Pull

Disc is touched by receiving team while in the air?

- Yes
  - Disc is caught?
    - Yes
      - Choose one of these options. If “Brick” or “Middle”, call it before picking up the disc.
    - No
      - Disc stays in-bounds?
        - Yes
          - Play it from Brick mark.
        - No
          - Choose one of these options. If “Brick” or “Middle”, call it before picking up the disc.
          - Disc first contacts in-bounds?
            - Yes
              - Play it from the spot on the playing field proper nearest to where it last crossed the perimeter line.
            - No
              - Disc touched by offense before going out-of-bounds?
                - Yes
                  - Play it from the spot on the playing field proper nearest to where it last crossed the perimeter line.
                - No
                  - Play it from Brick mark.

- No
  - Disc first contacts in-bounds?
    - Yes
      - Choose one of these options. If “Brick” or “Middle”, call it before picking up the disc.
    - No
      - Disc stays in-bounds?
        - Yes
          - Play it from the spot on the playing field nearest to where it last crossed the perimeter line.
        - No
          - Play it from the closest spot on the playing field.

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.)
Pick

Pass attempted?

Yes

No

Pass completed?

Yes

No

Play stops.

Players return to the location occupied at the time of the call. Picked player recovers \textbf{relative} position lost because of pick.

Defensive effort affected by the pick?

Yes

No

Turnover.

Play on.

Back to thrower.

Players return to the location occupied at the earlier of the time of the call or the throw. Picked player recovers \textbf{relative} position lost because of pick.

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”.

Except as noted, the stall count resumes at ‘count reached’ + 1, or 6 if over 5.
Pass completed?

Yes

No

Called by **Thrower** or **Marker**?

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

Pass completed?

Yes

No

Pass completed?

Yes

No

Turnover.

Play on.

Turnover.

Play on.

Pass completed?

Yes

No

Play stops.

Contested:

Count reached +1, or 6 if over 5.

Uncontested by Thrower:

Count reached +1, or 9 if over 8.

Uncontested by Marker:

Stalling 1.

Back to thrower. Check.

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 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”.


Visual rules created by Vincent Drolet and Lorne Beckman
Non-Throwing Foul

Pass attempted?
- No
- Yes

The team in possession after the pass
- Called or Committed

Infraction affected the play?
- Yes
- No

Uncontested or Contested?
- Uncontested by offense:
  - Count reached +1, or 9 if over 8.
  - Stalling 1.
- Uncontested by defense:
  - Count reached +1, or 9 if over 8.
  - Stalling 1.

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

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

Uncontested by defense:
Stalling 1.

Called by
- Offense or Defense?

Foul occurred
- Before or After start of throw?

Play on.

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

Called by
- Offense or Defense?

Receiving foul?
- No
- Yes

Back to thrower.
Stalling 1.

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.)