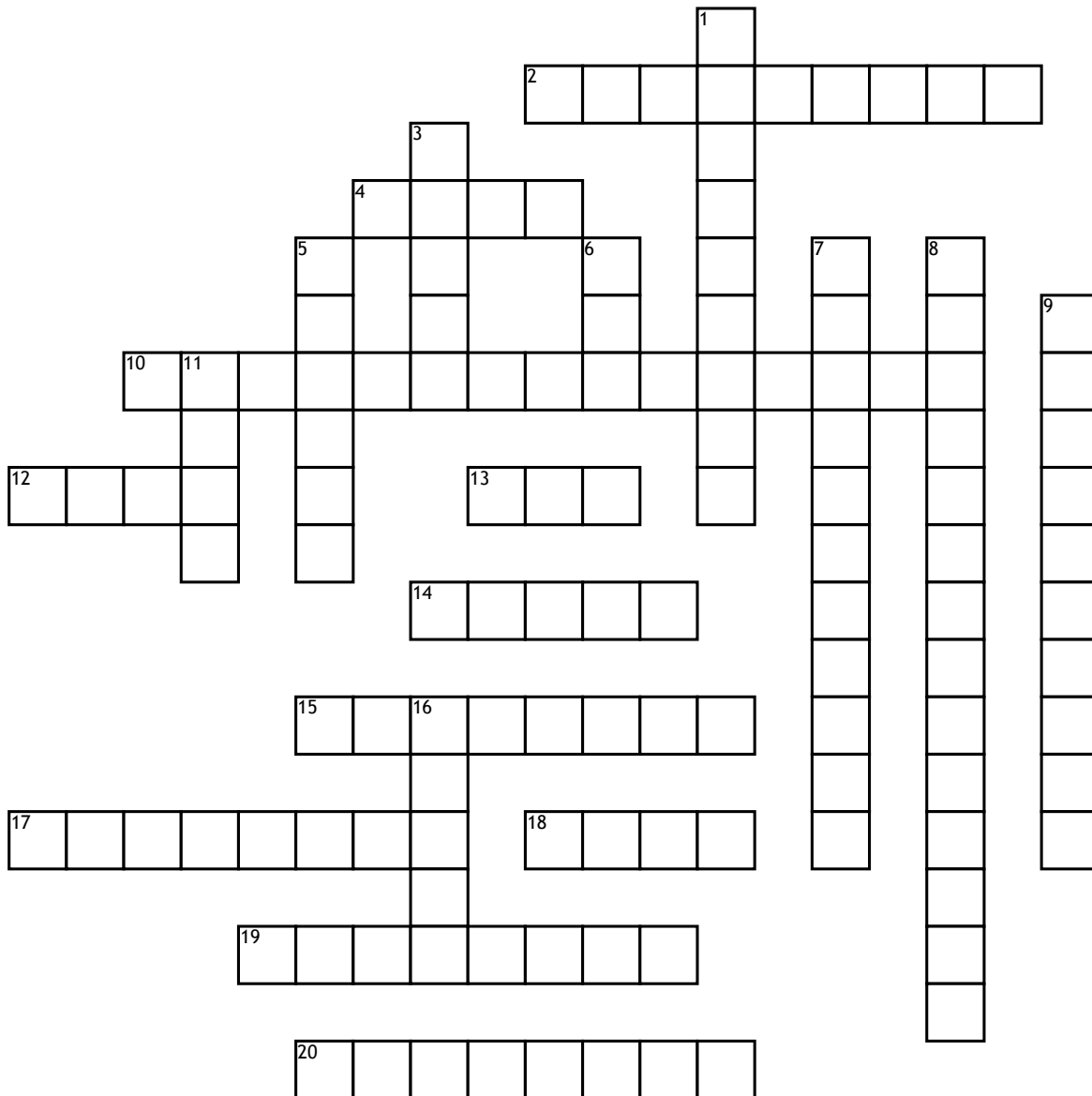


Name: _____

Ultimate Frisbee



Across

2. The foot upon which the thrower pivots. Usually, it is the opposite foot of the throwing hand.
4. A violation that occurs when a defensive player cannot cover her/his opponent because of bodily interference by another player. It is a dangerous play in Ultimate because of the speed with which players are running. Picks don't have to be intentional and you can be picked by your own teammate.
10. The underlying concept of fair play inherent in all respects of the sport of Ultimate.
12. Bodily contact by defensive players, usually to the hands or arms of offensive players, which clearly interference with either the throw or the catch. When a foul is called the offending player has the opportunity to 'contest' the call, i.e. to declare that it was not a foul. If there is a contest the play is typically redone.
13. Any attempt (offensive or defensive) to do something exciting.
14. When the marker reaches the end of the stall count (ten) before the offensive player has released the disc.

15. Crossing the goal line by any offensive or defensive player prior to the pull.

17. an offensive player in position to receive a pass from a thrower. After catching a pass, the receiver is only allowed the fewest number of steps required to come to a stop and establish a pivot foot.

18. Big throw by the offense; usually the length of the field.

19. Any of the six players playing defense not covering the thrower.

20. A short lateral or backwards pass.

Down

1. The part of the field in the direction of the offensive team's end zone relative to thrower.

3. A technique similar to that used in basketball where the thrower rotates on the ball or toes of the pivot foot in order to change body position for greater throwing range of motion.

5. The defensive player who is guarding the thrower. The marker must be positioned at least one disc's diameter (approximately one foot) from the thrower and cannot straddle the thrower's pivot foot.

6. An offensive movement characterized by a sharp change of direction, often combined with a change in speed.

7. A pass thrown in front of a receiver in motion, taking into account her/his speed and direction.

8. Any throw that goes against the defense's mark.

9. The amount of time the offensive player with the disc has to throw it. The stall count must be called aloud by the marker at a reasonable pace, beginning with "stalling, one, two, and three..." The player calling the stall must be within 3 meters of the person with the disc in order to count, but must also be at least an arm's length away from the player.

11. To begin play, players from each team line on their end zones and the defensive team throws to the other team, as a 'Kick Off'. Each time a goal is scored, the teams switch the direction of their attack and the team which scored stays in that end zone and throws off to the other.

16. A technique used by the defense to control the direction the disc is moved.