

Possible Questions for the Rules Challenge

1. Spirit of the Game

- a) Point 1.2 starts with "It is trusted that no player...". There are three concepts in this point, describe at least two of them.
- b) Point 1.3 establishes some obligations of individual players. Name at least 3 of them.
- c) If a foul is called by an opponent against a teammate of yours, and your teammate contests, but you are pretty sure that it was a foul. Should you go tell her or wait until your captain intervenes?
- d) If there is a contested call, what should happen BEFORE a throw back?

2. Playing Field

- a) What are the three basic dimensions of the playing field?
- b) How much room should be clear beyond the perimeter lines?

3. Equipment

- a) What disc is acceptable for play?
- b) What is the reason to forbid some types of clothing or equipment?

4. Point, Goal & Game

- a) When does half time starts?
- b) When does a point starts?

7. The Pull

- a) Can you throw the pull if the other teams doesn't signal readiness?
- b) Which team needs to have one foot on the goal line before the pull?
- c) Can the defensive team decide last second that the pull is going to be executed by another player?
- d) If either team does not comply with the positional requirements for the Pull, but the Pull goes up anyway. What call should be made and how it is resolved?

8. Status of the disc

- a) The disc is dead when... name two of the three situations. BONUS: What is not possible when the disc is dead?
- b) After a turnover, the game must continue without delay. Who is in charge of that, and how is it made? BONUS: What should be done by the defense if the offense delays the game without possession of the disc?

9. Stall Count

- a) There are two actions by the defense that would prompt the need to reset the stall count. Which ones are those? (they are similar)
- b) Where do you restart the stall count after an uncontested pick?

10. The Check

- a) There is a call while the disc is in the air, then the disc is caught by the offense, but it's decided that the disc has to go back to the thrower. Where do players need to go to restart play?
- b) What happens if the thrower attempts an incomplete pass before checking in the disc?

11. Out-of-Bounds

- a) A disc goes out-of-bounds at point A, flies and eventually touches the ground at point B, then rolls all the way to point C in the central zone, where it stops. Where should the new offense establish the pivot?
- b) A disc goes out-of-bounds at point A, then it's tipped by a defender at point B, then touches the ground out-of-bounds at point C, then rolls and stops at point D. Where should the new thrower establish the pivot point?

12. Receivers & Positioning

- a) The disc is considered caught when... BONUS: What happens if the player collides with a legitimately positioned defender and drops the disc as a result?
- b) Can a player move to impede an opponent to make a play at the disc?
BONUS: And if they stop suddenly and the other player can't avoid contact?
- c) A huck goes up, a defensive player is waiting static where he thinks the disc will land. At the same time, an offensive player runs, jumps, catches the disc and then lands on the defender. Is that a foul or violation? From whom?
- d) Can a player use arms or legs as a barrier to make opponents to go around?

13. Turnovers

- a) What happens if a player doesn't get to call a fast count, before the stall count gets to ten?
- b) What happens if a player doesn't get to call a fast count, before the stall count gets to ten, but she or he also attempts a incomplete pass?

14. Scoring

- a) What player or players can declare a goal? BONUS: If it's finally determined that there was no goal, either because the goal call got retracted or because it was contested. How do you restart play?
- b) If a player believes she just scored, and throws the disc away in celebration, but later it's determined that there was no goal. Then what happens?

15. Calling Fouls, Infractions & Violations

- a) A breach of the rules due to non-incidental contact between two or more opponents is...
- b) A breach of the rules regarding Marking or Travel is... and they...
- c) Every other breach of the rules is a...
- d) Who can call a foul?
- e) Who can call a breach of the rules regarding a Marking Infraction?
- f) Who can call a Travel?

EXTRA: (for whoever grabs an object or taps in the middle of the table, for +1 or -1 points) A player hears a call and stops playing, or she makes a call that stops play. However, play continues and she gets scores on. Right after, she gets explained that she made an inappropriate call, or that she heard incorrectly. Is it a goal or should the disc go back to the last possession before the player's attempt to stop play?

16. Continuation after a Foul or Violation Call

- a) If a foul or violation call is made when the disc is in the air, and the team that made the call gains or retains possession of the disc. Should the disc return to the thrower or stay with the receiver?
- b) The thrower calls a foul during the act of throwing, the disc flies to the receiver's hands but she drops a easily catchable pass. How does play continue?

17. Fouls

- a) 17.2 Defensive Receiving (Defender) Fouls. If it happens in the attacking end zone, and it's uncontested, who and where should the disc be put back into play? BONUS: And if it happens in the defending end zone?
- b) What is a Force-out foul? BONUS: How does play continues after a Force-out foul?

18. Infractions & Violations

- a) Is it possible to contest a Marking Infraction?
- b) If the Stall Count is not adjusted after a Marking Infraction, what should be done?
- c) After an accepted travel call where there wasn't a pass, how should the game continue?
- d) Who and why would make a Pick Call?

19. Stoppages

- a) What are the only two available reasons to make a technical stoppage?
- b) Who can call an Injury stoppage?

20. Time-Outs

- a) What happens if a player calls a time-out when there were no more left?
- b) How do players reposition themselves after a time-out?
- c) Can you make substitutions during a time-out? BONUS: What about changing the thrower?
- d) At what number should the Stall Count be restarted after a time-out? BONUS: What would make the Stall Count reset to zero?