

WFDF Rules of Ultimate 2021-2024

Summary of Changes

The WFDF Ultimate Rules Sub-Committee has introduced a number of changes to the rules for 2021, aimed at producing better flow of play, fairer outcomes, closer alignment with USAU, and enabling self-officiating to work as effectively as possible.

This overview of changes is necessarily brief and incomplete. For full information on the rules changes and conditions, please refer to the WFDF Rules of Ultimate 2021-2024 and the track changes version of the Rules.

Substantial changes

Players will need to learn these substantial changes before playing under the new rules. This section could constitute a quick briefing to players or captains prior to adopting the new rules.

Change	Section	Reason for change
Added a specific rule to enable captains to deal with deliberate or egregious breach of the rules	1.2.1	Enable self-officiating to work as effectively as possible Fairer outcomes
Changed what happens after offside is called	7.5	Fairer outcomes Converge with USAU
Changed from “incidental contact” to “minor contact”	15.1, Definitions	Clarification
Changed that any offense player can call “Double Team”	15.5.1	Fairer outcomes
Changed that for continuation to automatically apply, for calls not involving the throwing, the disc must be in the air (instead of the thrower being in the act of throwing)	16.2	Enable self-officiating to work as effectively as possible Fairer outcomes
Expansion of the continuation rule where play was not affected, to apply to all calls and events	16.3	Enable self-officiating to work as effectively as possible Fairer outcomes
Changed receiving and offsetting fouls regarding contact after the block	17.2.1, 17.9.2	Match current play Converge with USAU
Increased the space between the thrower and marker for straddle and wrapping by one disc diameter	18.1.1.2, 18.1.1.4	Converge with USAU
Changed the travel rule to allow give-go plays without slowing down	18.2.2	Converge with USAU

Minor changes

These are other changes that are unlikely to have an impact on your ability to immediately play under the new rules, but should be learnt in time.

Change	Section	Reason for change
Added additional examples of good and bad Spirit and how to manage Spirit	1.3, 1.4, 1.5, 1.6, 1.7	Enable self-officiating to work as effectively as possible
Changed so that after an in-bounds interception the stall count cannot be started until a pivot is established	9.3.1	Converge with USAU
Changed “uncontested” to “accepted”	9.5	Enable self-officiating to work as effectively as possible
Clarified how to resolve multiple calls, including how to resolve the stall count	9.5.4.1, 15.12	Enable self-officiating to work as effectively as possible
Clarified when a violation can be called regarding the check	10.7	Enable self-officiating to work as effectively as possible
Clarified the definition of “catch” and “possession” and made them two distinct acts	12.1, Definitions	Clarification Match current play
Clarifications around player positioning and initiating contact	12.5, 12.6, 12.7	Clarification
Clarified how to resolve “stall-out” calls	13.4	Clarification
Clarified that intentionally initiating minor contact is a violation	15.1.1	Clarification
Changed that players must call “Play on” for play to continue without a stoppage	16.2.4.1	Converge with USAU
Clarified the wording around “Strip Fouls”	17.3	Clarification Match current play
Changed “Force-out Fouls” to not only apply to airborne players	17.5	Fairer outcomes.
Clarified what happens after a contested marking infraction	18.1.2.1	Converge with USAU
Clarified that the thrower cannot take a run-up to make a pass after a turnover, pull, or going out-of-bounds	18.2.5.3	Clarification Match current play
Changed that the marker does not need to say “Stalling” after an accepted travel, where the thrower still has the disc	18.2.6.3	Converge with USAU
Changed that open or bleeding wounds are treated as a Technical Stoppage, and detailed how to manage them	19.2.1	Player safety Converge with USAU
Changed that any player, coach or designated official can alert players to any condition that endangers players	19.2.1.1	Player safety
Adjusted the definition of “Pivot” and “Pivot Location”	Definitions	Clarification