

WFDF Rules of Ultimate 2013

Summary of Changes

The WFDF Ultimate Rules Sub-Committee has introduced a number of major changes to the rules for 2013, aimed at producing better flow of play, fairer outcomes, closer alignment with USAU and enabling self refereeing to work as effectively as possible.

This overview of changes is necessarily brief and incomplete. For full information on the rules changes please refer to the WFDF Rules of Ultimate 2013 and the Track Changes version of the Rules.

Major changes

Players will need to learn these significant changes before playing under the new rules. This section could constitute a quick briefing to players or captains prior to adopting the new rules.

Change	Section	Reason for change
Added the ability to check the disc in if there is an unnecessary delay after a turnover or after a stoppage	8.6.2, 10.1.4	Remove unnecessary stoppages and delays
Removed the gap between “Stalling” and “One” in the stall count	9.1	Converge with USAU Rules wherever practical
Simplified the stall counts after a stoppage	9.5	Converge with USAU Rules wherever practical Make the rules easier to understand
Allowed a player to retain possession if, after a turnover, they place the disc on the ground, or intentionally drop the disc	13.6	Enable self refereeing to work as effectively as possible
Changed to allow only the thrower to call a marking infraction	15.5	Converge with USAU Rules wherever practical
Changed the rule regarding continuation to allow the play to stand if the call or breach did not affect the play, regardless of when the call was made	16.3	Enable self refereeing to work as effectively as possible

Minor changes

These are other changes which are unlikely to have an impact on your ability to immediately play under the new rules, but should be learnt in time.

Change	Section	Reason for change
Added requirement to make calls in a consistent manner and to only call breaches when they are significant enough to make a difference	1.3.7, 1.3.8	Enable self refereeing to work as effectively as possible
Allow players to ask for assistance from non-players to clarify the rules and for all line calls	1.10	Enable self refereeing to work as effectively as possible
Changed “Playing Zone Proper” to “Central Zone”	2.4	Make the rules easier to understand
Changed the brick mark distance from 20 metres to 18 metres	2.5	Converge with USAU Rules wherever practical
Changed to make both teams signal readiness before the pull	7.2	Converge with USAU Rules wherever practical
Clarified that offside must be called before the receiving team touches the disc	7.5	Converge with USAU Rules wherever practical
Removed the need for a stoppage if the disc’s position is altered when stopping it from rolling	8.5	Remove unnecessary stoppages and delays
Clarified that players may not use their arms or legs to obstruct players	12.11	Make the rules easier to understand
Changed that play must now stop after a stall out and other specific turnovers	13.4	Converge with USAU Rules wherever practical
Clarified who may take possession after a turnover	13.5	Converge with USAU Rules wherever practical
Clarified where the pivot must be established after a turnover	13.8	Make the rules easier to understand
Added ability to signal when goal line option will be taken after turnover in the defending end zone	13.11.2.1	Enable self refereeing to work as effectively as possible
Clarified that play should stop after a “goal” call is made	14.1.1	Enable self refereeing to work as effectively as possible
Clarified what occurs after a player stops play incorrectly	15.8	Enable self refereeing to work as effectively as possible
Clarified what occurs after non-incident contact between opposing players as they move towards the same point	17.10.2	Make the rules easier to understand
Adjusted the definition of wrapping	18.1.1.4	Make the rules easier to understand
Adjusted the definition of double team to require extra players within 3 metres to also be closely covering their opponent	18.1.1.5	Converge with USAU Rules wherever practical

Clarified that the thrower may choose to call a Violation if the stall count is not corrected after a marking infraction	18.1.6	Enable self refereeing to work as effectively as possible
Clarified that the marker may move to mark the thrower after a travel occurs after the throw	18.2.8.1	Enable self refereeing to work as effectively as possible
Added the requirement for the defender to be within 3 metres of their opponent when calling a pick	18.3.1	Converge with USAU Rules wherever practical
Allowed injury call to be made by any player on the injured players team	19.1.1	Converge with USAU Rules wherever practical
Allowed injured player to use a time-out instead of leaving the field after an injury that is not the result of contact with an opponent	19.1.3	Converge with USAU Rules wherever practical
Changed how play continues after an injury that is not the result of a foul	19.3.1	Converge with USAU Rules wherever practical
Allowed any player to call a time-out between points, not just the captain	20.5	Converge with USAU Rules wherever practical
Added a definition of "Affect the play"	Definitions	Enable self refereeing to work as effectively as possible
Added a definition of "Initiate contact"	Definitions	Enable self refereeing to work as effectively as possible