

Official Rules of Goaltimate



World Goaltimate Association

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I. Introduction

1. Description: Goaltimate is a non-contact, disc sport played by two, 4-player teams. Many of the rules and objectives are the same or similar to that of Ultimate. The object of the game is to score goals. A goal is scored when a player catches any legal pass that travels through the goal and into the end zone. A player may not run while holding the disc. The disc is advanced by passing it to other players. The disc may be passed in any direction. Any time a pass is incomplete, intercepted, knocked-down, or contacts an Out-of-Bounds area, a turnover occurs, resulting in an immediate change of possession of the disc.

2. Spirit of the Game: Goaltimate relies upon the Spirit of the Game (spirit of sportsmanship), which places the responsibility for fair play on each player. Highly competitive play is expected and encouraged, but never at the expense of fair play, mutual respect between players or the intentional violation of the rules of the game. Protection of these vital elements serves to eliminate adverse conduct from the Goaltimate field. Actions such as taunting, dangerous aggression, intentional fouling, or other "win-at-all-costs" behavior are contrary to the integrity of the game and must be avoided by all players.

3. Captain's Clause: A game may be played under any variations of the rules agreed upon by the Captains of the two teams. Such things as length of game, dimensions of the field, and Stalling count can easily be altered to suit the level of play. In tournament play, such variations are subject to the approval of the tournament Director(s).

II. Field of Play

1. The playing field should be essentially flat, free of obstructions and afford reasonable player safety.

2. The standard Field of Play is circular and measures 45 yards in diameter.

A. At one end of the field is the 'Clear Line/2 Point Line' extending 25 yards wide and 10 yards deep to the back of the perimeter.

B. At the opposite end of the field is the 'End Zone' which forms an arc measuring 24 feet by 24 feet. The back of the End Zone is 2 yards from the Perimeter Line.

C. The 'Goal Line' is the entrance to the End Zone. It is formed by the 'Goal Post,' which is 18 feet wide and extends 11 feet into the air forming an arc.

D. A 'Poach Zone,' measuring 24 feet by 24 feet, forms an arc in front of the goal, opposite the End Zone.

3. Any area outside the 'Perimeter Line' is considered 'Out-of-Bounds.'

4. The Perimeter Line itself is considered Out-of Bounds.

5. The 'Substitution Box' is at the mid-point of the field, outside of the Perimeter Line. Both teams substitute from the same box.

6. Cones made of a brightly colored, flexible material mark the Clear Line/2 Point Line, End Zone, Poach Zone and Perimeter Lines.

7. All lines are marked with a non-caustic material and are between two to four inches wide.

8. Any variation of this basic field layout may be used to accommodate special competitions, number of players, age of players, available space, etc. Lined fields are not necessary for the purposes of practice or other non-formal games of Goaltimate.

Official Goaltimate Field Dimensions

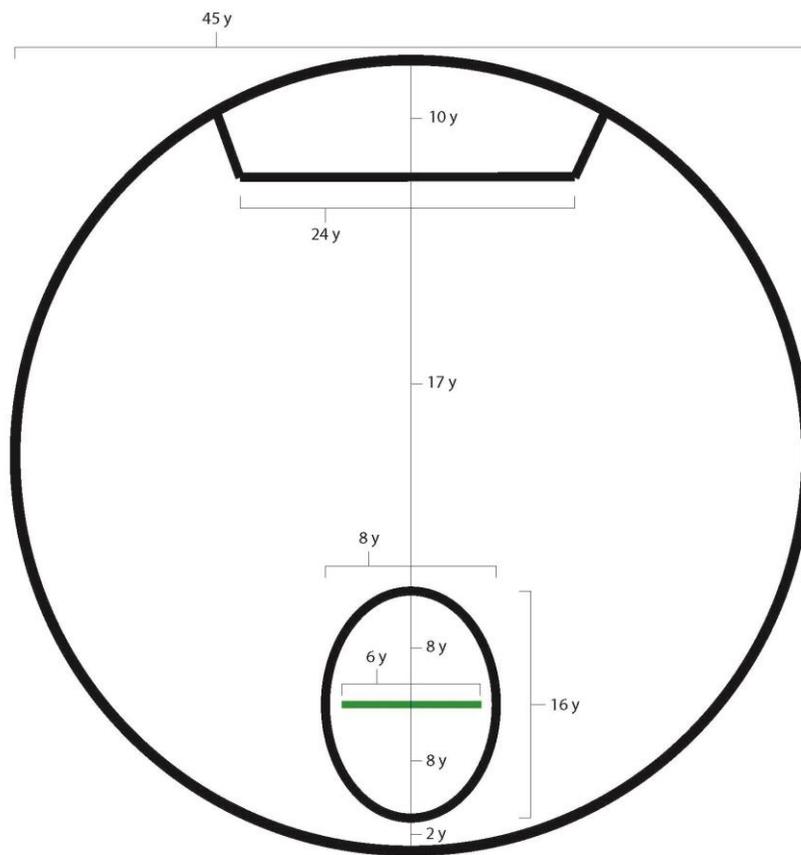


Figure 1.

III. Length of Game

1. Games are played to 5 Points. The first team to score 5 points wins. It is not necessary to win by 2 points.

A. A Goal is worth 1 point if thrown from the playing field. A Goal is worth 2 points if thrown from behind the Clear Line/2 Point Line.

B. Games are played in "Best-of-3" game series or a "Best-of-5" game series, depending on the discretion of the tournament director.

IV. Player Equipment

1. Any 175-gram, flying disc may be used as long as it is acceptable to both team Captains.

2. Cleats which have any metal exposed are not allowed.

3. Each player must wear a uniform or other clothing that distinguishes that player from the players on the opposing team. Players may wear any soft protective clothing as long as it does not endanger the safety of any other player.

V. Out-of-Bounds

1. Any area not on the playing field is Out-of-Bounds. The Perimeter Lines themselves are Out-of-Bounds.

2. A disc is Out-of-Bounds when it first contacts an Out-of-Bounds area or contacts anything Out-of-Bounds.

3. The disc may fly outside a Perimeter Line and return to the playing field, and Defensive players may go Out-of-Bounds in order to make a play on the disc.

4. A player is Out-of-Bounds when they make contact with an Out-of-Bounds area. When a player is in the air, In or Out-of-Bounds is determined by where the ground was last contacted by the player.

5. For a Receiver to be considered In-Bounds after gaining possession of the disc, the first point of contact with the ground must be completely In-Bounds. If any portion of the first point of contact is Out-of-Bounds, the player is considered Out-of-Bounds.

6. Should the momentum of a player carry them Out-of-Bounds, after making a catch and landing In-Bounds, the player is considered In-Bounds. The player carries the disc to the point where they went Out-of-Bounds and puts the disc into play at that point.

7. To start or restart play after the disc has gone Out-of-Bounds, a member of the team gaining possession of the disc must carry the disc to the point of the playing field nearest where the disc last

crossed the Perimeter Line, and put the disc into play at that point. The thrower begins play by establishing themselves In-Bounds at that point.

8. The Thrower may pivot In and Out-of-Bounds, providing that some part of their pivot foot contacts the playing field.

9. If a pass does not come In-Bounds, the opposing team gains possession of the disc where it left the field of play only if the Defense did not contact the disc. If the Defense contacted the disc, the disc must be put into play at the point on the playing field proper, closest to where the contact occurred.

VI. The Thrower

1. The Thrower is the Offensive player in possession of the disc or the player who has just released the disc.

2. There are no scrimmage lines or offsides in Goaltimate. The Thrower may pass the disc in any direction.

3. If the disc is on the ground, either In or Out-of-bounds, any member of the team becoming Offense may take possession of the disc. Once an Offensive player has picked up the disc, that player is required to put the disc into play.

4. The Thrower must establish a pivot foot and may not change that pivot foot until the throw is released. The exception is in the case where the Thrower has just received a pass and is throwing the disc before their momentum has allowed them to stop, before the third ground contact.

5. The Thrower has the right to pivot in any direction, with the exception of pivoting into the end zone. The Thrower may not extend the disc or any part of their body into the End Zone as they are considered an extension of the pivot foot.

6. However, once the Marker has established a legal defensive position, the Thrower may not pivot into the Marker.

7. If the Thrower drops the disc, without Defensive interference, it is considered an incomplete pass.

8. The Thrower may throw the disc in any fashion or direction they choose.

9. If a Defensive player gains possession of the disc, thus becoming the Thrower, they may not throw the disc before a legal pivot foot is established. To do so is a Traveling Violation.

VII. The Marker

1. Any Defensive player may guard the Thrower at any time; that player(s) is the Marker(s).

2. The Marker may not straddle (i.e., place their foot on either side of), the pivot foot of the Thrower.

3. There must be at least one disc's diameter between the upper bodies of the Thrower and the Marker at all times. It is the mutual responsibility of both players to respect each other's position and not encroach into this area once it is established.

4. The Marker cannot position their arms in such a manner as to restrict the Thrower from pivoting.

5. A Defensive player may initiate a Stall count from anywhere within the playing field as soon as the Offensive player has established possession of the disc.

A. The count consists of the one (1) Marker or other Defensive player calling "Stalling" or "Counting" and counting at one second intervals from one to five, (1, 2, 3, 4, 5) loud enough for the Thrower to hear.

B. If the Thrower has not released the disc at the first utterance of the word 'Five' (5), a Turnover results.

C. The Thrower may contest a Stall call if they feel that they released the disc before the first utterance of the word 'Five' (5).

D. In the course of a Thrower being counted for Stalling, if another Defensive player begins a new count, that count over rides the previous count.

E. In the event of a Stall, the once Marker, now Offensive player, does not have to take the disc. The once Thrower, now Marker, drops the disc to the ground for a turnover. There is no Check disc.

F. In the event of a possessed disc being carried Out-of-Bounds by the Receiver, the Marker must wait until the disc is checked In-Bounds to resume the Stall count.

G. If an Offensive player moving into the throwing position stands over the disc, i.e., within 3 yards, without putting the disc into play, the Marker may issue a "Delay of Game" warning. If the disc is not picked up, the Marker may initiate a Stall count.

6. 3-second violations in the Poach Zone or End Zone result in a stoppage of play and the repositioning of the offending party to the closest point outside the Poach Zone or End Zone. Subsequent violations by the same team will result in a 4-3 'Power Play' for 1 minute.

7. No Defensive player may ever pick up the disc.

VIII. The Receiver

1. The Receiver is any Offensive player in the act of catching the disc, or not in possession of the disc.

2. To catch a pass is equivalent to establishing possession of that pass. Whether a Receiver is In-Bounds or has scored a Goal is dependent upon the Receiver's point of first contact.

3. Loss of control due to ground contact related to a pass reception negates that Receiver's possession up to that point.

4. Bobbling to gain control of the disc is permitted. Purposeful, controlled bobbling to oneself, (i.e., tipping, delaying, guiding, or brushing in order to advance the disc) is considered Traveling and is not allowed.
5. After catching a pass, the Receiver is only allowed the fewest number of steps required coming to a stop and establish a pivot foot. No more than third contact with the ground.
6. If the Receiver is running or jumping as they catch the disc, the Receiver may throw a pass before the third ground contact. The Receiver does not have to come to a complete stop. However, change in direction or increase in speed while in possession of the disc is a Traveling Violation.
7. If the Offensive and Defensive players catch the disc simultaneously, the Offense retains possession.
8. If a pass arrives in such a manner that it is unclear whether a catch was made before the disc contacted the ground, the player(s) with the best perspective, usually the Receiver makes the call. If the catch is contested, the disc reverts back to the Thrower. Play resumes with a Check disc. Grass is considered part of the ground.
9. If it is ever unclear whether a Receiver was In or Out-of-Bounds at the point of making a catch, the player(s) with the best perspective should make the call.
10. Force-Out Foul: If an airborne Receiver catches the disc, and is contacted by a Defensive player before landing, and that contact caused the Receiver to land Out-of-Bounds instead of landing In-Bounds, the Receivers must call themselves Out-of-Bounds, or call a Force-Out Foul on the Defensive player. If this Foul occurs in the End Zone and it is uncontested, a Goal is awarded.

IX. Scoring

1. To Score, an offensive player throws the disc through the front of the Goal in to the End Zone to a Receiver.
 - A. In order for the Receiver to be considered in the End Zone after gaining possession of the disc, their first point of contact with the ground must be completely in the End Zone.
 - B. If a Defender deflects a pass and it continues through the Goal, and the Receiver in the End Zone catches the disc, it is a Score.
 - C. If the disc or Receiver contacts any portion of the Goal Post in the act of catching the disc, play continues as in a completed pass, but it is not a goal.
 - D. If any part of the Thrower, including the disc before it is released, crosses the plane of the Goal during a throw into the End Zone, no goal is awarded and play continues.
 - E. The receiver may catch the disc while airborne and outside of the goal. If the receiver's first contact and the disc are completely within the goal, a goal is awarded. A player "pulling" a caught disc across the plane of the goal after establishing position in the End Zone does not constitute a goal. No goal is awarded and play continues.

2. A player cannot Score by running into the End Zone with the disc. Should a Receiver's momentum carry them into the End Zone, after gaining possession, the Receiver must carry the disc back to the closest point on the Goal Line and put the disc into play from there.
3. A player must acknowledge that they have scored a Goal. If that player plays the disc unknowingly into a turnover, then no Goal is awarded.
4. After a Score, play is continuous. Team that Scores maintains possessions. The Offense must work the disc back to the Clear Line/2 Point Line in order to advance for another Score.
5. The disc can never be thrown through the backside of the Goal or it is a Turnover.
6. If a Goal is thrown from behind the Clear Line/2 Point Line, 2 points are awarded.

X. Turnovers

1. An incomplete, intercepted, knocked down, or Out-of-Bounds pass results in a loss of possession.
2. A pass is considered intercepted if a Defensive player catches a pass. If a Defensive player catches a pass and accidentally loses possession of it, before or during ground contact, the Defender is considered to have blocked rather than intercepted the pass.
3. The following actions result in a loss of possession and a Check disc:
 - A. If the Marker's Stall count reaches the first utterance of the maximum number, which is 5-seconds.
 - B. If the disc is handed from player to player.
 - C. If the Thrower intentionally deflects a pass off of other players, the goal or to themselves.
 - D. If the Thrower catches their own throw. However, if the disc is touched by another player during flight it is considered a complete pass and is not a turnover.
 - E. If the Thrower calls a Time-Out when none remains while the disc is live or in play.
 - F. In an Offensive player uses an item of equipment (shirt, hat, etc.) to assist in catching a pass.
 - G. If the disc is thrown through the backside of the Goal.

XII. Fouls

1. Fouls are the result of physical contact between opposing players. The player initiating contact is guilty of a Foul.

2. A Foul can only be called by the player who has been fouled and must be announced by calling out the word "Foul" loudly. The Foul call must take place immediately after the Foul has occurred.

3. A player called for a Foul may contest that call if that player believes the Foul did not occur.

4. Throwing Fouls:

A. A Throwing Foul may be called when there is contact between the Thrower and the Marker.

B. Contact occurring during the follow through, which is after the disc has been released, is not sufficient grounds for a Foul, but should still be avoided whenever possible.

C. If a Foul is called while the disc is in the air, the play is always completed.

D. If the Thrower is fouled in the act of throwing a pass and the pass is completed, the Foul is automatically declined and play continues without interruption. In this situation, players should call "Play On."

E. If a Foul is called while the disc is not in the air, and a player attempts a pass before play has stopped, and the pass is incomplete, it is a Turnover.

F. If the pass is completed, but the Defensive effort on the pass was affected by the Foul, the pass does not count and possession reverts back to the Thrower.

G. When a Foul is committed by a Thrower, play stops and possession reverts back to the Thrower after a Check disc.

H. If the Marker is fouled in the act of throwing and the pass is not completed, it is a turnover and play continues without interruption.

4. Receiving Fouls:

A. Receiving Fouls may be called when there is contact between opposing players in the process of attempting a catch, interception or knock down. A certain amount of incidental contact during or immediately after the catching attempt is often unavoidable and is not a Foul.

B. If a player contacts an opponent before the disc arrives and thereby interferes with that opponent's attempt to make a play on the disc, that player has committed a Foul.

C. If a player's attempt to make a play on the disc causes significant impact with a positioned stationary opponent, before or after the disc arrives, it is considered "Harmful Endangerment" and is a Foul.

D. Dangerous, aggressive behavior or reckless disregard for the safety of fellow players is a Foul.

E. If offsetting Receiving Fouls are called by Offensive and Defensive players on the same play, the disc reverts back to the Thrower. Play continues after a Check disc.

F. If a Receiving Foul occurs and is uncontested, the player fouled gains possession at the point of the infraction. If the call is contested, the disc goes back to the Thrower. If an uncontested Foul, with the exception of a Strip or Force-Out Foul, occurs in the End Zone, the player fouled gains possession at the closest point on the Goal Line to the infraction.

5. Flagrant Fouls:

A. Any Foul that is deemed detrimental to the integrity of the game of Goaltimate is considered a Flagrant Foul and is called by the Field Observer(s).

B. Depending on the severity of the Foul, a player can be disqualified for the Game, Series or Tournament.

C. The decision to disqualify the Offender for the Series or Tournament stands with tournament Director(s).

XIII. Violations

1. A Violation occurs when a player violates the rules in a manner that does not result in physical contact. (i.e. illegal guarding position by the Marker, not establishing a pivot foot, etc.)

2. Any player who recognizes that a Violation has occurred may call a Violation. The player must immediately call "Violation" or the name of the specific Violation loudly.

3. A player called for a Violation may contest that call if that player believes the Violation did not occur.

4. Traveling:

A. The Thrower must keep all or part of the pivot foot in contact with a single spot on the field. Should the Thrower lose contact with that spot, the Thrower has Traveled.

B. If the Receiver obviously takes more steps than are required to stop after catching a pass, that player has Traveled.

C. If a Receiver, after catching a pass on the run, releases a pass after the third ground contact and before coming to a complete stop that Receiver has Traveled.

D. A rolling or sliding disc can be stopped by any player. Possession is gained where the disc stops. However it may not be purposefully advanced in any direction. A Player doing so has Traveled.

5. Strip:

A. No Defensive player may touch the disc while it is in possession of the Thrower or Receiver. If a Defensive player does so, the player in possession calls "Strip."

B. The player in possession then picks up the disc and play is continued from the point where they regained possession of the disc.

C. If a count was in progress as the disc was stripped, the count is halted, and when the player in possession regains possession, the count restarts at zero (0).

D. A contested Strip of the Receiver is treated the same as a contested Foul; an uncontested Strip in the End Zone is a Goal.

6. Stalling:

A. A Defensive player may initiate a Stall count from anywhere within the playing field, as soon as the Offensive player establishes possession of the disc.

B. The count consists of the one (1) Marker or other Defensive player calling "Stalling" or "Counting" and counting at one second intervals from one to five, (1, 2, 3, 4, 5) loud enough for the Thrower to hear.

C. If the Thrower has not released the disc at the first utterance of the word 'Five' (5), a Turnover results.

D. In the course of a Thrower being counted for Stalling, if another Defensive player begins a new count, that count over rides the previous count.

E. In the event of a Stall, the once Marker, now Offensive player, does not have to take the disc. The once Thrower, now Marker, drops the disc to the ground for a turnover. There is no Check disc.

B. If an Offensive player moving into the throwing position stands over the disc, i.e., within 3 yards, without putting the disc into play, the Marker may issue a "Delay of Game" warning. If the disc is not picked up, the Marker may initiate a Stall count.

F. The Thrower may contest a Stall call by announcing "Fast Count" if they feel that they released the disc before the first utterance of the word 'Five' (5).

(1) The first Fast Count call is a warning. On the first Fast Count call, the Marker must subtract 2 from the Stall count.

(2) If Fast Count is called again within the same 5-seconds, play stops, then is resumed after a Check disc with the count reset to zero (0).

(3) If the Fast Count occurs in such a manner that the Thrower does not have a reasonable opportunity to call Fast Count before the first utterance of the word "Five", the play is treated the same as a contested Stall.

7. Poaching:

A. Defensive Players can only remain in the Poach Zone or End Zone if they are within 10 feet of an Offensive Player they are guarding. This is the 'No-Goaltending Rule.'

B. If the Defensive Player is not within 10 feet of the Offensive Player they are guarding while in the End Zone or Poach Zone, the Offensive Player may initiate a 'Poach Count.'

C. The count consists of the Offensive Player calling "Poach Count" and counting at one second intervals from one to three, (1, 2, 3) loud enough for the Defensive Player to hear.

D. If the Defensive Player has not completely cleared the Poach Zone or End Zone at the first utterance of the word 'Three' (3), the result is a stoppage of play and the repositioning of the offending party to the closest point outside the Poach Zone or End Zone. Play resumes with a Check disc.

E. Poaching is considered a Team Violation. Subsequent violations by the same team during the same game will result in a 4-3 'Power Play' until the team in possession of the disc either turns the disc over or scores.

F. The Defensive Player may contest a Poaching call if they feel that they cleared the Poach Zone or End Zone before the first utterance of the word 'Three' (3).

G. During a contested Poaching call, the result is a stoppage of play and the repositioning of the Defensive Player to the closest point outside the Poach Zone or End Zone. No Team Violation is assessed and play resumes with a Check disc.

XIV. Positioning

1. It is the responsibility of all players to avoid contact in any way possible. Violent impact with legitimately positioned opponents constitutes harmful endangerment, a Foul, and must be strictly avoided.

2. Every player, excluding the Thrower, is entitled to occupy any position on the field not occupied by any opposing player, provided that the player does not cause personal contact in taking such a position.

A. This is the 'No Pick' Rule and relates specifically to intentionally obstructing an opposing player, whether moving or stationary.

B. This foul can be called only by the obstructed player and must be announced by loudly calling "Foul" immediately.

C. The offensive player may run his defender at or toward other players on the field as long as it is not a coordinated or deliberate effort between offensive players.

D. If a Foul is called, play stops and the disc reverts to the thrower.

E. The obstructed player is then allowed to move to recover the relative position lost because of the Pick with players returning to their previous position.

3. When the disc is in the air, players must play the disc, not the opponent.

4. The Principle of Verticality: All players have the right to the space immediately above them. Thus, a player cannot prevent an opponent from making an attempt on a pass by placing their arms above an opponent. Should contact occur, the player restricting the vertical area is responsible.

5. A player who jumped is entitled to land at the same spot without hindrance by opponents. They may also land at the another spot provided the landing spot was not already occupied at the time of take-off and that the direct path between the take-off and landing spot was not already occupied.

XV. Substitutions

1. Substitutions can be made at any time during play.
2. Substitutions must originate from the Substitution Box.
3. The player leaving the playing field must touch hands with the incoming player in order for the substituting player to enter play.
4. The tag must take place inside of the Substitution Box. Substitutions occurring outside the Box constitute a Team Warning on the first infraction and a penalty resulting in a fifteen (15) second 'Power Play' (4-on-3) penalty for each subsequent infraction.

XVI. Time-Outs

1. Time-Out:
 - A. Each team is permitted three (3) Time-Outs per 'Best-of-5' game series or two (2) Time-Outs per 'Best-of-3' game series.
 - B. During play, only a player who has established a pivot foot and who has possession of the disc can call a Time-Out.
 - C. The player calling the Time-Out must form a "T" with their hands or call "Time-Out" loudly.
 - E. A Time-Out lasts for two (2) minutes.
 - F. Play resumes immediately after a Time-Out:
 - (1) The player who had possession puts the disc into play.
 - (2) The disc is put into play at the location where the disc was when the Time-Out was called.
 - (3) Play is resumed through the use of a Check disc. Players may set up in any position on the field.
 - (4) The Stall count is continued from where the Stall count was when the Time-Out was called. The Marker must initiate the count by calling "Stalling" or "Counting."
 - (5) It is a turnover if a player calls a Time-Out when their team has no Time-Outs remaining. There is a Check disc and play continues.

2. Injury Time-Out

A. Any member of the injured player's team can call an Injury Time-Out. The Time-Out call is in effect at the time of the injury. The call is retroactive to the time that the injury occurred. If the disc is in the air during the Time-Out call, the play is completed.

B. Injury Time-Out results in a team Time-Out if the injured player does not leave the game. An exception is made when the injury is caused by an opposing player.

C. Play resumes immediately after an Injury Time-Out:

(1) The player who had possession of the disc when the injury occurred puts the disc into play.

(2) If that player leaves the field due to injury, the replacing player puts the disc into play.

(3) If the disc was in the air at the time of the injury, play continues until the disc is caught or it comes in contact with the ground. If the disc is caught, the player who caught the disc puts the disc into play after the Injury Time-Out.

(4) The disc is put into play at the location where the disc was when play was stopped.

(5) The play is resumed through the use of a Check disc and all players must assume their respective positions on the field when the Time-Out was called.

(6) Players may not set up when restarting play after an Injury Time-Out, unless it is also a team Time-Out.

3. Technical Time-Out:

A. A Technical Time-Out may be called for illegal equipment, a dangerous condition, or a broken disc.

B. Any player recognizing a condition that endangers other players may call a technical Time-out during play.

C. The thrower may call a technical time-out during play to replace a cracked, torn, deeply gouged, creased, warped or punctured disc. A wet or dirty disc does not qualify.

D. The Time-Out begins at the time of the call. If the disc is in the air or the act of throwing at the time of the call, the time-out begins when the play is completed.

E. Any player may briefly extend a stoppage of play to correct faulty equipment (i.e., to tie shoelaces), but active play may not be stopped for this purpose.

F. A player unable to correct illegal equipment in a timely manner must be substituted.

G. If the Technical Time-Out is called due to illegal equipment, that team is charged with a Team Time-Out. No team is charged with a Time-Out due to a damaged disc or other dangerous condition.

H. Play resumes immediately after a Technical Time-Out:

(1) The player who had possession of the disc when the Technical Time-Out occurred, puts the disc into play and the Marker resumes the previous stall count.

(2) The disc is put into play at the location where the disc was when play was stopped.

(3) The play is resumed through the use of a Check disc and all players must assume their respective positions on the field when the Time-Out was called.

(4) If a player leaves the field due to illegal equipment, the replacing player puts the disc into play.

(5) Players may not set up when restarting play after a Technical Time-Out, unless it is also a team Time-Out.

XVII. Starting and Restarting Play

1. Before a game starts, each team designates one Captain to represent that team in disagreements and arbitration.

2. Start of play:

A. The Captain of one of the two teams flips a disc. The Captain of the opposing team calls "Up" or "Down" while the disc is in the air. The team winning the flip starts the series with the disc from behind the Clear Line/2 Point Line.

B. Play starts from behind the Clear Line/2 Point Line with the Offensive player (Thrower) offering the disc to be touched by the Defensive player (Marker). This is called a 'Check disc.' The Thrower starts play.

C. After each score, the Offense maintains possession at that position and must work the disc behind the Clear Line/2 Point Line in order to proceed for the next score.

D. Starting possession after the first game will alternate between teams based on the original disc flip.

E. There will be a three (3) minute break between games.

3. The Check disc:

A. When play stops, the player who was in possession retains possession.

B. All players must come to a stop as quickly as possible when play is halted, and remain in their respective locations until play is restarted.

C. The Marker restarts play by touching the disc in possession of the Thrower. If the Thrower attempts a pass before the Marker touches the disc, the pass does not count regardless of whether it is complete or incomplete, and possession reverts back to the Thrower.

XVIII. Field Observers

1. In Tournament Play, there is at least one (1) and up to two (2) 'Field Observers' for each Series. Their job is to carefully watch the action of the game. They do not actively call any Fouls, Violations or Line Calls. However, if a Flagrant Foul occurs, a Foul that takes away from the integrity of the game of Goaltimate, it is their responsibility to issue a ruling of disqualification. In league play or pick-up play, such calls can be made by the players on the sideline.

2. When a dispute arises concerning a Foul, Violation, Line Call, or an interpretation of the rules which cannot be resolved by the players to make the call.

A. Observer with the best view of the play makes the call. If the Observers so choose, they may discuss the play among themselves before rendering a decision.

B. Observers have the last say in any unsettled disputes. Once their decision is made, there is a Check disc and play continues immediately.

3. A Flagrant Foul can be called for any physical contact or verbal harassment towards the Observers.

4. Observers track time limits and announce associated warnings and expirations.

XIX. Etiquette

1. If a Foul is committed and not called, the player who commits the Foul should inform the infringed player of the Foul.

2. It is the responsibility of all players to avoid any delay when starting, restarting, or continuing play.

3. It is poor etiquette for a Defensive player to call for a pass from the Thrower.

4. Should a dispute or confusion arise on the field, it should be common practice to stop play. Then resume play with a Check disc once the matter is resolved.

5. In the case where a novice player commits a Violation out of sincere ignorance of the rules, it is common practice to stop play and explain the Violation.

XIX. APPENDIX – Marker’s Count

Defensive Foul Uncontested	0
Defensive Foul Contested	3
Offensive Foul	Begins Where Left Off
Time Out	Begins Where Left Off
Strip	0
Contested Strip	Begins Where Left Off
Contested Stall- Fast Count	3
- First Call	Subtract 2
- Second Call	0
Poaching	Begins Where Left Off