should restart on "Stalling X"

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

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 to AVOID 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

4. Setting yourself up for a good week

This chapter looks at what happens during a typical WFDF tournament, outside of any given game. These tournaments typically run between 4 and 8 days, depending on the event. We'll cover what information you should provide in advance, what clothes to pack/wear, an overview of using radios, and what you can expect from your daily schedule.

4.1. Practice your skills before the event

You can use any of the docs in our [“for Trainees to revise before a Clinic”](#) folder, but the ones most of interest are:

- The [GA quick reference guide](#)
- The [Official Annotations](#)
- The [Decision Diagrams](#)
- The Video Examples to practice GA advice
- [The WFDF Academy GA Quiz](#) and other resources
- [The Ultimate Rules Advanced Accreditation Quiz](#)
- (any new materials the GA Trainers produce)

4.2. Give advanced notification of Conflicts of Interest

Before the tournament starts you should inform the Head GA of possible conflicts of interests and to what degree you believe you might be perceived as biased towards one team or if you truly believe you could not be impartial. Examples of things you should disclose to the Head GA:

- if you have coached or captained several players on a team in the past,
- if you regularly practice or play with a team,
- if you have a special, for example romantic relationship with one player or staff member.

All of these (except the last one) would in general not bar you from working a game with that team, but it is likely to be taken into consideration. The Head GA still has discretion (and some constraints) for the GA schedule.

4.3. What to wear

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 be worn only whilst undertaking the GA role. Your GA role starts and ends at the pitch you work; when moving to/from that pitch GA jerseys should be removed or alternative clothing worn over the top.

Item	Guideline
Footwear	Game Advisors must wear cleats, turf shoes, or trail 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. The preferred colour is Green.
Shorts/Pants	Game Advisors should wear solid black shorts or pants. No logos or numbers should be visible on the clothing, unless it is the WFDF logo.
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 or headbands should be solid black or an official GA Hat provided for you at the event. Un-official hats should have no logos or numbers visible, unless it is the WFDF logo.
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 or solid White. Gloves, if worn, should also be predominantly Black (or White, whichever matches) with no logos visible.
Sunglasses	Sunglasses are allowed, but must be at least partially transparent from the non-wearer perspective. Media outlets televising or streaming the game can request that Game Advisors not wear sunglasses.

	Whenever 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 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.

4.4. Use Radios

If GAs have a microphone to communicate to one another during the game, they can use verbal prompts when needed to supplement good mechanics and practices. This should not be a substitute for good mechanics and practices.

Using the radios allows the GAs to confer throughout the game, as they don't have to meet up. You should use this to compare what you noticed about the game play (level of physicality, repetition of certain fouls, marking infractions, etc.), so both of you have the same information and can compare your perspectives on plays.

You can also listen in on the conversation the other GA has on a call or on the sideline. This gives you more context about how the game is going as well.

4.4.1. *Tips for using WFDF's standard radios*

These steps apply to the current models used at WFDF events (2024).

Radios will need to be paired prior to the game, as follows:

1. Turn on both radios by holding the motorbike key (mb) until the light flashes
2. Enter 'pairing' mode on both radios by pressing (mb) until the light alternates red and blue.
3. Press the mb key once on only ONE of the radios.

4. Wait until the connection is established. Once complete the lights will change to flashing blue on both radios.

Use the mb button to disconnect and reconnect. If you change GA pairings, it might be easier to change the radios than pairing new ones.

After pairing and testing them, you can take out the cable from the radio until you move away from your partner. Check again before the game starts, that you can communicate with each other.

Currently, the radio battery lasts for at least two games (four hours) without a problem. To switch on/off the Radio, use the small button above the green phone. Radios should be charged overnight. Whilst charging, the Red light will show, and switch off once fully charged.

4.5. Each day, receive your schedule

Scheduling will be undertaken by the event's Head GA or a Deputy Head GA.

GAs will usually be advised of their schedule on each morning or the previous afternoon or evening. GAs should not usually be expected to undertake more than 3 (grass) or 4 (beach) games in a day, nor more than 2 games back-to-back.

GAs will usually be in the same Team for a day. Teams - usually of 2s - aim to be balanced across the GA crew, coupling more experienced with less experienced GAs. Scheduling attempts to rotate different GA Teams across the event.

GAs should only undertake games as directed by the Head GA. If a GA receives a request for GAs for a specific game from a player or other team representative they should report that information to the Head GA and await the Head GA's decision.

5. Duties in every Game

This chapter covers duties we perform every game. First we'll give you an overview of all the things we might do as GAs in a game, in a timeline format. Then we'll talk through how to handle duties such as meeting with Captains before, during, and after the game, and working with the media. The following chapters will delve into the details within each point, and each call.

5.1. Overview of our Duties across a Game

This is how our responsibilities at GAs typically sit across a game. We'll cover the details of how to implement them in this and following chapters.

Before the game:

- **Pre-game meeting** with captains and spirit captains (15-20 min prior to game)
- Monitor compliance with **Uniform requirements**

During the game:

- At all times:
 - Use **Hand Signals** to help communicate calls
 - Monitor **Restraining Line**
 - Monitor **Safety issues**
 - Provide **Substitute Discs**
 - Monitor Incidents Concerning the **WFDF Conduct Policy**
 - Mediate **Off-field Discussions** between teams
 - especially at halftime: check in with Spirit Captains
 - Call **Spirit of the Game Stoppages**
- Between points:
 - Track Scores (and Time Outs) Using a **Game Sheet**
 - Provide Advice on **Time Limits Between Points**
 - Monitor **Players Numbers** (and personnel ratio in the mixed division)

- Monitor **Pulling Violations**
- During points:
 - Participate in **On-field Call Discussions**
 - Provide **Rules Clarifications**
 - Provide **Perspective on calls**
 - Confirm and communicate **Stall Counts**
 - Provide Advice on **Perimeter Line Locations**
 - Provide Advice on **Time Limits during Time-Outs** and after **Turnovers**
 - Monitor **Dangerous Plays**

After the game:

- Provide **Feedback on the Spirit performance** or rules clarifications to coaches or spirit captains, if necessary or useful
- Refer Incidents Regarding the **WFDF Conduct Policy** to the Head GA/TRG

5.2. Pre-Game Meetings

GAs should arrive at the field early enough to talk to representatives of both teams together without interrupting the teams' own warm-up routines. This typically means getting to the field you'll work 25-30 mins before the game is due to start, such that you can find and meet team leaders 20 mins before the game.

The things we need to convey before the game starts are:

1. At 20 mins before the game we check-in with Captains and SOTG Captains. This can be done in their individual teams, or together with the other leadership.
 - a. There will be GAs at this game. We will be your GAs.
 - b. IF you haven't had GAs before, we can give you a fuller explanation (5.2.2); would you like that?
2. (at the Toss)
 - a. A short reminder of GA duties (5.2.1)
 - b. Record the results of the Toss

In some cases those conversations will be held as two separate events: a check-in at 20 mins before the game and then the toss 5-10 mins before the game. In other cases those conversations are done together at 20 mins before the game. This is up to the teams.

Coaches and/or Assistant (Spirit) Captains may join at the discretion of the team's Captains.

In case a team does not have a non playing coach, you could mention the optional post-game feedback to the Spirit captains at the end of the pre-game talk. Emphasise that talking to the other team in the spirit circle is more important than talking to you and that the feedback session might not be possible due to scheduling constraints.

5.2.1. *When both teams have experienced GAs before*

If both teams have previous experience playing with GAs it likely is sufficient to:

- Let them know that the typical system will be followed,
- explain any specifics for this pitch e.g. Media, sideline restrictions
- remind them about respecting the restraining lines
- offer to answer any questions pertaining to GAs or rules in general
- and then conduct any required disc flips (for possession or jersey colour or starting personnel ratio).

5.2.2. *When at least one team hasn't experienced GAs*

Where one or both teams have not played with GAs 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) The **Signals** we make...

a. Active Signals

- i. Time limits – You actively track and announce them to the players.

1. Remind them they have 45 seconds to resolve a call.
 - ii. Offsides or False Starts
 - iii. Violation of time limits between points
 - iv. Timing after a turnover (advice for Offence only)
- b. Echoed Signals** – just used to echo calls made by players
- c) The **Advice** they can ask for...
- a. Rules Clarifications**
 - i. Game Advisors can help with specific rules pertaining to calls. GAs will provide information on the rules, the players remain responsible for applying the rules as necessary.
 - b. GA Perspective**
 - i. Remind them to speak to their opponent first, then either party can seek GA Perspective
 - ii. GA Perspective is not binding: players need not agree with the advice of the GA; however, it is assumed that if players ask for advice from a Game Advisor that they will abide by that advice failing any other strong supporting reasons for discounting this advice.
 - c. Explain that GAs move quickly onto the pitch in order to hear the discussion and prevent players having to repeat themselves. Remind players that moving towards a discussion doesn't mean that the GA wants or needs to be involved in the resolution of the call.
- d) Confirmation of the **main point of contact** (Captain and/or Spirit Captain) for any key issues that may arise.
- a. And **whether Translators are needed**. Request they let their translators know to join calls as early as possible if a discussion seems to be necessary for the resolution of the call. Translators should just

translate what is being said and not add what their perspective on the call is into the discussion.

- e) 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.
- f) Remind teams to **maintain clear sidelines** and respect the restraining lines.
- g) The use of any **audio recording** devices, if applicable, and that GAs might be moving into the conversation even more quickly and closer to the players, so that the microphone can pick up the discussion.
- h) Remind players that the **use of technology** should not prolong any discussions about a call.
 - a. Ideally, one person (player or coach) from each team evaluates available footage.
 - b. If both of them agree on a clear and obvious outcome, the person to whose team's detriment that outcome is should communicate that result to the players involved in the call on the pitch.
 - c. If they cannot agree, non-players should refrain from intervening in the call/ communicating any perspective.
- i) Ask if they have **questions** and respond as needed.
- j) Remind them about **uniform requirements**, especially for games being broadcast.
 - a. This pertains mostly to the visibility of numbers on jerseys and shorts. This is often only relevant if you are aware that a team had a number mix up or they are wearing additional layers due to the weather conditions.
 - b. You should also remind them to take off or tape down any jewellery like necklaces or dangling earrings that can get caught in other people's hair or jersey and pose a threat of injury to themselves or the other players in a collision.
 - c. You should remind them that they should be wearing similar hats. If the sun shines and the weather is quite warm, this reminder is less relevant

than their physical well-being and the prevention of heat strokes.

- k) **Confirm results of the “flips”** to determine the starting location of each team, the team pulling the initial disc and the jersey colour of each team.

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

5.3. Monitor compliance with Uniform Requirements

Prior to starting the game, GAs 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 TRG who may be able to address the issue during the game. In general, the reminder prior to the game should be sufficient.

If the GAs are approached by the opposing team to enforce compliance with uniform requirements (especially unclear jersey numbers, long track pants without the number etc.), an additional reminder to a team representative is appropriate.

5.4. GAs and the Game Clock

Acting in the place of the Volunteer Timekeeper, GAs 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.

Please check in with the Volunteers prior to the game and confirm they know for which timings they are still responsible.

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 Defence at the time when the half is supposed to start.

You should inform teams if the Half-Time Cap and Full-Time Cap have occurred, as indicated by the tournament staff, and confirm the revised target (if applicable). You could say:

“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?”

GAs should also monitor the length of injury stoppages, technical stoppages, and Spirit stoppages. You should advise the Tournament Staff to adjust the game length in accordance with the relevant rules, specifically talk to the Volunteer responsible for the Game Clock.

Note: during a significant injury, especially when a team's medical staff are already present, GAs should not hover unnecessarily around the injured player.

5.5. Working alongside the Media

We all endeavour to provide a good experience to the players and to the audience. For that, GAs should work together with the media, especially on live streamed pitches.

You should inform the Media of the outcome of the flip prior to the start of the livestream.

You should also try to stay out of the camera perspective of a play when possible. This might include moving earlier / later, or farther up the pitch, or further away from the sideline than you normally would, so that both the camera and you have a good perspective. Do not stop in front of the camera. However, you should not compromise your ability to provide perspective on a call, especially in-/out-calls on the sideline or goal line.

The 3m perimeter line exists partly for your safety when sprinting up and down the pitch. At WFDF events select official media personnel, such as photographers and the gimbal camera operator, are allowed to use the same space.

However, it is their responsibility to not put you in danger. They might make it difficult for you to get into a good position, if they do not look at you, turn their back, encroach too close to the sideline, squat close to your current position. If you need to pay undue attention to not run into them, raise these concerns to the Head GA.

On live streamed pitches, it is likely that GAs will be outfitted with microphones. In that case, you should move in even earlier into discussions on the pitch. If possible, position yourself between the players, so that the microphone can pick up the entire discussion.

If players appear uncomfortable with being recorded on the microphone or filmed with the gimbal camera during the discussion of a call, you may remind them that they can step directly in front of the camera and turn their back to it. The operator will usually then move away. This is especially important at junior events. When dealing with adults, you can expect them to be comfortable with being filmed, unless you are made aware by the players or their captains.

You should cover your microphone whenever you are walking towards a discussion or are close to one but need to confer with your partner on the GA Team. Any conversation pertaining to Perspective on a play or Rules Clarification should not be broadcast.

When wearing a microphone, GAs should assume the microphone is always recording, and conduct themselves accordingly. GAs should also make team captains aware of the microphone during the pre-game meeting.

There may be occasions where GAs work more closely with the Commentary team, such as having a 3rd GA providing Rules information at opportune moments.

5.6. Monitor Restraining Line

GAs are responsible for ensuring that Players, Spectators and other Officials respect the safety Restraining Line(s) when provided.

If teams repeatedly ignore the restraining lines, GAs 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.

The GA may ask for assistance from volunteers to monitor the restraining line. GAs are encouraged to radio for assistance in monitoring restraining lines. Your focus should be on the game. Volunteers, Support GAs (see section 8.15), ADAs or TRG

members, can help monitor the sidelines, especially if the people encroaching are coaches or other staff.

As a last resort, if the sideline is obstructed because people are not conforming to the restraining line, then the GA may briefly move into the playing field.

If the behaviour continues after GA intervention, it should be noted in the end-of-game report and/or communicated to the TRG.

Best practices

1. Players are sometimes better at staying behind the restraining lines if GAs explain why it matters at the pre-game meeting, e.g.

“The restraining lines exist for these reasons:

- *the players get a three meter perimeter around the pitch to enable throws down the sideline. If the disc hits a GA because they cannot move away or the GA needs to move onto the pitch, the disc becomes out-of-bounds.*
- *the restraining line ensures the safety of players for plays - like a Greatest or a Toe-in - that are made near to the line.*
- *the restraining line ensures that on plays near the line, the media gets to capture your team-mates amazing greatest / toe-in play.*
- *GAs sprint up-and-down the sideline whilst looking at the pitch. Potential collisions with non-players and staff in this perimeter endanger the GA’s physical wellbeing and might lead to an ejection from this game. We prefer watching all of you play until the end of this game.”*

2. Any collision with a GA either during a point or due to uncontrolled running onto the field after a score should be reported to the Head GA and/or TRG. At this point, you should always radio for ADA/ TRG assistance. It might be necessary to eject the person who caused the collision.
3. It is recommended to remind players that their water bottles count as equipment and should remain behind the five meter perimeter line. This enables them to move freely behind the three meter perimeter line without tripping over their own bottles.

Useful phrases: *“Drink and toss the bottles behind you”*

5.7. 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 GAs should help the player(s) better understand the rules of Ultimate, clarifying specific rules and results where appropriate. GAs can also discuss concerns regarding repeated breaches of specific rules, if required.

GAs can also aid communication between teams on particular issues. For example a Team Captain may raise a concern with a GA that they think “Player A” is constantly traveling, and that they would rather they stopped traveling than having to call travel whenever they have the disc. After encouraging the respective player to talk to the opponent’s spirit captain or if this was unsuccessful, the GA can inform the opponent’s nominated team representative of these issues.

It is also the GA’s responsibility to be aware of any heated sideline discussions to ensure that these do not devolve into arguments that could negatively impact the SOTG on or around the field. With the understanding that the GA’s primary focus should be on the field during play, GAs should attempt to diffuse these situations.

GAs should be present if teams, especially Spirit Captains, have a Pre-game spirit chat and/or half time chat – but should not be intrusive unless they have a specific point to contribute. GAs should also encourage Spirit Captains to meet to discuss any issues that may arise during the game. If it is deemed necessary, GAs can pull the spirit captains in for a chat during a time-out or between points.

5.8. Half-time Meeting with Teams

At half-time, the Spirit captains from both teams are encouraged to meet. This meeting serves as a chance for teams to make adjustments such that spirit is improved in the second half. Typically that input comes from the other team’s Spirit Captain - in which case listening gives you context for the game - but it can also come directly from the GA.

In terms of timing, a typical half-time break looks like...

- 0 minutes Half-time break begins
- 1-2 minutes Teams chat about the first half, and GAs chat about what, if any, change they would like to suggest

- 3-4 minutes Spirit Captains and Game Advisors get together and talk
- 5-6 minutes Spirit Captains relay any messages to teams
- 7 minutes Teams retake the field

In those first 1-2 minutes when chatting to your fellow GA, watch the Spirit Captains. If they move to meet without your prompting, go join them, and listen to their conversation as that provides you context for the second half. If they haven't yet moved to meet by two minutes of half-time and their team's circle has finished, encourage them to meet up.

The conversation typically looks like:

1. The Spirit Captains say how they feel the game is going and if there is anywhere they would like to see an improvement.
2. Then there is an opportunity for GA input. Hopefully this is simply *"well done, keep it up!"*. But sometimes GAs will have seen behaviour that concerned them in the first half, in which case...
 - a. tell them what you would advise them to change. This advice could pertain to Time Limits, Offsides, Fouls, Marking Infractions etc. If you have seen several Dangerous Plays, you should use this opportunity to remind the respective team representative of prioritizing player safety.

Be aware that teams might not be able to improve on all aspects immediately and that Spirit Captains need to be able to remember all the feedback they got from the other team as well as yours. Do not overwhelm them with everything you might have noticed, unless it is all crucial to keep the SOTG in an acceptable range.

5.9. Feedback on Spirit and Rules after the game

After the game, you should approach the coaches while the Spirit Circle takes place to give them feedback on their team's spirit performance in the game. Ideally, you talk to the coaches separately. If your feedback is the same for both teams, you can talk to them at the same time. You could also provide a rules clarification if that seems necessary. This feedback could include several aspects. For example:

- Level of physicality and related foul calls
- Dangerous Plays you noticed

- Instances of good body control, prioritizing player safety over making a play on the disc
- Rules knowledge and use
- Adherence (or not) to Time Limits and Pulling Violations

You should give them feedback on anything that might constitute a breach of the WFDF Conduct policy, especially if the behaviour were to continue as a pattern over several games. For example, if you notice egregious double teaming in a game, you should remind them of the rules and how to avoid double teaming in the next game.

This is one of the few instances where GAs have an opportunity to highlight good spirit. Use it to encourage coaches to praise their players for good body control, being open to retract calls after listening to their opponent or the GA, consistent calls throughout the game despite high intensity etc. Giving out positive feedback changes the perception of GAs as only interfering with the game and shows that we pay attention to everything.

If a team does not have non playing coaches, you should talk to the Spirit Captains. However, you will have to wait until after the spirit circle. The teams talking to each other is more important.

If your schedule is too tight and you have to move on to your next game, that is understandable. In that case, you can skip giving feedback, but you should attempt to remember the broader strokes of the positive feedback to maybe inform them at a later point. Negative feedback should be reported to the Head GA (see the section on WFDF Conduct Policy).

6. Point Management

This chapter covers our duties within each point of a game. How we handle calls is in the next chapters.

6.1. Track the Scores and Time-Outs Using a Game Sheet

GAs will be provided with a game 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 per game will be responsible for the game sheet.

You should also track the time-outs taken by each team on the game 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).

Best practice: Both GAs keep track of the score, time-outs etc, so they can check in with each other whether their records are the same. Instead of crossing out the respective points on the game sheet, you could number the points chronologically. This helps with keeping track of the personnel ratio in mixed games and makes it easier to note down other incidents by referencing the point they occurred in. This includes time-outs, as well as dangerous plays etc.

6.2. Advise on Time Limits between points

6.2.1. Whistling Pattern

For full details on whistle protocols, refer to the document *WFDF Championship Timings* ([on resources page](#)).

Whistles should be used in the following manner:

- 1 whistle to indicate the first warning (usually for Offence)
- 2 whistles to indicate the second warning (usually Defence)
- 3 whistles to indicate when play must start

Time limits are not considered to have been reached until the first sound of the last whistle. 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.

If a GA misses a whistle, they should:

- If this is a whistle for play should start, ie 3-whistles, then blow immediately
- Else..
 - If the GA is within 5 seconds late they should..
 - blow the appropriate whistle (1 or 2 blasts) immediately
 - Else...
 - skip this whistle
 - And either way, then blow all remaining whistles at the correct time, i.e. if needs be shorten the gap to the next whistle.

GAs can delay the start of timing to continue a discussion with team leaders about an important issue. GAs can let a time signal slip to take care of their own health, but should make that the exception, not the norm. Best practice for both scenarios: ask the other GA to take over whistling for one point.

6.2.2. *Best Practices and Points of Attention*

- Start the timer for time limits between points after the goal signal has been made by the GAs
- The Offence must be legally positioned and all non-players off the field before they can legally signal readiness.
- Once the Offence legally signals readiness the GA can echo that signal (one arm straight up, palm open).
- Timing for the third set of whistles requires attention! If the Offence has not legally signalled readiness after 60 seconds, the Defence will have 15 seconds from when Offence *do* legally signal readiness.
- If the Defence is in the process of pulling the disc and will likely release the pull prior to the time limit the GA may use their discretion and not blow the appropriate whistles
- For time limits between points, if a team does breach a time limit, the GA at the end zone of the offending team should signal the breach by using the “Timing Violation” signal.

- The signal should be held for 15 seconds (or until the pull is released), and can be used in conjunction with any other required signals, such as “Ready”
- The opposition are solely responsible for calling a violation for this by verbally calling Violation, and using the optional hand signal.

It is tempting to ‘nudge’ teams to show readiness to avoid them missing a readiness signal. Avoid this. Allow the team to demonstrate whether they can signal readiness on time. If a team demonstrates an inability to comply with the rules regarding time limits between points, GAs should then actively encourage compliance with these rules. This can include:

- a) Providing verbal warnings regarding time limits (*“only 5 seconds left to pull”*)
- b) Providing advice that play should be restarted as quickly as possible once a discussion has been resolved (*“let’s keep moving please”*)
- c) 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”*)
- d) 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 the pull will be treated as if it was an offside/false start”*)

If, after correction, a team then demonstrates they can signal readiness on time, stop providing the verbal cues.

6.3. Monitor Number of Players and Ratios

Prior to the pull

- check that teams have the correct number of players on the field
- in mixed also check that...
 - teams have the correct personnel ratio for the point
 - the puller is of the dominant personnel for the point

If a GA recognises, before the pull, that a team has the incorrect number of players or personnel ratio, the GAs should provide Active Advice that this is the case.

Most events use the Prescribed Ratio. For these, 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 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.

6.4. Monitor for Pulling Violations (Offsides / False Starts)

When the Defence breaks the rules around position at the time of the Pull, that is called *Offside*. When the Offence do so it is *False Start*. Both are a *Pulling Violation*.

GAs should watch for Pulling Violations and provide active hand signals to indicate when teams have breached these rules. If it is clear and obvious that a team committed a Pulling Violation, the GA should immediately make the relevant hand signal:

- Show the Pulling Violation hand signal (*it applies for both Offside & False Start*)
- Hold the signal and remain stationary until the receiving team touches the disc or makes the Pulling Violation call.
- Do NOT echo a Pulling Violation call of the other GA
- Ensure the other GA is aware that a Pulling Violation has been signalled (in between points if necessary)

In limited cases GAs have discretion in deciding whether to signal. In these cases, GAs can instead choose to give the teams a warning and encourage them to comply. The limited cases are:

- The person pulling has a foot over the goal line when they release the pull
- One defender goes Offside but realizes they were Offside and slows/stops accordingly
- The Offence False Start but is not moving quickly to catch the disc or receive a future pass
- If, after a warning, a team commits the same breach within the next few points, the GA should signal the Pulling Violation.

For all other instances of Pulling Violations that are clear and obvious, the GA should signal.

GAs should not signal Violation because non-players from the defensive team are still on the field when the pull is released. The Offence can choose to make a Violation call which will be treated as if an Offside Violation has been called.

The opposition is solely responsible for calling a Pulling Violation, prior to a player touching the disc. They do so by verbally calling “Violation”, “Offside”, or “False Start”, and ideally using the Pulling Violation hand signal.

If a team demonstrates an inability to comply with the rules regarding Pulling Violations you should encourage the teams to comply. This could include:

- i. Providing verbal reminders about Offside/False Start (*“please stay onside”*)
- ii. Providing feedback to team captains about compliance with Pulling Violations on the sideline (*“your team is Offside/False Start – please try to stay behind/on the line”*)
- iii. Provide information to teams about the other team’s compliance and the steps they can take (*“they have been Offside/False Start. We will signal when they commit a Pulling Violation, and you can call a violation if they do so”*)
- iv. Ensuring players are aware of the relevant outcomes for a Pulling Violation.

Positioning to watch for Offside, and for False Start

- GA with the receiving team starts 1 meter 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 to 6 meters behind the goal line (remaining on the sideline). The 6m-back position should allow you to simultaneously see the timing of 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).

Best Practice:

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

6.5. Safety issues

If a GA recognises a dangerous situation, such as a child or animal wandering across the field, or a bleeding wound on a player currently on the field, and the players have not already recognised this, the GA may actively advise players of this in these extreme situations.

7. Managing any Call

This chapter covers our duties around any call: communicating what the call is, helping players resolve the call in a timely fashion, and helping players restart play in a way that avoids violations upon restart. For best-practice on how to handle specific calls, such as Fouls, see the next chapter.

7.1. Use Hand Signals to Help Communicate Calls

WFDF Hand Signals must only be used by GAs to communicate calls made by players and the agreed upon resolution of a call. The only exceptions are to communicate Pulling Violations, specific Time Violations, and Match Point signals. Do not make any hand signals connected with Requested Advice.

- Make a signal as soon as a call is made by the players
 - If play has continued and needs to be stopped, use the ‘Play has stopped’ signal
 - Exceptions: GAs do not immediately show or echo an initial signal for calls about “In/Out”, “Up/Down”, or “Goal”. Once the call is Resolved, then you should make the appropriate signal.
- Signal the Resolution of a call (contested, accepted, retracted)
- 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 and volunteers, for example *“time-out called by team A”*
- Echo hand signals made by your other GA
 - Exceptions: Match Point and Pulling Violation 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

- The GA at the Defence 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)

7.2. Participate in On-field Discussions

7.2.1. General Notes

GAs can participate in on-field discussions between players, when required, to help them make progress on coming to a decision. Providing Rules Clarifications or GA perspective should only occur in response to a request by a player. The type of information that GAs can provide during a stoppage, without being prompted by 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

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.

The GA should move towards the discussion as soon as it appears that it will not be resolved quickly. This allows you to 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.

GAs do not make Active calls for Foul, Violation, Infraction, In/Out, or Up/Down at any time during a game. To avoid confusion GAs never use hand signals to indicate a GA

Perspective on a call. GAs only signal to show the original call, and the player-agreed-upon resolution. Where language barriers exist GAs may use small hand gestures to help with communication, but it is best to avoid the use of the standard WFDF Hand Signals when doing so.

In general GAs should avoid using the word “*Must*” when describing what should happen according to the rules. Instead GAs are recommended to use the word “*should*”. The exception to this is when directly quoting a rule: if the rule says “must”, you may repeat that.

GAs should describe precisely and in no uncertain terms what they saw when giving their perspective on a play, but precede it with a variation of “*From my perspective*”/ “*I saw that...*”.

We use “*should*” rather than “*must*”, and the prefix “*from my perspective*” to reinforce that the Players are still responsible for making the decisions.

Once a player has asked for input the GA can give 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 defender calls “OUT” immediately following the catch.

Sometimes players might be unclear on what advice (Perspective vs Rules Clarification) they would like. In these cases the GA has discretion to determine what type of advice is the most effective route to resolve the call quickly.

This is also true if players are talking about a call using the wrong language, e.g. they are saying *wrapping* when they mean *straddle*. If they ask for GA Advice, GAs can give them Rules Clarifications or GA Perspective that is relevant to what happened. GAs are not limited to only talking about what the players have been discussing, nor to only answering a specific question.

For example: Player O calls “strip”, and asks for GA Perspective on the Strip. From your perspective O might not have established possession yet, but D definitely initiated contact with O’s shoulder during the catch attempt. You could say:

“From my perspective Player D initiated non-minor contact on Player O during the catch attempt, which would be a Foul. For a Strip, Player O would need to have established possession, which I did not see clearly. Are you calling Foul?”

7.2.2. *Provide Rules Clarifications*

Part of the GAs' role is to help players better understand the rules of Ultimate and clarify rules when asked by players. This could occur during a call that is in progress or as part of a conversation before, during (between points, during half time) or after games.

When asked for a Rules Clarification, GAs should provide the rule and any relevant context, but must not give their Perspective on a call, unless they are asked to do so by a player.

Sometimes players will ask for a Rules Clarification for a rule that does not apply in this specific play. In an ideal world you will quickly move them through from the wrong rule to the right one. For example, given...

- Player O1 causes an indirect foul on an upline cut prior to the disc being thrown.
- O1 accepts that they initiated the contact.
- O1 and D1 ask you for Clarification of the Outcome of an Offensive Receiving Foul.

You could respond:

An accepted Offensive Receiving Foul results in a turnover and D1 would receive the disc here. However, a Receiving Foul needs the disc to be in the air. All other non-minor contact is considered an Indirect Foul. Do you want my Perspective on the Play, or a further Rules Clarification?

This approach gives them the information they asked for, along with encouragement towards a more accurate outcome (disc stays with/returns to thrower, rather than D1 receives the disc), all whilst keeping the conversation short so we can reach a Resolution within the accepted time limit.

At other times outside of a call, e.g. before/after a game, players may ask you for Rules Clarifications. If the request is prompted by an event in the current or just concluded game, the GA should once again provide the rule and context, but should not give any GA perspective on a specific call (even if it was related to a call the GA could have been asked to provide their perspective on at the time of the incident).

Players may often confuse the current WFDF Rules with older versions, or with the USAU Rules, so it is important GAs are knowledgeable about Recent Changes, and Differences with USAU, so they are able to clarify this when appropriate.

7.2.3. *Provide GA Perspective on calls*

If requested for advice by either player, even if this request is prior to the 30 or 45 second dispute time, the GA may give the players their perspective on the play.

The following guidelines help us provide Perspective that is trustworthy and can be used by the players.

GAs do not Guess

- GA perspective should only be given where it is clear and obvious to the GA what has occurred in the play. It can also be clear and obvious that it was too close to tell, for example who initiated contact first.
- If no GA Team member is sufficiently confident on what happened, it is preferable to tell players this, rather than to make a guess. Making a guess almost always reduces players' confidence that GA advice was being made correctly.

GA Perspective is what You saw

- GAs (nearest to the call) should not provide Perspective based on watching a video or a photo of the play, but rather on what they saw during the play.
- If players want to review available footage, the GA should follow them to guide the discussion and monitor the time limit. However, GAs should also be aware of Appendix A.10 and A.11 regarding advice from non-players and use of technology. Where applicable, GAs should remind people to follow the restrictions imposed by A.10. and A.11.

GAs clarify first

- Before giving Perspective on a call, it can be useful for the GA to first clarify with the player(s) involved in the incident and outline the relevant rules.

GAs encourage communication first

- If players seek GA Perspective prior to talking to their opponent they should be encouraged to first discuss the call with their opponent.

GAs give Perspective on Details of the Play, not a Resolution

- The GA perspective given may be based on the specifics of details being disputed (e.g. “the Foot was on/over the line prior to the catch”), or other details that may be pertinent (e.g. “the receiver dropped the disc upon landing after the catch”).
- The GA 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 remain responsible for Resolving the call. Their Resolution may differ from the suggestion from the GA.

GAs only give perspective on the impact of the Breach, not the impact of the Call

- GAs can give Perspective on whether a Breach impacted the play, e.g.
 - *“I saw player #1 initiate contact with player #2 while player #2 was in the air. However, from my perspective the disc had already sailed out-of-bounds when that contact was made”.*
- GAs should not provide any Perspective as to whether or not a Call affected a play – that can be solely determined by the players involved, e.g.
 - A Pick is called before the throw, a Receiver slows down and makes a half-hearted attempt to catch the disc but drops it. There is a question directed to you about whether the Call (“Pick!”) affected the Play (dropping the catch). You should **not** provide Perspective on this.
 - If it is applicable, you can remind Players that the rules say that they need to take into account whether or not the call affected the play.

7.3. Time Management: how to help players resolve Calls quickly

As soon as it is obvious that a call will not be resolved immediately, the GA nearest to the call/responsible for that area should move quickly towards the discussion. At this point, if not immediately after signalling any stoppage of play, both GAs should start a stopwatch to measure the time limit. The primary responsibility for timing lies with the GA not moving towards the discussion.

If you can ascertain from the discussion that a Rules Clarification would be necessary to move the discussion forward, you should ask if they would like a clarification of the relevant rules, as soon as possible.

If after 25 seconds only one player had the opportunity to explain their view, you should make sure that the other player gets the opportunity to communicate their perspective as well.

After both players had the opportunity to communicate their viewpoint, what happens next depends on time.

If less than 35 seconds have already passed...

- If you had a clear and obvious perspective on the play, you should ask if they would like to hear it instead of getting more players involved, even if they raise their hands.
- If you did not have a clear and obvious perspective, but other players might have, you can involve them.

If more than 35 seconds have already passed..

- use your discretion whether an additional perspective (your GA, some other team-mate or sideline), will be helpful in resolving the call quickly versus prolonging the discussion.
- If you think the additional perspective will prolong the discussion, refrain from offering it/asking for it, and instead move the players toward resolving the call
- If the perspective is from a teammate/sideline, then use your discretion whether you believe their input will help resolve the call quickly: a team-mate offering to provide perspective to support their own player's call is often not likely to help resolve the call.

When there is a 'jumbotron" the GA not involved in the discussion can watch to see if/when a replay is being displayed and alert the GA and players to that.

If players want to use video or photographic material to help determine the outcome of a play, the GA involved in the discussion should remind them that this should not prolong the discussion.

If players repeatedly take too long to resolve calls, either by turning to the video evidence late, or by discussing it at length, GAs should remind team representatives of the efficient use of technology, for example by using the procedure detailed in the pre-game meeting.

Whilst the GA nearest the call is handling the call, the other GA - GA2 - should, in addition to watching the clock, consider whether it is fairly likely that the disc will be

sent back to the last undisputed thrower. If it is, then GA2 can help speed up the game by checking with that last undisputed thrower and any nearby defender what the last stall they had was before the disc was thrown. This is still helpful even if the thrower is relatively far away from both GAs. GA2's conversation is secondary to GA1's - if the call is resolved differently, or more quickly than anticipated, then GA2 will need to move quickly to clear the field and get back into position.

This division of tasks works if there is only one call at a time. If there are two calls that need to be resolved, for example a receiving foul and a travel, the GAs should help resolve both calls simultaneously. In this case, both GAs need to manage the time limit for their specific discussion.

If there are more than two calls, start with the ones that are most likely to impact the play, for example those that would result in a change of possession.

7.4. Time Management: how to End the Discussion when the players can't

One of our roles as GAs is to keep the game moving. The rules have a specific threshold for Calls to be resolved in 45 seconds (or 60 seconds if translators are required). However, GAs have some more flexibility than A5.7.1 implies.

- If the conversation is clearly not productive..
 - You can suggest early that “contest” might be a good way to get the game restarted.
- If the conversation seems to be productive/likely to be imminently resolved and the call is significant (*a significant call is for example a call that involves a change of possession, and/or could change the momentum of the game*)..
- OR If for some reason both players involved in the call have not yet been given a chance to share their views..
 - GAs can use their discretion to delay the threshold by 15s.

In all other cases, we stick to the standard threshold.

During a call, we work as a team to stay on top of the clock with our partner. This is what we expect for our communication/whistles...

- Over the radio..

- At 30 seconds the GA not involved in the call should give a short warning,
- At 40 seconds they should repeat this warning over the radio
- (and again at 50 seconds, if the time-threshold is 60)
- These help the GA in the call keep track of the time remaining for discussion.
- At the time-threshold...
 - The GA not involved in the call should blow 3 quick whistles
 - The GA in the call should say:

It's been 45 seconds – do you think you can reach an agreement?
 - If they don't come to an immediate Resolution, the GA should add:

If you can't resolve the call, the rules say this is to be treated as contested"
 - In general, the time-threshold is 45 seconds. Add 15 seconds, if..
 - There are translators/language barriers.
 - the GA in the call asks you over the radio to hold-off
 - you can hear the discussion being resolved imminently
- After the time-threshold...
 - The GA not involved in the call should continue to blow the 3 whistles every 15 seconds until the call has been resolved.
 - If the players involved continue to refuse to resolve the call, then you should inform the players involved and/or the captains that the only two options available to them are to treat the call as contested or call a Spirit Stoppage
- If you are not using radios – the GA blowing the 3 whistles should ensure they are visible to the GA involved in the discussion and that GA should visibly acknowledge the whistles.

7.5. Restarting the play: 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 restarting on stalling 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 (e.g. 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.

7.6. Restarting the play: Player Positioning

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.

7.7. Teams/Players unresponsive to advice

If a team or player has been given advice from a GA about how to comply with the rules, for example timing between points or how to stand before the pull, then the GA should refrain from constantly reminding the team/player about this. Instead the GA should find an appropriate opportunity to talk to a team representative about this. If this happens in the first half and it is not egregious, the half-time meeting with the spirit captains is a good moment to bring up concerns. If it is egregious or hasn't been rectified, you can also approach the spirit captains whenever they are not playing. In teams with coaches, especially at junior events, approaching the coaches can also be an option, but should be your second choice. If a player is unresponsive to advice, especially concerning other aspects, this might be a breach of the WFDF Conduct Policy (see chapter 9).

8. Best practices for common situations

In this chapter we'll look at best practices to keep in mind about situations commonly requiring attention and often advice.

8.1. 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 take-off 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 your own determination about the player being in or out so you are ready if 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. Advice should be given in a way that still enables players to make their own call – for example *"From my perspective it looked like their foot was on the line when they first touched the disc"*.

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.

8.2. End Zone Catches

See Appendix A for the positioning of GAs in the Endzone. As the downfield GA who has moved away from the goal line, you need to be able to recover quickly in case of a turnover. Your positioning is therefore dependent on your own speed and mobility and on your read of the most likely play. If this team has turned over the disc more often than not, do not move too far into the endzone. If this team has scored several times close to the back end of the endzone, move closer to the back cone.

When a catch is made in the end zone, GAs 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.

GAs should not indicate the all-clear signal until it is clear to them that no-player in their vicinity is making a call. If in doubt, hold-off the all-clear until certain. Better to be late than wrong.

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 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, GAs should make the correct hand signals to communicate that result to the other players and spectators.

Process for making the “Goal” signal (this can be aided by the use of radios):

- 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.
- 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 (by counting to five and/ or closing the fists before pulling the hands down)
- (When the hands are down, start your stop-watch for the time limit between points and after that, note down the score on your game sheet)

8.3. Disc Up or Down

While this is not Active Advice, it often is the subject of dispute and you may be requested to offer Perspective. 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 a clear and obvious Perspective 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.

8.4. Simultaneous Catches

When the disc is caught by two players and a discussion might ensue who caught the disc first. When asked, the GA may use different phrases depending on what their perspective was:

- If it is clear and obvious who got to the disc first, your advice should communicate who you saw catch the disc first and how.
- If it is too close to tell because it wasn't clear and obvious whether O caught the disc first or the catch was simultaneous, even though you had a clear view on the play, that catch should be treated as simultaneous. Your advice could be:

From my perspective, it was too close to tell whether O got there first or it was simultaneous so the catch should be treated as simultaneous and the rules say that the disc should remain with the Offensive Receiver.

- If there is a distinct possibility that the defensive player got there first but it is not clear and obvious either way, for example because the catch was partially obscured by players, your advice could be:

I couldn't see whether D got to the disc first or whether the catch was simultaneous, you could treat this as contested and send the disc back to the last undisputed thrower.

As GAs you are not supposed to render justice, but depending on your perception of the play you can give slightly different advice, as long as that advice is within the rules. The rules are biased towards the Offence, so if it is not clear and obvious that Defence caught the disc first and you had a good perspective of the play, you should in general opt for the second option. Only if you have severe doubts, but without being certain that the defensive player caught the disc first, you should opt for the third option.

8.5. Provide Substitute Discs and retrieve Discs

Game Advisors can provide substitute discs to teams according to A.2.1.3. If players have stopped play due to a warped or bent disc and have agreed to get a substitute disc, the GA should get a substitute disc for the players as soon as possible, even if the condition of the disc did not meet the legal definition of a disc that could be substituted or to have caused a stoppage.

If the disc is out-of-bounds and more than three (3) meters from the pivot location, the GA may retrieve the disc and place it within 3 meters of the playing field, nearest to where the pivot is to be established. This should only be done where it will help minimize a significant time delay that might otherwise occur. If a GA has retrieved a disc after a stoppage in play, the GA should not throw the disc back to the players. Instead they should hand the disc to the closest player to be returned to the appropriate player. A short pass to the pulling team at the start of a point is acceptable.

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.

8.6. 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”).

8.7. Advise on Time Limits after Turnovers

The Rules Appendix A5.8 gives GAs the power to advise on the time limits regarding turnovers and the pull. This power should be treated as a tool, and not as a rule. If it is clear that the Offence will look to put the disc into play without delay, then a GA should use their discretion and not use the time limit signals. Only if a team seems to be slow or the disc is very far away from the closest player, the trail GA should use the following signals:

- 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 at most 20 seconds*”
- At the start of a 10 second time limit, raise one arm above your head with a closed fist. Loudly announce “*Offence has at most 10 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 Offence is obliged to comply with these time limits even if the Defence do not count the pre-stall. However the Defence can only start the stall count prior to the Offence establishing a pivot if the Defence themselves have commenced the pre-stall.
 - If the Defence 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

8.8. Advise on Time Limits for Time-outs during a point

Track the time limits for time-outs and make the appropriate timing signals (as per Section A5.5 of the Appendix). The Trail GA is responsible for whistling and primarily responsible for timing the time out.

- At the beginning of the time-out..
 - The trail GA should confirm with the thrower and marker what the stall count was and what it would be coming back in on after the time out. If the timeout was called immediately after catching the disc or picking it up after a turn over, this is not necessary. If the marker has definitely

already started stalling, you need to move in quickly and confirm with both players what the stall count is.

- Remember the jersey number of the marker, in case they switch the marker. If they do, the stall count needs to start at '1'.
- After 45 seconds..
 - the whistling GA says *"30 seconds for Offense"*. Both GAs should remind the non-players from both teams to leave. It is more important that the sideline players leave the pitch here. The coach should be allowed to stay until shortly before the respective teams need to be ready.
 - Useful phrase: *"Sidelines start clearing the pitch please"*
- After 60 seconds...
 - the whistling GA whistles once and says *"15 seconds for Offense"*.
- After 75 seconds...
 - the whistling GA whistles twice and says *"Offense should be ready"*.
- After 90* seconds
 - *or after 15 seconds after the offense stopped moving, whichever is later,
 - the whistling GA whistles thrice and says *"Defense should be ready. Play should start."*

The verbal warnings should be repeated by both GAs.

For Delay of Game (see *the relevant sections in Annotations, Rules & Appendix*)...

- If team O is too slow in setting up, the marker may call "delay of game" and if everyone from team D is stationary and in a legal position, team D can call "disc in". After that, the marker can legally start stalling.
- If team D is too slow in setting up and team O is stationary, the thrower may call "Delay of Game" and then call "Disc in". After that, the thrower can immediately start playing.

- Optionally, the “Delay of Game” call can be followed by a “Violation” call at which point the opposition has to stop moving. The intended thrower can pick up the disc. After the disc is checked in, everyone gets to move again.
- Both teams should give a warning before calling “Delay of Game”. One convenient way to do so is to commence with a pre-stall.

8.9. 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.

8.10. 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-out call 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 Perspective 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 stall-out that they think is relevant.

8.11. **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?

8.12. **Fouls on Receiving and Defending Hucks**

On certain (typically deeper) throws, we may find multiple players will be simultaneously vying for the disc. When players are chasing a floating disc, one or more of them may trip and multiple fouls may be called.

There are two things you can do to be most effective in these situations:

Early Positioning

It is important, especially if you are the downfield GA, to determine the likely path of the disc, get to the likely area where a catch will be attempted as quickly as possible, and watch approaching receivers and defenders for early interference fouls, such as trips, shoves, or blocking out with the elbows. Especially relevant are whether:

- one player is pushing another with their hands,
- there is an obvious sweep across a player's hands,
- one player held their line as compared to another who changed their line
- one player jumps into another, or
- one player uses another to assist in a leap.

Convey what matters most: Initiation of Contact

The most critical information to give, if you have it, is which player initiated the contact. If you can provide that information, it is much more likely that a Resolution can be reached promptly.

If you can succinctly provide additional details about the contact, that's even better, e.g.

- What body parts were involved in contact *“defenders arm into the receivers back”*,
- and When: *“before/after the disc was catch-able”*
- And what perspective you had: *“I had a clear view of space between the players before the contact occurred”*

8.13. Dangerous Play

Players have the right to call “dangerous play” when an opponent makes or tries to make a play:

- which shows a reckless disregard for the safety of other players.
 - A “reckless disregard” is especially indicated when a player makes a play that could lead to injury without having any chance of making a legal play on the disc.
 - If the chance of making a legal play on the disc is minimal or non-existent, initiating any body contact shows more disregard for player safety than if the player could actually legally reach the disc. If that body contact has any potential to cause an injury, that should be considered a dangerous play according to 17.1. variant 1.
- which could potentially cause serious injury to other players.
 - if a player can make a legal play on the disc and initiates or could initiate body contact that poses the risk of a serious injury, then that is a dangerous play according to 17.1. var. 2.
- which is otherwise dangerously aggressive (17.1. Var. 3).

Note that 17.1. refers to “fellow players” and not just “opponents”. Any behaviour that puts any player’s safety at a high risk should be considered a Dangerous Play. Player A1 could call a Dangerous Play even if the incident involves Player B1 and B2.

Examples include, but are not limited to:

- significantly colliding with a mostly stationary player,
- jumping into a group of mostly stationary players,
- diving around or through a player that results in contact with a player's back or legs,
- running without looking when there is a likelihood of other players occupying the space into which the player is moving,
- jumping or otherwise leaving the ground where it is likely that a significant collision will result, eg. jumping diagonally into a group of players mostly jumping in a straight upwards line
- wild or uncontrolled throwing motions,
- initiating contact with a player's head,
- initiating contact with an airborne player's lower body that prevents them from landing on their feet, and
- jumping right in front of a sprinting player in a manner where contact is unavoidable

In terms of discussions among players, these plays will follow the same process as any call. If players have asked for Perspective on a foul call, the GA can advise that they think a player made a reckless play or a play that poses significant risk of injury (if that is the case).

However, you should make note of such Dangerous Plays, even if they may not result in calls. If possible the player's 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.

After the Game, GAs should hand in their Game Sheets to the Head GA, and add every note-worthy incident, including every dangerous play, to the GA event-spreadsheet (see Chapter 9). This allows the TRG and the Spirit Director to keep an overview over all incidents, and cumulative reports enable GAs to more accurately gauge the need for WFDF Conduct Policy warnings (see Chapter 9).

8.14. Be Aware of Cultural Differences Between Teams

Most of the time, teams will have similar understandings of SOTG and of the level of physicality they are comfortable with. Occasionally, one team is less likely to make any calls, will be more uncomfortable discussing calls, and therefore more likely to accept calls against them or retract calls made by them. This is in general nothing to worry about. GAs should, however, be aware that cultural differences might escalate this imbalance.

This is especially so when we face multiple breaches of a rule. For example, suppose we have..

Player O gets fouled repeatedly in the same situation. Player D accepts the foul call twice in a row, but doesn't adjust their behaviour and fouls O again, a third time.

For most players, this would be considered unacceptable, but how players respond to that may differ with their culture. Some may burst out with anger. Some may feel it is appropriate to foul back. Some may determine they should stop engaging in calls, either not listening to the other party or in some cases refusing to make Calls.

If you start noticing the other team taking advantage of this or deliberately riling the other team up, this constitutes poor spirit (see rule 1.4) and might even be considered cheating.

There is no ideal solution for a GA intervention here. If you realize that a team is taken advantage of, you can attempt to support players by talking to their team representatives, helping them communicate their misgivings to the other team, backing them up when they talk to their opponents. You should be conscious to not appear biased, so your advice needs to be grounded in the rules.

8.15. When to call a Support GA

For certain games or in certain situations, it will be helpful to have additional support from other GAs not actively working a game in that round. Sometimes someone will be assigned ahead of time as a third game official or as an ADA 'on call' in that round.

Typically, it can be helpful to have support dealing with issues off the field, for example monitoring perimeter lines, dealing with team staff or media personnel, and other teams or spectators. Focusing on these other issues takes away from the attention on the game you are scheduled to work. Asking for support early will help you maintain focus on that game. If you feel your attention slipping, even after only a couple of points, you should ask other volunteers for help or ask them to radio for another GA, an ADA or a TRG member to help.

The advantage of the Support GA is that they are typically more rested and can take more time to explain or discuss recurring issues with team representatives. As all GAs can be Support GAs there are also more of them than ADAs or TRG members.

8.16. Act as a Support GA

As a Support GA, you are not actively working a game, so you can not give Advice, especially you do not provide perspective on calls to players or people on the sideline. You may clarify a rule, if the GA crew working are unavailable.

When you are called to assist with a game, aim to arrive there as quickly as you can without overtaxing yourself. Working as a Support GA will often occur during your scheduled breaks. If no GA on break is available, radio for a TRG member.

Wear your White shirt or other Official long sleeve shirt (non-green). This identifies you as a WFDF representative and game official. Once you arrive, confer with at least one GA at a convenient moment to clarify what the GA crew needs help with.

The most common situation is helping with monitoring restraining lines. Remain calm and respectful when you remind players or other team members verbally to respect the restraining line. Stay behind the players on the sideline. If a specific person presents the biggest problem, you should follow them closely. You might also gently tuck overstepping personnel back. Do this with caution depending on prior established relationships, expect that people might have other boundaries than you.

Ideally, your presence alone reminds players and other team members of what they are supposed to do. Assess after a couple of points if you can step back. If possible, monitor the situation from the volunteer's tent for another couple of points. If the situation got resolved, e.g. the problematic behaviour improved significantly, check in with the working GA crew whether they agree. If yes, you can leave. You should use your allotted break to rest and recover for your next game. If not, stay to support the GA crew as best you can.

If the behaviour does not improve or the situation escalates and you are not an ADA yourself, radio for an ADA or TRG member. They are empowered to issue Misconduct penalties, if necessary (see chapter 9).

9. Navigating Spirit Stoppages and WFDF Conduct Policy Breaches

These are some of the rarest situations you will face as a GA, but are also some of the most significant, and potentially hardest on you, which is why we cover them separately.

9.1. The basics of a Spirit Stoppage

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 A13 of the Appendix. However before a GA decides to call a Spirit Stoppage, they should consult with the other GA if possible, and Team Captains or Spirit Captains should be encouraged to make this call themselves. Teams should also be reminded that calling a Spirit Stoppage can be used to prevent issues from escalating, not just once things have escalated.

In general, a Spirit Stoppage should follow this procedure:

1. Call it after a call that stops play or any other stoppage, prior to the disc being checked in or after the start of a point and prior to the disc being pulled.
2. Make sure that the volunteer in charge of the game time stops the game clock for the whole duration of the Spirit stoppage.
3. Every player (on and off the field) gathers in a spirit circle. They should be encouraged to talk to each other, but preferably to not rile each other up but find common ground.
4. The captains and spirit captains should come together with the GAs in a separate circle, potentially coaching staff could join in too. Captains, spirit captains and GAs should discuss how to proceed and adapt their teams’ behaviour going forward.
5. The spirit captains communicate the end result of that discussion to the teams in the spirit circle.
6. Players must return to the approximate positions they held prior to the Spirit Stoppage being called. When the disc is checked in, restart the game clock.

9.2. The GA as mediator in a Spirit Stoppage

In Step 4 above, your role will vary. If the players themselves are focused on constructive criticism and how to continue playing in a spirited manner, they can be trusted to lead the discussion. This is more likely to occur if they chose to call the Spirit stoppage themselves, which is one reason we encourage them to do so. On the other hand, if the discussion focuses too much on airing grievances, rather than improvements for the continuation of the game, that is when GAs should step in. This situation is more likely to occur if the trust in each other has already broken down.

What you tell the Spirit Captains depends really on the reasons for the spirit deteriorating. Common examples are:

- increasing physicality and fouls, especially dangerous plays
- increasing calls for infractions that weren't called earlier or
- Increasing calls that do not impact play.

Even if the trust might have been lost between the teams, reminding them of the following three rules might help:

- *1.2.1: If there is a deliberate or egregious breach of the rules or Spirit of the Game, the captains should discuss this and determine an appropriate outcome, even if that outcome is not in accordance with a specific rule.*
- *1.10.1 If a player who was not directly involved believes that a team-mate has made an incorrect call, or caused a foul or violation, they should inform their team-mate.*
- *A10.1. During any stoppage, if it is practical to do so, a team's captain, spirit captain, or coach, may enter the field, without being asked, to encourage a player from their own team to change a call. However this may only occur if the outcome will be to the detriment of their own team.*

This enables the captains to overrule their players and also the rules of the game (to a degree). If they don't trust all of their opponents to play fairly, with this rule they only need to trust the opposing captain to overrule their players if they continue to make bad calls or not follow the GA's advice. It also allows the captains to decide whether and how to proceed with the game.

9.3. Reasons you might call a Spirit Stoppage

Reasons why Spirit stoppages should be called include, but are not limited to:

Unspirited behaviour from one or both teams that threaten the normal flow of the game

- A good rule of thumb is: do you expect the Spirit Score to be less than 7 for at least one of these teams for the way they are currently playing?

Egregious misconduct by individual players or staff, warranting a warning for a Misconduct Penalty

- The penalty is to be decided by, and imposed by, an Acting Disciplinary Authority (see 9.7).

To extend halftime to relieve pressure on Spirit Captains

- Calling a Spirit stoppage can be used to prolong halftime, for example by up to 2 minutes. This allows Spirit Captains additional time to communicate the result of the halftime check-in to the teams.
- This is usually not necessary, i.e Minor disagreements over calls or body contact do not warrant this. But if you fear that the game might deteriorate further and the use of a Spirit stoppage would be unavoidable without these adjustments, using this opportunity to communicate the outcomes to the team without stopping play or using the full procedure for the Spirit stoppage might benefit the teams.
- If both GAs believe that the Spirit Captains need an additional minute to communicate the outcomes to the teams prior to starting the second half, they could say:

We will stop the game clock for one minute to give you the time to communicate the discussed adjustments to your teammates before we start the second half.

The two GAs should split up and listen in on the respective team circles to make sure that the communicated outcomes reflect the discussion and that the added time is not used to discuss tactics etc.

- Alternatively, if the Spirit Captains suggest that there should be a Spirit stoppage at halftime, all steps of the procedure need to be followed, including the spirit circle with all players.

In some instances, GAs can call a Tournament Technical Stoppage (A14.1).

Physical wellbeing of Players

- In general, there should be heat breaks in extreme weather conditions. However, if a game is running too long (for example over 2.5 hours) and you fear for the safety of the people involved in the game due to tiredness, calling a Tournament Technical Stoppage in agreement with the teams might also provide a solution.

Physical wellbeing of Game Officials

- Note that if officials need to delay the start of a game, or stop a game for physical well-being (such as a GA injury) then they could call a Tournament Technical Stoppage.

9.4. Tools for improving spirit, to be used after a Spirit Stoppage

This is still an area of development. The following are deviations from GA protocol that have been tried, with some success, to help facilitate better spirit after a discussion in a Spirit stoppage:

- If calls have been taking time to resolve... adding an extra 15 seconds to reduce the pressure, Or removing the whistles entirely
- If calls have been unproductive/argumentative... stepping into calls earlier to mediate, and actively encourage more of the conversation to flow through the GA (until the teams rebuild trust)
- If the 'problem' seems to be focused on one area of the game... switching up your positioning so that both GAs watch only that part of the field, eg. both GAs are trails
- If teams have been 'gaming' the system... actively encourage players to focus on the Resolution of a call, and only provide Rules Clarifications for Outcome after a Resolution

9.5. Escalation beyond a Spirit Stoppage

Whenever a Spirit Stoppage is called, this should be reported to the Head GA and the TRG as soon as possible. If you believe that the game might further deteriorate despite the Spirit Stoppage, warnings for WFDF Misconduct penalties might be necessary. Those penalties require an Acting Disciplinary Authority (ADA) to be present (see 9.7)

In most cases, an ADA will not be present already, and so the GAs will need to request their attendance. Once an ADA arrives, one of the two GAs should inform them of what had occurred, what was discussed in the Spirit stoppage and what you expect to happen going forward. This is more important than paying attention to the game play for this period.

If the behaviour prompting the Spirit Stoppage is so egregious that you believe a player should be ejected from the game immediately or similarly harsh penalties would be appropriate, you should not let the game restart until the arrival of an ADA.

9.6. The WFDF Conduct Policy: What to watch for

Game Advisors have a specific role regarding Conduct and need to monitor incidents concerning the WFDF Conduct Policy ([found here](#)). These incidents may or may not be specifically connected to game play and may or may not involve player(s).

From 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 behaviour (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

Best practice

Cheating includes any behaviour or playing pattern that indicates a blatant disregard of the rules and Spirit of the Game. This behaviour is considered intentional when players are expected to know the rules and act contrary to them to gain an advantage. The advantage can stem from knowingly committing rule breaches or calling them when there are none. Intent is indicated especially when a GA had previously explained the rule disregarded by the players. Examples are:

- egregious double team in the majority of zone setups,
- repeatedly fouling throwers in power position to stop the opponent’s flow,
- consistently calling minor infractions that do not impact play to stop the opponent’s flow,
- disregarding a GA perspective or rules clarification without providing a good reason,
- changing one’s position on the resolution of a call solely to gain an advantage.

Public urination usually results in a suspension for one game. Report such an incident as soon as possible to the Head GA or TRG.

Other breaches to lookout for and report to the Head GA and TRG are

- Any Games with an unusually high number of calls, especially if they remain disputed.

- Repeatedly exceeding the time limit for resolving a call.
- Repeated examples of players deliberately initiating contact.
- Players and/or Non-playing Team Support members not remaining behind a restraining line.

9.7. Who is an “Acting Disciplinary Authority”?

An Acting Disciplinary Authority (ADA) is any person who has the power to implement penalties as per the WFDF Conduct Policy ([found here](#)).

Any member of the TRG is automatically an ADA. In most cases where you feel there may be a need to consider a penalty, you will want to ask a Volunteer to request a member of the TRG or an ADA come to the game immediately.

In some cases, under rule B6.3.2.13, the TRG can designate a GA an ADA for the duration of an event. If a GA has been designated an ADA then there is not a need to call over a member of the TRG. This is especially true in instances of egregious dangerous plays or similar in-game situations or any situation that requires immediate action by an ADA. However, for situations, like dealing with another team on the sideline or non playing team staff it can be helpful to delegate dealing with the situation or at least the final decision to an ADA who is not actively working a game in that round. This ADA ‘on call’ has more time to assess the situation and explain the decision to the offending person. This can help deescalate situations.

A report to the Head GA after the game will still be required.

9.8. Outline for dealing with a Misconduct Incident during the game

For this example, suppose that Team A and B are playing, and that you have noted repeated examples of Dangerous Play from team A, such that we’re on point 5 and your Game Notes show:

A#13, DP, pt 2, 4,
A#77, DP, pt 4,

Here’s a mental map of how you could approach this:

- 1) confer with your fellow GA: are they seeing what you’re seeing?

Best Practice is to do this regularly throughout any game anyway, to be sure that you are both seeing the same thing.

2) get both Spirit Captains in and ask them what they're seeing/feeling. The goal here is to have the players lead and fix the problem, but if they can't, you will need to.

a) If Team B leads the conversation on the Dangerous Plays, then let them lead

b) If they don't then you should tell both teams what you have noticed

and, regardless of whether it's a or b, you should let the offending Team(s) know that their behaviour has been noted and will be reported. If they ask what that means, you may expand:

"At this stage it is only 2 or 3 examples. If these are stand-alone incidents, and you correct the behaviour immediately, it is likely that there won't be any consequences. However, if this behaviour continues in this game, or future games, then that will also be reported, and it is much more likely that the TRG will penalize you. Punishments include but are not limited to: having points docked, having results reversed, having individual players or coaches excluded, or the entire team excluded"

The extent of this warning should depend on the misconduct displayed by the players. The first reported incidents of dangerous plays or cheating will most likely not result in misconduct penalties. They should still be brought to the attention of the teams and the teams should adjust their behaviour within this game.

3) If the behaviour stops, then all you need to do is report to the Head GA after the game. You have completed this mental map.

If the behaviour continues...

4) You need an Acting Disciplinary Authority (see 9.7) who can impose penalties immediately, if required. You may extend an existing break in play if you need to bring over an ADA.

5) If you or your partner are concerned that the players cannot play without breaking Safety, then you should call a Spirit Stoppage immediately, explain why you have done so, and that the game will not restart until an ADA arrives and can be briefed.

9.9. What are appropriate responses to a Misconduct Incident?

How many of these steps are appropriate, depends on the misconduct displayed by the players.

Team Captains' and coaches should be encouraged to address their own teams' misconduct prior to the Game Advisor doing so. GAs should confer with the other GA for the game and also consider calling a Spirit Stoppage and contacting the Head GA or Tournament Technical Director prior to providing a warning related to the Conduct Policy. Most of the time it will be more efficient and effective to have an ADA (see 9.7) issue the warning themselves.

However, if you deem it appropriate and necessary, you can provide a warning to a player, coach, or other team officials. The GA should inform the person involved, as well as the team's coach or captain, that:

- The GA believes the person has breached the WFDF Conduct policy
- That the GA will be referring the incident to the TRG
- That the TRG will follow up on the incident as soon as possible
- That Teams may address the issue themselves in accordance with Rule 1.2.1 or Appendix section A12.2

Violence and abuse directed at other players, GAs or other volunteers and similarly inappropriate behaviour should immediately be reported to the TRG. In general, the GAs should call a Spirit stoppage, so that an ADA (see 9.7) can join the game before it restarts.

However, not every incident that nominally qualifies as Misconduct will lead to Misconduct Penalties. For example, not every dangerous play or disregard for the rules will be followed up by the TRG, even after being informed by GAs. It would still be beneficial to the teams and their opponents if the captains / spirit captains or coaches are informed by the GA of a dangerous play they witnessed or behavioural patterns that could be considered cheating.

This does not necessarily constitute a warning concerning the WFDF Conduct Policy. It should be clarified by the GA whether they provide a Rules Clarification or give a Warning. If a team has repeatedly broken the same rule over a period of games, it becomes more relevant to provide a warning that the behaviour will be referred to the TRG.

If the offending person is a player, it is hoped that the teams will address the issue themselves. If their captains, spirit captains or coaches are not intervening after being made aware by the GA, calling a Spirit Stoppage is an appropriate response.

If the offending person is a coach, staff or spectator, it might be more appropriate to call an ADA (see 9.7) and have them deal with the issue directly, rather than stopping the game. This depends on how much the misconduct impacts the game or the GA's ability to officiate.

9.10. What to do if you are directly targeted

GAs are trusted to know the difference between behaviour that is against the rules (e.g. being late between points, consistently being Offside), and inappropriate behaviour that targets or disrespects them in their position as WFDF Game Officials or as a person.

If a GA feels unsafe or fears for their physical, mental or emotional wellbeing, calling a Spirit Stoppage to stop the game is appropriate. A GA is allowed and encouraged to put their own wellbeing first and walk away from a dangerous or abusive situation, even if that leaves the game unsupervised. You should tell your partner and communicate the incident to an ADA (see 9.7) immediately, but leaving an unsafe situation is always legitimate.

You are trusted to know where the line is for what you consider safe. That line can and should be different for different people because everyone's experience is different. Do not feel pressured to react the way you believe other people might react to an incident. Some of us are more at risk than others due to their gender identity, sex, race, ethnicity, or other vulnerabilities. Protect and support each other. Trust that WFDF is committed to protecting all of us the way we are.

For example, if a GA receives negative comments or heckling during the game from teams or from spectators:

- (ideally) note down the details, such as: White #13, pt 4
- If the remarks are disrespectful, but not harmful, and you feel safe to do so, you may delay reporting this to the Head GA until after the game.
- Otherwise, this is likely a breach of the WFDF Conduct Policy. You should request an ADA (see 9.7) come to the game immediately.

9.11. Report Incidents to the Tournament Rules Group after the game

GAs should report to the TRG any substantial and/or sustained behaviour 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 behaviour went against WFDF Conduct Policy
- Names of any other tournament officials who may have witnessed this behaviour

The captains and coaches 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.

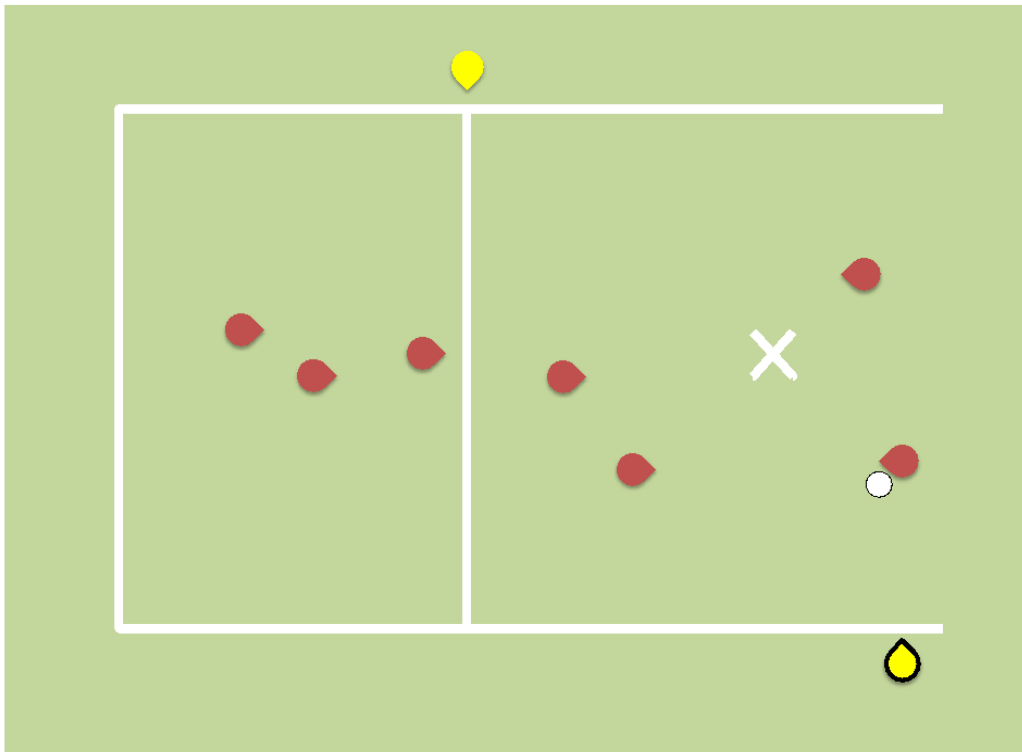
The TRG will meet daily to review GA incident reports and will, in conjunction with SOTG Scores, determine what actions will be taken towards the offending player(s) or team(s). Reports should not be limited to egregious incidents such as fighting or reckless play. Reporting should be used to inform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

Best practice

In addition to handing in their Game Sheets with their notes, GAs should flag any incidents concerning the WFDF Conduct Policy in the daily debrief. Ideally the Head GA for an event will create an event-specific spreadsheet, allowing all GAs at an event to log incidents in one place. GAs should log all incidents of cheating or dangerous plays.

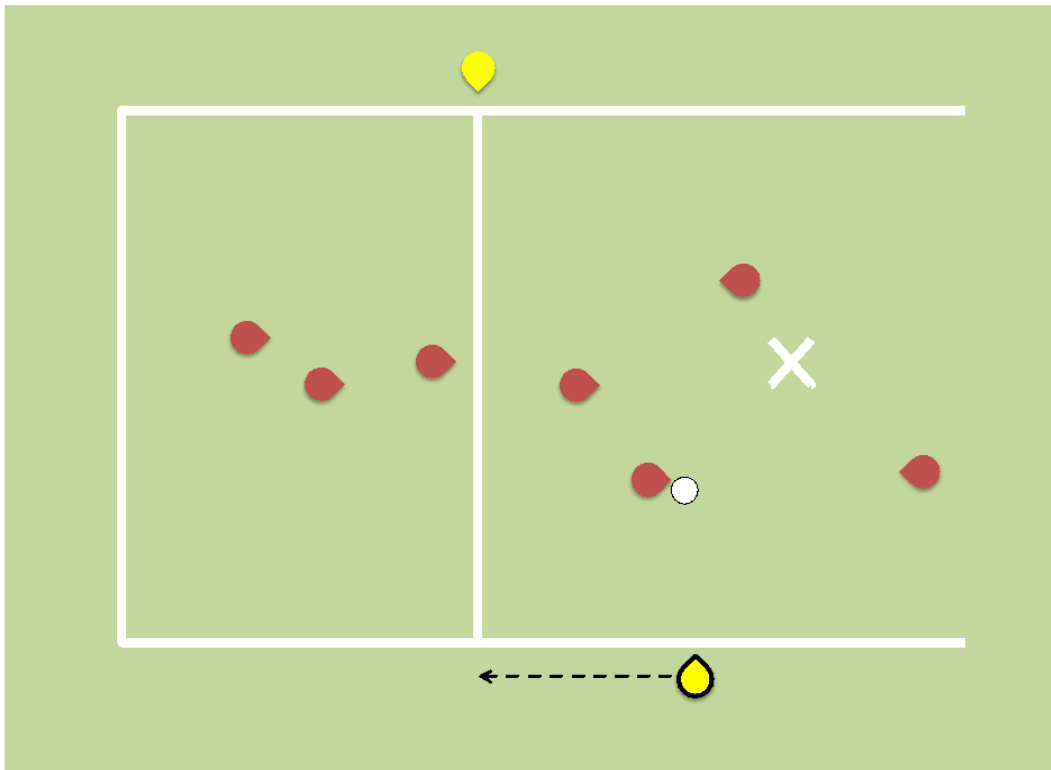
Logging all incidents centrally helps us in two ways: During a given event this process makes it simpler for the Head GA to identify if a pattern is developing, and thus to take appropriate steps to address it. Over the longer-term it helps us to track behaviour from event-to-event/year-to-year, and thus measure effectiveness of any interventions such as Player Education programmes.

Appendix A: GA Endzone Positioning

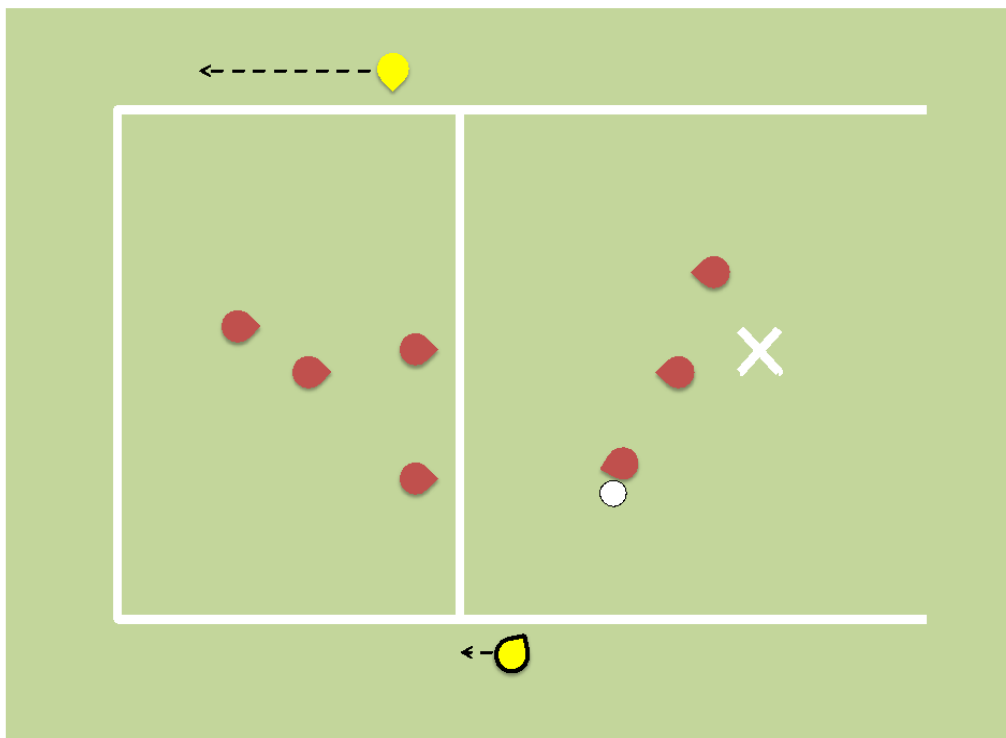


1. Disc approaches the end zone: Trail - in line with the disc, Downfield – on goal line.

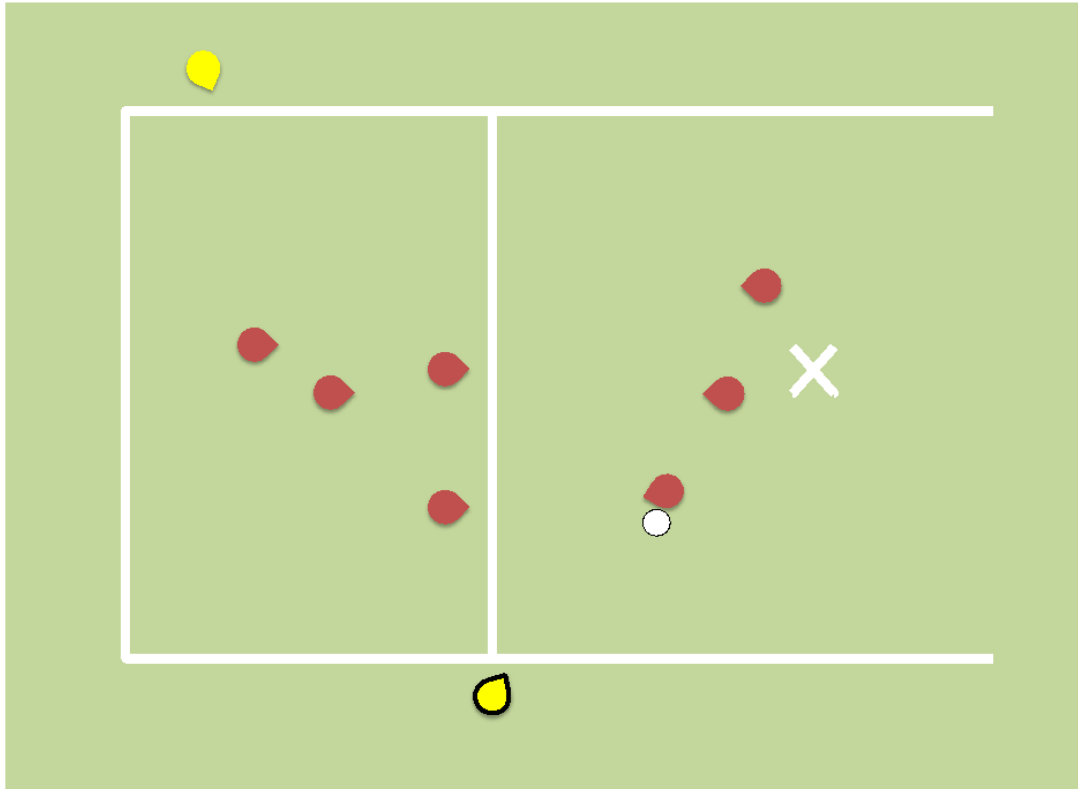
NB. Anytime the disc is thrown into the end zone for a possible goal, Downfield should move to be in the best position to watch that reception.



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



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

NB: 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)

Appendix B: Line Assistants

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.

This manual details the role of Game Advisors and describes specific roles and responsibilities of Game Advisors, but can also be used by Line Assistants (LA).

For a Line-Assistant, the following sections are most relevant:

- 3.1 Track the Scores Using a Game Sheet
- 3.5 General behaviour when Interacting with Players
- 5.2 Pre-Game Meetings
- 5.5 Monitor Restraining Line
- 6.2, 7.3, & 7.4, 8.7 & 8.8 Advise on Time Limits
- 6.3 Monitor Player Numbers and Ratios
- 6.4 Monitor for Pulling Violations
- 7.1 Use Hand Signals to Help Communicate Calls
- 8.5 Provide Substitute Discs
- 8.6 Provide Advice on Perimeter Line Locations

Reminder: 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.

WFDF Rules of Ultimate 2025-2028 – Championship Timings v1

Start of game		
-05:00	-	Captains toss
-01:00	 1	"1 minute"
00:00	 1	"Game on"
At 00:00, start timing as per "Start of a point"		

Start of a point		
00:00	-	Goal is scored
00:45	 1	Offence stand on line
01:00	 2	Offence signal ready
01:15 Or +15s	 3	Pull should be released

Time Out during point		
00:00	-	Time out called
00:45	-	"30 seconds for O"
01:00	 1	"15 seconds for O"
01:15	 2	"Offence ready"
01:30 Or +15s	 3	Play should restart

Time Out between points		
00:00	-	Goal is scored
01:15	 1	"End of Time out"
02:00	 1	Offence stand on line
02:15	 2	Offence signal ready
02:30 Or +15s	 3	Pull should be released
The time out ends at 1:15 after the start of the point, regardless of when the time out was actually called		

On field discussion		
00:00	-	Start Timer
00:15	-	Captains should step in
00:45	 3	Play is contested
01:00	 3	Repeat if play not restarted

Change of possession		
A pivot must be established within the following time limits:		
00:10	-	Turnover in the central zone
00:20	-	Turnover in end zone or out of bounds
00:20	-	After any pull
GAs use signals & verbally indicates start of timings, but defence must pre-stall to enforce a 'disc in' call		

Re-pull after a violation		
00:00	-	Violation called
00:15	 2	Offence signal ready
00:30 Or +15s	 3	Pull should be released

Time caps		
55m	 1	"Half time cap"*
100m	 1	"Time cap"

*Unless half time has already occurred

Half Time		
00:00	-	Half time starts
06:00	 1	"1 minute"
07:00	 1	"End of half time"
After 07:00 start timing as per "Start of a point"		

Stoppage of clock	
Game clock must be stopped after the following:	
- A Spirit Stoppage - Tournament Technical Stoppage - Injury/Technical stoppages that lasts more than 2 mins - Inclement weather stoppages	
The game clock must restart once play restarts	

Notes:	
A time limit is not considered to have been reached until the first sound of the last whistle	
"Or +15s" means that if the Offence is not legally ready, the three whistles should not occur until 15 seconds after the Offence is legally ready	
If play has already started, whistles should not be blown	
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	
Refer to relevant sections of the "WFDF Rules of Ultimate 2025-2028 – APPENDIX" for specific details of timings	