

Substantial differences between WFDF Rules (2008) and UPA Rules (11th ed)

First, WFDF rules are much shorter and sometimes less detailed than the UPA rules. So, there is no excuse not to read them. No call should be made by someone not sure of the specific rule, so make sure you know them. This document shall guide you through this process and point out the more important differences between the two rule sets which may come up at Worlds. It is mainly aimed at the player used to the UPA rules, and not the other way around. It follows the structure of the WFDF rules. Most imported/commonly occurring differences are printed **bold**.

2. Playing field

The end zones are shorter, only 18 meters deep.

5. Teams

Each team nominates exactly one captain.

7. The Pull

No middle option on an OB pull. The only options are the brick and the spot where the disc left the playing field (this is new in WFDF rules as well, so be aware that even players used to WFDF rules may remember this wrong).

8. Status of the Disc

Directly after a turn over or after a pull, when the disc is not at the location where the thrower is supposed to establish the pivot, the disc is not subject to a turn over until a pivot is established. So, if you drop the disc while carrying it back to the field, this is not a turn over (new in WFDF rules).

Note that this does not mean that you get the disc back after an incomplete throw just because you set your pivot at the wrong place...

Delay of game works differently. Instead of having time limits, there is a requirement for the thrower-to-be to move in at least walking pace towards the disc and then (if required) to the spot to set the pivot. Failing this requirement is a violation that stops play if called. You are never allowed to initiate a stall count early due to a delay of game.

9. Stall Count

There IS a second between "stalling" and the first number in the stall count.

The stall comes in at different numbers in some situations, marked below.
Contested stall-outs come in at 9.

13. Turnovers

a turn over due to

hand-over,

intentional deflections to oneself,

self pass/double touch,

stall-out,

calling a time-out without having one left

do not automatically stop play. The (now defensive) player in possession is required to

put down the disc immediately. Play is only stopped if this player fails to do so or if the turn over is disputed.

15. Fouls

Stall counts after offensive fouls and offsetting fouls always start at maximum 9 (i.e. at most 9, or lower if the count was lower), no matter if contested or not.

16. Violations

Marking violations:

the second call of a marking violation stops play.

marking violations are:

fast count: same in UPA

straddle: a line between the marker's feet contains the thrower's pivot (i.e., you are allowed a bit closer than in UPA 11th).

disc space: similar to UPA's distance, but all you have to do is staying away a disc from torso and pivot, no such thing as "the line between two points..."

wrapping: you can't use your arms to prevent pivoting in ANY direction

double team: no requirement to guard another player for the second person, just the requirement to be within 3m of another offender

vision: same as UPA

Contesting a marking violation explicitly stops play

Travel: there is no 2 ground contact exception. After catching the disc, you must slow down as quickly as possible without changing direction. BUT, you are allowed to throw during the slow down at any time.

after uncontested travels, the stall count restarts at maximum 9

Pick: 5m instead of 3m, and the stall count restarts at max 9.

17. Continuation after a call

There is a lot less continuation in WFDF rules. The only times play may continue after a call, is

1. If the thrower is called for an infraction and subsequently attempts a pass

2. if the thrower was already in the act of throwing or the disc is in the air at the time of the call

In these situations, play continues just like in UPA rules. Otherwise, the disc is dead at the time of the call.

18. Stoppages

If an injury affects the play, the disc goes back to the thrower (stall at max 9). So, if you pull your hammy running after the disc, and you fail to catch it (or to get the D) as a result of this, the disc goes back.

Appendix for Worlds etc.

A1. Playing field

There is a reverse brick mark

A3. Length of game

There is a half time cap

A4. Time limits (always counted from start of point = time of last score)

O

readiness to receive 60sec. Failing to signal costs a time out if requested by the pulling team. If no time out is left, play is started at the reverse brick and the defense set up without pull.

mixed div: 15secs to signal 4/3 or 3/4. Failing to signal mandates the same gender mix as the last point.

D

pull 75sec. Failing to pull costs time out if requested. If no TO is left, play is started at the brick mark closest to the attacking end zone.

Time Outs

last 120sec for O, D has 15secs extra to set up

After calls:

30secs to discuss, then captains should step in and resolve the call within another 30secs (or send it back)