



## SEEDINGS Tour 3 Cardiff

### Open 1-24

1	Chevron
2	Clapham
3	Fire 1
4	Brighton 1
5	Fusion
6	Emo 1
7	Leeds
8	TeamShark 1
9	Devon 1
10	Tooting Tigers
11	Fire 2
12	Burro Electrico
13	Charged 1
14	Strange Blue 1
15	Ltd Release 1
16	Brown 1
17	Cardiff Storm
18	Lemmings 1
19	Vision
20	Bristol
21	ManUp 1
22	Brighton 2
23	Emo 2
24	ABH

### Open 25-48

25	Bournemouth Ultimatum
26	Team JR
27	York Open
28	Reading Dragons
29	Flyght Club 1
30	Gravity
31	Abstract
32	BAF
33	Kent
34	Trigger Happy
35	Strange Blue 2
36	Curve
37	Ltd Release 2
38	Red
39	ManUp 2
40	TeamShark 2
41	Brown 2
42	Devon 2
43	Lemmings 2
44	Guildford Ultimate
45	Charged 2
46	Brighton 3
47	Flyght Club 2
48	Devon 3

### Women's

1	Iceni
2	Leeds
3	Dirty Olive
4	Nice Bristols
5	Swift
6	Crown Jewels
7	Iso
8	Ltd Ladies
9	GB Juniors
10	Northern Lights
11	Lady Lemmings
12	Brown Ladies

### A Tour

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

### B Tour

E	F	G	H
17	18	25	26
19	20	27	28
22	21	30	29
24	23	32	31

### C Tour

J	K	L	M
33	34	35	36
40	39	38	37
42	41	44	43
47	48	45	46

### Women's

W	X	Y	Z
1	2	7	8
3	4	10	9
5	6	11	12

### Notes (Open):

- 1) Format: Peer pooled in batches of 8 all the way down the seedings, except 33-46 (C Tour) who are in open spread pools. Top 4 go straight to semis, bottom 4 play a round-robin for placement, all other teams play QF/SF/Finals.
- 2) Back-to-back games happen (you should never have to travel far for one), but three back-to-back does not.

**Women's:** Following feedback collated by the women's committee from women's captains, we have opted for a very different format for this tour. We have replaced ultra peer pools with a schedule where effectively, any team can win the tournament. This is because all those who responded to the consultation said they would prefer a more open format, and in particular, they wanted more opportunities to play different teams.

The 5-8 and 9-12 semi finals have had their opponents switched to avoid rematches. If playing 5v8, 6v7, or 9v12, 10v11 would result in there being **no** rematches, then the opponents should be switched back.

**Game rules:** All games, both days: 90 minutes, game to 15, win by 2, hard cap 17, 2 min half at 8

**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.**

**Timeouts:** 2 timeouts per team per half.