Pull

ASSOCIATION DE ULTIMATE DE MONTRÉAL
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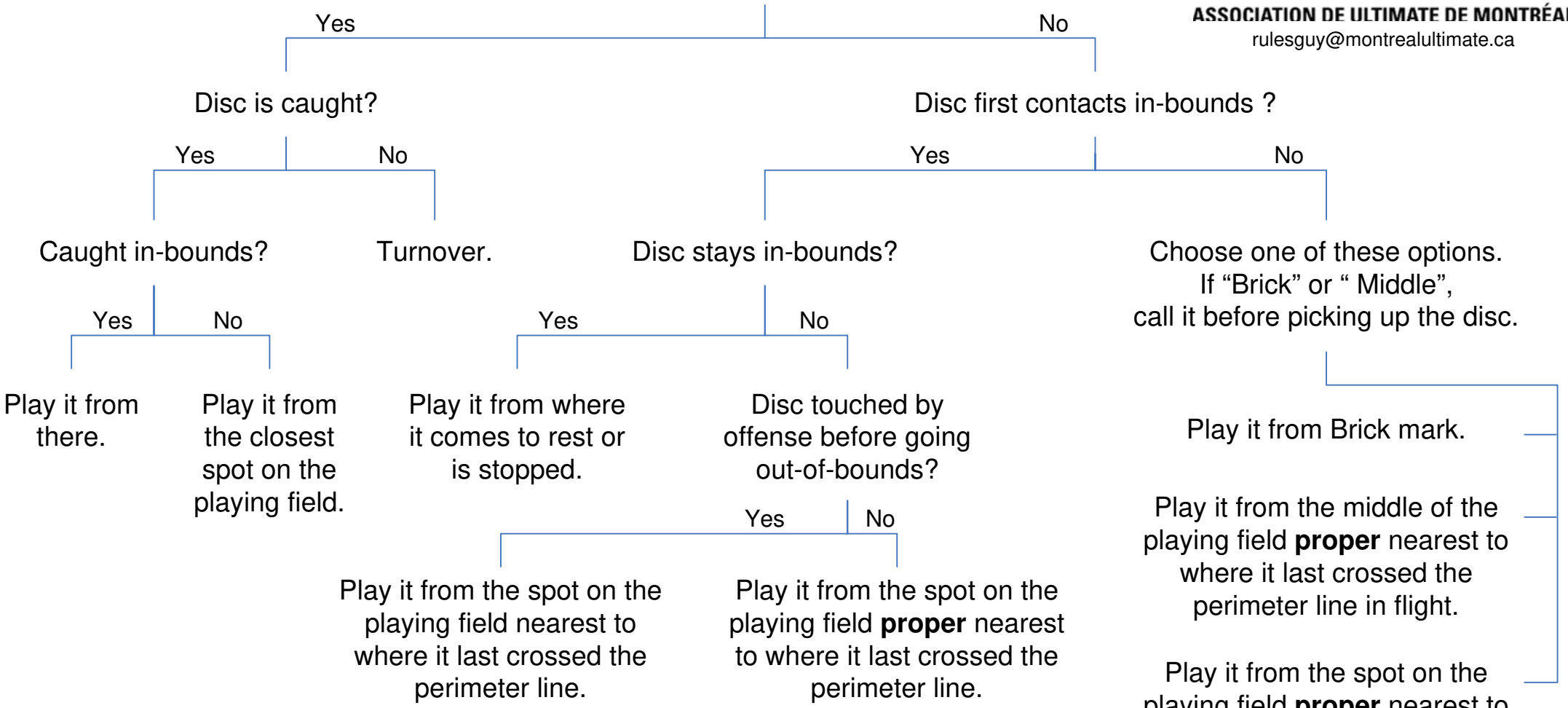

Notes:

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.
6/ 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.)

Visual Rules created by Vincent Drolet and Lorne Beckman

Pick

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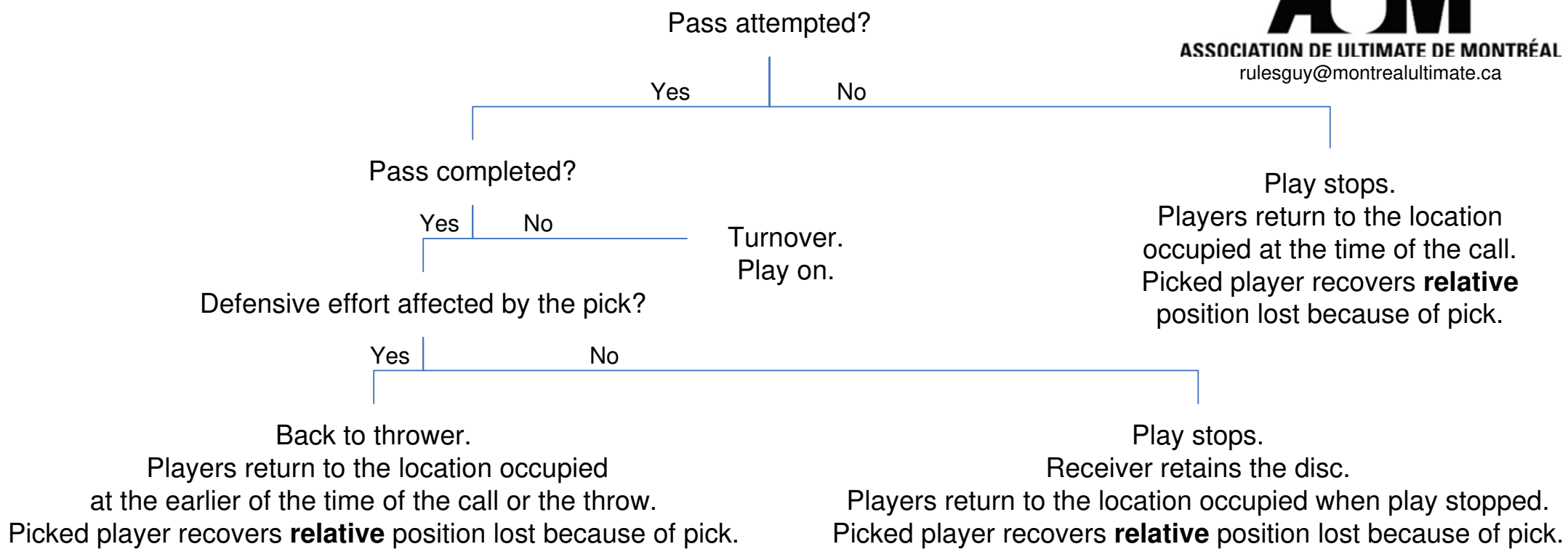

Except as noted, the stall count resumes at 'count reached' + 1, or 6 if over 5.

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.)

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 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 call 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".

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Throwing Foul

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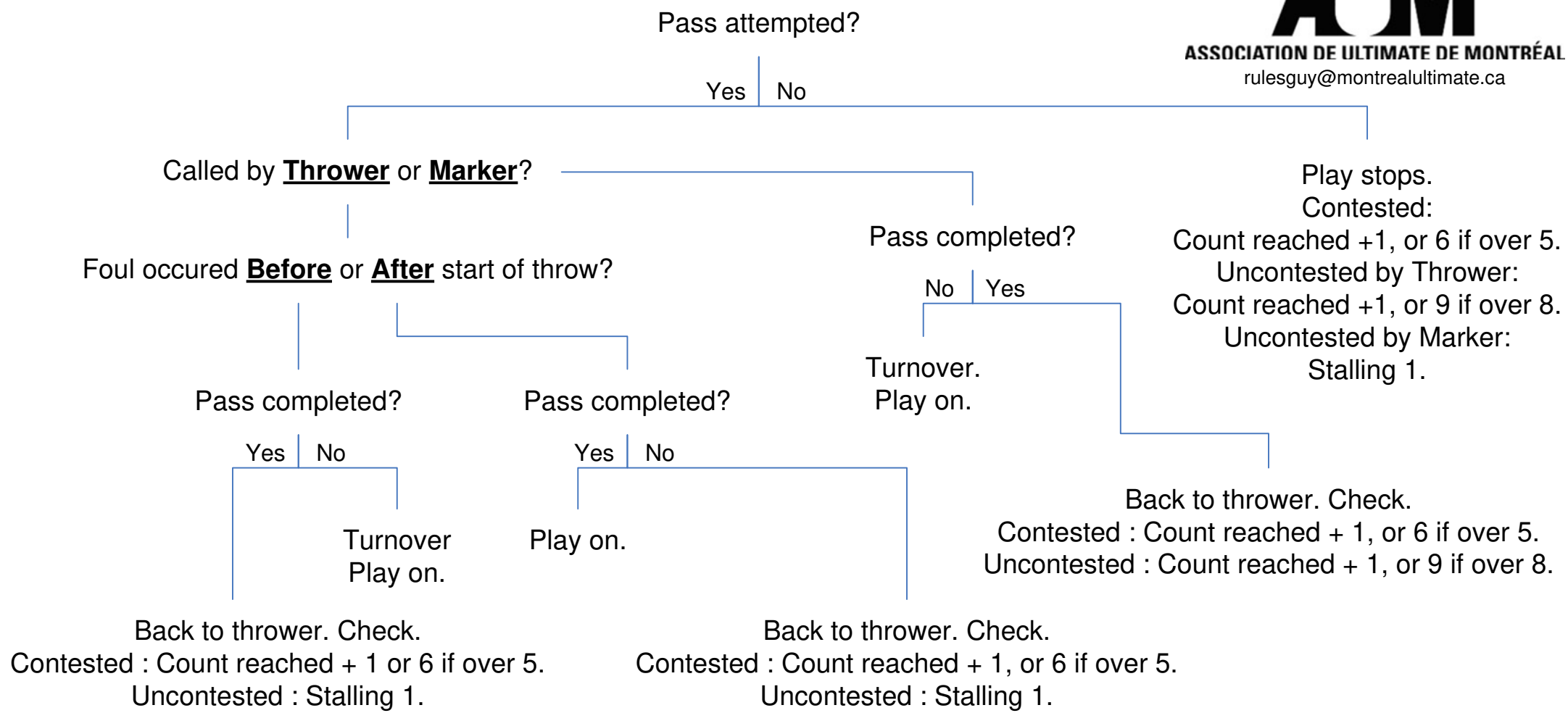

Notes:

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”.

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Non-Throwing Foul

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Play Stops.
Contested:
Count reached +1, or 6 if over 5.
Uncontested by offense:
Count reached +1, or 9 if over 8.
Unconstested by defense:
Stalling 1.

Pass attempted?

No | Yes

The team in possession after the pass
Called or **Committed**
the infraction.

Called by
Offense or **Defense**?

Foul occured
Before or **After** start of throw?

Back to thrower. Check.
Contested : Count reached + 1,
or 6 if over 5.
Uncontested : Stalling 1.

Play on.

Infraction affected the play?

Yes | No

Play stops.
Result of play stands.

Uncontested or **Contested**?

Back to thrower.
Count reached + 1,
or 6 if over 5.

Receiving foul ?

No | Yes

Called by **Offense** or **Defense**?

Back to thrower.
Stalling 1.

Back to thrower.
Count reached + 1, or 9 if over 8.

Fouled player gets disc
at spot of foul. Stalling 1.

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 call or 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.)

Official Rules of Ultimate: 11th Edition

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