

Appendix to the 2013 WFDF rules:
Differences for 4-on-4 Beach Ultimate
(by BULA - the Beach Ultimate Lovers Association)

Introduction

1. Spirit of the Game

2. Playing Field

- 2.1. The Playing Field is a rectangle forty-six (46) metres (50 yards) long and twenty-seven (27) metres wide (30 yards). The Playing Field is broken up into a central Playing Field Proper that is thirty-one (31) metres long by twenty-seven (27) metres wide, and two End zones that are seven-and-a-half (7.5) metres deep by twenty-seven (27) metres wide at each end of the Playing Field Proper (See Figure 3.1)
- 2.5. The Brick Mark is the intersection of two (2) crossed one (1) meter lines in the playing field proper set seven-and-a-half (7.5) metres (8 yards) from each Goal Line, midway between the Sidelines.
- 2.6. All lines shall be marked with colored tape between five (5) and ten (10) centimetres wide
- 2.7. The playing field shall be sand, which is essentially flat, free of obstructions and holes, and affords reasonable player safety.

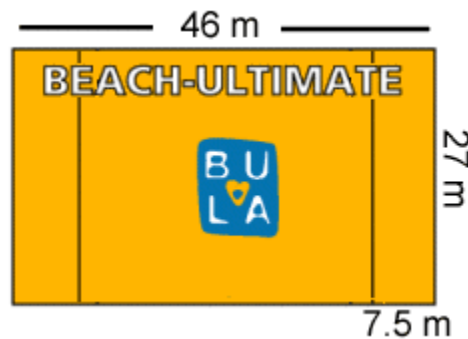


Figure 3.1

3. Equipment

- 3.4. Playing barefoot is highly recommended. Players may wear socks or any kind of foot covering of a similar texture; so long it does not endanger the safety of any other player.

4. Point, Goal and Game

- 4.2. A game is finished and won by the first team to score thirteen (13) goals.

5. Teams

- 5.1. Each team will put a maximum of four (4) players and a minimum of three (3) players on the field during each point.

6. Starting a Game

7. The Pull

- 7.2. The pull must be an inverted throw (upside down, hammer, scoober, thumber, etc.). If the pull is allowed to land untouched, the disc must contact the ground at an angle of at least one degree away from perpendicular to the ground toward the top side down. If the disc lands otherwise, the receiving team has the choice of putting the disc into play normally, requesting a re-pull, or putting the disc into play from the brick mark.

8. Status of the Disc

9. Stall Count

- 9.1. The marker administers a stall count on the thrower by announcing "Stalling" and then counting from one (1) to six (6). The interval between the start of each word in the stall count must be at least one (1) second.
- 9.6. To restart a stall count "at maximum n", where "n" is a number between one (1) and five (5), means to announce "stalling" followed by the count at one more than the last number uttered prior to the stoppage, or by "n" if that value is greater than "n".

10. The Check

11. Out of Bounds

12. Receivers and Positioning

13. Turnovers

- 13.3. Any stall count restarts at maximum five (5).

14. Scoring

- 14.1. Two points are scored when a player throws a completed pass from within their defending end zone to within their attacking end zone.
 - 14.1.1. On a two point play the pivot point is allowed to be on the goal line.
 - 14.1.2. A player may pivot over the goal line while attempting a 2 point play, as long as the pivot point is on the goal line or in the end zone.

15. Calling Fouls, Infractions and Violations

- 15.10.1. if it is contested any stall count restarts at maximum four (4).
- 15.10.2. after a foul by the offence, whether contested or not, any stall count restarts at maximum five (5).
- 15.10.3. After a violation by the offence:
 - 15.10.3.1 if there is no contest the stall count restarts at maximum five (5);
 - 15.10.3.2 if the violation is contested any stall count restarts at maximum four (4).
- 15.10.4. After simultaneous offsetting fouls or violations, any stall count restarts at maximum four (4).
- 15.10.5. For all other contested calls, any stall count restarts at maximum Four (4).

16. Continuation after a Foul or Violation Call

17. Fouls

18. Infractions and Violations

- 18.3.2. Once play has stopped, the obstructed player may move to the position they determine they would have otherwise occupied if the obstruction had not occurred. The disc is returned to the thrower (if the disc was thrown) and any stall count restarts at maximum five (5).

19. Stoppages

- 19.3.2.2. If the injury or safety issue did affect the play, the disc goes back to the thrower and the count restarts at maximum five (5).

20. Time-Outs

- 20.4 A time-out lasts one (1) minute.
- 20.7. If the thrower attempts to call a time-out when their team has no remaining time-outs, play is stopped. The marker shall add two (2) seconds to the stall count before restarting play with a check. If this results in a stall count of six (6) or above, this is a "stall-out" turnover. If there is no current stall count, the defense may initiate a stall count at three (3).