

# Ultimate Frisbee Fouls and Violations Quick Reference Guide

## General Calls

Call / Situation	Outcome	
	Agreement Between Players	No Agreement Between Players
<i>Score</i> – player gains possession of disc in endzone	Score	Thrower regains possession, stall +1 , max 6
<i>Out of Bounds</i> – receiver’s first contact after gaining possession is not in field of play	Turnover, disc is placed on ground at site of out of bounds	Thrower regains possession, stall +1 , max 6
<i>Turnover</i> – disc contacted playing field while not being possessed	Turnover, disc is placed on ground at site of contact with playing field	Thrower regains possession, stall +1 , max 6

## Fouls / Violations Called by Offense

Foul / Violation	Contestable?	Does Play Stop?	Outcome	
			No Contest	Contest
Contact made during throw results in incomplection	Yes	Yes	Thrower maintains possession, Reset Stall	Thrower maintains possession, Stall +1, max 6
Contact made during throw results in completion	No	No	Play continues unhalated, Player shouts “Play on”	NA
<i>Contact</i> - Contact made with thrower (No throw)	Yes	No / Yes	Play does not stop, Reset Stall	Play stops, Thrower maintains possession, Stall +1, max 6
Contact made interferes with ability to make catch, results in incomplection	Yes	Yes	Receiver gains possession of disc	Thrower maintains possession of disc, Stall +1, max 6
Contact made interferes with ability to make catch, results in completion	No	No	Play continues unhalated, Player shouts “Play on”	NA
Contact made while cutting (No Throw)	Yes	Yes	Thrower maintains possession, Reset Stall	Thrower maintains possession, Stall +1, max 6
<i>Strip</i> - Disc knocked out of receiver’s hand	Yes	Yes	Receiver maintains possession, Reset Stall	Thrower maintains possession. Stall +1, max 6
<i>Strip</i> - Disc knocked out of thrower’s hand	Yes	Yes	Thrower maintains possession, Reset Stall	Thrower maintains possession. Stall +1, max 6
<i>Disc Space</i> – mark is within a disc’s width of thrower	No	No	Marker corrects spacing, stall continues -1 from last count	NA
<i>Double Team</i> – two or more defenders are within 3m of thrower and responding to thrower	No	No	Defender(s) reposition to be beyond 3m, stall continues -1 from last count	NA
<i>Fast Count</i> – marker stalls with less than one second between counts	No	No	Stall continues -1 from last count	NA

### Fouls / Violations Called by Defense

Foul / Violation	Contestable?	Does Play Stop?	Outcome	
			No Contest	Contest
Contact made by receiver, results in completion	Yes	Yes	Thrower regains possession, stall +1, max 9	Thrower regains possession, Stall +1, max 6
Contact made by receiver, Results in incompletion	No	No	Turnover, play continues unhalting, player shouts "Play on"	NA
Contact made by receiver (no throw)	Yes	Yes	Defenders regains positioning, Thrower maintains possession, stall +1, max 9	Defender regains positioning, Thrower maintains possession, Stall +1, max 6
Contact made by thrower, results in completion	Yes	Yes	Thrower regains possession, stall +1, max 9	Thrower regains possession, stall +1, max 6
Contact made by thrower, results in incompletion	No	No	Turnover, play continues unhalting, player shouts "Play on"	NA
Contact made by thrower (no throw)	Yes	Yes	Defenders regains positioning, Thrower maintains possession, stall +1, max 9	Defenders regains positioning, Thrower maintains possession, stall +1, max 6
<i>Pick</i> - Offensive players movement causes guarding defender (within 3m) to be obstructed by another player	No	Yes	Defender regains positioning, stall +1, max 6 (completions stand if not part of pic, incompletions result in "Play on")	NA
<i>Travel</i> – Player moves pivot foot, player changes direction or speeds up after catching disc, disc not checked in when required.	No	Yes / No	Thrower regains possession, stall +1, max 9 (incompletions result in turnover and "Play on")	NA
<i>Stall</i> – Thrower does not release the disc before 10 is reached in the stall count	Yes	Yes	Turnover, disc is placed on the ground at the site of the stall, marker touches disc to resume play	Thrower maintains possession (unless throw resulted in incompletion), Stall resumes at 9

#### Important Information

- Field lines are out of bounds.
- The thrower must recognize a foul call before play stops (if stoppage is required). A throw that occurs after a foul is called but before the foul is recognized is considered a continuation and stands *unless* the foul directly impacted play on the disc. An incomplete pass on a continuation throw is a turnover. Only one continuation can occur after a foul is called.
- Players are entitled to the space above them. Contact that occurs while a player is jumping vertically is the fault of the player who has encroached on that space (i.e. you cannot go "over the back" of another player)
- Contact between the thrower and marker is a foul on the marker *unless* the marker is completely stationary *or* if contact is initiated by the thrower with the body (excluding arms and legs) of a legally positioned marker.
- Out of bounds and Scores can be called by any player who believes he/she has best perspective (the best view of the play). This is often *not* the player catching the disc.