

# **USA ULTIMATE**



# **RULES QUIZ**

**ANSWER KEY**



1. **Q:** A deep pass falls incomplete and the disc rolls out-of-bounds and then curves back onto the field coming to rest in the central zone. What is the maximum time after the disc comes to rest must the team becoming offense put the disc into play?
- A: 10 seconds
  - B: 30 seconds
  - C: 15 seconds
  - D: 20 seconds

**CORRECT ANSWER: D**

*EXPLANATION: The disc becomes out-of-bounds when it rolls out-of-bounds as it is contacting an out-of-bounds area (10.E). If the disc is out-of-bounds or comes to rest in the end zone, a member of the team becoming offense must put the disc into play within twenty seconds after it comes to rest.*

2. **Q:** In a game to 15, Team A is leading 14-13. The soft cap horn blows, and Team B scores to tie it at 14. Team A has used two timeouts in the second half, while Team B has used one. How many timeouts does each team have left?
- A: Team B, two; Team A, one
  - B: Both teams have one timeout
  - C: Team B, one; Team A, none
  - D: Neither team has any remaining timeouts

**CORRECT ANSWER: C**

*EXPLANATION: There is no overtime in the 11th edition. Timeouts are not affected by caps.*

3. **Q:** In a game to 15, Team A is leading 4-3. The halftime cap horn blows, and Team A scores making it 5-3. What is the halftime target?
- A: 5
  - B: 8
  - C: 7
  - D: 6

**CORRECT ANSWER: D**

*EXPLANATION: One is added to the higher score, five, thus six is the new halftime target (6.C.3).*

4. **Q:** Within how long after the previous goal was scored must the receiving team signal readiness?
- A: 55 seconds
  - B: 60 seconds
  - C: 70 seconds
  - D: 85 seconds

**CORRECT ANSWER: C**

*EXPLANATION: Rule 9.C.3. Within seventy (70) seconds after the previous goal was scored, the receiving team must signal readiness (8.B.3).*

5. **Q:** True or False. The Continuation Rule has a provision that allows the involved players on both teams to agree that the infraction did not affect the outcome of the play, allowing the result of the play to stand regardless of what the Continuation Rule says should specifically happen.

**CORRECT ANSWER: TRUE**

*EXPLANATION: Rule 17.C.1. Despite any outcome dictated by these rules, if the involved players on both teams agree that the infraction did not affect the outcome of the play, play stops and the result of the play stands. This provision does not apply if the thrower is aware an infraction has been called and subsequently attempts a pass.*

6. **Q:** True or False. If multiple infractions occur on the same play or before play stops, the outcomes should be resolved in the order in which the infractions occurred (earliest infraction first, latest infraction last).

**CORRECT ANSWER: FALSE**

*EXPLANATION: Rule 17.H. If multiple infractions occur on the same play or before play stops, the outcomes should be resolved in reverse sequence (latest infraction first, earliest infraction last).*

7. **Q:** True or False. The marker may contest a marking violation by calling "violation." The Continuation Rule does not apply.

**CORRECT ANSWER: FALSE**

*EXPLANATION: Rule 15.B.9. The marker may contest a marking violation by calling "violation." This contest is treated as the call of an offensive violation, and the Continuation Rule (17.C) applies. [[It is the marker's responsibility to announce if play was affected for the purpose of the Continuation Rule (17.C). Generally speaking, due to 17.L, calls made by another player cannot be said to affect play. However, in limited situations for contested marking violation calls, when the marker diverts their attention away from marking while reasonably and quickly assessing the conditions to the thrower's marking violation call, the marker could determine that play was*

*affected. For example, the thrower calls straddle, and while the marker is looking at their feet to assess their marking position, the thrower completes a throw around the marker. If the marker subsequently contests the straddle because they assessed that they weren't committing a marking violation, they could claim that play was affected and the disc should be returned to the thrower. It is the thrower's responsibility to stop play as soon as possible after the marker makes their call contesting the marking violation (20.F).]]*

8. **Q:** In mixed gender play, the team responsible for signaling the gender ratio for the upcoming point must do so within how many seconds after the previous goal was scored?
- A: 15  
B: 25  
C: 30

**CORRECT ANSWER: B**

**EXPLANATION: Rule 9.C.1**

9. **Q:** If the marker calls "travel" and the thrower has not released the disc, how should play continue assuming the thrower does not contest the travel?

A: Play should stop. The thrower returns to the spot of the travel. The stall count is resumed at the count reached plus 1, or 9 if over 8.

B: Play does not stop. The marker points to the spot where the travel occurred, and the thrower returns to that spot. The stall count is paused until the thrower sets a pivot where the travel occurred. The marker is not required to say "stalling" when resuming the count. The thrower must touch the disc to the ground before attempting a pass.



C: Play does not stop. The marker points to the spot where the travel occurred, and the thrower returns to that spot. The stall count is paused until the thrower sets a pivot where the travel occurred. The marker resumes the stall count with "stalling" followed by the count reached plus 1, or 9 if over 8. The thrower must touch the disc to the ground before attempting a pass.

**CORRECT ANSWER: B**

*EXPLANATION: Rule 17.K.3.b. If the travel occurs and no pass has been attempted:*

*1. Play does not stop. The defense (typically the marker) points to the spot where the travel occurred, and the thrower returns to that spot without delay. The thrower must touch the disc to the ground before attempting a legal pass. [[Play does not stop, but the disc is live, so it is still subject to a turnover (for example if the thrower drops it).]]*

*2. The stall count is paused until the thrower sets a pivot where the travel occurred. The marker is not required to say "stalling" when resuming the count. The thrower must touch the disc to the ground before attempting a pass. [[The marker must initiate a stall count with the word "stalling," but resuming the count does not require the marker to say "stalling" again.]]*

10. **Q:** An offensive player, not the thrower, calls "injury." Play stops and the player is substituted. The defense decides to substitute the marker. The last number uttered by the marker before the call was "seven." At what number does the stall count resume?

A: 1

B: 6

C: 8

**CORRECT ANSWER: C**



*EXPLANATION: Rule 7.C.3.b. Play restarts at the appropriate spot with a check and the marker resumes any stall count with the word stalling followed by the last number uttered before the injury timeout started plus one or 9 if over 8. The substitution of the thrower or marker does not alter the stall count.*

11. **Q:** True or False. An intentional infraction is not considered cheating since there are punishments already defined in the rules.

**CORRECT ANSWER: FALSE**

*EXPLANATION: An intentional infraction is cheating and considered a gross offense against the Spirit of the Game. Players are morally bound to abide by the rules and not gain advantage by knowingly committing an infraction, or calling one where none exists. (2.C)*

12. **Q:** Contact between opposing players that does not affect continued play. This is defined as \_\_\_\_\_
- A: Foul
  - B: Cheating
  - C: Incidental contact

**CORRECT ANSWER: C**

*EXPLANATION: Rule 2.F*

13. **Q:** True or False. A disc in a player's possession is considered part of that player.

**CORRECT ANSWER: TRUE**

*EXPLANATION: Rule 3.J.3*

14. **Q:** True or False. During a Spirit Timeout, team members are free to engage in tactical discussions.

**CORRECT ANSWER: FALSE**

*EXPLANATION: Rule 7.E.2.b*

15. **Q:** You are the thrower. If a line between the marker's hands is less than one disc diameter away from your torso, you may call:

- A: "Disc space" only
- B: "Disc space" or "wrapping"
- C: "Wrapping" only
- D: "Straddle" only
- E: Nothing. This is not a marking violation.

**CORRECT ANSWER: B**

*EXPLANATION: The thrower may choose to call "disc space" for both straddle and wrapping violations as they are a subset of disc space violations. However, the thrower may also choose to call the more specific violation for clearer communication to the marker about what needs to be corrected. (15.B.c.3)*