

# WFDF Rules of Ultimate 2008

## Summary of Changes

Very little is actually new, however many rules have been reordered, reworded and clarified.

### Major Changes

Pull violations result in a re pull (7.6)

No Middle rule off the pull (7.13)

- the offence has the option of playing from the brick mark or the sideline of playing field

New section "Status of the Disc" (8) which defines when a disc is live and dead

- it is not a turnover if the thrower drops the disc walking it to the line from out-of-bounds after a turnover

Redefined Travel violation (16.3) – removed reference to third ground contact

- a receiver must be slowing down quickly and in a straight line after they catch the disc, and may throw at any time while slowing down and in-bounds

Pick can only be called by the defender who is picked (16.4.1)

Only a team captain can call a Timeout between points (19.5)

### Significant Changes

Clarified what is and isn't good spirit (1.3.4, 1.3.5, 1.3.6, 1.6.4)

Stall count can be started if thrower's momentum has taken them out of bounds (9)

Redefines what happens after a fast count near a stall-out (13.3)

Clarifies what happens if play continues after a turnover (13.10)

New rule regarding player safety (15.2)

Blocking foul (15.7)

Redefined "Disc Space" (16.2.1.3)

Removed reference to "failure to come to an agreement" resulting in the call being contested (16.1)

Added definitions of "Establish a pivot", "Incidental contact" and "Pivot point"

Changed "Continuation Rule" (17) to "Continuation after a Call" – removed references from rules

### Minor Changes

Capitals removed from words in the Definitions

"Field of Play" changed to "Playing field" (2)

Added section titled "Point, Goal and Game" (4)

Removed section on "Putting the disc into play" – replaced with "the thrower establishes the pivot"

Labels for different turnovers (13)

# Appendix

The Appendix has been rewritten completely. Therefore it was not possible to “track the changes”.

Here is a summary of the most important new additions:

## **Major Changes**

Half time cap (A3.4)

New tiebreaker rules (B5)

Tasks of a game official (B6)

## **Minor Changes**

Rules for late appearance at a game (A4)

Roster limits (starting 2009) (B1)

Captain's armband (suggestion) (B4.6)