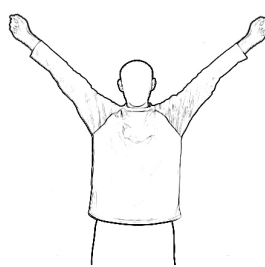


WFDF Hand Signals for Ultimate 2009



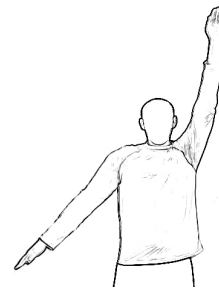
1. Foul
"Foul"

Arms raised with closed fists and forearms crossed



2. Violation
"Violation"

Hands above head forming a V, closed fists



3. Goal
"Goal"

Raise one arm above head, other hand points to endzone, palms open



4. Contest
"Contest"

Hands cupped and linked in front of chest, elbows raised and outstretched to the sides



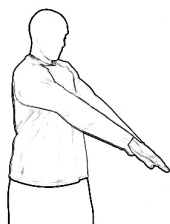
5. No contest
"Accept"

Forearms extended in front of body with palms facing upwards



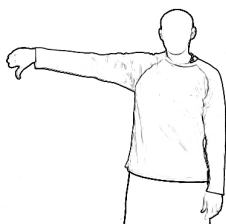
6. Retracted/Play On
"Retracted" "Play On"

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



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

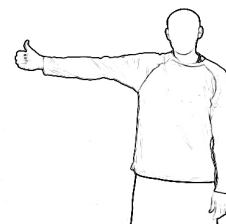
Point with both arms, index fingers extended, to the appropriate side of the line



8. Disc down

"Down"

Thumb pointing straight downwards



9. Disc up

"Up"

Thumb pointing straight upwards



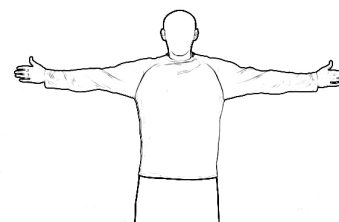
10. Pick
"Pick"

Arms raised, elbows bent, fists facing head



11. Travel
"Travel"

Closed fists, rotate wrists around each other in a vertical circle



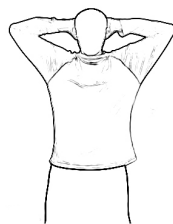
12. Marking Infraction
"Fast Count" "Straddle" "Disc Space" "Wrapping" "Double Team" "Vision" "Contact"
Arms extended to side, palms facing front

WFDF Hand Signals for Ultimate 2009



13. Stall out
"Stall"

Open hands raised fingers spread to indicate "ten"



14. Turnover
"Turnover" "Double Touch"
"Hand-over" "Deflection"
Hands cupped behind head,
elbows out to side



15. Off side
"Off side"

One arm extended straight above the head, closed fist



16. Time-out
"Time-out"

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



17. Spirit of the Game Time-out
"Spirit of the Game Time-out"
Upside down T formed by the hands



18. Stoppage
"Injury" "Technical"
Tap head with open hand



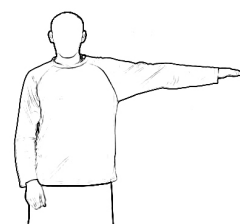
19. 4 men, 3 women
"4 Men"

Palms together, arms raised straight above head



20. 3 men, 4 women
"4 Women"

Hands clapsed and raised above head, arms bent



21. Who made the call
"Called by Offence/Defence"
Point in direction of teams attacking endzone

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 any of the signals listed below :
 - 1. Foul
 - 2. Violation
 - 6. Retracted
 - 16. Time-out
 - 17. Spirit Time-out
 - 18. Stoppage