

Substantial differences between WFDF Rules (2009) and UPA Rules (11th edition)

This document aims to support those players who normally play under UPA rules who are travelling to an international tournament played under WFDF rules. In particular, these players are usually from the USA and Canada, but also some other areas around the world.

The differences are separated into major differences, which will cause a problem if you don't know the rule, and minor differences, which you probably won't notice while playing.

If you're unsure of a rule during a game, be prepared to ask those who know, and learn.

This document can be used for a verbal briefing of captains or players prior to play. It is necessarily brief and incomplete. For a full treatment of the rules, refer to the relevant section of the WFDF Rules of Ultimate 2009.

Major Differences

Continuation can only happen if the disc is in the air or in the act of throwing, except for a travel call (§18.2.7).

For all calls except travel, if the thrower isn't attempting a pass at the time then the disc will always go back to the thrower.

There is no middle option after an out-of-bounds pull (§7.13).

The only options are the brick and the spot where the disc left the playing field

The marker must pause a second between "stalling" and the first number in the stall count (§9.1).

Under UPA rules, it is acceptable to say "StallingOne" to start a stall count, essentially reducing the stall count to 9 seconds.

Check: Only required after a Foul or Violation Call (§10.1)

There is no requirement to touch the disc to the ground when establishing a pivot after a turnover where the disc is out-of-bounds or in an end zone.

Play does not stop after a stall-out turnover (§13.5):

The thrower puts down the disc immediately. Play only stops if the turnover is disputed.

Stall counts resume differently (§15.10)

Contested stall-outs come in at 9.

After an uncontested pick the stall count restarts at max 9.

Stall counts after offensive fouls always start at maximum 9, whether contested or not.

Travel: there is no 2 ground contact exception (§18.2).

After catching the disc, the thrower must slow down as quickly as possible without changing direction until they establish a pivot.

Travel: the thrower may throw after landing but before establishing a pivot, if the thrower maintains contact with the ground throughout the throwing motion (§18.2.3.1).

Marking infractions don't stop play (§18.1).

After a second infraction, the count goes back to zero without a check.

Play doesn't stop for a travel call where the thrower hasn't thrown the disc (§18.2.7).

The stall pauses and the thrower goes back to the correct pivot point as indicated by the defence.

Marking violations differences (§18.1.1):

“straddle”: a line between the marker's feet contains the thrower's pivot (i.e., you are allowed a bit closer than in UPA 11th)

“disc space”: similar to UPA's “distance”, but all you have to do is staying away a disc from torso and pivot, no such thing as “the line between two points...”

“wrapping”: you can't use your arms to prevent pivoting in ANY direction

“double team”: to avoid double team, second defender is not required to guard an offensive player, just be within 3 metres of them

“contact”: the marker touches the thrower or the disc but not in the act of throwing.

Minor Differences

If a call during or after the throwing motion did not affect possession, then it should be retracted (§16.1.2.2.2).

For example, if a thrower is fouled in the act of throwing, but the disc flies perfectly to the receiver who then drops it on their chest, the turnover should stand.

Calling a time-out when the team has none remaining is not necessarily a turnover (§20.7).

Instead, add 2 to the stall count and resume play with a check.

Pick: the defender must be “closely covering” to call a pick, rather than a strict 3 metres (§18.3.1).

However, for practical purposes this would normally mean less than 3 metres, and never more than 5 metres.

Play does not stop after the following turnovers (§13):

- hand-over,
- intentional deflections to oneself,
- self pass/double touch, or

The thrower puts down the disc immediately. Play only stops if the turnover is disputed.

The end zones are shorter, 18 metres instead of 23 metres deep (§2).

The brick is further from the end zone, 20 metres instead of 18 metres deep (§2).

There is no delay of game time limit (§8.6).

Instead of having time limits, the thrower must move at walking pace or faster in a direct line to put the disc into play. This is backed up by spirit-of-the-game.

Contesting a marking violation explicitly stops play (§18.1.2).

Each team nominates exactly one captain (§5.3).

Players may ask non-players for their perspective on a call related to “out-of-bounds” and “down” (§1.10).

Non-players may return an out of bounds disc to within 3 metres of the field (§11.9)

If an injury affects the play, the disc goes back to the thrower (§19.3).

So, if you pull your hamstring running after the disc in the air, and you fail to catch it, the disc goes back.

“Retracted” call is formally recognised (§15.9)

Status of the Disc (§8)

Directly after a turn over or after a pull, when the disc is not at the location where the thrower is supposed to establish the pivot, the disc is not subject to a turn over until a pivot is established. So, if you drop the disc while carrying it back to the field, this is not a turn over.

Note that this does not mean that you get the disc back after an incomplete throw just because you set your pivot at the wrong place.

Championships Rules

There is a half time cap (§A3).

There are different time limits (§A4).

Offence

Offence must be ready to receive disc within 60 seconds of the start of the point. Failing to signal costs a time out if requested by the defence. If no time out is left, play is started at the reverse brick and the defence sets up without pull.

Mixed division: Offence has 15 seconds from start of point to signal gender mix. Failing to signal mandates the same gender mix as the previous point.

Defence

Defence must pull within 75 seconds of the start of the point. Failing to pull costs a time out if requested by the offence. If no timeout is left, play is started at the brick mark closest to the attacking end zone.

Time Out

Time-outs last 120 seconds for offence.

Defence has 15 seconds extra to set up.

After calls:

30 seconds to discuss, then captains should step in and resolve the call within another 30 seconds (or send it back)