

## **The 11<sup>th</sup> edition- summary of most important changes**

For those of you that just want the quick and dirty “highlights” of the the 11<sup>th</sup> edition, here are the changes that will most likely affect the way the game is played (please note that these are layman’s summaries only- for official language please consult the rules themselves):

**Thrower/marker fouls** are clarified. A distinction is made between contact with the marker’s arms/legs vs. torso. Basically, if there’s contact between the thrower and the marker’s arms/legs, it’s a foul on the marker unless their arms/legs were *completely* stationary. If there’s contact between the thrower and the marker’s torso, it’s a foul on whoever initiated the contact (unless the marker is also violating a marking rule, like disc space). However, if this contact occurs as a result of the thrower and marker both vying for the same unoccupied position, and therefore it’s unclear who “initiated” the contact, it’s a foul on the marker. [11<sup>th</sup> Ref: XVI.H.3.a)]

“**Disc space**” is now a marking violation (see below). The new definition of disc space now includes provisions against wrapping one’s arms around the thrower and straddling the pivot foot. This is done by defining disc space as the space between the thrower and “any line segment between two points on the marker’s body”. What this means is that if an imaginary line is drawn that connects the fingertips of a marker’s two hands (for example), that line cannot touch any point on the thrower’s body, and has to be one disc’s diameter away from the thrower’s torso and pivot. In addition, the fact that this is now a call has the added benefit that if the thrower is being fouled on the mark, he or she can choose to call the disc space violation instead of calling a foul (see below for why this is a benefit). [11<sup>th</sup> Ref: XIV.B.3.]

**Marking violations** (*disc space, fast count, double team, and vision blocking*) can now be called an unlimited number of times during a stall count, *without stopping play*. Just like in the 10<sup>th</sup> edition, when these violations are called the marker has to drop their count by one. Furthermore, if a marking violation is called, the marker is not allowed to resume their count until he or she rectifies the violation. [11<sup>th</sup> Ref: XIV.B.]

When a **pick** is called, all players return to where they were when the call was made (or when the throw went up, if the disc was thrown). After that, the picked defender then moves to regain the relative position lost due to the pick. Furthermore, if a picked defender did not have a play on the disc, the disc stays with the receiver. In addition, it is no longer relevant whether the pick occurred before or after the throw- only whether it affected or did not affect the play. [11<sup>th</sup> Refs: XVI.C.4.; XVI.I.3.; XVI.C.2.b)(2)]

A disc is generally **checked in at the site of the infraction**. What this means is that if there’s an uncontested receiving foul in the endzone, the disc is checked in at the spot of the foul, after which everyone is free to move and the receiver can carry the disc to the endzone line and put it in play. [11<sup>th</sup> Refs: XVI.H.3.b)(2); X.C.]

Penalties for **offsides** and **time violations** can now be instituted in Observed games. These are the same penalties that have been in effect for the College Series (under the

“Supplemental Enforcement Provisions/X-Rules/Callahan Rules”). [11<sup>th</sup> Refs: VIII.B.4.e); VIII.C.4.]

The requirement of **acknowledging a goal** has been removed. In addition, if a player catches a pass in the endzone in which they’re trying to score, but doesn’t realize it and throws an incomplete pass, any player with best perspective can overrule the turnover and award the goal. However, if opposing players who both have best perspective can’t agree on the call, the turnover stands. [11<sup>th</sup> Refs: XI.A.; XI.C.]

In the **endzone**, an **uncontested foul** on a receiver after a catch has been made that results in a loss of possession is a goal (this covers a strip, but is extended to all fouls that occur after possession is gained). [11<sup>th</sup> Ref: XI.A.2.]

**Uncontested offensive violations** other than picks (for example, travels) are now treated like uncontested offensive fouls, such that the **stall count** does not revert to 6 if it was over 6, but comes in at the last number uttered plus one (but never higher than 9). [11<sup>th</sup> Ref: XIV.A.5.a)(2)]

The requirement for a one-second pause between the word “**stalling**” and the first number of the stall count has been removed. In addition, the stall count can never come in higher than “stalling nine”. [11<sup>th</sup> Refs: XIV.A.1.a); XIV.A.5.]

A **contested stall** now comes back in at 8 instead of 9 (due to the removal of the requirement for the pause; see above). Furthermore, if a stall is contested more than once in the same possession, and if second and subsequent contests are a result of a fast count, the stall count reverts to 6 instead of 8. [11<sup>th</sup> Refs: XIV.A.5.b)(3)]

**Double team** has been clarified: A defender is allowed within 3 meters of a thrower only if they are also within 3 meters of another offensive player and are guarding that *other* offensive player. [11<sup>th</sup> Ref: XIV.B.2.]

Additional perimeter restraining lines are recommended for spectators, gear, coaches and competitors. Any **obstructed player or thrower can stop play** if sideline players encroach into these areas obstructing their throw. [11<sup>th</sup> Refs: III.F.; III.G.]