**USA Ultimate Rules Working Group Application**

Thank you for your interest in the USA Ultimate Rules Working Group (RWG). The working group serves as one of three sub-groups under the Spirit, Officiating, and Rules Committee (SOAR), working alongside the Spirit of the Game and Observer workings groups. The RWG’s primary role is to formulate and revise the Official Rules of Ultimate. In addition, the working group develops rules resources and materials and serves in an advisory capacity to the USA Ultimate administration and membership.

If you are interested in serving as the National Rules Director (NRD), please use this same application, and speak to your specific interest in and qualifications for that position.

Please email your application with responses to the following questions to Will Deaver ([will@hq.usaultimate.org](mailto:will@hq.usaultimate.org)) by December 7, 2017.

**Part I - General Information**

1. Name
2. Gender
3. Age
4. Place of Residence
5. Ultimate History - How long have you been involved with ultimate as a player, coach or other roles, and at what level(s) and geographical areas?
6. Any non-ultimate experience that might be relevant to work on this group (post-graduate degrees, profession, other extra-curricular activities, etc.)?
7. Are you reliably reachable via e-mail on a daily or nearly daily basis?
8. Are you active on reddit or other online forums? Under what username?

**Part II - Short Answer (please be detailed)**

1. Why do you want to be a member of the RWG (or serve as NRD)?
2. Are there any specific rules you most think should be changed? If so, which ones and why?
3. What is your position on the nature of a player-officiated sport such as ultimate, and what specific challenges does it bring to rule formulation?
4. Though changes to the rules must be approved by SOAR and possibly other groups, the RWG generally operates as a democracy: Ideas are discussed, and if no consensus is reached, the majority opinion prevails (although a tie may be broken by the National Rules Director). Would you be able to work in such an environment, and would you abide publicly with the majority opinions?
5. (National Rules Director applicants only) Please describe your project management experience. How do you envision leading RWG projects, including 12th Edition revisions, with the guidance of the SOAR Committee and HQ staff?

**Part III - Rules Questions**

Below are some examples of the types of rules questions discussed on the committee. Please review them and answer as many as you would like. Please use a rulebook as you think about your answers. This will provide a sense of your experience and perspective on rules, as well as your ability to communicate clearly about potentially complex issues.

1. A receiver attempts to catch a disc in the end zone, but is fouled by a defender before gaining possession of the disc. The defender does not contest the foul.
   1. According to the 11th edition of the rules, what should happen next?
   2. What rules apply?
   3. Is the new marker allowed to stall as the receiver brings the disc back to the line?
   4. Are the rules totally clear? If not, what are the ambiguities?
   5. Would you change the rules? If so, suggest a revision and explain the consequences.
2. What is a turnover? What does it mean when something is a turnover? Can a pass be “complete” if no catch ever occurs?
   1. Are the rules totally clear on this? If not, what are the ambiguities?
   2. Would you change the rules? If so, suggest a revision and explain the consequences.
3. A defender lays out for the disc, knocks it away and subsequently slams into a stationary receiver. The receiver calls “dangerous play” on the defense.
   1. What happens?
   2. Is this totally clear? If not, what are the ambiguities?
   3. Would you change the rules? If so, suggest a revision and explain the consequences.
4. A thrower carrying a live disc from out of bounds establishes a pivot on the playing field one centimeter inside the sideline, touches the disc to the ground and completes a 75-yard pass to an unguarded receiver, dragging the pivot one centimeter onto the sideline before releasing the disc. A defender downfield calls “travel” for the thrower placing the pivot at the wrong spot and failing to maintain a pivot. Is this a valid call?
   1. Would the call be valid if instead the thrower had established a pivot completely on the painted sideline?
   2. Is making this travel call consistent with Spirit of the Game? Explain.
   3. In terms of Spirit of the Game, do the WFDF rules treat the decision to make this call differently? <https://rules.wfdf.org/>
5. Do you have any suggested modifications to the rules that may help reduce dangerous plays? Please explain how your suggested rules change(s) would impact player behavior and player safety.