

# Recommended approach to Phase D third-party stall count - v1

## Introduction

[UKU Return-to-play covid rule modifications](#) require that a defender marking the thrower does not make an audible stall count as this potentially increases the transmission risk from the close contact that already exists between those two players.

In social play, this is relatively easy to manage, but in competitive play, some questions have arisen about calling fast-count or contesting a stall-out. The goal of this document is to provide an agreed mechanism by which teams can manage discussions relating to the stall-count.

In summary, the idea is that the thrower and defender marking the thrower delegate all aspects of the stall-count to team-mates that are currently off the field.

## Recommended Temporary Procedure

1. At the start of each point one player, who is not actively playing the point, from each team will be identified as a “staller” (the O-staller and D-staller).
  - a. The stallers must make themselves known to each other and will need to stand close enough to hear each other clearly.
  - b. We recommend that they are also involved in signalling readiness to the puller by raising an arm, but play should not stop if it has started before both teams have a staller in place.
2. All of the usual WFDF rules apply to the stall count, except that the person counting is an off-field “staller” rather than the defender that is marking the thrower.
  - a. The staller on the defending team starts a new stall count each time a new player has caught the disc AND a defender is within 3m
  - b. The stall count must be audible to the other staller.
  - c. The stall count does NOT have to be audible to the thrower, nor any other member of the Offense.
  - d. The O-staller or other Offense players may of course relay stall-count information to the thrower on their team. I.e. it is the Offense team’s responsibility to make sure that the thrower is aware of the stall-count.
3. The O-staller takes on the role of the thrower in the context of calling “fast-count” and/or contesting a stall-out.

- a. NB - the thrower CANNOT contest a call accepted by the O-staller, who is a member of their team.
4. If/when possession changes the roles of the two stallers switch round, i.e. O becomes D and D becomes O.
5. Positioning:
  - a. The stallers should stand on the sideline of the field, approximately at the half-way mark. They should face in towards the field, not towards each other.
  - b. We recommend that they do not move around, but if both players agree to do so then they can.
  - c. Other players must make sure that they do not obstruct the stallers' view of the field.

## Further Comments

1. It is recommended that both teams adopt a "benefit of the doubt" approach towards the thrower's position, and this may result in more contested stalls than we might expect in normal conditions. In particular, the thrower may not be able to hear the stall count, which is a major change from normal play.
2. It is clearly preferable that the thrower hears the stall-count, and teams could certainly agree to extra measures to make that more likely. The rules above have been created on the basis that we cannot assume or require that it will always be possible for the thrower to hear the stall count (whatever approach we adopt).
3. One of the primary objectives of taking this approach is to make totally clear who is able to make calls with respect to the stall count. Otherwise, there is a risk of significant confusion with multiple team members along the sideline potentially getting involved in calls of fast-count or stall-out.
4. All other calls (including thrower-marker calls such as travel, double-team, contact, etc) remain the responsibility of the players on the field as normal.
5. We will continue to review this approach and welcome constructive feedback about other means by which we could improve the approach. It is our expectation that in the vast majority of games the teams will be able to work together to improve on the procedure described here.