

If you wish to converse with me define your terms.

— Voltaire

- call**: a clearly communicated statement that a foul, infraction, violation, turnover or injury has occurred.
- catch**: a non-spinning disc trapped between at least two body parts.
- central zone (CZ)**: the area of the playing field including the goals lines but excluding the end zones and the perimeter lines.
- end zone (EZ)**: the section of the field within which catching the disc results in a goal.
- minor-contact**: contact that does not alter the movements or position of another player.
- stoppage**: any halting of play due to a foul, violation, discussion, contested call, injury or time-out, that requires a check to restart play.
- foul**: a breach of the rules due to non-minor contact between two or more opposing players (15.1).
- violation**: every breach of the rules excluding fouls and infractions is a violation (15.3).
- infraction**: a breach of the rules regarding marking or travels.
- straddle**: usually refers to a non-goal where the offensive player has one foot on either side of the goal line. also see the straddle marking infraction (18.1.1.2).

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MISC

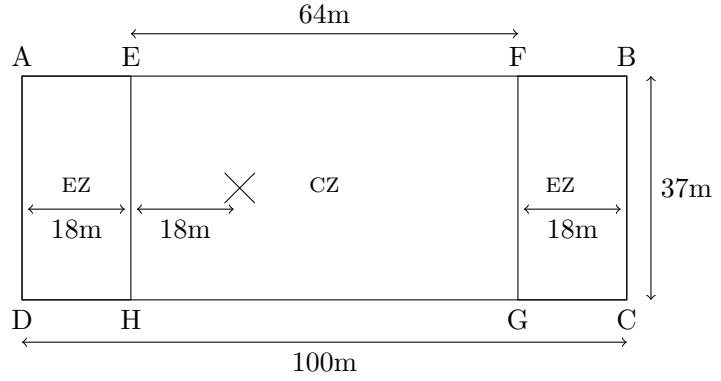
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- 1.11. Players and captains are solely responsible for making and resolving all calls.
- 10.6.1.1. If there is a defender within reach, the defender must touch the disc.
- 11.2. The out-of-bounds area consists of the ground which is not in-bounds and everything in contact with it, except for defensive players, who are always considered "in-bounds".
- 12.3. If offensive and defensive players catch the disc simultaneously, the offence retains possession.

- 9.5.1 After an accepted breach by the defence the stall count restarts at "Stalling one (1)".
- 9.5.2 After an accepted breach by the offence the stall count restarts at maximum nine (9).
- 9.5.3 After a contested stall-out the stall count restarts at "Stalling eight (8)".
- 9.5.4 After all other calls, including "pick", the stall count restarts at maximum six (6). However:
- 9.5.4.1 If there is a call involving the thrower, and a separate receiving breach, and the disc is returned to the thrower, the stall count is resumed based on the outcome of the call involving the thrower.
- 9.5.4.2 If there is a violation called related to The Check (Section 10), the stall count resumes at the same count that was determined prior to that violation.
- 9.6 To restart a stall count "at maximum n", where "n" is determined by 9.5.2, 9.5.4, or 20.3.6, means the
- 9.6.1 If "x" is the last agreed number fully uttered prior to the call, then the stall count resumes at "Stalling (x plus one)" or "Stalling n", whichever of those two numbers is lower.

STALL COUNTING

THE POCKET RULES



{AB, BC, CD, DA} ∉ field {EH, FG} ∉ EZ

ἀγεωμέτρητος μηδεις εισίτω

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- first to 15 wins
- gamelength ≈ 100 minutes
- you can play with a minimum of 5 players
- half time at 8 points
- 20.2 two timeouts per half. 75 seconds each

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- 13.10. If the turnover location is in the offence's attacking end zone, the thrower must establish a pivot point at the nearest location on the goal line.
- 13.11. If the turnover location is in the offence's defending end zone, the thrower may choose where to establish a pivot point:
- 13.11.1. at the turnover location, by staying at the turnover location or faking a pass; or
- 13.11.2. at the nearest location on the goal line to the turnover location, by moving from the turnover location.
- 13.11.2.1. The intended thrower, before picking up the disc, may signal the goal line option by fully extending one arm above their head.
- 13.11.3. Immediate movement, staying at the turnover location, faking a pass, or signaling the goal line option, determines where to establish a pivot point and cannot be reversed.

STOPPAGES & TURNS

[a]

- 7.3 After signalling readiness all offensive players must stand with one foot on their defending goal line without changing location relative to one another until the pull is released.
- 7.4 After signalling readiness all defensive players must keep their feet entirely behind the vertical plane of the goal line until the pull is released.
- 7.5 If a team breaches 7.3 or 7.4 the opposing team may call a violation ("offside"). This must be called before the offence touches the disc (7.8 still applies).
- 7.5.1 If defense calls offside then play continues as if a time-out had been called.
- 7.5.2 If offence calls offside then play starts from the brick mark.
- 7.8 It is a turnover if offence touches the pull without establishing possession.
- 7.9 If an offensive player catches the pull they must establish a pivot point at that location, even if that pivot point is in their defending end zone.
- 7.11 If the disc initially contacts the playing field and then becomes out-of-bounds without contacting an offensive player, the thrower must establish a pivot point where the disc first crossed the perimeter line, or the nearest location in the central zone if that pivot point would be in their defending end zone
- 8.4 Any player may attempt to stop a disc from rolling or sliding after it has hit the ground.

THE PULL

FOULS (8)



1. Foul



2. Violation



12. Marking Infraction



14. Timing Violation



15. Offside



18. Stoppage



20. Gender Women



21. Stop play

- 15.1.1. A player intentionally initiating minor contact is still a breach of the rules, but is to be treated as a violation, and not a foul.
- 15.4. Only the player fouled may claim a foul, by calling "Foul"
- 15.5.1. any offensive player may call a double team, and any defensive player may call a travel infraction.
- 17.1.1 **Dangerous Play:** Actions demonstrating reckless disregard for the safety of fellow players, or posing significant risk of injury to fellow players, or other dangerously aggressive behaviours,
- 17.2.1. A **Receiving Foul** occurs when a player initiates non-minor contact with an opponent before, while, or directly after, either player makes a play on the disc.
- 17.3.1. A **Strip Foul** occurs when an opponent fouls a player and that causes the player to drop a disc they caught or to lose possession of the disc.
 - 17.3.2. If the reception would have otherwise been a goal, and the foul is accepted, a goal is awarded.
- 17.4.1. A **Blocking Foul** occurs when a player takes a position that an opponent moving in a legal manner will be unable to avoid, taking into account the opponents expected position based on their established speed and direction, and non-minor contact results. This is to be treated as either a receiving foul or an indirect foul, whichever is applicable.
- 17.5.1. A **Force-out Foul** occurs when a receiver is in the process of establishing possession of the disc, and is fouled by a defensive player before establishing possession, and the contact caused the receiver:
 - 17.5.1.1. to become out-of-bounds instead of in-bounds; or
 - 17.5.1.2. to catch the disc in the central zone instead of their attacking end zone.
 - 17.5.2. If the receiver would have caught the disc in their attacking end zone, it is a goal;
 - 17.5.3. If the force-out foul is contested, the disc is returned to the thrower if the receiver became out-of-bounds, otherwise the disc stays with the receiver.
- 17.6.1. A **Defensive Throwing Foul** occurs when:
 - 17.6.1.1. A defensive player is illegally positioned (Section 18.1), and there is non-minor contact between the illegally positioned defensive player and the thrower; or
 - 17.6.1.2. A defensive player initiates non-minor contact with the thrower, or there is non-minor contact resulting from the thrower and the defender both vying for the same unoccupied position, prior to the release.
 - 17.6.1.3. If a Defensive Throwing Foul occurs prior to the thrower releasing the disc and not during the throwing motion, the thrower may choose to call a contact infraction, by calling "Contact". After a contact infraction that is not contested, play does not stop and the marker must resume the stall count at one (1).
- 17.7.1. An **Offensive Throwing Foul** occurs when the thrower is solely responsible for initiating nonminor contact with a defensive player who is in a legal position.
 - 17.7.2. Contact occurring during the thrower's follow through is not a sufficient basis for a foul, but should be avoided.
- 17.8.1. An **Indirect Foul** occurs when there is non-minor contact between a receiver and a defensive player that does not directly affect an attempt to make a play on the disc.
 - 17.8.2. If the foul is accepted the fouled player may make up any positional disadvantage caused by the foul.
- 17.9. **Offsetting Fouls:**
 - 17.9.1. If accepted fouls are called by offensive and defensive players on the same play, these are offsetting fouls, and the disc must be returned to the last non-disputed thrower.
 - 17.9.2. If there is non-minor contact that is caused by two or more opposing players moving towards a single point simultaneously, this must be treated as offsetting fouls.
 - 17.9.2.1. However if this occurs after the disc has been caught, or after the relevant player/s involved can no longer make a play on the disc, this must be treated as an Indirect Foul (excluding contact related to Section 17.1).

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INFRACTIONS

- 15.2. A breach of the rules regarding a Marking or Travel breach is an infraction. Infractions do not stop play.
- 18.1. Marking Infractions (6):
 - 18.1.1.1. **"Fast Count"** – the marker: starts or continues the stall count illegally OR does not start or restart the stall count with "Stalling" OR counts in less than one second intervals OR does not correctly reduce or reset the stall count when required, OR does not start the stall count from the correct number
 - 18.1.1.2. **"Straddle"** – a line between a defensive player's feet comes within one disc diameter of the thrower's pivot point.
 - 18.1.1.3. **"Disc Space"** – any part of a defensive player is less than one disc diameter away from the torso of the thrower. However, if this situation is caused solely by movement of the thrower, it is not an infraction.
 - 18.1.1.4. **"Wrapping"** – a line between a defensive player's hands or arms comes within one disc diameter of the thrower's torso, or any part of the defensive player's body is above the thrower's pivot point. However, if this situation is caused solely by movement of the thrower, it is not an infraction.
 - 18.1.1.5. **"Double Team"** – a defensive player other than the marker is within three (3) metres of the thrower's pivot point without also guarding another offensive player. However, merely running across this area is not a double team.
 - 18.1.1.6. **"Vision"** – a defensive player uses any part of their body to intentionally obstruct the thrower's vision.
 - 18.1.2. A marking infraction may be contested by the defence, in which case play stops.
- 18.2. **"Travel"** Infractions:
 - 18.2.5.1. occurs if the thrower establishes a pivot point at an incorrect location, including by not reducing speed as quickly as possible after a catch, or changing direction after a catch
 - 18.2.5.4. also occurs if the thrower fails to keep the established pivot point until releasing the disc;
 - 18.2.2.1. if a player catches the disc while running or jumping the player may release a pass without attempting to reduce speed and without establishing a pivot point, provided that (18.2.2.1.1) they do not change direction or increase speed until they release the pass; and (18.2.2.1.2) a maximum of two additional points of contact with the ground are made after the catch and before they release the pass.

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VIOLATIONS

- 15.6. Any opposing player may claim a violation,
- 18.3. **"Pick"** Violations:
 - 18.3.1. If a defensive player is guarding one offensive player and they are prevented from moving towards/with that player by another player, that defensive player may call "Pick". However it is not a pick if both the player being guarded and the obstructing player are making a play on the disc.
 - 18.3.1.1. Prior to making the "Pick" call, the defender may delay the call up to two (2) seconds to determine if the obstruction will affect the play.
 - 18.3.2. If play has stopped, the obstructed player may move to the agreed position they would have otherwise occupied if the obstruction had not occurred, unless specified otherwise.
 - 18.3.3. All players should take reasonable efforts to avoid the occurrence of picks.
 - 18.3.3.1. During any stoppage opposing players may agree to slightly adjust their locations to avoid potential picks.

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