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Ultimate Frisbee terms

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| **Across****1.**  making the player holding the disc throw a certain direction**3.**  when a freshly pulled disc goes out-of-bounds**4.** mark whomever is directly across on the other team**11.** fast moving frisbee with a lot of spin **12.**  area is getting too clustered with people and to throw the disc to openness**13.**  not a frisbee**14.** When a player dives or jumps for the disc either on offense or defense**15.** exceptionally good Handler capable of manipulating the frisbee in ways never thought possible | **Down****2.**  make a nice D run upfield then catch the next pass to score a point**5.** occurs between two players the player that was wronged would call FOUL**6.** check whether or not you are out of bounds**7.** catch an opponents pass in his/her end zone resulting in a point for the catchers team**8.** A juke or sudden change in direction while trying to get open to receive the disc**9.** Pretty much a throw gone wrong which causes the disc to come down really fast and at a vertical-like angle**10.** common and highly effective defensive zone tactic in Ultimate Frisbee |