

WFDF Rules of Ultimate 2017

- APPENDIX v2.1 -

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Introduction.....	1
Appendix A: WFDF Additional Championship Game Rules	2
A1. Playing Field.....	2
A2. Equipment	2
A3. Start of Game.....	3
A4. Length of Game.....	3
A5. Time Limits	3
A6. Offside	6
A7. Mixed Division	6
A8. Language.....	7
A9. Spirit of the Game Stoppage	7
Appendix B: WFDF Additional Championship Event Rules	8
B1. Teams.....	8
B2. Divisions.....	8
B3. Ranking Criteria and Tie Breakers.....	9
B4. Inclement Weather Rules	9
B5. Suspended or cancelled play	10
B6. Tasks of Game Officials	11
B7. Use of technology.....	12
B8. Foul and Violation Calls.....	12
Appendix C: Uniform Requirements.....	13
Appendix D: WFDF Eligibility and Roster Guidelines	15
Appendix E: Seeding, Schedule and Event Bids.....	18
Appendix F: Hand Signals	22
Appendix G: Legal Code	25
Appendix H: Acknowledgements.....	29

Introduction

The intention of these rules is to provide additions to the basic rules in order to create a smooth-running, spectator-friendly, well-resourced elite sports event. Where there is a discrepancy between the Rules of Ultimate and the Appendix, the Appendix takes precedence. These rules set the standard for WFDF events, but should also guide best practice for non-WFDF events. Specifically, these rules should be applied at the following events:

- World Ultimate Championships,
- World Ultimate Club Championships,
- World Masters Ultimate Club Championships,
- Continental Championships (e.g. Pan-American Championships, Asia-Oceanic Championships, All African Championships),
- World Games (along with other changes as mandated by WFDF and/or IWGA event hosts),
- World Junior Ultimate Championships,
- World Under 24 Championships,
- World Masters Ultimate Championships.

For non-WFDF events, a selection or modification of these rules may be added to the basic rules of play, according to the level of resources available and the standard of play. Basic modifications for a non-WFDF event may include: playing surface, number of players, size of field, length of game, and field markings.

Appendix A: WFDF Additional Championship Game Rules

A1. Playing Field

A1.1. The entire surface of the field of play must be one of the following:

A1.1.1. Grass

A1.1.2. Artificial grass

A1.2. Three mid point lines, thirty (30) centimetres long, must be placed on the outside of the playing field on each sideline to mark the middle of the end zones and the middle of the central zone.

A1.3. A restraining line must be established a minimum of three (3) metres from the perimeter line. All persons from the active teams must remain outside this line during play. A second restraining line must be established a minimum of five (5) meters from the sidelines. All other persons, apart from permitted officials, and equipment must remain outside this line during play.

A1.3.1. Where a second restraining line is used, the distance for calling a sideline obstruction according to Rule 2.7 is increased from three (3) metres to five (5) metres.

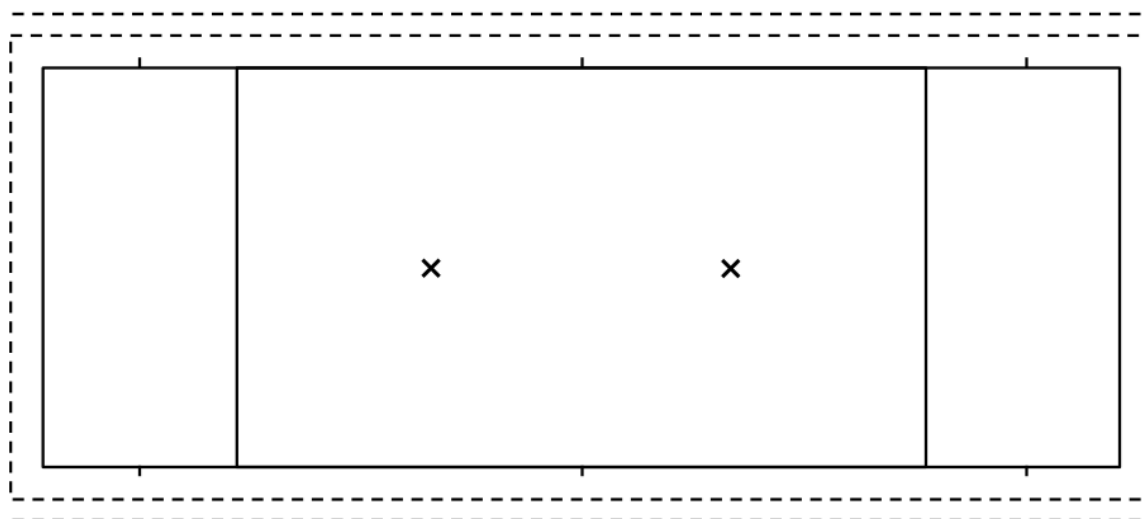


Figure 1 Field diagram with restraining lines and mid point lines

A1.4. The minimum distance between adjacent fields must be three (3) metres.

A1.4.1. If the distance between adjacent fields is less than six (6) metres a maximum of two (2) non-players per team are allowed between the fields during play. No other persons or equipment, apart from permitted officials, are allowed between the two fields during play.

A1.5. A WFDF Official must approve any reduction to the location of the restraining line, any further reduction to distance between two adjacent fields, or any reduction to the field size.

A1.6. To allow a field to fit in a smaller playing area an exemption may be requested to reduce the field size, with the minimum width being thirty-five (35) metres and the minimum length being ninety (90) metres. End zones and the brick mark location may be reduced to minimum size of sixteen (16) metres.

A1.7. WFDF Officials may require teams to limit the location of non-players and equipment to specific areas, which could include a requirement to be only on one sideline or in a designated smaller area.

A2. Equipment

A2.1. Discs:

A2.1.1. Only an official game disc of the event may be used for play.

A2.1.2. The team in possession may choose to substitute a disc during play in the following situations:

A2.1.2.1. If the disc is out-of-bounds, and it will save time to substitute it. This must be verbally communicated to the opposition.

A2.1.2.2. During any stoppage, but only to replace a damaged disc.

A2.1.2.3. Between the end of a point and the next pull.

A2.1.3. Officials may hold spare discs to be substituted in the above situations.

A3. Start of Game

A3.1. Team representatives will determine the order of initial choices by tossing two discs (the "toss").

A3.2. One of the representatives will call "same" or "different", while the discs are in the air.

A3.3. If both discs are facing up or both facing down, then "same" wins, otherwise "different" wins.

A3.4. The toss should happen on the field.

A3.5. The game clock will start at the scheduled time as signalled by a WFDF official.

A3.5.1. Alterations to the starting time may only be made at the discretion of a designated WFDF official.

A4. Length of Game

A4.1. Target

A4.1.1. A team wins having reached the target of fifteen (15) goals.

A4.2. Time cap:

A4.2.1. The time cap occurs after one hundred (100) minutes of game time, if the target has not been reached.

A4.2.2. At time cap play continues until completion of the current point. If at the completion of the current point neither team has reached fifteen (15) goals, one (1) goal is added to the highest score to determine a time cap target. The game continues until a team wins by reaching the time cap target.

A4.2.3. The time cap does not affect the number of time-outs available for a team.

A4.3. Half Time:

A4.3.1. Half time occurs after the first team reaches the half time target of eight (8) goals.

A4.3.2. Half time lasts seven (7) minutes.

A4.4. Half Time Cap:

A4.4.1. The half time cap occurs after fifty five (55) minutes of game time, if the half time target has not been reached.

A4.4.2. At half time cap play continues until the completion of the current point. If at the completion of the current point neither team has reached eight (8) goals, one (1) goal is added to the highest score to determine a half time cap target. The game continues until a team reaches the half time cap target.

A4.4.3. The half time cap does not affect the number of time-outs available for a team.

A4.5. The game clock does not stop for time between points, time-outs or half time, but does stop for Spirit of the Game Stoppages, and once an injury stoppage or technical stoppage has lasted more than two (2) minutes. The game clock must restart once play restarts.

A5. Time Limits

A5.1. A timekeeper must be appointed to monitor time and signal time warnings.

A5.2. The toss:

A5.2.1. Team captains must complete the toss five (5) minutes before the start of the game.

A5.2.2. If the toss hasn't been completed, and one team's captain isn't present for the toss five (5) minutes before the start of the game, the captain in attendance will make both the choice of initial possession and the choice of which end they will defend.

A5.2.3. If neither captain is present, the first to arrive will have those choices.

A5.3. At the start of a half of play:

A5.3.1. The timekeeper will signal:

A5.3.1.1. Sixty (60) seconds prior to the start of a half.

A5.3.1.2. The start of a half.

A5.4. At the start of a point, and prior to the subsequent pull to begin play:

A5.4.1. Offence

- A5.4.1.1. After forty-five (45) seconds from the start of a point all offensive players should stand with one foot on their defending goal line without changing position relative to one another, until the pull is released.
- A5.4.1.2. The offensive team should ensure that the defensive team has an unobstructed view of the offensive players.
- A5.4.1.3. The offensive team has sixty (60) seconds from the start of a point to signal readiness to receive the pull. The offence must be legally positioned and all non-players from the offensive team must be off the playing field before the offence can legally signal readiness.
- A5.4.1.4. If the offence fails to legally signal readiness in time the opposition should call a “pre-pull time limit violation” and play must stop until both teams acknowledge the violation. This violation must be called prior to the pull.
- A5.4.2. Defence
 - A5.4.2.1. The defensive team has seventy-five (75) seconds from the start of a point to pull the disc, or fifteen (15) seconds after the offense has legally signalled readiness, whichever is later. All non-players from the defensive team must be off the playing field before the pull is released.
 - A5.4.2.2. If the defence fails to pull in time the opposition should call a “pre-pull time limit violation” and play must stop until both teams acknowledge the violation. This violation must be called prior to the pull.
- A5.4.3. Mixed division
 - A5.4.3.1. In a mixed division, if applicable, the relevant team has fifteen (15) seconds from the start of a point to indicate whether it will play with four (4) females or four (4) males.
 - A5.4.3.2. The relevant team must indicate the gender mix (“four women” or “four men”) verbally and by using the appropriate hand signal.
 - A5.4.3.3. If the relevant team fails to indicate gender mix in time, the same gender mix as the previous point will be assumed, or, if at the start of a half, a gender mix of four (4) males and three (3) females will be assumed.
- A5.4.4. The timekeeper will signal:
 - A5.4.4.1. In a mixed game, if applicable, fifteen (15) seconds after the start of the point (relevant team must indicate gender mix).
 - A5.4.4.2. Forty-five (45) seconds after the start of the point (15 second warning for offence).
 - A5.4.4.3. Sixty (60) seconds after the start of the point (15 second warning for defence).
 - A5.4.4.4. Seventy-five (75) seconds after the start of the point, or fifteen (15) seconds after the offense has legally signalled readiness, whichever is later (play must start).
 - A5.4.4.5. If a series of whistles are used to indicate the time limits, the time limit is not considered to have been reached until the first sound of the last whistle.
- A5.4.5. Restarting play after a “pre-pull time limit violation”
 - A5.4.5.1. On the first instance of a “pre-pull time limit violation” for a team, or if the violation is contested, no penalties apply. The offence must signal readiness within fifteen (15) seconds of the violation call, and the pull must be released within thirty (30) seconds of the violation call, or fifteen (15) seconds after the offense has legally signalled readiness, whichever is later.
 - A5.4.5.2. For any subsequent uncontested “pre-pull time violation” for a team, the offending team must take a time-out. Play must resume according to A5.6.
 - A5.4.5.2.1. If the team on offence committed the “pre-pull time limit violation” and they have no time-outs left, they must start with the disc at the midpoint of the end zone they are defending, after players set up and a check is performed.

- A5.4.5.2.2. If the team on defence committed the “pre-pull time limit violation” and they have no time-outs left, the receiving team must start with the disc at midfield, after players set up and a check is performed.
 - A5.4.6. If the pull is to be repeated or is delayed due to a time limit violation:
 - A5.4.6.1. Substitutions are not permitted, unless in accordance with rule 19.1.
 - A5.4.6.2. Time-outs are not permitted.
- A5.5. At the end of a time-out taken after a pull and before the point finishes:
 - A5.5.1. The offence has seventy-five (75) seconds from when they call a time-out to be ready to resume play.
 - A5.5.1.1. The defence may commence a fifteen (15) second pre-stall after at least sixty (60) seconds from the start of the time-out.
 - A5.5.2. The offence must be and remain stationary at the end of the time-out.
 - A5.5.2.1. The offence may commence a fifteen (15) second pre-stall after the end of the time-out or after all offensive players have established their position, whichever is later.
 - A5.5.3. The defence must check the disc in within ninety (90) seconds after the start of the time-out, or fifteen (15) seconds after all offensive players have established their position, whichever is later.
 - A5.5.4. If play has not restarted after the pre-stall the opposition may announce “delay of game” and the player at the location the disc is to be put into play may announce “disc in” and then initiate and continue the stall count, without acknowledgment by the opposing team.
 - A5.5.4.1. A pre-stall must involve audible warnings at fifteen (15), ten (10), and five (5) seconds.
 - A5.5.5. The time keeper will signal:
 - A5.5.5.1. Forty-five (45) seconds after the start of the time-out (30 second warning for offence).
 - A5.5.5.2. Sixty (60) seconds after the start of the time-out (15 second warning for offence).
 - A5.5.5.3. Seventy-five (75) seconds after the start of the time-out (15 second warning for defence).
 - A5.5.5.4. Ninety (90) seconds after the start of the time-out, or fifteen (15) seconds after all offensive players have established their position, whichever is later (play must start).
- A5.6. At the end of a time-out taken after the start of a point and before the pull:
 - A5.6.1. The time-out adds seventy-five (75) seconds to the time allowed between the start of the point and the pull.
 - A5.6.2. After seventy-five (75) seconds from the start of the point, the timekeeper will signal the end of the time-out, and the time limits and signals as for A5.4 will commence.
- A5.7. After a foul or violation is called:
 - A5.7.1. After fifteen (15) seconds, if the call is not resolved, the captains will step in.
 - A5.7.2. After forty-five (45) seconds, if the call is not resolved, the call will be considered contested. The disc must be returned to the last non-disputed thrower.
 - A5.7.2.1. If there is a significant language barrier between the two teams, a WFDF official may allow an additional fifteen (15) seconds to resolve calls and to restart play.
 - A5.7.3. After one (1) minute play must be restarted.
 - A5.7.4. The timekeeper will signal forty-five (45) seconds after the foul or violation was called, and will repeat the signal every fifteen (15) seconds if play has not restarted.
- A5.8. After a turnover, and after the pull:
 - A5.8.1. After a turnover where the disc comes to rest on the central zone, and the pivot is to be established at that same spot, a member of the team becoming offense must put the disc into play within ten (10) seconds after it comes to rest, or after the check (if required). To enforce this rule, the defence must give audible warnings of ten (10) and five (5) seconds. After ten (10) seconds elapse after the

first warning, a defensive player within three meters of the disc may announce “disc in” and then initiate and continue the stall count without acknowledgment by the opposing team.

- A5.8.2. After any other turnover situation not described in A5.8.1, or after any pull, a member of the team becoming offense must put the disc into play within twenty (20) seconds after it comes to rest, or after the check (if required).
- A5.8.2.1. If the disc is not reasonably retrievable within twenty (20) seconds (e.g., far out-of-bounds or through a crowd), the player retrieving it may request another disc and any delay or pre-stall count is suspended until the offensive player receives the new disc.
- A5.8.2.2. If the disc is in the end zone, after twenty (20) seconds elapse, a defensive player within three (3) meters of the disc may announce “disc in”, and then initiate and continue the stall count without acknowledgment by the opposing team, but only if a defensive player has given audible warnings of twenty (20), ten (10), and five (5) seconds.
- A5.8.2.3. If the disc is out-of-bounds, after twenty (20) seconds elapse, a defensive player within three (3) meters of the spot the disc is to be put into play may announce “disc in”, and then initiate and continue the stall count without acknowledgment by the opposing team, but only if a defensive player has given audible warnings of twenty (20), ten (10), and five (5) seconds.
- A5.9. If an injury stoppage is called whilst a time limit is in place, the time limit shall be paused until the injured player is removed from the playing field.
- A5.10. The preferred method of signalling by a timekeeper should be the use of a whistle, possibly assisted by verbal information and hand signals, following procedures outlined in the WFDF Tournament Director's Manual.
- A5.11. If a team chooses to assess a time violation, they must call “violation” and should use Hand Signal No. 14.

A6. Offside

- A6.1. The pull must be repeated for an offside violation if:
- A6.1.1. the violation is contested, or
- A6.1.2. it is the first instance of an uncontested offside violation for the team, or
- A6.1.3. both teams are called for their first uncontested offside violation, or
- A6.1.4. both teams are called for a subsequent uncontested offside violation.
- A6.1.5. Time-outs and substitutions are not permitted, unless in accordance with rule 19.1, prior to the re-pull. The offence must signal readiness within fifteen (15) seconds of the violation call, and the pull must be released within thirty (30) seconds, or fifteen (15) seconds after the offense has legally signalled readiness, whichever is later.
- A6.2. For any subsequent uncontested offside violations by a team, and where A6.1 does not apply:
- A6.2.1. If the receiving team is called for offside: the receiving team must start with the disc at the midpoint of the end zone they are defending, after players set up and a check is performed.
- A6.2.2. If the pulling team is called for offside: the receiving team starts with the disc at midfield, after players set up and a check is performed.

A7. Mixed Division

- A7.1. Events must specify which of the following ratio rules will be used to determine if points are played with a ratio of four (4) females and 3 (three) males, or with a ratio of four (4) males and three (3) females.
- A7.1.1. Ratio Rule A will be used for The World Games 2017 and for all WFDF World Ultimate Championship Events for National Teams (as listed in D1.3) from 2019 onwards.
- A7.1.2. For all other WFDF Events it will be assumed that Ratio Rule B will be used. However if Ratio Rule A is to be used, then a public announcement will be made a minimum of sixteen (16) months prior to the event.
- A7.2. Ratio Rule A (“prescribed ratio” rule):

A7.2.1. At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting the gender ratio for the first point. For the second and third points the ratio must be the reverse of the first point. For the fourth and fifth points the ratio must be same as the first point. This pattern of alternating the ratio every two points repeats until the end of the game (half time has no impact on the pattern).

A7.3. Ratio Rule B (“end zone decides” rule):

A7.3.1. At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting which end zone is “End zone A”, with the other end zone becoming “End zone B”. At the start of each point the Team that is at End zone A must choose the gender ratio. This process applies for the first half. For the second half, at the start of each point the Team that is at End zone B must choose the gender ratio.

A7.4. Upon request by the opposing team captain, offensive players should await the pull, after signalling readiness, in such a way that the defence can easily determine gender matchups.

A8. Language

A8.1. The stall count and all calls must be in English.

A8.1.1. Players who have significant difficulty communicating verbally must ensure team captains discuss appropriate alternatives prior to the start of the game.

A9. Competitive Play

A9.1. During any given point, the players involved must endeavour to score the point and/or prevent the opponent from scoring.

A9.2. If a breach of A9.1 occurs, this must be reported to a member of the Tournament Rules Group.

A10. Advice from non-players

A10.1. During any stoppage, if it is practical to do so, a teams captain, spirit captain, or coach, may enter the field, without being asked, to encourage a player from their own team to change a call. However this may only occur if the outcome will be to the detriment of their own team.

A11. Spirit of the Game Stoppage

A11.1. If a team’s captain, spirit captain, or a designated WFDF Official, believes that either or both teams are failing to follow the Spirit of the Game (SOTG), they may call a “Spirit of the Game Stoppage”. This can only be called:

A11.1.1. After a call which stops the play or any other stoppage, prior to the disc being checked in.

A11.1.2. After the start of a point and prior to the ensuing pull.

A11.2. During this stoppage, neither team may engage in tactical discussions. All team members of both teams will form one “spirit circle” in the middle of the field.

A11.3. Separately from the spirit circle, the two opposing team captains and spirit captains must discuss all current issues with adherence to SOTG, determine actions to rectify those issues, and then convey the agreement to the spirit circle.

A11.4. SOTG stoppages do not affect, nor are they affected by, the number of time-outs available.

A11.5. Time taken for a SOTG Stoppage will be added to the game time to determine time caps for the game. The person who initiated the Stoppage will convey the start and end of the Stoppage to game officials for time-keeping purposes.

A11.6. After a SOTG Stoppage called during play, players must return to the approximate positions they held prior to the SOTG Stoppage being called.

Appendix B: WFDF Additional Championship Event Rules

B1. Teams

- B1.1. A team must have a minimum of fourteen (14) players registered on its playing roster for the event.
 - B1.1.1. A team may register with a minimum of twelve (12) players on its playing roster for an event with the written consent of the teams National Federation, Coaching Staff (if any) and all players, or player guardians for junior teams.
 - B1.1.2. For Continental Championships a team must have a minimum of twelve (12) players registered on its playing roster for the event.
 - B1.1.3. A team in the mixed division must also have a minimum of six (6) male and six (6) female players on its roster.
 - B1.1.4. Should a team lose registered players during the event due to injuries the team will be allowed to continue to participate in the event.
- B1.2. A team may have a maximum of twenty-eight (28) players on its roster.
- B1.3. Player Maximum and Minimum limits do not apply to guests, coaches or other support staff who may be registered with the team for the event..
- B1.4. A team must have one designated team captain and one designated spirit captain per game.
- B1.5. A team must have seven (7) players on the field for every point. A team in the mixed division must have four (4) male and four (4) female players available for every point.
 - B1.5.1. If a team does not fulfil the requirements of B1.5 they must lose a time-out, and the start of the point will be delayed for seventy-five (75) seconds.
 - B1.5.2. If the team has no time-outs left, their opposition must be awarded a goal, and the start of the point will be delayed for seventy-five (75) seconds.
 - B1.5.3. If neither team fulfils the requirements of B1.5 both teams must be penalised as stated in B1.5.1, until one team fulfils the requirements of B1.5 or until B1.5.4 applies.
 - B1.5.4. If a team has not fielded seven (7) players up to thirty (30) minutes after the start of a game or a point, they must forfeit the game.
 - B1.5.5. A team that forfeits will record a loss in addition to the forfeit, the opposition will record a win. No score will be recorded for the game.
 - B1.5.6. If both teams forfeit, both teams will record a loss for the game.
- B1.6. If a point has commenced and a team does not have exactly seven (7) people playing the point, or does not have the correct gender ratio, then the opposition may call a violation and stop play, or the offending team may call a time-out.
 - B1.6.1. The offending team must choose which of their player(s) will be removed/added. If players are being added, the opposition may make the same number of substitutions to their team.
 - B1.6.2. If a violation was called, the opposition must choose either to restart play as if a time-out had been called (as per Rule 20.4), or to restart the point.
 - B1.6.3. If a violation of B1.6 is called after a goal has been scored and prior to the ensuing pull, the opposition may choose to nullify the goal and restart the point.

B2. Divisions

- B2.1. Each team must be registered into one of the following divisions:
 - B2.1.1. Men's
 - B2.1.2. Mixed
 - B2.1.3. Women's
 - B2.1.4. Master Men's
 - B2.1.5. Master Mixed
 - B2.1.6. Master Women's
 - B2.1.7. Grand Master Men's
 - B2.1.8. Grand Master Mixed
 - B2.1.9. Grand Master Women's
 - B2.1.10. Great-Grand Master Men's
 - B2.1.11. Great-Grand Master Mixed
 - B2.1.12. Great-Grand Master Women's

- B2.1.13.U24 Men's
- B2.1.14.U24 Mixed
- B2.1.15.U24 Women's
- B2.1.16.U20 Men's
- B2.1.17.U20 Mixed
- B2.1.18.U20 Women's
- B2.1.19.U17 Men's
- B2.1.20.U17 Mixed
- B2.1.21.U17 Women's
- B2.1.22.U14 Men's
- B2.1.23.U14 Mixed
- B2.1.24.U14 Women's
- B2.1.25.U11 Men's
- B2.1.26.U11 Mixed
- B2.1.27.U11 Women's

B2.2. Player eligibility is to be determined from the relevant WFDF Eligibility Rules.

B2.3. For a division to take place there must be a minimum of six (6) registered teams.

B3. Ranking Criteria and Tie Breakers

B3.1. After round robin pool play, rank all teams in each pool by the number of games won.

B3.2. If teams are tied, break that tie using the ranking criteria.

B3.3. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team.

B3.3.1. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.

B3.3.2. If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.

B3.4. Ranking criteria, in order:

B3.4.1. Number of games won, counting only games between the teams that are tied.

B3.4.2. Fewest games forfeited.

B3.4.3. Goal difference, counting only games between the teams that are tied.

B3.4.4. Goal difference, counting games against all common opponents.

B3.4.5. Goals scored per game, counting only games between the teams that are tied.

B3.4.6. Goals scored per game, counting games against all common opponents.

B3.4.7. Each team nominates one player to throw one disc from behind the goal line to the far brick point on a regulation playing field. Throwing order is determined randomly, by disc toss or otherwise. Teams are ranked in order by the distance from the resting place of each disc to the brick point, from closest to furthest.

B4. Inclement Weather Rules

B4.1. Pre-emptive rescheduling

B4.1.1. WFDF Officials will monitor weather forecasts at least twenty-four 24 hours ahead of each day's play.

B4.1.2. If inclement weather is predicted for a day of play, Officials may inform all captains of a modified schedule of play no later than twelve (12) hours before the new scheduled commencement of play on that day.

B4.1.3. The modified schedule may include an earlier start time, shorter breaks between games, lower time caps and/or a lower target. Shortened game times should only be used where there is high likelihood of interruption and little capacity to catch up any delayed game on a subsequent day (eg if it is the final day).

B4.1.4. In extreme cases, the modified schedule may include pre-emptively cancelled games to provide space for more important games to be rescheduled.

B4.1.5. Play may also be allowed to finish later in the day in the case of a delay.

B4.2. Lightning

B4.2.1. On-site risk identification

B4.2.1.1. On a day where thunderstorms are predicted, Officials will access live weather observations, such as on-line weather radars or radio weather warnings, to anticipate the arrival of thunderstorms at the venue.

- B4.2.1.2. If a thunderstorm is imminent, Officials will inform all captains and officials on site that there is a possibility of play being suspended and to reiterate the WFDF rules regarding risk identification and response. Captains and officials should also inform players and other persons on the field of the correct risk identification and response procedures if possible.
- B4.2.1.3. If lightning is observed or thunder is heard, a WFDF Official will count the time between the lightning (flash) and the thunder (bang). If the time delay is less than thirty (30) seconds then the strike was closer than ten (10) kilometres and the playing area will be cleared immediately.
- B4.2.1.4. If lightning technology is present at the venue then B4.2.1.3 does not apply and WFDF Officials may act based on the advice of the venue officials.
- B4.2.1.5. If anyone observes hair standing on end, hears crackling or hears static on electronic devices, a lightning strike may be imminent, and all people in the vicinity should be alerted.
- B4.2.2. Response to observed risk
 - B4.2.2.1. Upon a lightning risk being identified, an Official must immediately alert both team captains. Play must be immediately suspended and the disc left where it lies. Any play after a captain has been informed of the suspension will be deemed null and void.
 - B4.2.2.2. All people should seek appropriate shelter.
 - B4.2.2.3. If people are caught exposed in a thunderstorm and cannot seek appropriate shelter, they should crouch into a ball, preferably in a hollow in the ground, and remove any metal accessories.
- B4.2.3. Resuming play
 - B4.2.3.1. Players must only return to the playing field once thirty (30) minutes has lapsed since lightning or thunder was last observed.
- B4.3. Hot weather
 - B4.3.1. During each days play WFDF Officials will determine whether extreme hot weather will pose a risk to players of heat-related illness and injuries.
 - B4.3.2. On days where extreme hot weather is predicted WFDF Officials will inform all captains and officials on site and convey appropriate methods for dealing with hot weather. Captains and officials should also inform players and other persons on the field of these methods.
 - B4.3.3. In the case of extreme hot weather, play may be adjusted in the following ways:
 - B4.3.3.1. Additional stoppages may be added between points to allow players to rest and re-hydrate.
 - B4.3.3.2. Play may be rescheduled to avoid playing in the hottest time of the day.
 - B4.3.3.3. Play may be suspended or cancelled if conditions are too extreme.

B5. Suspended or cancelled play

- B5.1. Designated WFDF Officials may suspend or cancel any game if they have a reasonable reason to do so. The reason/s must be communicated to the teams affected.
 - B5.1.1. If WFDF Officials determine that a game is to be suspended or cancelled, the following rules outline how play can be continued and appropriate results determined.
 - B5.1.2. If play is suspended mid-point, a WFDF Official will take note of the disc position at the time of the suspension.
 - B5.1.3. If play is suspended between a goal being scored and the ensuing pull, then the offence will be free to choose a new line-up, even if those had been already signaled at the time of the suspension.
- B5.2. Rescheduling
 - B5.2.1. During a period of suspended play all team captains present at the venue must meet with WFDF Officials to discuss the process for rescheduling games. Where possible games will be rescheduled. Time caps and points caps may be reduced to allow games to be rescheduled.
- B5.3. Resumption of suspended play

- B5.3.1. If rescheduling allows for the suspended game to be continued, then play should resume where possible with the disc in the approximate position it was when the field was cleared. Play restart as if a time-out had been called (as per Rule 20.4).
- B5.3.2. Teams will be allowed ten (10) minutes to warm-up prior to the resumption of play, once allowed onto the playing field.
- B5.4. Determine results of suspended and cancelled games
 - B5.4.1. If rescheduling does not allow for suspended games to be continued, or games are cancelled, the following rules must be used to determine the outcome of the games:
 - B5.4.1.1. For a suspension of play, if at least half the game time had elapsed or one team had scored at least half the points target, then the leading team is declared the winner. If scores were tied then the winner is determined by count-back to whichever team was ahead prior to the previous point being scored.
 - B5.4.1.2. For initial pool play, if clause B5.4.1.1 does not apply, then the winner of the game will be the higher-seeded team as determined prior to the tournament.
 - B5.4.1.3. For subsequent pool play and finals, if clause B5.4.1.1 does not apply, then the winner of the game will be the higher-ranked team at that point (according to WFDF tiebreakers where applicable).

B6. Tasks of Game Officials

- B6.1. There are two categories of Game Officials: support staff and Game Advisors.
- B6.2. Support staff
 - B6.2.1. Support staff may support the ongoing game by supplying players with information through visible and audible signals.
 - B6.2.2. Basic duties of the support staff include:
 - B6.2.2.1. Recording the score
 - B6.2.2.2. Recording time-outs taken
 - B6.2.2.3. Timing the game, half time and time-outs
 - B6.2.2.4. Signaling time limits according to WFDF Ultimate Rules Appendix “Time Limits”
 - B6.2.3. Additional duties of game officials may include:
 - B6.2.3.1. Recording player statistics
 - B6.2.3.2. Recording spirit scores and most valuable player nominations
 - B6.2.3.3. Informing spectators of any calls made and their resolution
 - B6.2.3.4. Supplying players with a printed version of the WFDF Rules of Ultimate if requested
 - B6.2.3.5. Performing any duties that may be undertaken by non-players, including providing perspective on line calls when asked (“Line Assistants”)
 - B6.2.4. Support staff may only enter the playing field area if invited by both team captains, or by both players involved in a discussion who need to consult that support staff.
 - B6.2.5. Support staff may not interfere with the ongoing game by making any calls or decisions. These include:
 - B6.2.5.1. Foul/violation calls.
 - B6.2.5.2. Line calls.
 - B6.2.5.3. Stopping the game if a team did not respond to a time warning correctly.
 - B6.2.5.4. Stopping a discussion.
 - B6.2.5.5. Telling the players what call to make.
- B6.3. Game Advisors
 - B6.3.1. In addition to being able to undertake the same duties as support staff, Game Advisors also closely monitor time limits and conduct issues, and provide advice and information to teams regarding the game.
 - B6.3.2. The specific duties of Game Advisors are:
 - B6.3.2.1. Hold pre-game meetings with team representatives to discuss the game advisor role and any event specific rules.
 - B6.3.2.2. Closely monitor time limits, including: A5.4.1.4, A5.4.5.2, A5.4.2.2, A5.5.4, A5.7.2, A5.8, and encourage teams to comply with these rules.

- B6.3.2.3. Closely monitor the restraining line and restraining zones, including: A1.3, A1.4.1, A1.7, and encourage teams to comply with the rules concerning these areas.
- B6.3.2.4. Closely monitor teams regarding offside and encourage teams to comply with rules A6.1, A6.2.1 and A6.2.2.
- B6.3.2.5. Provide non-binding perspective on any call, including, but not limited to, “down”, “out”, “foul”, and “travel”, when asked.
- B6.3.2.6. Provide rule clarifications, when asked.
- B6.3.2.7. Participate in on-field discussions between players, when required, to help them make progress on coming to a decision.
- B6.3.2.8. Discuss concerns regarding repeated breaches of specific rules, if required.
- B6.3.2.9. Call Spirit of the Game Stoppages according to A11.1.
- B6.3.2.10. Mediate off-field discussions between teams if required.
- B6.3.2.11. Provide warnings regarding incidents concerning the WFDF Conduct Policy, and enforce sanctions as prescribed by the WFDF Conduct Policy.
- B6.3.2.12. Refer incidents regarding the WFDF Conduct Policy to the Tournament Rules Group.
- B6.3.3. Game Advisors should only provide their non-binding perspective on a play when it is clear and obvious to them what occurred.
 - B6.3.3.1. Once players have sought the perspective of a Game Advisor the players must immediately resolve the discussion, or treat the call as contested.
- B6.3.4. Game Advisors may enter the playing field during a stoppage without the need to seek approval from captains/players.
- B6.3.5. Game Advisors do not remove the responsibility for Players to make and resolve all calls.

B7. Use of technology

- B7.1. Players may request to view photographic or video footage of a line call if it is available. However play may not be unreasonably delayed for this purpose.
- B7.2. Players must not use any form of electronic communication devices to communicate with other players or team members.

B8. Foul and Violation Calls

- B8.1. A game that involves a significant number of calls, especially when these remain disputed, should be brought to the attention of the Tournament Director or the Tournament Rules Group (TRG) by a captain or game official as soon as possible. The TRG determines whether further action should be taken against teams or individuals.

Appendix C: Uniform Requirements

C1. Purpose

- C1.1. The primary purpose of these uniform requirements is to distinguish between players on opposing teams, and to identify individual players. This allows players, officials and spectators to follow and interpret the game correctly.
- C1.2. They also aim to protect player safety and comfort, and fairness in the competition.
- C1.3. Additionally, better quality uniforms are expected to convey a better image of our sport to the world, taking advantage of the media and spectator opportunities of WFDF events.
- C1.4. These requirements aim to minimize the costs to players of meeting their primary purpose. If resources allow, teams are encouraged to exceed the minimum requirements of these rules in order to maximise the benefits to our sport.
- C1.5. WFDF requires teams to consider the public image of the sport when designing uniforms for WFDF events.
- C1.6. WFDF reserves the right to require a team to alter or replace text or graphics on a garment or to replace an entire garment.

C2. General

- C2.1. A uniform must consist of, at minimum, a shirt to cover the upper torso and shoulders, and pants to cover the lower torso and upper legs.
- C2.2. A single item of clothing that covers the same areas as a shirt and pants is allowable as a uniform if it meets the requirements of the two separate items as expressed in these rules.
- C2.3. A team must bring at least two distinct sets of shirts to each game.

C3. Home and Away

- C3.1. An event schedule may designate a “home” and “away” team for each game.
- C3.2. WFDF may designate team colour for certain games.
- C3.3. If the event schedule does not designate home and away teams, the team captains will determine which team is the home team before the game by a disc toss or other fair method.
- C3.4. The home team has the first choice of shirt colour.
- C3.5. Prior to arriving at a game, a team may tell their opponent which shirt is their “home” shirt, and they are bound by that decision.

C4. Shirts

- C4.1. All players on a team must wear shirts that match in colour and pattern.
- C4.2. Each player in a team for a particular game must be designated by a unique integer between 0 and 99 inclusive.
- C4.3. The shirt that a player wears in that game must bear their number, expressed only in Arabic numerals, with an optional leading zero for numbers between 0 and 9 inclusive.
- C4.4. The number must be sewn or printed onto the back of the shirt. Each digit in the number must be a minimum of sixteen (16) centimetres high and have a minimum line width of three (3) centimetres wide.
 - C4.4.1. The number may also appear elsewhere on the shirt.
- C4.5. The numbers must be entirely one colour, filled solidly, and of a significantly different colour from the background shirt colours.
- C4.6. There must not be any overlaid design or characters obscuring the numbers.

C5. Pants

- C5.1. All players on a team must wear pants that match in colour and pattern.
- C5.2. Pants must have numbers sewn or printed on the front left leg. The number must match that of the player's shirt.

C6. Optional Features

- C6.1. If the team is a national team, the uniform may also include the International Olympic Committee three letter code representing that country and/or its national flag.
- C6.2. Shirts may have player names printed on them.

C7. Undergarments

- C7.1. Players may wear clothing under their uniform in order to protect them from injury, temperature, sunlight, etc.

C7.2. WFDF considers that if any exposed parts of undergarments are black or white, they will best prevent a clash with the main uniform colours.

C8. Gloves

C8.1. Players may wear gloves, but they must not in any way damage the disc or leave any residue on the disc.

C8.2. Players are prohibited from applying any substance to their hands, for the purposes of enhancing grip, which can transfer to the disc during the course of play.

C9. Headgear

C9.1. Players may wear hats, caps or other headgear to protect them from sun exposure, the weather, injury or for personal comfort.

C9.2. For any game designated as a “showcase” game by WFDF, if players on a team wear headgear, all headgear must be matching in style, pattern, logo and colour. Headgear must not display commercial or other non-related sports team logos or political statements or symbols.

C10. Socks

C10.1. If players on a team wear long socks, WFDF considers that matching those socks will improve the image of the sport.

C10.2. For any game designated as a “showcase” game by WFDF, if players on a team wear socks or stockings all players must wear matching socks/stockings in pattern, logo and colour. Socks and stockings must not display commercial or other non-related sports team logos or political statements or symbols.

C11. Shoes

C11.1. Players may wear shoes or boots. Shoes do not need to be matching in any way.

C11.2. Any studs or ridges on the sole of the shoes must not protrude more than 20 millimetres from the sole nor have any sharp edges.

C12. Additional Uniform Requirements for Players

C12.1. Players must not wear anything that is dangerous to other players. WFDF considers fully metallic studs to be dangerous.

C12.2. Players must not wear anything that gains an advantage by substantially enhancing the physical presence of the player.

C12.3. Players, substitutes and team officials must not use any equipment that amplifies their voices.

C13. Coaches and support staff

C13.1. Coaches and support staff must wear appropriate attire when on the sideline, preferably in a similar style to their team.

C13.2. Coaches and support staff may be requested to change their attire, where possible, if, for example, it clashes with that of relevant WFDF Officials.

Appendix D: WFDF Eligibility and Roster Guidelines

D1. Team Eligibility – National Team Rosters

- D1.1. WFDF membership is a requirement for registering and competing in WFDF sanctioned championship events. Only regular, organizational, and associate member organizations in good standing may register teams.
- D1.2. A National Association is a WFDF Member recognized by WFDF as representing the sport of ultimate for a country.
 - D1.2.1. A country which fulfills the following criteria will be considered a small Ultimate community for the purposes of National Team roster eligibility per division:
 - D1.2.1.1. Men's Divisions: A maximum of one hundred and fifty (150) male ultimate players are registered with the National WFDF member (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.
 - D1.2.1.2. Women's Divisions: A maximum of one hundred and fifty (150) female ultimate players are registered with the National WFDF member (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.
 - D1.2.1.3. Mixed Divisions: A maximum of three hundred (300) ultimate players are registered with the National WFDF member (Ultimate Federation, Flying Disc Federation or similar) according to the WFDF census data from the calendar year prior to the event.
 - D1.2.1.4. The country has been a WFDF Member for less than sixteen (16) years.
- D1.3. WFDF World Ultimate Championship Events for National Teams are:
 - D1.3.1. WFDF World Ultimate and Guts Championships (WUGC)
 - D1.3.2. WFDF World Junior Ultimate Championships (WJUC)
 - D1.3.3. WFDF World Under 24 Ultimate Championships (WU24)
 - D1.3.4. WFDF World Masters Ultimate Championships (WMUC)
 - D1.3.5. WFDF World Championship of Beach Ultimate (WCBU)
- D1.4. All players on National Team Roster must be members of the National Association, and must meet whatever other requirements are placed on them by the National Association.
- D1.5. Player Classes – All players on a National Team Roster must belong to one of the following classes:
 - D1.5.1. Legal Citizen - Players are deemed to be "Legal citizens" if they own a passport or equivalent legal document issued by the country's government
 - D1.5.2. WFDF Citizen - Players are also deemed to be "WFDF citizens" if they have moved to the country at least four (4) years prior to the start date of the event and spent more than 75% of those four (4) years in the country.
 - D1.5.3. Resident Non-Citizen - Players are deemed to be "Resident non-citizens" if they own a legal certificate of permanent residency issued by the country's government; or if they have moved to the country at least twenty (20) months prior to the start date of the event and spent more than 75% of those twenty (20) months in the country.
 - D1.5.4. Ultimate Community Member (**NOTE: THIS RULE IS UNDER REVIEW AND MAY BE CHANGED FOR EVENTS AFTER 2018**) - Players are deemed to be "Ultimate community members" at the discretion of the National Association if they are considered to be a significant part of that Country's ultimate community, but do not fall under the above categories. The following may be taken into account by the National Association in making this decision:
 - D1.5.4.1. Residency history in that Country
 - D1.5.4.2. Participation in that Country's ultimate events, especially national championships
 - D1.5.4.3. Past representation on National Teams
 - D1.5.4.4. Participation in the development of ultimate in the CountryAt the time of registration, National Associations must make public a list of any players who are Ultimate Community Members, and the reason/s for doing so.
- D1.6. Team Roster Composition – A National Team may have on its roster:
 - D1.6.1. any number of Legal Citizens or WFDF Citizens

- D1.6.2. a maximum of four (4) Resident Non-Citizens
- D1.6.3. a maximum of one (1) Ultimate Community Member replacing one of the Resident Non- Citizens

D1.7. Team Roster Composition – Small Ultimate Community

- D1.7.1. Teams from small Ultimate communities will be allowed to add one (1) extra Resident Non- Citizen or Ultimate Community Member to their Roster.

D1.8. A single player may not participate on more than one team during a single WFDF Event.

D1.9. The team roster must be inspected by an official of the National Flying Disc Association who represents the team before being submitted. This official must countersign the roster to indicate they have inspected it and found it to be in accordance with player eligibility.

D1.10. WFDF reserves the right to invalidate a submitted roster if it is felt that the team does not adequately represent the country the team is intended to represent.

D2. Team Eligibility – Club Team Rosters

D2.1. WFDF membership is a requirement for registering and competing in WFDF sanctioned championship events. Only teams from regular, organizational, and associate member organizations may register for such events.

D2.2. WFDF World Ultimate Club Championship Events for National Teams are:

- D2.2.1. WFDF World Ultimate Club Championships (WUCC)

- D2.2.2. WFDF World Masters Ultimate Club Championships (WMUCC)

D2.3. All players on Club Team Roster must be members of the National Association, and must meet whatever other requirements are placed on them by the National Association.

D2.4. A single player may not participate on more than one team during a single WFDF Event.

D2.5. The team roster must be inspected by an official of the National Flying Disc Association who represents the team before being submitted. This official must countersign the roster to indicate they have inspected it and found it to be in accordance with player eligibility rules and the definition of a club team according to that National Flying Disc Association.

D3. Player Eligibility – Gender

D3.1. In order to be eligible to play in the following WFDF playing divisions, players must meet the specified criteria.

D3.2. Gender definitions are defined in the WFDF Gender Policy.

D3.3. Men's Division – All players are eligible to participate in the Men's Divisions of all competitions.

D3.4. Women's Division – All female players are eligible to participate in the Women's Divisions of all competitions.

D3.5. Mixed Division – All players are eligible to participate in the Mixed Divisions of all competitions.

D4. Player Eligibility – Age

D4.1. In order to be eligible to play in the following WFDF playing divisions, players must meet the specified criteria.

D4.2. Men's, Mixed, and Women's Divisions – A player participating in these divisions must be fourteen (14) years old or older during the calendar year in which the tournament concludes.

D4.3. Master Men's – A player participating in this division must be thirty-three (33) years old or older during the calendar year in which the tournament concludes.

D4.4. Master Mixed

- D4.4.1. A player participating in this division as a female must be thirty (30) years old or older during the calendar year in which the tournament concludes.

- D4.4.2. A player participating in this division as a male must be thirty-three (33) years old or older during the calendar year in which the tournament concludes.

D4.5. Master Women's - A player participating in this division must be thirty (30) years old or older during the calendar year in which the tournament concludes.

D4.6. Grand Master Men's – A player participating in this division must be forty (40) years old or older during the calendar year in which the tournament concludes.

D4.7. Grand Master Mixed

- D4.7.1. A player participating in this division as a female must be thirty-seven (37) years old or older during the calendar year in which the tournament concludes.

- D4.7.2. A player participating in this division as a male must be forty (40) years old or older during the calendar year in which the tournament concludes.
- D4.8. Grand Master Women's - A player participating in this division must be thirty-seven (37) years old or older during the calendar year in which the tournament concludes.
- D4.9. Great Grand Master Men's— A player participating in this division must be forty-eight (48) years old or older during the calendar year in which the tournament concludes.
- D4.10. Great Grand Master Mixed
 - D4.10.1. A player participating in this division as a female must be forty-five (45) years old or older during the calendar year in which the tournament concludes.
 - D4.10.2. A player participating in this division as a male must be forty-eight (48) years old or older during the calendar year in which the tournament concludes.
- D4.11. Great Grand Master Women's - A player participating in this division must be forty-five (45) years old or older during the calendar year in which the tournament concludes.
- D4.12. Under 24 (U24) Divisions – A player participating in these divisions must be fourteen (14) years old or older and must not be twenty-four (24) years old or older during the calendar year in which the tournament concludes.
- D4.13. Junior: Under 20 (U20) Divisions – A player participating in these divisions must be twelve (12) years old or older and must not be twenty (20) years old or older during the calendar year in which the tournament concludes.
- D4.14. Under 17 (U17) Divisions – A player participating in these divisions must be twelve (12) years old or older and must not be seventeen (17) years old or older during the calendar year in which the tournament concludes.
- D4.15. Under 14 (U14) Divisions – A player participating in these divisions must be ten (10) years old or older and must not be fourteen (14) years old or older during the calendar year in which the tournament concludes.
- D4.16. Under 11 (U11) Divisions – A player participating in these divisions must be eight (8) years old or older and must not be eleven (11) years old or older during the calendar year in which the tournament concludes.

D5. Roster Details

- D5.1. Rosters that are submitted for all events must include the following information for all players:
 - D5.1.1. Full Name
 - D5.1.2. Jersey Number (0-99)
 - D5.1.3. Date of Birth
 - D5.1.4. Gender
 - D5.1.5. Nationality
- D5.2. Roster Size
 - D5.2.1. Rosters for teams participating in WFDF events must have a minimum of fourteen (14) eligible players and a maximum of twenty-eight (28) eligible players. For Continental Championships team must have a minimum of twelve (12) eligible players.
 - D5.2.2. Should a team lose registered players during the event due to injuries the team will be allowed to continue to participate in the event.
 - D5.2.3. Rosters for teams participating in WFDF events in the Mixed Divisions must have a minimum of six (6) eligible male players and six (6) eligible female players.
 - D5.2.4. Player Maximum and Minimum limits do not apply to guests, coaches or other support staff who may be registered with the team.

D6. Roster Eligibility – Continental Championships (AOUC, PAUC, AAUC)

- D6.1. Teams playing at Asian Oceanic Ultimate Championships (AOUC), All African Ultimate Championships or Pan American Ultimate Championships (PAUC) may submit any roster that has been approved by the National Federation of the country they are representing.
- D6.2. WFDF will allow more liberal interpretation of eligibility for players at Continental Championships to encourage participation, but encourage National Federations to keep the “National” and “Club” eligibility criteria in mind when approving rosters.
- D6.3. For countries sending more than one (1) team to an event, a maximum of one (1) team may use the “National Team” eligibility rules, and all of the other teams must use the “Club Team” eligibility rules.

D6.4. WFDF reserves the right to invalidate a submitted roster if it is felt that the team does not adequately represent the country the team is representing.

D7. Exemptions

D7.1. For exceptional circumstances Federations or Teams may apply to the WFDF Ultimate Committee for exemptions to the Eligibility and Roster Guidelines listed in Section D.

Appendix E: Seeding, Schedule and Event Bids

E1. Ranking for National Team Events (per division)

- E1.1. Use final standings of the previous instance of event being ranked.
- E1.2. Use final standings of the previous Continental Championships (PAUC, AOUC or AAUC) to rank teams that were not ranked in E1.1.
- E1.3. Use most recent World Ultimate Rankings to rank teams that were not ranked in E1.1. or E1.2.
- E1.4. Ultimate Committee to use best knowledge to rank teams not ranked by E1.1, E1.2 or E1.3.
- E1.5. Re-ranking for European Teams
 - E1.5.1. WUGC: Reorder European Teams, keeping relative position to non-European Teams, based on most recent European Ultimate Championships.
 - E1.5.2. WJUC: Reorder European Teams, keeping relative position to non-European Teams, based on most recent EYUC U20.

E2. Ranking for Club Team Events (per division)

- E2.1. Rank all teams participating from each country (example – USA1, USA2, USA3) according to each National Federation, or in lieu of National Federation comment, based on the event used to qualify for WFDF event.
- E2.2. Re-ranking for European Teams: Rank European teams using most recent European Ultimate Club Championships (example – EUR1, EUR2, EUR 3). Teams from each country will retain their relative position to each other as per E2.1.
- E2.3. Use final standings of previous instance of event being ranked, placing teams from each country into past rank obtained by teams from same country. In the case of Europe, placing teams into rank obtained by past rank obtained by teams from Europe.
- E2.4. Ultimate Committee to use best knowledge to rank teams not ranked by E2.3.

E3. Seeding Pools (Semi-Random Seeding)

E3.1. Pools will be seeded using a traditional “snake” numbering system. Example:

Pool A	Pool B	Pool C	Pool D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20

- E3.2. In situations where pools have an uneven number of teams, the pools with fewer teams will correspond with the pool with the #1 seed, then the pool with the #2 seed and so on.
Example:

Pool A	Pool B	Pool C	Pool D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
		17	18

- E3.3. The #1 seed for each pool gets placed according to the ranking list of teams.
E3.4. The next “n” number of teams from the ranking list, where “n” = the number of pools, are randomly drawn into the next “n” number of positions.
E3.4.1. For systems with 4 or more pools “n” is always a minimum of 4 and a maximum of 50% of the number of pools (while enough unplaced teams remain)
E3.5. Repeat step E3.4 until all teams are placed.
E3.6. If the placement of a set of teams results in a country having more than two (2) teams in a single pool WFDF may adjust the random draw of that set of teams to avoid this situation.

E4. Bids to National Team Events (WUGC, WU24, WJUC, WMUC)

- E4.1. Where space is available, all WFDF Member Federations will receive one (1) bid in each playing division for each event.
E4.2. Where events have limitations on the number of teams or participants, WFDF will reduce the number of bids offered to Member Federations by the following criteria implemented in order. No Federation will receive more than one (1) bid per playing division. For section E4.2.1 & E4.2.2 WFDF may limit the number of bids offered using the most recent WFDF World Rankings of Ultimate if implementing that criteria for all Member Federations exceeds the event capacity.
E4.2.1. WFDF Member Federations receive one (1) bid in each playing division if that division was included in that Federations previous calendar year’s National Championships or if that division is planned to be included in that Federations current calendar year’s National Championships.
E4.2.1.1. For WU24, “Adult” divisions will count towards gaining a bid.
E4.2.1.2. For WJUC, divisions will be counted if eligibility is restricted to players under the age of 20 (U20).
E4.2.2. WFDF Member Federations receive one (1) bid in each playing division in which the Member Federation had a team participating in the previous Continental or World event, whichever has occurred more recently.
E4.2.3. WFDF Member Federations which have not received a bid to any division in previous steps will be offered bids based on the current WFDF World Rankings of Ultimate until such time as division size/event capacity has been reached.
E4.2.3.1. The highest ranked Member Federation will be offered a single team in the division of their choice. The next highest ranked Member Federation will then be offered a single team in the division of their choice, and so on.
E4.2.3.2. WFDF may restrict the choice of division from E4.2.3.1 if a division is deemed to be “full” from previous bids offered.

E5. Bids to Club Team Event (WUCC, WMUCC)

WFDF will use the following criteria, implemented in order. For E5.3, E5.4 & E5.5 WFDF may limit the number of bids offered using the most recent WFDF World Rankings of Ultimate if implementing that criteria for all Member Federations exceeds event capacity.

- E5.1. WFDF Member Federations receive one (1) bid in each playing division in which the Member Federation participated in the previous WUGC event.
- E5.2. For each playing division, one (1) bid will be given out to the top three (3) finishing countries in that division at the preceding WUCC event.
- E5.3. Any WFDF Member Federation not receiving at least one (1) bid in E5.1 or E5.2 will receive one (1) bid into a division to be determined by the Federation.
 - E5.3.1. WFDF may restrict the choice of division from E5.3 if a division is deemed to be “full” from previous bids offered.
 - E5.3.2. If a member federation turns down all of the bids they receive by rule E5.1 and E5.2, then for the purposes of rule E5.3 they will be treated as a federation that did not receive a bid in E5.1 or E5.2.
- E5.4. WFDF Member Federations receive one (1) bid in each playing division if that division was included in that Federations previous calendar year’s National Championships or if that division is planned to be included in that Federations current calendar year’s National Championships.
- E5.5. WFDF Member Federations not receiving a bid (per division) from E5.4 will receive one (1) bid in each playing division in which that National Federation had a team participating in the previous Continental event. This bid will not be offered if it is in the same division as the bid selected by the National Federation in E5.3.
- E5.6. Additional spaces per division will be offered to National Federations based on the finishing position of countries at the previous WUCC event, starting with the 4th place country.

E6. Bids to Club Team Event (WMUCC)

WFDF will use the following criteria, implemented in order. For E6.3, E6.4 & E6.5 WFDF may limit the number of bids offered using the most recent WFDF World Rankings of Ultimate if implementing that criteria for all Member Federations exceeds event capacity.

- E6.1. WFDF Member Federations receive one (1) bid in each playing division in which the Member Federation participated in the previous WUGC event for Master Men’s and Master Women’s. WFDF Member Federations receive one (1) bid in each playing division for all other divisions.
- E6.2. For Master Men’s and Master Women’s division, one (1) bid will be given to the top three (3) finishing countries in that division at the preceding WUCC event. For all other divisions, the top three (3) countries based on the most recent WFDF World Ultimate Rankings will receive one (1) bid per division.
- E6.3. WFDF Member Federations receive one (1) bid in Master Men’s, Grand Master Men’s and Master Mixed if Master Men’s or Master Mixed was included in the Federations previous calendar year’s National Championships or if either of those divisions are planned to be included in that Federations current calendar year’s National Championships. Federations receive one (1) bid in Master Women’s if Master Women’s or Master Mixed was included in the Federations previous calendar year’s National Championships or if either of those divisions are planned to be included in that Federations current calendar year’s National Championships.
- E6.4. Any WFDF Member Federation not receiving at least one (1) bid in E6.1, E6.2 or E6.3 for Master Men’s or Master Women’s divisions will receive one (1) bid into the division determined by the Federation.
 - E6.4.1. Should an individual division be at capacity, WFDF may restrict the choice of division by the Member Federation.
- E6.5. WFDF may offer additional bids for each division to “round up” division team numbers. These additional bids will be handed based on the most recent WFDF World Ultimate Rankings.
 - E6.5.1. For the Master Men’s and Master Women’s division the bids will be offered in order starting with the first-ranked country.
 - E6.5.2. For all other playing divisions, the bids will be offered in order starting with the fourth-ranked country. Should all countries turn down an additional bid, the first, second and third ranked countries will be offered bids.

E7.Scheduling Rules

When creating the schedule for WFDF World Events, officials will take into account the following criteria. Each section is considered more important than the one following.

- E7.1. All teams in the tournament must have the same path to the championship based on overall schedule structure. Example – No team is given an automatic “bye” to a later round in the event unless all teams had a similar opportunity to achieve that bye.
 - E7.1.1. An exception can be made if an event has an uneven number of teams in the initial pools. In this case teams in pools with more teams may need to play an additional game in round robin play, and an additional team from a larger pool may be eliminated from the next round over a pool with fewer teams.
- E7.2. Teams will not play games in consecutive timeslots in the same day.
- E7.3. Teams will not play more than two (2) games in the same day.
 - E7.3.1. This rule may be broken if significant scheduling constraints exist, or in the case that weather issues have created a need to fairly complete the tournament. Example – playing Quarter Finals, Semi-Finals and Finals on the last day of the event rather than cancel the Quarter Final round. In this case the schedule must adhere to the following:
 - E7.3.1.1. No team will play three (3) games in one (1) day more than once at a tournament.
 - E7.3.1.2. When possible, a team should only play a third game in a single day if that game is against another team that is also playing its third scheduled game of that day.
 - E7.3.1.3. When possible, teams involved in a third game should have followed the same schedule for the day, with games and byes having occurred at the same time.
- E7.4. Schedule should minimize teams playing in the last timeslot of a day and the first timeslot the next day.
- E7.5. Schedule should minimize the possibility of the same team playing in the first timeslot of a tournament for three (3) consecutive days.
- E7.6. Schedule should minimize the possibility of the same team playing in the first timeslot and the last timeslot of the day.

E8.Game Cancellation Criteria

Due to weather or other unexpected issues, WFDF may be required to adjust the schedule and/or games. In these cases WFDF will cancel games based on their importance. The following criteria outlines the importance of games, in descending order.

- E8.1. Games that may impact qualification for future “Multi-Sport” events, such as World Games or Olympics.
- E8.2. Playoff Games in the following order: Finals, Semi-Finals, Bronze Medal, Quarter-Finals/Pre-Semi-Finals, other playoff rounds (Pre-Quarters/Round of 16).
- E8.3. Placement games that determine the 5th & 6th and 7th & 8th place teams.
- E8.4. Playoff games for teams below 8th place. Where possible, final placement ties will be avoided for as many places as possible, with higher placements having higher priority over lower placements, or by taking into account the number of games played by teams across the event.
- E8.5. Initial Pool games.
- E8.6. Power Pool games.

E9.World Ultimate Rankings

- E9.1. When referring to the World Ultimate Rankings, this means the rankings produced by WFDF that are based on the finishing position of each country’s top team in each playing division over the last four years from the most recent major Ultimate events.
- E9.2. The most recent World Ultimate Rankings are defined as the rankings that are current at the time of the bid allocation process.

Appendix F: Hand Signals

F1. Purpose of Hand Signals:

F1.1. To signal to other players, game officials, substitutes, team staff or spectators, what call has been made by the players involved. Note: Responsibility for all calls remains with the players.

F2. Use of Signals:

F2.1. Signals may be made either by the players involved, or by players or non-players (eg officials) who have heard the call.

F2.2. Non-players may only signal in response to a player's call on the field.

F2.3. Non-players should also use signal 23 to indicate which team made the call, after the following calls: Foul, Violation, Retracted, Time-out, Spirit Stoppage and Stoppage.



1. Foul
"Foul"

Hold one arm straight out and chop the other forearm across the straight arm



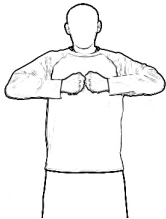
2. Violation
"Violation"

Hands above head forming a V, closed fists



3. Goal
"Goal"

Raise both arms, fully extended, straight up, palms facing inward



4. Contest
"Contest"

Two fists bumped together in front of chest, back of hands facing outward



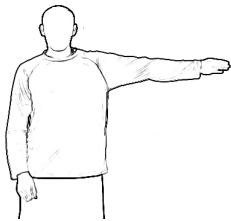
5. Uncontested
"Uncontested"

Forearms extended in front of body, elbows tight against torso with palms facing upwards



6. Retracted/Play On
"Retracted" "Play On"

Sweeping crossover motion with both arms extended down in front of body



7. In/Out-of-bounds –
Out of end zone
"In" "Out"

Point with one arm extended, flat palm, thumb parallel to fingers, towards playing field (in) or away from playing field (out).



8. Disc down
"Down"

Index finger straight arm pointing down at 45 degree



9. Disc up
"Up"

Elbow down forearm vertical index finger pointing upward



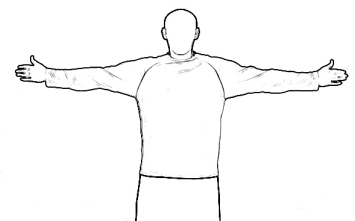
10. Pick
"Pick"

Arms raised, elbows bent, fists facing head



11. Travel
"Travel"

Closed fists, rotate wrists around in a vertical circle



12. Marking Infraction
"Fast Count" "Straddle" "Disc Space" "Wrapping" "Double Team" "Vision"

Arms extended to side, palms facing front



**13 Turnover
"Turnover"**

Right arm extended in front of body, palm facing up and then rotate to palm facing down



**14. Timing Violation
"Stall" "Violation"**

Tap head with open hand.



**15. Off side
"Off side"**

Arms crossed overhead in an "X", hands closed in a fist,



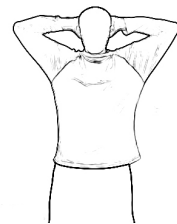
**16. Time-out
"Time-out"**

Form a T with the hands, or a hand and the disc



**17. Spirit of the Game Stoppage
"Spirit of the Game Stoppage"**

Upside down T formed by the hands



**18. Stoppage
"Injury" "Technical"**

Hands cupped behind head, elbows out to side



**19. 4 men, 3 women
"4 Men"**

Palms together, arms raised straight above head



**20. 3 men, 4 women
"4 Women"**

Hands clasped and raised above head, arms bent



21. Play has stopped

Wave both extended arms crosswise overhead



**22. Match Point
"Match Point"**

Both arms pointing straight up to the left, palms facing down



**23. Who made the call
"Called by Offence/Defence"**

Pointing with two arms straight out, towards the end zone being defended by the team

Appendix G: Legal Code

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Appendix H: Acknowledgements

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- **WFDF Ultimate Rules Sub-Committee:**
- **WFDF Ultimate Committee**
- **WFDF Board**

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