Ultimate – WFDF Calls

A quick summary of the common calls that can be made on the field when playing Ultimate frisbee according to the 2021 **WFDF rules**. Relevant rule numbers are stated in square brackets and **bolded** words represent the exact word called on the field.

Infractions

Infractions are calls that do not stop play [15.2]. The mistake only needs to be corrected in some way, but play continues.

There are only two 'types' of infraction [15.2]:
- **Travel** [18.2]: whenever the person catching the disc does not stop as fast as possible, or they change direction after properly catching [18.2.5.1], or they establish a pivot point at an invalid position (e.g. out of bounds) [18.2.5.3]
- Marking infractions [18.1], of which there are 6 types, are usually due to some action of the defending *marker* against the *thrower*
  - **Fast count**: counting faster than 1 second intervals or making any other counting mistake (starting count, ordering, etc.) [18.1.1.1]
  - **Straddle**: a line between the defender's feet are closer than one disc diameter from the thrower's pivot point [18.1.1.2]
  - **Disc space**: a mark being too close to the thrower, i.e. less than one disc diameter from the thrower's torso [18.1.1.3]
  - **Wrapping**: a line between the defender's hands are closer than one disc diameter from the thrower's torso [18.1.1.4]
  - **Double team**: more than one defender within 3 meters - unless they're marking another offensive player within 3m, or are just running across this area [18.1.1.5]
  - **Vision**: a defensive player uses any part of their body to intentionally obstruct the thrower's vision [18.1.1.6]

Violations

All non-infractions are violations [15.3]. Violations lead to a stoppage of play for discussion [16.1].

- Marking violation [18.1.5]: can be called when marking infractions are not corrected [18.1.5.1] or are repeated [18.1.5.4]
- **Pick** [18.3]: if a defensive player is guarding one offensive player (within 3 meters) and they are prevented from moving towards/with that player by another (obstructing) player, that defensive player may call "Pick" (unless the obstructing player is making a play on the disc) [18.3.1]
- **Offside** [7.5]: when players are not behind the line during the pull [7.4]

- **Violation**: a generic violation call can be made for any other calls that might not have specific call-outs, e.g. obstructions near/on the field [2.7] or intentionally initiating minor contact [15.1.1]

Fouls

A **foul** is a type of violation caused by a breach of the rules due to dangerous play [17.1] or *non-minor contact* between two or more opposing players [15.1].

- **Strip** [17.3]: a foul that causes the thrower to drop a disc they properly caught
- There are mutiple types of foul, but they usually all use the same call-out ("**Foul**"):
  - Dangerous play, Receiving, Strip, Blocking, Force-out, Defensive throwing (Marking), Offensive throwing (Thrower), Indirect and Offsetting fouls
  - The different types affect how the result is resolved [17.1-17.9]
  - If the fouled team retains or gains possession of the disc, they can continue without stoppage after a foul call, *if* the player that called the foul then calls "**Play on**" as soon as possible [16.2.4.1]
  - If *both* the *event* and the *call* did not affect play, then it can be ignored [16.3]

Minor contact

Contact that involves minimal physical force and does not alter the movements or position of another player.

Contact with an opponent's extended arms or hands that are about to, or already are, contacting the disc, or contact to the throwers hand during the throwing motion, is *not* considered to be minor contact. [definitions]

Other stoppages

- **Injury** [19.1]: when a player is injured; if they weren't injured by an opponent, they must either be substituted or use a time-out [19.1.2]
- **Technical** [19.2]: any condition that endangers players on the field
- **Time-out**: a limited number of time-outs can be used, depending on the league/tournament [20]
- **Equipment**: any player may briefly *extend* a stoppage of play to fix faulty equipment, but active play may not be stopped for this purpose [10.3]

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