

Substantial differences between WFDF Rules (2013) and USAU 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. If you're unsure of a rule during a game, be prepared to ask those who know, and learn. For a full treatment of the rules, refer to the relevant section of the WFDF Rules of Ultimate 2013.

WFDF	USAU
Self Officiating	
Players and captains are solely responsible for making all calls. (1.11)	Observers may be used to resolve player disputes (XVIII)
Continuation	
For calls made before the throw, play stops immediately. However if play inadvertently continues and is unaffected by the call, the play may stand (16.3)	Play does not stop until the thrower acknowledges the call. If the thrower continues play and this results in a turnover, the turnover stands (XVI.C)
The Pull	
After an out-of-bounds pull the pivot may be established where the disc went out-of-bounds or at the brick mark (7.12)	After an out-of-bounds pull the pivot may also be established at the middle of the field, in line with where the disc went out-of-bounds (VIII.B.6.d)
Marking Breaches	
Subsequent marking infractions do not stop play, instead the stall count must be reset to 1 (18.1.5)	The Thrower can choose if subsequent marking infractions result in the count being dropped by 2 or causing a stoppage and a reset (XIV.B.8)
'Contact' infraction: the marker touches the thrower or the disc while the thrower is not in the act of throwing (18.1.1.7)	No contact call - can be treated as disc space violation (XIV.B.3)
Travel	
Play does not stop for a travel call if thrower has not thrown the disc (18.2.7)	Play stops for a travel call even if the thrower has not thrown the disc (XVI.J.)
Receiving fouls	
"Making a play for the disc" is not a valid excuse for initiating contact with other players. Non-incident contact that occurs after a catch or block has already occurred can be a foul (12.9)	Non-incident contact that occurs after a catch or block has already occurred is not a foul (XVI.H.3.B.3)
The Check	
A check is only required after a Foul or Violation Call. No form of check is required after a turnover where the disc is to be walked to location of the correct pivot (10.1)	Ground check required after a turnover where the disc is to be walked to location of the correct pivot (XIII.B.)
Turnovers	
Accidentally dropping the disc while walking to establish a pivot is not a turnover (8.1.2)	Accidentally dropping the disc while walking to establish a pivot is a turnover (XII.B)
If the player in possession after a turnover intentionally drops the disc, or places the disc on the ground, they must re-establish possession (13.6.)	It is a 'double turnover' if the player in possession after a turnover intentionally drops the disc, or places the disc on the ground (XII.B)
Delay of Game	
A player may start play without the consent of their opponent if the opponent is causing an unnecessary delay. A verbal warning (Delay of Game) must be given first (8.6.1, 10.4.1)	The stall count may be commenced if play has not commenced after the pre-stall timings listed below: Playing Field Proper: 10 secs (XIII.A.3) Elsewhere: 20 secs (XIII.A.4)
Time Outs	
Time cap has no impact on timeouts (A4.2.3)	Overtime results in 1 time out per team (VI.B.2)
Calling a time-out when the team has none remaining means you add 2 to the stall count and resume play with a check (20.7)	Calling a time-out when the team has none remaining is a turnover (VI.B.6)