

Explanation

No check (VIII.D) is required because this is a "live" disc (II.R.2). Whenever the thrower is walking a "live" (II.R.2) disc to the spot where he or she is going to put the disc into play (for example, walking an OB disc back to the sideline, walking a disc to the front end zone line, or walking a pull to the brick mark), he or she must touch the disc to the ground before making a throw (XIII.B, IX.H, and VIII.B.10). Failure to do so is a travel. However, this is not a "check" (VIII.D), and therefore does not require defensive acknowledgment. So calling "violation" for the travel would be acceptable, but the "violation" call in this case was not valid.

Explanation

Explanation: If a receiver catches a disc in the end zone and then is fouled, causing him or her to lose possession, this is considered a "general" foul rather than a receiving foul, and if uncontested, the result is a goal (XI.A.2). If a receiver is fouled before possession is gained (or if possession is not gained), it's considered a "receiving foul" (XVI.H.3.b), and if it's uncontested, the receiver gets the disc at the spot of the infraction (XVI.H.3.b.2), which, in this case, is in the end zone. However, it is not a goal: the defender checks the disc into play at that spot (X.C), at which point the disc is now "live" (II.R.2), all players are free to move about, and the receiver must walk the disc out to the goal line, touch it to the ground (XIII.B), and play the disc from there (X.B).

Explanation

VIII.D.3. In order for a standard check to happen, the thrower must offer the disc and the marker must touch it. The marker may not start play by just reaching out and touching the disc and starting counting. The thrower may not start play by reaching out and touching the disc to the marker. In addition, best practice is for the thrower or marker to first ensure that everyone downfield is ready, announce the stall count, and count down "3-2-1" before performing the check.

Explanation

The player's initial possession was negated after he lost it due to ground contact (II.O.2). The subsequent bobbling to regain control was legal (XV.A) and the accompanying steps, speeding up and changes of direction occurred while he was not in possession of the disc (II.O). Finally, the player throws on the run after two additional points of ground contact are made, but before the third (XV.C). The foot drag is irrelevant because he was not required to set a pivot while within the parameters of XV.C.

Explanation

XIV.B.7 & 8. When a marking violation is called by name, play does not stop, and the marker must stop counting, correct the violation (e.g. back up to a legal position), and then resume the stall count at the count reached minus one ("four...five...DISC SPACE ... four"). A thrower may always choose to call a marking violation by name to trigger this response. In addition, if a thrower has already called ANY marking violation during his or her possession, and the marker then commits ANY other marking violation, the thrower may call "violation" instead, and play will stop.

Explanation

Answers A and C are clearly wrong. Play does not stop until the thrower in possession acknowledges the call (XVI.C), and players should not stop until then. A play is not "affected" just because a player (foolishly) stopped playing after hearing a call. XVI.K. The picked defender at the front of the stack could not reasonably have made a play on a fast-flying huck to a player cutting from the back of the stack. XVI.C.3 Therefore, the result of the play stands. XVI.C.2.b.2

Explanation

XVI.C.2.b.1 and XVI.H.3.b.1&2. Note that this is considered to be a receiving foul even though it is called by the defense (the designation of "receiving foul" is independent of whether the player is on offense or defense), and therefore the specific provisions of receiving fouls apply. Because the receiving foul was uncontested, the defender is awarded possession of the disc.

Explanation

XIV.A.3 and XIV.A.5.b.3.a. This is just a contested stall, and the count resumes at 8 on a contested stall (a change for the 11th edition).

Explanation

The defenders are wrong – this was clearly a receiving foul, and does not meet the definition of "incidental contact" (II.H). The infraction affected the play (XVI.C.3), and the Continuation Rule determines that the disc returns to the thrower (XVI.C.2.b)(1)) for this contested call. The players reposition according to XVI.C.4.b)(1).

Explanation

This is a receiving foul because the defender initiated contact while the disc was in the air, and the contact interfered with the receiver's ability to make a play on the disc. XVI.H.3.b)(1). The defender should not contest, and the receiver gains possession at the spot of the foul. Because the contact caused the receiver to fall down, it clearly does not meet the definition of "incidental contact". II.H.