Pull

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Disc is touched by receiving team while in the air?

- **Yes**
  - **Disc is caught?**
    - **Yes** → **Caught in-bounds?**
      - **Yes** → Play it from there.
      - **No** → Play it from the closest spot on the playing field.
    - **No** → Turnover.
- **No**
  - **Disc first contacts in-bounds ?**
    - **Yes** → **Disc stays in-bounds?**
      - **Yes** → **Disc touched by offense before going out-of-bounds?**
        - **Yes** → Play it from where it comes to rest or is stopped.
        - **No** → **Disc touched by offense before going out-of-bounds?**
          - **Yes** → Play it from the spot on the playing field nearest to where it last crossed the perimeter line.
          - **No** → Play it from the spot on the playing field **proper** nearest to where it last crossed the perimeter line.
    - **No** → Choose one of these options. If "Brick" or "Middle", call it before picking up the disc.
      - Play it from Brick mark.
      - Play it from the middle of the playing field **proper** nearest to where it last crossed the perimeter line in flight.
      - Play it from the spot on the playing field **proper** nearest to where it last crossed the perimeter line in flight.

Notes:

1/ The end zone is considered in-bounds. (See IX.A. & III.A.)
2/ The playing field **proper** is the playing field excluding the end zones. (See III.A.)
3/ Only an offensive player can touch the disc while it is in the air. (See VIII.B.5.)
4/ Any player can stop a rolling/sliding disc after it lands. (See XVI.E.)
5/ Brick mark is 18 meters from the goal line and in middle of field.
6/ There is no stoppage of play and no check when putting the pull into play. If the disc is to be put into play at a location other than where possession was gained, the thrower starts play by touching the disc to the ground where the disc is to be put into play. (See VIII.B.10.)
7/ If either team fails to maintain proper positioning before the pull, the other team may call "offsides" and a re-pull ensues. (See VIII.B.4.d.)

Official Rules of Ultimate: 11th Edition

Visual Rules created by Vincent Drolet and Lorne Beckman

Pick

Pass attempted?

Yes | No

Yes branch → Pass completed?

Yes | No

Pass completed? Yes:
Back to thrower.
Players return to the location occupied
at the earlier of the time of the call or the throw.
Picked player recovers **relative** position lost because of pick.

Pass completed? No → Defensive effort affected by the pick?

Yes | No

Defensive effort affected by the pick? Yes:
Play stops.
Players return to the location occupied when play stopped.
Picked player recovers **relative** position lost because of pick.

Defensive effort affected by the pick? No:
Play stops.
Receiver retains the disc.
Players return to the location occupied when play stopped.
Picked player recovers **relative** position lost because of pick.

No branch:
Turnover.
Play on.

Play stops.
Players return to the location
occupied at the time of the call.
Picked player recovers **relative**
position lost because of pick.

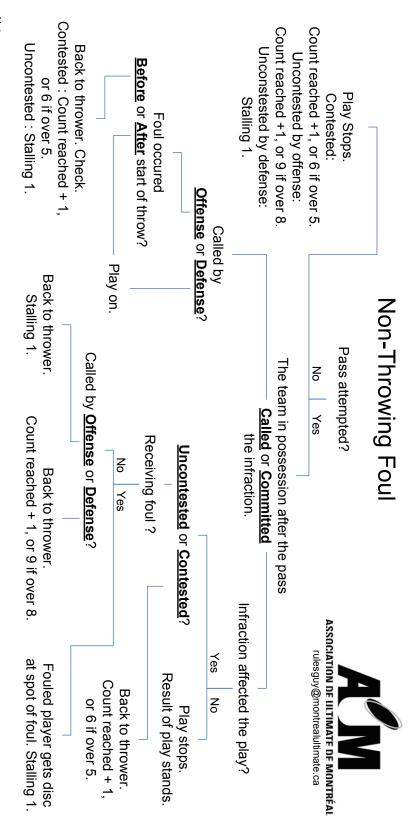**Except as noted, the stall count resumes at 'count reached' + 1, or 6 if over 5.**

Notes:

1/ Play stops when the thrower acknowledges that an infraction has been called. If the thrower fails to acknowledge the call and attempts a pass, play continues until the outcome of that pass is determined. (See XVI.C.)

2/ The thrower must stop play by visually or audibly communicating the stoppage as soon as they are aware of the call. (See XIX.F.)

3/ Before the check: If no pass is thrown, players return to the location occupied at the time of the call. If the result of a pass stands, players return to the location occupied when play stopped. If the disc goes back to the thrower, players return to the location occupied at the earlier of the time of the call or the time of the throw. (See XVI.C.4.)

4/ "Defensive effort affected by the pick?": An infraction affected the play if an infracted player determine that the outcome of the specific play (from the time of the infraction until play stops) may have been meaningfully different absent the infraction. (See XVI.C.3.)

5/ "Count reached": The last number uttered by the marker before the time of the call. All stall counts resume with the word "stalling". (See XIV.A.5.)

6/ In a "play on" situation, players should call "play on".

Throwing Foul

Pass attempted?

Yes | No

Yes branch:

Called by **Thrower** or **Marker**?

Foul occured **Before** or **After** start of throw?

Before:

Pass completed?

Yes | No

- **Yes:** Back to thrower. Check.
  Contested : Count reached + 1 or 6 if over 5.
  Uncontested : Stalling 1.
- **No:** Turnover
  Play on.

After:

Pass completed?

Yes | No

- **Yes:** Play on.
- **No:** Turnover.
  Play on.

Pass completed?

No | Yes

- **No:** Back to thrower. Check.
  Contested : Count reached + 1, or 6 if over 5.
  Uncontested : Stalling 1.
- **Yes:** Back to thrower. Check.
  Contested : Count reached + 1, or 6 if over 5.
  Uncontested : Count reached + 1, or 9 if over 8. (See XVI.G.)

No branch:

Play stops.
Contested:
Count reached +1, or 6 if over 5.
Uncontested by Thrower:
Count reached +1, or 9 if over 8.
Uncontested by Marker:
Stalling 1.

Notes:

1/ Play stops when the thrower acknowledges that an infraction has been called. If the thrower fails to acknowledge the call and attempts a pass, play continues until the outcome of that pass is determined. (See XVI.C.)

2/ Before the check: Players return to the location occupied at the earlier of the time of the call or the time of the throw. (See XVI.C.4.)

3/ "Start of throw": the first instant the thrower begins the "act of throwing". Pivot and wind-ups are not part of the "act of throwing". (See II.T.3.)

4/ "Count reached": The last number uttered by the marker before the time of the call. All stall counts resume with the word "stalling". (See XIV.A.5.)

5/ If there are offsetting calls by the offense and defense on the same play: Back to thrower, count reached +1, or 6 if over 5. (See XVI.G.)

6/ In a "play on" situation, players should call "play on".

Non-Throwing Foul

Pass attempted?

No | Yes

Called or **Committed**
the infraction.

The team in possession after the pass

Infraction affected the play?

Yes | No

Play stops.
Result of play stands.

Uncontested or **Contested**?

Receiving foul ?

No | Yes

Back to thrower.
Count reached + 1,
or 9 if over 8.

Fouled player gets disc
at spot of foul. Stalling 1.

Back to thrower.
Count reached + 1,
or 6 if over 5.

Called by **Offense** or **Defense**?

Back to thrower.
Stalling 1.

Back to thrower.
Count reached + 1,
or 9 if over 8.

Called by
Offense or **Defense**?

Foul occured
Before or **After** start of throw?

Play on.

Back to thrower. Check.
Contested : Count reached + 1,
  or 6 if over 5.
Uncontested : Stalling 1.

Play Stops.
Contested:
Count reached +1, or 6 if over 5.
Uncontested by offense:
Count reached + 1, or 9 if over 8.
Unconstested by defense:
Stalling 1.

Notes:
1/ Play stops when the thrower in possession acknowledges that an infraction has been called. If a call is made when the disc is in the air or the thrower is in the act of throwing, or if the thrower fails to acknowledge the call and subsequently attempts a pass, play continues until the outcome of that pass is determined. (See XIX.F.)
2/ The thrower must stop play by visually or audibly communicating the stoppage as soon as they are aware of the call. (See XVI.C.)
3/ Before the check: If no pass is thrown, players return to the location occupied at the time of the call. If the result of a pass stand, players return to the location occupied when play stopped. If the disc goes back to the thrower, players return to the location occupied at the earlier of the time of the call or the time of the throw. (See XVI.C.4.)
4/ "Infraction affected the play?" If an infracted player determines that the outcome of the specific play may have been meaningfully different absent the infraction. (See XVI.C.3.)
5/ "Receiving foul?" See XVI.H.3.b) and XVI.H.3.c)(1)
6/ "Start of throw": the first instant the thrower begins the "act of throwing". (See II.T.3.)
7/ "Count reached": The last number uttered by the marker before the time of the call. All stall counts resume with the word "stalling". (See XIV.A.5.)
8/ In a "play on" situation, players should call "play on".
9/ If there are offsetting calls by the offense and defense on the same play: Back to thrower, count reached + 1, or 6 if over 5. (XVI.G.)

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