

WFDF Hand Signals for Ultimate 2013 v2



1. Foul
"Foul"

Hold one arm straight out and chop the other forearm across the straight arm



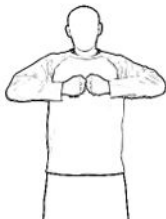
2. Violation
"Violation"

Hands above head forming a V, closed fists



3. Goal
"Goal"

Raise both arms, fully extended, straight up, palms facing inward



4. Contest
"Contest"

Two fists bumped together in front of chest, back of hands facing outward



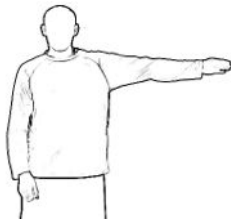
5. No contest
"Accept"

Forearms extended in front of body with palms facing upwards



6. Retracted/Play On
"Retracted" "Play On"

Sweeping crossover motion with both arms extended down in front of body



7. In/Out-of-bounds –
Out of end zone
"In" "Out"

Point with one arm extended, flat palm, thumb parallel to fingers, towards playing field (in) or away from playing field (out).



8. Disc down

"Down"
Index finger straight arm pointing down at 45 degree



9. Disc up

"Up"
Elbow down forearm vertical index finger pointing upward



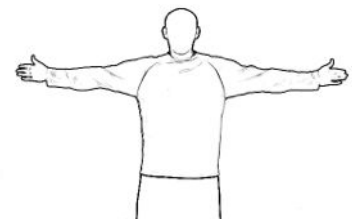
10. Pick
"Pick"

Arms raised, elbows bent, fists facing head



11. Travel
"Travel"

Closed fists, rotate wrists around in a vertical circle



12. Marking Infraction
"Fast Count" "Straddle" "Disc Space" "Wrapping" "Double Team" "Vision" "Contact"
Arms extended to side, palms facing front

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13. Stall out
"Stall"

Tap head with open hand.



14. Play has stopped

Wave both extended arms crosswise overhead



15. Off side
"Off side"

Arms crossed overhead in an "X", hands closed in a fist,



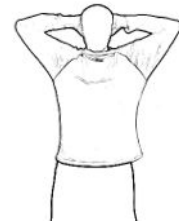
16. Time-out
"Time-out"

Form a T with the hands, or a hand and the disc



17. Spirit of the Game Stoppage
"Spirit of the Game Stoppage"

Upside down T formed by the hands



18. Stoppage
"Injury" "Technical"

Hands cupped behind head, elbows out to side



19. 4 men, 3 women
"4 Men"

Palms together, arms raised straight above head



20. 3 men, 4 women
"4 Women"

Hands clasped and raised above head, arms bent



21. Who made the call
"Called by Offence/Defence"

Pointing with two arms straight out, towards the end zone being defended by the team

Purpose:

To signal, to other players, game officials, substitutes, team staff or spectators, what call has been made by the players involved

Note: Responsibility for all calls remains with the players

Use of Signals:

- Signals may be made either by the players involved, or by players or non-players (eg officials) who have heard the call
- Non-players may only signal in response to a player's call on the field
- Non-players should also use signal 21 to indicate which team made the call, after the following:
 - 1. Foul
 - 2. Violation
 - 6. Retracted
 - 16. Time-out
 - 17. Spirit Stoppage
 - 18. Stoppage