

Nationals / Tour 3 2009 Seeding

Teams are seeded according to their result at Tour 2,
and then at the competitions committee's discretion.
Seed colour corresponds to your group on Saturday.

A	Women's
1 Clapham	1 Iceni
2 Chevron	2 Leeds
3 Brighton 1	3 Nice Bristols 1
4 Fire D	4 Brighton
5 Fire O	5 Iso
6 Fusion East	6 Swift
7 Tooting Tigers	7 Crown Jewels
8 Team Shark	8 Dirty Olive
9 EMO	9 Deadly Buzz
10 Fully Charged	10 Brown Women
11 Leeds	11 Limited
12 The Brown 1	12 Sheffield Steal
13 Limited 1	13 Nice Bristols 2
14 BAF	14 MUF
15 Burro Electrico	15 Dolly Mixed
16 Devon 1	

B	C
17 Fusion West *	33 Sheffield Steal
18 Strange Blue	34 TBU
19 Vision	35 Abstract
20 Lemmings 1	36 Mustard
21 BPF	37 Devon 2
22 EMO 2	38 Kent Mustang
23 Flyght Club	39 Lemmings 2
24 The Brown 2	
25 Brighton 2	
26 Kent Open	
27 Trigger Happy	
28 ABH	
29 Flump	
30 Limited 2	
31 Curve	
32 London Rev **	

* re-seeded due to club re-structuring

** promoted due to Janitors being unable to field a team

A	B	C	D
1	2	9	10
3	4	11	12
6	5	14	13
8	7	16	15

J	K	L	M
17	18	25	26
19	20	27	28
22	21	30	29
24	23	32	31

R	S
33	34
36	35
37	38
	39

Women's

E	F	G	H
1	5	9	10
2	6	11	12
3	7	13	14
4	8	15	

If the game before yours overruns,
do not extend your game UNLESS
the pitch is free immediately afterwards

Seeds 29-39O, 13-15W: hold your seed through
the round robin / Swiss Draw games on Sunday

Sat	90min games to 15, half at 8, no draws, 2 TOs per team per half, 2 pt cap																			Sat	
Pitch	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Pitch
09:30		E1vE3	E2vE4		M1vM3	M2vM4	J1vJ3	J2vJ4			L2vL4	L1vL3							S1vS3	S2vS4	09:30
(11:00)																					(11:00)
11:20	B1vB3	A2vA4	A1vA3	B2vB4	F1vF3	F2vF4	J1vJ2	J3vJ4	D1vD3	D2vD4	K1vK3	K2vK4	C1vC3	C2vC4	H1vH3	R1vR3	G1vG3	G2vG4			11:20
(12:50)																					(12:50)
13:10	E1vE2	A1vA2	A3vA4	E3vE4	F2vF3	F1vF4	M2vM3	M1vM4	D1vD2	D3vD4	L2vL3	L1vL4	C1vC2	C3vC4	H2vH3	R2vR3	G1vG2	G3vG4	S2vS3	S1vS4	13:10
(14:40)																					(14:40)
15:00	E1vE4	B1vB4	B2vB3	E2vE3	J2vJ3	J1vJ4	M1vM2	M3vM4			L3vL4	L1vL2	K2vK3	K1vK4	H1vH2	R1vR2			S1vS2	S3vS4	15:00
(16:30)																					(16:30)
16:50	A2vA3	B1vB2	B3vB4	A1vA4	F1vF2	F3vF4			D2vD3	D1vD4	C2vC3	C1vC4	K1vK2	K3vK4			G2vG3	G1vG4			16:50
(18:20)																					(18:20)

SWISS DRAW will be coordinated by Ben Heywood and Evil - please send a rep to the TD desk between your games to report scores & find out your next match.

Sun	90min games to 15, half at 8, 2 TOs per team per half, 2pt cap Swiss Draw & W5-12 quarters/semis/finals are 70min games to 13, half at 7, 1pt cap																			Sun	
Pitch	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Pitch
09:00	6v11	7v10	5v12	8v9	24v25	21v28	23v26	22v27	29v35	30v36	31v37	32v38	33v39	W12v13	W10v15	W2v7	W1v8	W4v5	W11v14	W3v6	09:00
		5-12 Quarters				21-28 Quarters				29-39 Swiss Draw (34 bye)				W10-15 Xovers (9 bye) / W1-8 Crossovers							
(10:30)																					(10:30)
10:45	10v11	6v7	5v8	9v12			W8v9	W7v10	(check in at HQ desk for matchups)				W13v15	W6v11	W5v12	15v18	14v19	13v20	16v17	10:45	
	Semi	Semis		Semi			W5-12 Quarters			29-39 Swiss Draw				Round	W5-12 Quarters		13-20 Quarters				
(12:15)							70min, 1pt cap			70min, 1pt cap				Robin	70min, 1pt cap						(12:15)
12:30	W1v4	1v4	2v3	W2v3	21v24	22v23	25v28	26v27									18v19	14v15	13v16	17v20	12:30
	Semi	Semis		Semi	Semis			Semi	Semi								Semis				
(14:00)																					(14:00)
14:15	5v6	7v8	3v4	W3v4	21v22	23v24	25v26	27v28	(check in at HQ desk for matchups)				9v10	11v12	W14v15	W5v7	W6v7	W9v12	W10v11	14:15	
	Finals		Final	Final	Finals			Spork	Final	29-39 Swiss Draw				Finals		Round	Semis		Semis		
(15:45)							Final		70min, 1pt cap						Robin	70min, 1pt cap (finish: 15:25)					
16:00				13v14	15v16	17v18	19v20		(check in at HQ desk for matchups)						W13v14	W5v6	W7v8	W9v10	W11v12	16:00	
		1v2	W1v2	Plate	Finals				29-39 Swiss Draw						Round	Finals		Finals			
(17:30)		O Nats	W Nats	Final					70min, 1pt cap						Robin	70min, 1pt cap (finish: 17:10)					
(17:45)		Final	Final																		(17:45)

Seeds 29-39O, 13-15W: hold your seed through the round robin / Swiss Draw games on Sunday

Rules:

All games, EXCEPT W5-12 Quarters/Semis/Finals and Swiss Draw games (29-39 Open on Sunday)

90 minute game, finish the point, add cap of 2

Games to 15 with 2min half at 8

Hard cap of 17

2 timeouts per team, per half, can be taken at any time

W5-12 Quarters/Semis/Finals and Swiss Draw games (29-39 Open on Sunday):

70 minute game, finish the point, add cap of 1

Games to 13 with 2min half at 7

Hard cap of 15

2 timeouts per team, per half, can be taken at any time

Notes:

- 1) Format - Open: Teams play in peer pools 1-8, 9-16, 17-24, 25-32, 33-39 on Saturday. These lead to quarters/semis/finals of 5-12, 13-20, 21-28. 1-4 play semis/finals, and 29-39 play a Swiss Draw format for placement.
- 2) Format - Women's: Teams play in peer pools 1-8, 9-15, leading to 1-8, 10-15 crossovers (9 get a bye as they would be playing vs 16), and 1-4 semis/finals, 5-12 quarters/semis/finals, and 13-15 round-robin for placement.

Hard Cap:

Games always finish if one team reaches the hard cap, regardless of whether there is a two point margin.

The hooter causes the hard cap to be reduced to two above the highest score at the end of that point.

For example, if the hooter goes **during** the 11-11 point, the hard cap will be reduced to 14, so the final score will either be **13-11 (game to 13, win by 2 still applies)**, 14-12, or 14-13 (from 13-13 - hard cap reached).

If the hard cap is set at 15 in a game which is 13-12, the game can still be won 14-12 due to the win-by-two rule.

Extra Play does not exist anymore, so no extra timeouts or anything.

This tournament is being played according to the **WFDF Rules of Ultimate 2009**.

For your convenience, here is a summary of the most significant changes (highlighting is not by WFDF):

1. **Marking infractions don't stop play.** After a **second** infraction, the marker resets the count to 0 and continues.
2. **Play doesn't stop for a travel where the thrower hasn't thrown the disc**, the stall halts and the thrower goes back to the correct pivot point as indicated by the defence.
3. Calling a time-out when you don't have any left is not a turnover. Add 2 to the stall count instead.
4. Players may ask non-players for their perspective on a call.
5. There is a new infraction called "**Contact**" for when the marker touches the thrower or the disc **but not in the act of throwing** – this should **not** be treated as a foul as it is not affecting possession, but treated as a **marking violation**.
6. **If a call during or after the throwing motion did not affect possession, then it should be ignored.** For example, if a thrower is fouled in the act of throwing, but the disc flies perfectly to the receiver who then drops it on their chest, the turnover should stand.
7. In order to throw after landing but before establishing a pivot, a thrower must maintain contact with the ground throughout the throwing motion.