Pull

Disc is touched by receiving team while in the air?



Yes No Disc is caught? Disc first contacts in-bounds? No Yes Yes No Caught in-bounds? Turnover. Disc stays in-bounds? Choose one of these options. If "Brick" or " Middle". call it before picking up the disc. Yes Yes No No Play it from Play it from where Disc touched by Play it from Play it from Brick mark. there. the closest it comes to rest or offense before going out-of-bounds? spot on the is stopped. playing field. Play it from the middle of the Yes No playing field proper nearest to where it last crossed the Play it from the spot on the Play it from the spot on the perimeter line in flight. playing field proper nearest playing field nearest to where it last crossed the to where it last crossed the Play it from the spot on the perimeter line. perimeter line. playing field proper nearest to

Notes:

- 1/ The end zone is considered in-bounds. (See IX.A. & III.A.)
- 2/ The playing field **proper** is the playing field excluding the end zones. (See III.B.)
- 3/ Only an offensive player can touch the disc while it is in the air. (See VIII.B.5.)
- 4/ Any player can stop a rolling/sliding disc after it lands. (See XVI.E.)
- 5/ Brick mark is 18 meters from the goal line and in middle of field.
- There is no stoppage of play and no check when putting the pull into play. If the disc is to be put into play at a location other than where possession was gained, the thrower starts play by touching the disc to the ground where the disc is to be put into play. (See VIII.B.10.)
- 7/ If either team fails to maintain proper positioning before the pull, the other team may call "offsides" and a re-pull ensues. (See VIII.B.4.d.)

where it last crossed the

perimeter line in flight.

Pass attempted? rulesquy@montrealultimate.ca Yes No Pass completed? Play stops. Players return to the location Turnover. occupied at the time of the call. Play on. Picked player recovers relative Defensive effort affected by the pick? position lost because of pick. No Back to thrower. Play stops. Players return to the location occupied Receiver retains the disc.

Pick

Except as noted, the stall count resumes at 'count reached' + 1, or 6 if over 5.

Notes:

- 1/ Play stops when the thrower acknowledges that an infraction has been called. If the thrower fails to acknowledge the call and attempts a pass, play continues until the outcome of that pass is determined. (See XVI.C.)
- 2/ The thrower must stop play by visually or audibly communicating the stoppage as soon as they are aware of the call. (See XIX.F.)
- Before the check: If no pass is thrown, players return to the location occupied at the time of the call. If the result of a pass stands, players return to the location occupied when play stopped. If the disc goes back to the thrower, players return to the location occupied at the earlier of the time of the tall or the time of the throw. (See XVI.C.4.)
- 4/ "Defensive effort affected by the pick?": An infraction affected the play if an infracted player determine that the outcome of the specific play (from the time of the infraction until play stops) may have been meaningfully different absent the infraction. (See XVI.C.3.)
- 5/ "Count reached": The last number uttered by the marker before the time of the call. All stall counts resume with the word "stalling". (See XIV.A.5.)
- 6/ In a "play on" situation, players should call "play on".

at the earlier of the time of the call or the throw.

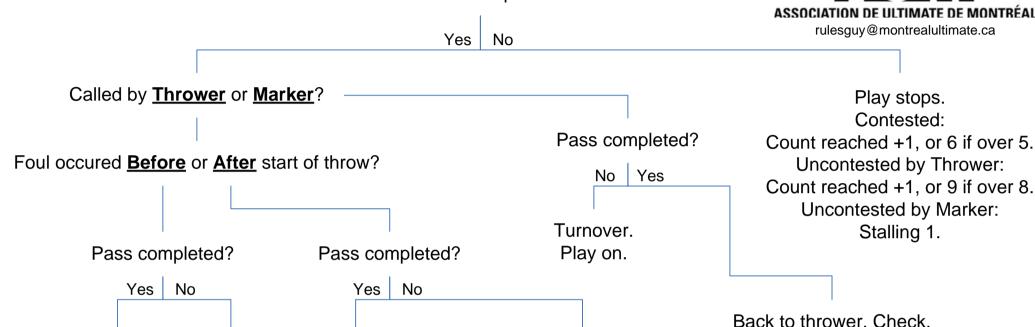
Picked player recovers **relative** position lost because of pick.

Players return to the location occupied when play stopped. Picked player recovers **relative** position lost because of pick.

Throwing Foul

Pass attempted?





Back to thrower. Check.

Contested: Count reached + 1 or 6 if over 5.

Turnover

Play on.

Play on.

Uncontested: Stalling 1.

Back to thrower. Check.

Contested: Count reached + 1, or 6 if over 5.

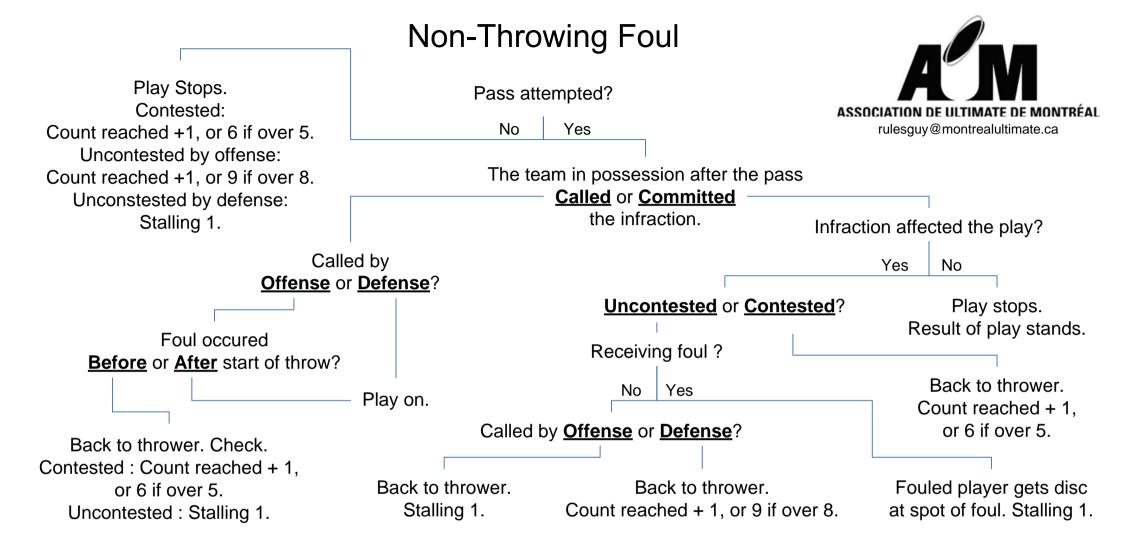
Uncontested : Stalling 1.

Notes:

- 1/ Play stops when the thrower acknowledges that an infraction has been called. If the thrower fails to acknowledge the call and attempts a pass, play continues until the outcome of that pass is determined. (See XVI.C.)
- 2/ Before the check: Players return to the location occupied at the earlier of the time of the call or the time of the throw. (See XVI.C.4.)
- 3/ "Start of throw": the first instant the thrower begins the "act of throwing". Pivot and wind-ups are not part of the "act of throwing". (See II.T.3.)
- 4/ "Count reached": The last number uttered by the marker before the time of the call. All stall counts resume with the word "stalling". (See XIV.A.5.)
- 5/ If there are offsetting calls by the offense and defense on the same play: Back to thrower, count reached +1, or 6 if over 5. (See XVI.G.)
- 6/ In a "play on" situation, players should call "play on".

Contested: Count reached + 1, or 6 if over 5.

Uncontested: Count reached + 1, or 9 if over 8.



Notes:

- 1/ Play stops when the thrower in possession acknowledges that an infraction has been called. If a call is made when the disc is in the air or the thrower is in the act of throwing, or if the thrower fails to acknowledge the call and subsequently attempts a pass, play continues until the outcome of that pass is determined. (See XVI.C.)
- 2/ The thrower must stop play by visually or audibly communicating the stoppage as soon as they are aware of the call. (See XIX.F.)
- 3/ Before the check: If no pass is thrown, players return to the location occupied at the time of the call. If the result of a pass stand, players return to the location occupied when play stopped. If the disc goes back to the thrower, players return to the location occupied at the earlier of the time of the time of the throw. (See XVI.C.4.)
- 4/ "Infraction affected the play?" If an infracted player determines that the outcome of the specific play may have been meaningfully different absent the infraction. (See XVI.C.3.)
- 5/ "Receiving foul?" See XVI.H.3.b) and XVI.H.3.c)(1)
- 6/ "Start of throw": the first instant the thrower begins the "act of throwing". (See II.T.3.)
- 7/ "Count reached": The last number uttered by the marker before the time of the call. All stall counts resume with the word "stalling". (See XIV.A.5.)
- 8/ In a "play on" situation, players should call "play on".
- 9/ If there are offsetting calls by the offense and defense on the same play: Back to thrower, count reached +1, or 6 if over 5. (XVI.G.)