

WFDF Rules of Ultimate 2017

-Official Annotations-

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Produced by the WFDF Ultimate Rules Committee

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Introduction

These [Official Annotations](#) complement the WFDF Rules of Ultimate 2017. The WFDF Rules of Ultimate is the primary document outlining how to play the game of Ultimate. However players may refer to these [annotations](#) to help determine the correct way to apply the rules and resolve issues on the field.

The rules are written to be as comprehensive, clear, simple and accurate as possible. However, it is not always easy for the average player to understand how to apply the rules to every situation, so these [annotations](#) provide some common examples of how to apply the rules.

In a refereed sport, referees or umpires have discretion on whether a breach makes a material difference to the outcomes of the game. As ultimate is self-refereed, these [annotations](#) also aim to establish common ground on what breaches would be considered material.

Although the [Official Annotations](#) do not constitute part of the rules of the game, they are conventions that should be followed in order to establish a common way of playing the game, and if an example from this document is encountered on the field, the guidance of the [Official Annotations](#) should be followed.

Principles

The Rules of Ultimate are based on principles that outline how the game should be played and how to resolve issues. When encountering a scenario that is not expressly described by the rules, these principles are a good guide to help resolve the issue:

- It is trusted that no player will intentionally violate the rules; thus there are no harsh penalties for [inadvertent](#) breaches, but rather a method for resuming play in a manner which simulates what would most likely have occurred had there been no breach.
- A team should not be disadvantaged because the opposition has made an error or caused a breach.
- Calls should only be made where a breach has occurred that has a meaningful impact on the game. Players should allow for a reasonable degree of tolerance for minor breaches involving small discrepancies in distance and time.
- Not everybody sees a situation in the same light. Two players with a very good view of a situation can still see very different things happening. Human perception is not perfect. Players should be aware of this when trying to resolve calls.
- If a call cannot be resolved then the disc shall be returned to where possession was last undisputed and play shall resume as it was prior to the call.

Official Annotations

I. Spirit of the Game

I.1 Providing evidence to support a call (I.3.4)

- What** It is an essential component of good spirit that a player must be prepared, if asked, to explain concisely the objective evidence that led to making a call, or contesting a call.
- Example** After making a travel call, if asked, the defender might explain "I saw you lift your pivot foot while the disc was still in your hand."
- Why** The objective evidence is evidence that can be tested for validity. It makes it clear that the call was not based on emotion or what the player wanted or expected to happen, but what they actually observed.
If a player is not reasonably certain of the objective evidence, they should not make a call.
- Extra** Players should be aware and understanding of the language limitations accompanying international play, however opponents should still be able to communicate, even through gestures, what they saw. Team captains and team mates should get involved if they think their team's player is wrong or does not behave correctly.

I.2 Making calls in a consistent manner throughout the game (I.3.7)

- What** Players should make calls without taking into account the context of the game. This means that players should not start making more calls just because the game is nearly over and the scores are quite close.
- Example** If at the start of the game minor travel infractions were not called, then they should not be called later in the game.

I.3 Only calling significant breaches (I.3.8)

- What** Players should allow for a reasonable degree of tolerance for minor breaches involving small discrepancies in distance and time.
- Example** If the thrower established a pivot one centimetre away from the correct pivot point then a travel infraction should not be called.

I.4 Intimidation (I.6.3)

- What** A player could be deemed to be engaging in intimidating behaviour if, for example, they yell loudly at an opponent with the intention of distracting the opponent as they are about to make a catch. Simply undertaking a normal action within the game, such as making a bid in front of someone, should not be seen as intimidation.

I.5 Disrespectful celebration after scoring (I.6.4)

- What** This includes spiking directed at an opponent and taunting of the opponent by "showing" them the disc. These actions must be avoided.
- Result** Opposing team captains should discuss all matters relating to violations of spirit and try to resolve them.

I.6 Seeking perspective from non players (I.10)

- Note** It is still up to the players involved to make the final call. Non players must not provide advice regarding a call unless they are requested to by the players involved.

I.7 Discussion of what occurred in a play (I.12)

- Note** Before the disc is returned to the thrower when players cannot agree, players should discuss what happened in the play. Both players involved should attempt to clearly explain what they think happened and listen to the view of their opponent, or other players with good perspective on the play.

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If discussion is difficult due to a language barrier, then gestures or recreations of the incident can be used to indicate what was experienced during the incident (eg striking yourself across the back of the hand to show that your hand was hit as you were trying to catch the disc).

There are times where an event happens where it is not possible to be reasonably certain of exactly what happened (eg no one had a good view, or it happened too quickly). There are also times where it can be difficult to determine whether something 'affected the play'. In those circumstance the disc should be returned to the last non-disputed thrower.

Discussions should be as brief as possible with the preferred outcome being either a retracted call, or an uncontested call. However once it becomes clear that no resolution will be reached, the disc should be returned to the last non-disputed thrower. The suggested maximum length of a stoppage due to a discussion is forty-five (45) seconds.

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2. Playing Field

2.1 Playing Field size (2.1)

Note The playing field is one hundred (100) metres long by thirty-seven (37) metres wide. The playing field is broken up into a central zone that is sixty-four (64) metres long, and two end zones that are eighteen (18) metres deep at each end of the central zone.

All lines are between seventy-five (75) and one hundred and twenty (120) millimetres wide, and are marked with a non-caustic material.

If space is not available to fit a full sized field, the end zones should be made shorter before the central zone is reduced. Refer to Appendix A.1.5.1 for more detail.

3. Equipment

3.1 Harmful equipment should not be worn (3.4)

Note This includes wristwatches, bracelets, buckles and protruding jewellery. Fully metallic studs, long studs and studs with sharp edges are not allowed on footwear.

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3.2 Equipment that impedes ability to play (3.4)

Note This includes oversized items, long pieces of fabric etc. The types of gloves commonly worn by Ultimate players are allowed, but they must not in any way damage the disc or leave any residue on the disc

4. Point, Goal and Game

There are no Interpretations for this section.

5. Teams

5.1 Mixed games (5.1)

Note In Mixed games, where men and women play on the same team, both teams should have the same gender ratio as each other on the field for each point. Events should use one of the options in the WFDF Rules of Ultimate 2017 Appendix to determine the gender ratio for each point.

6. Starting a Game

6.1 Team representatives (6.1)

Note [Team representatives should ensure they have the authority from their team to make the decisions listed in this section.](#)

6.2 Fairly determining choices (6.1)

Note [It is recommended that team representatives use the process described in the WFDF Rule of Ultimate Appendix to fairly determine the choices.](#)

7. The Pull

7.1 Defence stops a pull from rolling (7.7)

What A pull hits the ground and starts rolling towards the defending end zone, so a defender stops the disc, even before an offence player has touched it.

Result This is allowed (Rule 8.4). If the defensive player kicked the disc towards the offensive end zone, the disc may be put into play by the offence at the point where it was kicked (Rule 8.4.1).

Extra If the pull is still in the air, no defensive player may touch it, even if it flies back towards the defensive end zone (e.g. because of the wind). If a player does touch it, the [offence may request a re-pull](#).
If the pull lands in the offence's attacking end zone (i.e. a really short pull), the offence should take it on the [goal](#) line.
Any offence player can also stop the pull from rolling. That player is not required to pick up the disc after stopping it.

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7.2 Reasonable delay before the pull (7.1.1)

Note The following activities are considered reasonable prior to a pull:

- Celebrating a goal
- Determining who will play the next point,
- Determining team tactics for that point, e.g.:
 - who is marking whom
 - offensive positions
 - what type of defence and/or offence will be used

As a guide, the pull should be released within 75 seconds of the start of the point (which starts at the start of a half, or when the previous goal was scored)

7.3 Brick call (7.12)

Note [If an offensive player signals and calls "brick", a different offensive player may pick up the disc.](#)

7.4 Offside (7.5)

Note It is recommended that the opposing team provide a warning to the captain of the team committing this violation before it is enforced. [Team should also take into account that calls should only be made where a breach is significant enough to make a difference to the outcome of the action.](#)

[Offside can only be called by the players on the field, and any call made by a non-player has no consequences. However non players may assist in monitoring offside and may provide advice based on their perspective, if offside is called.](#)

8. Status of the Disc

8.1 Using the wrong call (8.1.3)

- What** A player signals a foul or violation and yells “stop” or uses the incorrect name for a call.
- Result** The call should be dealt with as if the player has used the correct call.
- Why** It is clear that the player has seen a breach of the rules. This takes precedence over the technicality of knowing the correct term.
- Extra** The player who used the wrong term should make it a point to learn the correct term (rule 1.3.1) and more experienced players should tell them the correct call (rule 1.8).

8.2 Significantly altering the discs position (8.4)

- What** In attempting to stop a rolling disc a player knocks the disc towards their attacking endzone.
- Result** The opposition may request that the pivot be established at the location where the disc was contacted, by verbal request or by pointing to the correct location. Play does not stop and a check is not required to restart play (similar to an uncontested travel infraction (Rule 18.2.6)).
- If the offensive team is the team that significantly altered the discs position they should not move to establish the pivot at the location where the disc was contacted unless requested to by the opposition.

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8.3 Standing over the disc after a turnover (8.5.1)

- What** A turnover has occurred and the new intended thrower is standing over the disc, waiting for their team to set up
- Result** The defence should remind the player they need to put the disc into play. Intentional delay of game is against spirit of the game and should be discussed by the captains as soon as possible.
- Why** Rule 8.5 says that the new thrower must not delay when picking up the disc.
- Extra** If other players are still moving towards the disc (a common situation after a turnover), the closest player can decide not to pick up the disc – this is not in itself a breach of the rules. If no player on offense has been walking towards the disc since the turnover occurred, this is a breach of the rules.
- It is recommended that the opposing team provide a warning to the opposition and make sure they are aware of the rule before enforcing any time limits.

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8.4 Starting a stall count after a delay of game (8.5.4)

- Note** After the “delay of game” call the offence should be given two (2) seconds to remedy the breach before the stall count is commenced

8.5 Time limits after a turnover (8.5.2)

- Note** To enforce the 10 and 20 second time limits the defence should loudly count down the time limit in 5-second intervals. The player who calls the time limits does not need to be the same player who becomes the marker.
- Extra** For events where the “WFDF Rules of Ultimate 2017 – Appendix” are in use, the penalties also apply to discs that are out-of-bounds, and for the pull. Refer to A5.8 for details.
- It is recommended that the opposing team provide a warning to the opposition and make sure they are aware of the rule before enforcing any time limits.
- If the offence believes that the time limits are being counted too quickly, they can call a fast count.
- If the disc lands out-of-bounds and then rolls back and stops in the playing field, the time limits in 8.5.2 do not apply

9. Stall Count

9.1 When to start the stall count (9.3)

- What The marker can start the stall count as soon as the thrower has caught the disc.
- Result Even if the thrower still has to stop, get up after a dive, or even come back into the field because they ran out of the field, the marker may start the count.
- Extra If the offensive player needs some time to recover because they had to avoid an object outside the field (for safety, there shouldn't be any, but in practice this may be the case) the marker should not count until the player has had that time.
- If the thrower regains possession of an accidentally dropped disc before it contacts the ground without another player touching the disc, that possession is considered continuous. If the thrower regains possession of an accidentally dropped disc before it contacts the ground and after another player touches it, it is considered a new possession.
- If the thrower catches a pass in the central zone, but momentum takes them out-of-bounds, the marker can start/continue the stall count if they are within 3 metres of the pivot spot, even if they are not within 3 metres of the thrower.

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9.2 Other calls (9.5.4)

- Note All other calls includes:
- Contested foul
 - Contested goal
 - Contested turnover (excluding stall-out)
 - Violation for sideline obstruction (2.7)
 - Injury
 - Technical

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9.3 Stall counts (9.6)

- What If, after a call, a stall count is to be restarted at maximum 6 and:
1. the stall count was stopped at 4, the stall count restarts on "Stalling 5"
 2. the stall count was stopped at 8, the stall count restarts on "Stalling 6"
- Extra There does not need to be a gap between "stalling" and the number of the count.

10. The Check

10.1 Faulty Equipment (10.3)

- Note Faulty equipment includes, for example, untied shoelaces, a bent disc or a shoe that has come off. However, it is players' responsibility to minimise such disruptions by ensuring their personal equipment is secure.

10.2 When a check is not required (10.1)

- Note A check is not required after the pull or after a turnover, even when the thrower must walk to the location of the correct pivot point. The thrower can make a pass, and the marker can start the stall count, as soon as the pivot is established at the correct position.
- If the pivot is not established at the correct position, this is a travel infraction.
- If the marker starts the stall count before the pivot is established, this is a fast count infraction.
- To ensure play is not interrupted, it is recommended that either the thrower or marker point to the spot where they think the pivot should be established, prior to it being established.
- Extra "Specified turnover" refers to those listed in 13.2

10.3 “Delay of Game” for a check (10.4.1)

- What An unnecessary delay includes discussing team tactics (who is guarding whom, who should attempt to catch the next pass). A discussion to resolve the outcome of a call is not an unnecessary delay.
- Result After a “Delay of Game” called against the defence where the unnecessary delay continues, the thrower may call “Disc In” and then immediately make a pass.
- Extra The person checking the disc in must still ensure that all players are stationary and in the correct position before checking the disc in.
- Note It is recommended that the opposing team provide a warning to the opposition, and make sure they are aware of the rule, before enforcing this rule.

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10.4 Losing possession on ground touch (10.5.1.2)

- Note If the thrower loses possession as a result of touching the disc to the ground, they can re-establish possession.

10.5 Preferred process for checking the disc in (10.5)

- Note It is recommended that the following steps be undertaken before checking the disc in:
- “Is the offence ready?”
 - “Is the defense ready?”
 - “The stall count is starting on ‘x’”
 - “Disc In, in 3...2...1”
 - Touch the disc, touch the disc to the ground, or say “Disc In”, as appropriate

10.6 Calling a violation of 10.2 (10.6)

- Note A player cannot call a violation of 10.2 because a player on their own team (including themselves) is in the wrong position, or is moving before the check.

11. Out-of-Bounds

11.1 The “Greatest Play in the World” (11.3.1.)

- What An offensive player realises that they cannot catch the disc in-bounds and jumps from an in-bounds position, catches the disc and throws it before they land out-of-bounds.
- Result This is a valid pass.
- Why Rule 11.3.1. states that an airborne player who jumped from in-bounds is still in-bounds. This lasts until the player lands out-of-bounds and by that time the player has already released the disc. Therefore, the disc is not out.
- Extra A player is allowed to throw the disc while in the air, according to rule 18.2.1.1. A player may not catch their own “greatest” throw. That is a turnover (13.2.5). If there is a contested call regarding the catch after a “greatest”, the player who threw the “greatest” should be treated as the last thrower. They should establish a pivot at the point on the field closest to where they released the disc (or on the goal line if this would result in a pivot in their attacking end zone).

11.2 Leaving the playing field (11.6)

- Note Players are allowed to leave the playing field to make a play on the disc and may re-enter the field at any point. However it is a turnover if an offensive player jumps from out-of-bounds and contacts the disc before they contact the playing field (Rule 11.3.1/ 11.5/ 12.3.1).
- Extra It is bad spirit to intentionally leave the playing field and use players/objects on the sideline to disguise your location.

11.3 Disc goes out of bounds (11.7)

- What** A long throw from the sideline doesn't come back in field. Where do you set your pivot correctly and continue to play?
- Result** A defender is always in bounds when making a play on the disc (11.2). This means that if a defender touches the disc whilst out of bounds – the disc is then played from nearest point on the central zone (11.7.2). Note: if a defender hits the disc but the wind takes the disc back in field - the disc is still live.
Offensive players can become out of bounds (11.5). This means in the same situation if offence touches the disc first then it is a turnover and the disc goes back to where it crossed the perimeter line (i.e. was last in-bounds). (11.7.1).
If an offensive player jumps from in-bounds and touches the disc before landing, then that establishes a point where the disc was in-bounds. If this results in a turnover, without the receiver ever establishing possession, the disc will come into play at the point nearest to where the offensive player touched the disc. If the receiver catches the pass and throws it while in the air, and the disc lands in-bounds, then that establishes the disc as being back in-bounds.
- Note** If players who had good perspective on the play cannot agree on where the disc went out-of-bounds, the mid point between the two proposed locations should be used.
- Extra** If a defender jumps, intercepts a pass, and then lands out-of-bounds, this is not a "double turnover" - the defender still retains possession.

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11.4 Non-player retrieving an out-of-bounds disc (11.8)

- What** A non-player retrieves an out-of-bounds disc and returns it to the thrower who is standing on the perimeter line.
- Result** Rule 11.8 allows non-players to retrieve the disc, however the thrower must carry the disc the last 3 metres. Therefore the thrower should walk 3 metres away from the field and then return. They may then establish a pivot at the correct spot and continue play.
- Extra** If the thrower commences play without going 3 metres away the opposition may call violation and play will restart with a check.
However if the opposition does not feel they have been disadvantaged by the disc being returned to the thrower, they can allow play to continue.
Non-players may also stop an out-of-bounds rolling disc that is more than 3 metres from the pivot point.
The team in possession may choose to substitute a disc if the disc is out-of-bounds, and it will save time to substitute it. The thrower must still carry the disc the last 3 metres to the field.
- Note** Non-players should not intentionally touch a disc until it has become out-of-bounds.

12. Receivers and Positioning

12.1 What to call when in or out (12.3)

- Note** If an opponent believes an offensive player has caught the disc out-of-bounds they should make a call immediately by saying "Out-of-bounds" or "Out" for short.
"Check feet" is a not a call and this call does not stop play.
If it is unclear if the player was out-of-bounds then play should stop as the players with best perspective discuss the call. Players may ask for perspective from people on the side-line, however it is still up to the players involved to make the final call.
If the call is contested the disc shall be returned to the previous thrower.
- Extra** For games played on unlined fields the receiver should be given the benefit of the doubt for close "Out-of-bounds" calls.

12.2 Player positioning (12.7.1)

What Player A, who is making a play on the disc, is allowed to slow down and to impede a opponent's movement to make a play on the disc. However Player A must not move in a way that the opponent could not reasonably avoid them – this is a Blocking foul (17.8).

Some incidental contact may occur in these circumstances but incidental contact is not a foul.

Extra If Player A is not making a play at the disc, but is instead allowing a teammate to make a play at the disc, Player A may not move to impede an opponent. However if Player A is stationary, or does not intend to impede, this is not a violation, even if their actions do in fact impede an opponent.

Note The key word in this rule is 'solely'. The intent of the player's movement can be partly motivated to prevent an opponent from taking an unoccupied path to the disc, so long as it is part of a general effort to make a play on the disc.

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12.3 Player positioning (12.7)

What Every player is entitled to occupy any position on the field not occupied by any opposing player, provided that they do not initiate contact in taking such a position.

Note If a player does initiate contact in taking such a position, this is a Blocking foul (17.8).

12.4 Making a play on the disc (12.8)

Note A player can be deemed to be "making a play on the disc" (Rule 12.8) when the disc is in the air and they are attempting to make contact with the disc in anyway e.g. to catch it or block it.

When making a play at a disc, players need to insure that they will not cause non incidental contact with another player (neither their stationary position, nor their expected position based on their established speed and direction), before, during or after the attempt at the disc.

Non incidental contact is any contact that is either dangerous in nature or affects the outcome of a play, regardless of whether the contact occurred after possession was established.

A breach affects the play if it is reasonable to assume that the outcome of the specific play may have been meaningfully different had the breach not occurred – eg if the player would not have been able to intercept the pass without causing significant contact with their opponent, or the opponent would have been able to make a play at the disc had the player not caused contact with them.

The relative skill, height and/or athletic ability, of the players involved should not typically be taken into account when considering if something affected the play or not.

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12.5 Resting a hand on an opponent (12.8)

What A defender is resting a hand in their opponents back to enable them to know where their opponent is, even if they are not looking at them

Result This is a violation.

Why It is not necessarily a foul, but it is a violation of rule 12.8 that says "All players must attempt to avoid contact with other players, and there is no situation where a player may justify initiating contact".

12.6 Player positioning when the disc is in the air (12.6 – 12.9)

Overall note on player positioning: All players have a responsibility to avoid initiating contact, even if that means that they must pull out of making a play on the disc.

What Player A is chasing after the disc and slows down to ensure they can remain between Player B and the disc. Player B runs into the back of Player A and they both trip over.

Result Player B has fouled Player A.
 Why Player A is allowed to slow down to make a play on the disc. Player B could have reasonably avoided Player A and is therefore initiating contact.

What Player A is chasing after the disc and stops suddenly and runs immediately backwards into their approaching defender. Player B runs into the back of Player A.

Result Player A has fouled Player B.
 Why Player B could not reasonably have avoided Player A, therefore Player A has initiated contact.

What Player A is chasing after the disc and slows down and moves from side to side to prevent Player B from getting around them and making a play at the disc (eg 'Boxing out'). Player B runs into the back of Player A. Player A catches the disc.

Result Player B has fouled Player A. Player A has possession so does not need to make a call, or should call "play on" if they had made a call.

Why Player A is allowed to slow down and to impede a player's movement to make a play on the disc. Player B could have reasonably avoided Player A and is therefore initiating contact.

Extra Impeding a player's movement is different from initiating contact. Some incidental contact may occur in these circumstances but incidental contact is not a foul.

What Player A and Player B are teammates and are chasing after the disc. Player B slows down and moves from side to side to prevent an opponent, Player C, from getting around them and making a play at the disc. Player A catches the disc.

Result Player C can call a violation against Player B.
 Why Player B is not making a play for the disc. Player C is making a play on the disc and therefore Player B is not allowed to intentionally impede their movement.

Extra If Player B is stationary they are allowed to remain there, even if that impedes Player C's attempt to make a play at the disc. However if Player B sticks out their arms to impede Player C – that is still considered a movement to impede Player C's movements and is a violation.

What Player A is stationary and waiting to catch the disc. Player B is running towards Player A, then jumps, intercepts the pass, and then collides with Player A

Result Player B has fouled Player A.
 Why Rule 12.8 expressly says that making a play for the disc is not a valid excuse for initiating contact with other players.

Extra When making a play at a disc, players need to insure that they will not cause an unavoidable collision with another player's position, if stationary, or their established speed and direction, before, during or after the attempt at the disc.

What Player A is stationary and waiting to catch the disc. Player B is running and then jumps in a way that would avoid player A and intercepts the pass. Player A moves into Player B's path while Player B is in the air. There is contact between Player A and Player B.

Result Player A has fouled Player B.
 Why Player A has initiated contact by moving to a position that a moving opponent will be unable to avoid. This is a blocking foul.

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12.7 Moving towards a single point simultaneously (12.9)

What Two opposing players are moving towards the same point in order to make a play on the disc. They are both aware of each other and are aware that minor body contact may occur. Minor body contact does occur.

Result Even though contact has occurred, this is not necessarily a foul.

Why In circumstances where one player clearly initiates contact with another, the person who initiates the contact is the person who caused the foul (ie one player is stationary and another runs into them, or one player clearly has a right to a space and an opponent changes direction and impedes that space in an unavoidable way). However there are times when both players have a right to a space and neither player can be deemed to have initiated contact. In these circumstances, if minor body contact occurs (ie players bump shoulders or hips) this is not necessarily deemed a foul, as both players were responsible for initiating the contact and both players were aware that contact may occur.

Scenario 1:

Both players initiate contact and only minor body contact occurs.

Result:

The result of the play should stand.

Scenario 2:

Both players initiate contact but the body contact is not minor (ie causes a player to fall over, or is potentially dangerous).

Result:

This is a foul by both players and it to be treated as an Offsetting Foul (17.10.2).

The disc shall be returned to the thrower.

Scenario 3:

Both players initiate body contact and only minor body contact occurs.

However one player hits the arms of the other as they make a play for the disc

Result:

Even though both players initiated body contact, the player who initiated contact with the arms has caused a foul as this directly affects the outcome of the play

Extra These scenarios should only be taken into account when both players have initiated contact simultaneously. If one player clearly initiated the contact, that player has caused the foul.

If one player is not aware that contact is going to occur, the player who is aware that contact will occur should avoid the contact and call a Dangerous Play foul if appropriate.

Players involved in these incidents should be mindful that they often do not have the best perspective on who initiated the contact and should ask nearby players for their perspective.

12.8 Assisting a players movement or using equipment (12.11)

Note If an offense player physically assists the movement of another, or uses an item of equipment to assist in contacting the disc, this is a turnover – see rules 13.2.6, 13.2.7, and 13.7.4.

If a defender physically assists the movement of another, or uses an item of equipment to assist in contacting the disc (e.g. throwing a hat in the direction of the disc), this is a violation. The intended receiver should be awarded possession.

13. Turnovers

13.1 Disc down while not in possession of an offensive player (13.1.1)

Note It is not a turnover if a player fumbles the disc prior to fully establishing possession when attempting to gain possession of the disc after a turnover, or after a pull that has already contacted the ground.

13.2 Double touch turnovers (13.2.5)

What The thrower accidentally releases the disc while pivoting, and then catches it again, without any other player touching the disc.

Result This is not a double touch turnover. The marker can continue the stall count. If the thrower has moved their pivot foot a travel infraction can be called.

Why A double touch turnover can only occur after the thrower has attempted a pass. A pass is defined (under Throw) as “A disc in flight following any throwing motion, including after a fake attempt and an intentionally dropped disc, that results in loss of contact between the thrower and the disc”. As the disc was not in flight after a throwing motion or fake attempt, no pass has occurred and therefore 13.2.5 does not apply.

Extra If the disc is accidentally released during the throwing motion as part of a fake attempt, the thrower cannot catch the disc unless it has been touched by another player.
The thrower may touch a disc they have thrown, for example to prevent an opponent from catching it, or to tap it to a teammate.
If the thrower does catch their own pass, the turnover location is where the thrower is when they caught the pass.

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13.3 Contested dropped pull (13.1.4)
Note If a “dropped pull” is contested the pulling team may choose to repeat the pull or retract the call.

13.4 Continuing play after an uncontested “stall out” (13.2.2)
Note The marker calling the stall out takes possession of the disc where the stall occurred and then may either:
(1) place the disc on the ground and after acknowledgment by the defense, touch the disc and loudly announce “Disc in” or
(2) retain possession and have the former thrower restart play with a check

13.5 Contesting a “stall-out” turnover (13.3)
Note A “stall out” turnover should typically only be contested by the thrower

13.6 Ground stripped interception (13.5.1)
Note If, in attempting to intercept a pass, a defender from Team A loses control of the disc due to ground contact, or accidentally drops the disc, then the catch is deemed to have not occurred and any player on Team A may take possession of the disc.

13.7 Intentionally dropped disc (13.6)
What Player A intercepts a pass and then intentionally drops the disc, or places the disc on the ground to allow their teammate to become the thrower.
 Player A retrieves an out-of-bounds disc and then intentionally drops the disc at the location of the intended pivot to allow their teammate to become the thrower.

Result This is not a “double turnover”. The opposition can call a Violation in which case play stops and Player A must take possession of the disc. Play must restart with a check.

Extra However if Player A attempts a pass directly after the interception, and this pass is incomplete, this is a turnover.

Note If there is any uncertainty as to whether the players’ loss of possession was due to attempting to allow a teammate to become the thrower, or that they were in fact attempting a pass that was incomplete, the player should be given the benefit of the doubt.

13.8 Where to establish a pivot foot – disc out-of-bounds (13.8)

- Note The official spot is just next to the line (since the line is not part of the playing field), but a pivot foot on the line is also acceptable. Given the fact that perimeter lines are only a few centimetres wide, the “error” is too small to be significant. While the rules state that the pivot point should be established in-bounds, rule 11.3.2 also says that it is not a problem that the pivot foot contacts an out-of-bounds area.
- Extra If the disc flew out the side of the end zone, there is a cone on the spot where the pivot point should be established. Rule 2.6 states that the edge of the central zone must be marked by that cone, so the player should not move it. Therefore the pivot point should be established on the end zone line next to the cone. Players should not move the cone. Note that the player is allowed to have enough room to turn on their pivot foot (otherwise unsafe situations might occur during pivoting).

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13.9 Where to establish a pivot foot after a turnover – disc in-bounds (13.9)

- What A disc is turned over and the pivot is to be established in the Central Zone.
- Result The thrower establishes a pivot foot at the same location as the disc.
- Why Rule 13.7 tells the thrower to establish a pivot at the turnover location.
- Extra The pivot should be as close to the disc’s location as possible. Players should not place their right foot at the turnover location and then use their left foot as their pivot. This is a travel infraction (18.2.5.1)

13.10 Hand signal after a turnover in defending end zone (13.11.2.1)

- Note The goal line signal can be useful to communicate to all players that the goal line option will be taken. If the signal is made, the thrower must move to the goal line. However it is a voluntary signal. The intended thrower may still establish the pivot at the goal line even if they do not signal the goal line option. The defence may ask the intended thrower if they intend to choose the goal line option and it is good spirit to provide a response (via hand signal), however it is not required.

13.11 Establishing a pivot foot after a turnover in defending end zone (13.11.3)

- Note If the thrower breaches rule 13.11.3, this should be treated as a travel infraction. Play does not stop, but the thrower must return to the correct pivot. The thrower cannot pick up the disc, look and see if there are any players to pass to, and then move to the goal line.

14. Scoring

14.1 “Callahan” Goals (14.1)

- What The offence throws the disc, but a defender intercepts the pass in the Offence’s defending end zone (which is the Defence’s attacking end zone).
- Result The defence scores a goal.
- Why Rule 14.1 states that the goal is scored when a player catches a legal pass and the first contact with the ground is inside their attacking endzone. It does not state that the pass has to be from a teammate.
- Extra The term Callahan Goal is an unofficial term for this type of goal.

14.2 Goal call and time cap (14.3)

- Note If there is discussion about a goal, and after discussion the goal is confirmed, for the purposes of time cap rules, the point is deemed to have ended when the catch occurred and the player in possession was in contact with the endzone. However the time limits between points will not commence until the discussion is resolved.

14.3 Contested Goal (14.1.1)

- Note After a contested or retracted goal call where the receiver maintains possession, all players should return to where they were when the pass was caught
- Extra If a player could reasonably assume that they have scored a goal, and behaves as if they have scored a goal (for example, by celebrating a goal) this should be treated as a “goal” call. This “goal” call is a stoppage of play and the result of any additional play does not stand.

14.4 Throwing the disc after a score (14.1)

- What A player catches the disc in the attacking end zone, but does not know this and throws the disc,
- Result It is a goal, no matter the result of the additional pass.
- Why Rule 14.1 does not say that the player scoring the goal must be aware of it. So if somebody has a clear perspective on it and declares it a goal, it is a goal. The disc cannot be thrown away after a goal is scored, so that action can be disregarded.
- Note If it is unclear if the player scored (ie there is no agreement on the player who had best perspective, and there are opposing view points on the play) the result of the additional play stands.
- Extra Players may ask for perspective from people on the side-line to determine if the pass was caught in the endzone, however it is still up to the players involved to make the final call.

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15. Calling Fouls, Infractions and Violations

15.1 Accidental Contact (15.1)

- Note Non-idental contact that occurs accidentally is still a foul – it does not need to be intentional. In fact there should be no intentional contact in Ultimate.

15.2 Informing opponent of a breach (15.4)

- Note If a breach is committed and not called, the player committing the breach should inform the opponent or their team. However play must not be stopped to do so.

15.3 Making Infraction Calls (15.5)

- Note Only the thrower may call marking infractions. If other players notice the marking infraction they may alert the thrower of this, however this call will have no affect. The thrower may subsequently make the call themselves, in which case the opposition should respond accordingly.

Any opposing player may make a travel infraction call, however if the call is not made by the marker, the call should be made loud enough for the thrower and marker to hear.

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15.4 Calling a breach immediately (15.8)

- Note If a player who is unable to make the call recognises it, such as a receiver in the case of a double team, the breach can still be called once the player who can make the call recognises it (ie the thrower in this example). However if, for example, the marker recognises that the thrower has established a pivot at the incorrect spot, they cannot wait until the stall count gets to 6 before they call a travel.

If play has stopped for a discussion, a player can still make a call during the discussion or at the end of the discussion.

15.5 Initiating a stoppage incorrectly (15.9)

- Note If there is disagreement over who initiated the stoppage incorrectly, then the disc should be returned to the last non-disputed thrower.

16. Continuation after a Foul or Violation Call

16.1 What occurs after play continues in these scenarios (16.2)

What	The marker calls a foul against the thrower and then the thrower attempts a pass. The pass is incomplete.
Result	The turn over stands. Play does not stop.
Why	Rule 16.2.4.1. – the team that called the foul gained possession so play continues.
What	The thrower calls a foul against the marker during the act of throwing. The throw comes out fine and heads straight for its intended target - an unguarded offensive player. The offensive player drops an easy catch.
Result	The turnover stands. Play restarts with a check.
Why	Rule 16.3. – the team that called the foul has lost possession, however the foul did not actually affect the turnover – that was caused by the player dropping an easy catch.
Extra	If the foul actually caused the throw to change direction or come out ‘wobbly’ then it is reasonable that the foul affected play. Therefore the disc should go back to the thrower, as per rule 16.2.4.2.1.
What	A Pick occurs in the stack on the left of the field at the same time the disc is thrown down the right side of the field - the disc is in the air at the time of the call. An offensive player catches the disc.
Result	The completion stands and the player who called Pick gets to move where they think they should have been.
Why	Rule 16.3. - The Pick did not affect the possession.
Extra	If the offensive player had dropped the disc, this would be a turnover (16.2.4.1.) If the pick was called before the throw (or the act of throwing) and neither the pick nor the pick call affected the play - the turnover stands (16.3).

16.2 Call affecting the play (16.3)

Result	A foul, violation or call affects the outcome if the outcome would have been meaningfully different had it not occurred. For example, a call affected the play if a receiver is aware that the call has been made before the throw and therefore slows down and fails to complete the pass.
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During a stoppage to discuss these situations it is reasonable for a player to ask the opposition if they think the foul, violation or call affected the outcome. If the opposition thinks that it was affected, they should be able to provide some form of valid justification.

16.3 Play had not completely stopped (16.3)

Note	<u>If players have already stopped to discuss the call, and then play restarts incorrectly as per 10.6, then 16.3 does not apply.</u>
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16.4 Play on called before possession established (16.2.4.1)

Note	<u>If “play-on” is called before possession is established, and then the team that called the breach does not gain/retain possession, the “play on” call should be ignored and play should stop. The players involved must still determine if the breach actually affected the outcome, before determining whether the play should stand.</u>
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16.5 More than one pass (16.3)

Note	<u>There is no specific limit on how many passes can occur before 16.3 no longer applies. However once more than one pass has been completed, it becomes increasingly unlikely that the breach, or call, will not affect the outcome.</u>
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16.6 Foul by the marker before a throw (16.2)

Note If the thrower calls a foul before they are in the act of throwing, play must stop. If the thrower does incorrectly continue play, the disc must come back to the thrower unless 16.3 applies - this applies to both a completed pass, and a turnover.

Extra If the thrower is fouled before throw, but the foul continues to occur during throw, then 16.2 applies.
If the foul occurs before the throw, but the thrower waits to call the foul during the act of throwing, 15.9 applies.

16.7 Team that gains/retains possession can choose to stop play (16.2.4.1)

Note If the team that called the foul gains or retains possession, but the foul has impacted on their ability to continue play, they can call an indirect foul once possession has been established. This will stop play and enable them to make up any positional disadvantage caused by the foul.

17. Fouls

17.1 Foul for non-incident contact (17)

Note Any reference in section 17 to 'contact' is considered to be a reference to non-incident contact, as, per 15.1, a foul is specifically defined as "non-incident contact".

17.2 Contact on releasing the disc (Defensive or Offensive foul) (17.4, 17.7)

Note If the thrower moves into a non-moving marker who is legally positioned, this is a foul by the thrower. i.e. if the thrower moves into a space the marker has already occupied when the thrower started the throwing motion, and the marker is not in breach of; straddle, disc space, wrapping.

Extra If a thrower intentionally makes contact with a legally positioned marker this is an offensive foul and also a breach of the most important rule – Spirit of the Game. If the marker is legally positioned and is moving their arm directly away from the thrower, and the thrower initiates contact with the markers arm, this is a foul by the offence.

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17.3 Making a 'contact' call (17.4.1.3)

What A defensive player initiates non-incident contact with the thrower prior to the act of throwing, but the thrower does not wish to stop play.

Result The thrower can call a contact infraction as per rule 17.4.1.3. If uncontested, play does not stop, but the stall count must be resumed at 1.

Extra The thrower may also choose to call a foul (rule 17.4) on this contact, in which case play stops.

If the thrower accidentally calls "Contact" when the contact occurred during the throwing motion this should be treated as foul as per rule 17.4.

Contact should only be called when the contact is non incidental – e.g. it affects the ability of the thrower to freely pivot, fake, or prepare to throw.

For incidental contact, the thrower may choose to call a disc space infraction.

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17.4 Blocking Fouls (17.8)

Note Every player has space reserved in the direction of their movement. The size of this space depends on a lot of things (speed, direction of view, playing surface, etc) and is as large as the answer to the question "if a tree suddenly materialized in this space, could the player avoid contact (without a manoeuvre risking the health of their joints)?"

Moving in a way that this space becomes unreasonably large (running full speed with your eyes closed without checking frequently where you are going would be an extreme example) is considered reckless.

If two players have the same space reserved at the same time and contact occurs, whoever caused the conflict of reservations (i.e. whoever last moved so that their reserved space clashed with the other players reserved space - usually the player who got the reservation last) is guilty of the foul.

Players are free to move any way they like as long as this does not cause an unavoidable collision.

A collision is avoidable for a player if the player could have reacted in time and avoided it, given the circumstances involving their speed and line of sight.

17.5 Dangerous play (17.1)

Note Dangerous Play fouls can be called before an event to avoid a potential collision e.g. a defender runs/layouts in a way that an accident would occur if the offence were to continue. When this occurs it is correct to not make a play on the disc & to call a 'dangerous play' foul.

Players calling a Dangerous Play foul before a potential incident need to have reasonable grounds for doing so. They should actually be able to see the on coming player and have some reason to believe that player will not avoid contact – this could include a previous history of that player to not avoid contact.

Extra You cannot call dangerous play if you feel you could have made a play on the disc, but that would have resulted in you initiating contact. In that instance, you should just refrain from making the play.

17.6 Defensive Receiving fouls when it is unclear the disc was catchable (17.2)

What A player on offence is chasing after a long throw and is tripped over, while running, by the defence. It is unclear if the offence player would have been able to get to the disc had there been no foul.

Result If the offence player believes they had a reasonable chance of getting to this disc had the trip not occurred they can call a foul.

If the defence player accepts that they caused the offence player to trip over, but they do not believe the offence player had a reasonable chance at catching the disc, they may contest the foul. The disc is returned to the thrower and the players return to where they were when the disc was released (rule 10.2.2).

Why If tripping over did not affect the play, then the contact is deemed to be incidental and therefore not a foul (rule 15.1).

Extra If it is clear to other players that the offence player did not have any chance at making the catch had there been no foul, they should encourage the offence player to retract the call and let the turnover stand.

If the foul is uncontested, the offence player gains possession where the foul occurred, not where they would have caught the pass.

17.7 Defensive and offensive receiving fouls (17.2, 17.6)

Note A receiving foul can be deemed to have occurred if any player involved in the foul is attempting to make contact with the disc in anyway i.e. to catch it or block it.

Non incidental contact that occurs directly after the attempt at the disc (i.e. a defender catches the disc and then collides with an offence player) is considered to be a receiving foul. Minor contact with the opponent's arms after the block occurs could reasonably be considered as incidental, and therefore not a foul.

If the disc is in the air but the players involved in the foul were running to receive or defend the next pass after possession has been established, this should be treated as an Indirect foul (rule 17.9).

An uncontested offensive receiving foul is a turnover (rule 17.6.2); however an uncontested indirect foul by the offence is not (rule 17.9.2).

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17.8 Offsetting receiving fouls (17.10.2)

- Note There are times when both players have a right to a space and neither player can be deemed to have initiated contact. In these circumstances, if body contact occurs that affects the outcome of the play, this is to be treated as an Offsetting Foul (17.10.2). The disc shall be returned to the thrower.
- Extra Incidental contact may occur as two or more players move towards a single point simultaneously but this should not be considered a foul.

Players involved in these incidents should be mindful that they often do not have the best perspective on who initiated the contact and should ask nearby players for their perspective.

17.9 Indirect Fouls (17.9)

- What An offensive player accidentally runs into a defensive player and knocks them over. The thrower has not released the disc. The defensive player calls a foul.
- Result Play stops. The defensive player makes up any positional disadvantage caused by the foul (Rule 17.9).
- Why The foul did not occur before, during, or directly after, an attempt to catch the disc and is therefore not an offensive receiving foul.
- Extra If the disc had been in the air when the foul occurred, but the foul did not occur before, during, or directly after, an attempt by those players to catch the disc, then play would continue until possession was established. If the offensive team retained possession, the defensive player should then make up any positional disadvantage caused by the foul and play would restart with a check (16.3.2).

If the offense commits a foul after establishing possession in the air, but the foul was caused by actions not related to the process of making the catch (eg while attempting to intentionally land in the end zone), this should be treated as an indirect foul.

17.10 Strip foul on Callahan attempt (17.5.2)

- Note If an uncontested strip foul occurs where the offence causes the defence to drop a pass they have intercepted in the defences attacking end zone, this should be treated as a goal for the defence.

17.11 Teammate causes a foul (17.2, 17.6)

- Note If Player A initiates contact with an opponent (Player B) that is the cause for Player B contacting Player A's teammate (Player C), then Player C cannot call a foul on Player B as they did not initiate the contact.

17.12 End zone possession after an uncontested defensive receiving foul (17.2.2)

- Note After an uncontested defensive receiving foul in the offense's attacking end zone, the receiver gets possession of the disc in the end zone. The disc is checked in there, and they must then walk to the nearest spot on the goal line, as per 14.2. All players may move once the disc is checked in, and the marker may only start the stall count once the pivot is established at the goal line.

18. Infractions and Violations

18.1 Double team (18.1.1.5)

- What Two or more defensive players are within 3 metres of the thrower and are not guarding any other players.
- Result The thrower may call "double team" unless all "extra" defenders can claim they are

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guarding (within three meters of an offensive player and are reacting to that offensive player) another offensive player, or if they are merely running across the area.

Note In zone defence it is common for a defender to come within 3 metres of the thrower when another offensive player enters into that same area. To avoid a double team the defender must be guarding that offensive player, which can include attempting to stop a pass to that offensive player.

If the defence does not believe they have committed a double team infraction they may call contest and play shall stop – they cannot just ignore the call.

Any number of defensive players are allowed to guard the same offensive receiver.

Extra When a double team is called and is uncontested, the marker must first wait for the illegal positioning to be corrected (18.1.4) and then resume the stall count with the number last fully uttered before the call, minus one (1) (18.1.3).

18.2 Wrapping (18.1.1.4)

Note The marker is allowed to stand with arms stretched out to attempt to ‘force’ the thrower to throw in a particular direction, as long as they are legally positioned.

18.3 Resuming the stall count after Marking Infractions (18.1.3)

Note To resume the stall count with the number last uttered before the call minus one, is the same as subtracting two seconds from the stall count eg. Stalling One, Two, Three, Fast Count, Two, Three etc.

Extra If more than one marking infraction is called during the same thrower possession it does not impact how the stall count is adjusted – the marker must still resume the stall count with the number last fully uttered before the call, minus one (1).

18.4 Marker does not adjust the stall count after a marking infraction (18.1.5)

Extra If the marker does not adjust the stall count the thrower should call a fast count infraction (18.1.1.1). If the marker still fails to adjust the stall count the thrower may call a Violation. Play stops and the breach should be explained to the marker.

18.5 Starting from the incorrect number (18.1.1.1.5)

Note If a fast count infraction is called because the marker started the stall count from the incorrect number (e.g. when they are not within 3 metres of the thrower, or after moving more than 3 metres from the thrower) the marker should automatically reset the stall count at the correct number, even if that means reducing the count by more than 2 seconds.

If a marking infraction is called before the stall count reaches 2, the marker must reduce the stall count to 1 (it should not result in a “negative stall count”).

18.6 Egregious marking infractions (18.1.5.3)

Note This includes flagrant breaches such as four defenders being around the thrower, the marker completely surrounding the thrower with their arms, and the marker only taking two seconds to reach “stalling 6”.

18.7 Passing while still moving after catching the disc (18.2.2.1)

What An offensive player catches the disc while running and passes the disc while still in the process of slowing down.

Result This is allowed, provided that the player was attempting to slow down as quickly as possible and they maintain contact with the playing field throughout the throwing motion.

Extra Once the thrower has released the disc they do not need to come to a stop.

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18.8 Continuing play after a Travel call (18.2.6)

- What An uncontested Travel infraction is called and the thrower has not released the disc.
- Result Play does not stop. The thrower must establish the pivot at the correct spot as per rule 18.2.6.
- Extra If uncontested, all players, except the thrower, are free to move anywhere on the field.
If contested, play stops and players should return to where they were when the travel was called.
If the thrower fails to establish the pivot at the correct spot before throwing the disc, this is violation as per rule 18.2.7. If the pass is incomplete, play continues. If the pass is completed, play stops and the disc is returned to the thrower.

18.9 Making a Travel call (18.2.5)

- Note The defence should not call travel under section 18.2 unless they have evidence that the player was not trying to stop while in possession of the disc. In particular:
- a player who catches and throws the disc while entirely in the air does not need to slow down
 - the length of a player's strides should decrease as they slow down
 - a player is not allowed to maintain a constant speed while catching and throwing the disc, unless they catch and throw in the air
 - it should never take a player more than 5 steps to come to a stop
- Unless the defence has evidence along those lines, they should not call travel.

Players should also take into consideration that a player may change direction after they have established a pivot – any change of direction after a pivot has been established should not be called a travel.

In some situations, a receiver may need to maintain speed briefly or change direction slightly to avoid contact with a diving defender or to jump over a player on the ground. This is expected in such situations and should not be considered a travel.

If the travel is caused solely by contact that is initiated by an opponent, this should not be considered a travel.

- Extra If play has stopped, the thrower may change the part of their body that they have in contact with the pivot spot. This is not a travel.

18.10 Resuming play after a travel violation (18.2.7)

- Note After a travel violation the thrower must return to the location occupied at the time of the infraction, not to the spot they should have been at.
- Extra After a turnover out-of-bounds, if the thrower is called for a travel because they established the pivot on the side line, instead of on the goal line, and they have thrown a completed pass, play must stop. The disc must be returned to the thrower and the disc must be checked in where the infraction occurred, ie on the side line. Once the disc is checked in, they must move to the goal line to establish a pivot at the correct spot. All other players may move once the disc is checked in. The disc is considered to be dead until the pivot is established.

18.11 Thrower lying on the ground (18.2.4)

- Note A thrower lying on the ground will have several points that could be their pivot, but they do not have to declare which point is their pivot, unless they choose to. If they subsequently decide to stand up, they can choose which point was their pivot, and establish their foot as their pivot at that point.

18.12 Tipping (18.2.5.6)

- Note Any contact with the disc that is not a clean catch can be considered tipping (the rules also use the terms bobbling, fumbling, and delaying).

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If a player intentionally tips the disc to themselves into the endzone so that they can score, this is a travel infraction.

If a player tips the disc so a team-mate can catch it in the end zone, this is a goal.

If a player fumbles with a disc while catching it and finally manages to get control over it in the end zone, this is a goal, unless the fumbling was intentional.

If they tip the disc solely in order to assist themselves to catch a disc that they otherwise would not have been able to gain possession of, that is not a travel.

18.13 Calling a Pick (18.3.1)

Note A pick should only be called if the obstructed player is within 3 metres of the player they were guarding at the time they were obstructed. However they do not need to be less than 3 metres away at the time of the call because the obstruction may cause this distance to quickly grow before the call can be made.

Obstruction may result from contact with, or the need to avoid, the obstructing player.

A pick cannot be called by the offense.

A pick should not be called by a defender who was obstructed while attempting to make a play on the disc, that is not related to their ability to move towards/with the player they are guarding (however a defender may call a violation under Rule 12.7 if applicable).

Extra If the offence retains possession after an uncontested pick, the picked defender may go to the agreed place where they would have been without the obstruction. All other players, including the offensive player that the defender was guarding, should be located according to Rule 10.2.

If the offence retains possession after a contested pick, all players, including the player who made the pick call, should be located according to Rule 10.2

If the defender does delay the pick call according to 18.3.1.1, the pick is still deemed to have been called when it was actually called, and not when it occurred. If the defender waits longer than two seconds, 15.9 applies.

19. Stoppages

19.1 Injury substitution (19.1.3)

Notes The injured player must choose one of the two options provided; however if their team has no time-outs remaining, they must be substituted.

To 'charge their own team with a time-out' means that a time-out is deducted from those allowed for that half, however the team does not get the opportunity to discuss tactics or have a break as per a standard 75 second time-out.

If there is a dispute over who caused the injury, then the 19.1.4 is deemed to apply.

If Player A is substituted for an injury, and then an additional injury substitution is required during the same point, Player A can return to play.

If an injury time-out is called during a team time-out, the opposing team must be notified as soon as the injury is discovered.

19.2 Injury stoppage and continued play (19.1.7)

Note If an injury is called while the disc is in the air, as a result of a serious injury, and players stop to care for the severely injured player, it is reasonable to treat this as a technical stoppage and allow the disc to be returned to the thrower.

19.3 Technical Stoppage for a severely damaged disc (19.2.2)

Note A severely damaged disc is one that is cracked, torn, deeply gouged, creased, punctured or badly warped ("tacoed"); a slightly warped, wet or dirty disc does not qualify.
However an existing stoppage may be extended to correct a warped disc (rule 10.3).

20. Timeouts

20.1 Time-out between points (20.5)

Note If a team calls "time-out" between points but their team has none remaining, then the time-out call has no affect.

20.2 Calling a time-out during play (20.4)

Note If the thrower must/can move to establish a pivot at a different spot to where they established possession, they can call a time-out before they establish the pivot at that spot. This means that if the thrower picks up the disc after a turnover, and the turnover location is not in the central zone, they can call a timeout straight away. If they do so, they must place the disc at the spot where they will establish a pivot after the time-out.

20.3 Delay of play after a time-out (20.4)

Note The delay of game rules from section 10.4.1 also apply to the restart of play after a time-out