

AMUC2010 – Bathurst, 22-24 October 2010

Rules of Play

The current WFDF rules of play will be followed:

<http://ultimaterules.co.cc/>

Tournament Rules

Points cap: 15 win by 1.

Time cap - **Pool Games: 80 minutes.** (>=100 minute time slots)

Time cap – **Ranking Games: 90 minutes.** (>=110 minute time slots)

Half time: 5 minutes break, after one team has scored 8 points. Mirror start for second half.

At time cap: Finish current point. **Add 1 to the highest score to establish a win-by-1 target.**

Time-outs: 3 per team, per game, max of 2 per half. 2 minutes each.

Game time starts at the allotted time, unless a previous game has run overtime. Teams will be allowed ten (10) minutes from the end of the previous game to get to their next game if it ran overtime.

Any delay to the start of the game or extended injury during the game will also delay the time cap for that game. Captains are to agree on the time to be added.

If bad light or extreme weather forces stoppage of games, the next day's play will start 1hr early and unfinished games will resume where the tournament organisers stopped them.

If games have to be abandoned, WFDF rules of play will apply:

http://ultimaterules.co.cc/?page_id=1731

Notes:

Due to the additional teams and the late start on Friday, Pool Games needed to be shortened to ensure the schedule could be completed.

Lunches on Day 1 and Day2 will be later than usual to ensure the schedule can be completed.

Tie-Breakers

In the event that two or more teams have the same win/ loss record (or number of points) at the conclusion of the round-robin or cross-over matches, the higher placed team will be decided by applying the WFDF tie breaker rules.

B3. Ranking Criteria and Tie Breakers

B3.1. After round robin pool play, rank all teams in each pool by the number of games won.

B3.2. If teams are tied, break that tie using the ranking criteria.

B3.3. Each ranking criterion is used to rank all of the tied teams, not just to determine the highest ranked team.

B3.3.1. If, after the application of a ranking criterion, all of the teams remain tied, go to the next criterion.

B3.3.2. If not all teams remain tied, but one or more subgroups of the teams remain tied, separate these subgroups from the ranking. Each subgroup is then to be ranked separately, starting with the first ranking criterion.

B3.4. Ranking criteria, in order:

- B3.4.1. Number of games won, counting only games between the teams that are tied.
- B3.4.2. Fewest games forfeited.
- B3.4.3. Goal difference, counting only games between the teams that are tied.
- B3.4.4. Goal difference, counting games against all common opponents.
- B3.4.5. Goals scored per game, counting only games between the teams that are tied.
- B3.4.6. Goals scored per game, counting games against all common opponents.
- B3.4.7. Each team nominates one player to throw one disc from behind the goal line to the far brick point on a regulation playing field. Throwing order is determined randomly, by disc toss or otherwise. Teams are ranked in order by the distance from the resting place of each disc to the brick point, from closest to furthest.

Draw

Phase 1

Day 1/2

4 pools of 6/7: play round robin (5/6 games)

$5 \times 6 + 6 \times 7 = 72$ games total

Phase 2

Day 2

Top 1 team from each Phase 1 pool go directly to Quarter Finals.

Team 2 and 3 from each Phase 1 pool go to Pre Quarters.

Team 4 and 5 from each Phase 1 pool go to Plate Pre Quarters.

Team 6 and 7 from each Phase 1 pool reform two pools of 3

Pool F: D6, D7, B6

Pool G: E6, E7, C6

Results from Pool Games D6vD7, E6vE7 are carried forward

Quarter Finals + Round Robin

$8+8+4 = 20$ games total

Day 3

Semis (1-20), Finals for all teams

$10+13 = 23$ games total

1-4 expected to play 8/9 games

5-16 expected to play 9/10 games

17-20 expected to play 8/9 games

21-26 expected to play 8 games

Total 115 games

Initial Seedings

Seed	Team	Zone Ranking
A1	MCMLXXX	NSW1
A2	MoReDiScO	VIC1
A3	Jericho Turnpike Bandits	NSW2
A4	Smurf	SA1
A5	Hills (becomes A7)	NSW3
A6	Team Happy	ACT1
A7	Funny Duck (becomes A5)	VIC2
A8	Friskee	NSW4
A9	Ultimate Evolution	SA2
A10	WARPATH	NSW5
A11	John Doe	SQLD1
A12	Blacksheep	SNZ1
A13	Mix Masters	NSW6
A14	LOG!	TAS1
A15	SOMA	ACT2
A16	Sugar	SQLD2
A17	Megapussi	NNZ1
A18	UQ Ultimate Lovers	SQLD3
A19	The Incredibles	SA3
A20	TownsVillains	NQLD1
A21	Wagon	NSW7
A22	Mr Burns Casino	NSW8
A23	Pie	NSW9 (AFDA1)
A24	Bender	NSW10(AFDA2)
A25	Special Sauce	NSW11(AFDA3)
A26	Bathurst Bulls	NSW12(AFDA4)

Phase 1 - Initial Pools

Pool B		Pool C		Pool D		Pool E	
Seed	Name	Seed	Name	Seed	Name	Seed	Name
A1	NSW1	A2	VIC1	A3	NSW2	A4	SA1
A8	NSW4	A7	NSW3	A6	ACT1	A5	VIC2
A9	SA2	A10	NSW5	A11	SQLD1	A12	SNZ1
A16	SQLD2	A15	ACT2	A14	TAS1	A13	NSW6
A17	NNZ1	A18	SQLD3	A19	SA3	A20	NQLD1
A24	NSW10	A23	NSW9	A22	NSW8	A21	NSW7
				A26	NSW12	A25	NSW11

Pools adjusted as per:

http://www.afda.com/policies/national_events_policy_revision_24022010.pdf Section 8.3.4

VIC2 (7) and NSW3 (5) swapped in order to achieve:

- 3 NSW teams in each pool
- VIC1 and VIC2 in different pools
- Seeds 1 and 2 in Pools of 6

Pools adjusted by AFDA Director of Events.

Phase 2 - Playoff Games

The numbers 1 and 2 are used to designate the winners and losers of these games, respectively.

Teams 21-26 reform 2 pools of 3

Pool F D6, D7, B6

Pool G E6, E7, C6

Games D6vD7, E6vE7 are carried forward

Pre-Quarters (If games go to seeds)

Game	Bracket	Seed	Team	Seed	Team
PA	5-12	E2	5	C3	10
PB	5-12	D2	6	B3	9
PC	5-12	C2	7	E3	12
PD	5-12	B2	8	D3	11
PE	13-20	E4	13	C5	18
PF	13-20	D4	14	B5	17
PG	13-20	C4	15	E5	20
PH	13-20	B4	16	D5	19
F RR1	21-26	B6	24	D7	26
G RR1	21-26	C6	23	E7	25

Quarters

Game	Bracket	Seed	Team	Seed	Team
QA	1-8	B1	1	PC1	7
QB	1-8	C1	2	PD1	8
QC	1-8	D1	3	PA1	5
QD	1-8	E1	4	PB1	6
QE	9-16	PB2	9	PG1	15
QF	9-16	PA2	10	PH1	16
QG	9-16	PD2	11	PE1	13
QH	9-16	PC2	12	PF1	14
F RR2	21-26	B6	24	D6	22
G RR2	21-26	C6	23	E6	21

Semis

Game	Bracket	Seed	Team	Seed	Team
SA	1-4	QA1	1	QD1	4
SB	1-4	QB1	2	QC1	3
SC	5-8	QD2	6	QA2	7
SD	5-8	QC2	5	QB2	8
SE	9-12	QE1	9	QH1	12
SF	9-12	QF1	10	QG1	11
SG	13-16	QH2	14	QE2	15
SH	13-16	QG2	13	QF2	16
SI	17-20	PF2	17	PG2	20
SJ	17-20	PE2	18	PH2	19

Finals

Game	Bracket	Seed	Team	Seed	Team
FINAL	1-2	SA1	1	SB1	2
3rd	3-4	SA2	4	SB2	3
5 th	5-6	SC1	6	SD1	5
7 th	7-8	SC2	7	SD2	8
9 th	9-10	SE1	9	SF1	10
11 th	11-12	SE2	12	SF2	11
13 th	13-14	SG1	14	SH1	13
15 th	15-16	SG2	15	SH2	16
17 th	17-18	SI1	17	SJ1	18
19 th	19-20	SI2	20	SJ2	19
21 st	21-22	G1	21	F1	22
23 rd	23-24	G2	23	F2	24
25 th	25-26	G3	25	F3	26

DAY 1

	Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10	Field 11	Field 12
Pool	B	B	B	C	C	C	D	D	D	E	E	E
11.00-12.40	A1 v A16	A8 v A17	A9 v A24	A2 v A15	A7 v A18	A10 v A23	A6 v A26	A11 v A22	A14 v A19	A5 v A25	A12 v A21	A13 v A20
Pool	B	B	B	C	C	C	D	D	D	E	E	E
12.40-2.20	A1 v A9	A8 v A16	A17 v A24	A2 v A10	A7 v A15	A18 v A23	A3 v A11	A19 v A22	A14 v A26	A4 v A12	A20 v A21	A13 v A25
Lunch												
2.20-3.20												
Pool	D	D	D	E	E	E	B	B	B	C	C	C
3.20-5.00	A3 v A14	A6 v A11	A19 v A26	A4 v A13	A5 v A12	A20 v A25	A8 v A9	A16 v A17	A1 v A24	A7 v A10	A15 v A18	A2 v A23
Pool	D	D	D	E	E	E						
5.00-6.40	A3 v A22	A6 v A19	A11 v A14	A4 v A21	A5 v A20	A12 v A13						

DAY 2

	Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10	Field 11	Field 12
Pool	E	E	E	D	D	D						
8.40-10.20	A4 v A25	A5 v A21	A12 v A20	A3 v A26	A6 v A22	A11 v A19						
Pool	E	E	E	D	D	D	C	C	C	B	B	B
10.20-12.00	A5 v A13	A21 v A25	A4 v A20	A6 v A14	A22 v A26	A3 v A19	A10 v A15	A2 v A18	A7 v A23	A9 v A16	A1 v A17	A8 v A24
Pool	E	E	E	D	D	D	C	C	C	B	B	B
12.00-1.40	A4 v A5	A12 v A25	A13 v A21	A3 v A6	A11 v A26	A14 v A22	A2 v A7	A10 v A18	A15 v A23	A1 v A8	A9 v A17	A16 v A24
Lunch												
1.40-2.40												
Pool	PA	PB	PC	PD	PE	PF	PG	PH	F RR1	G RR1		
2.40-4.30	E2 v C3	D2 v B3	C2 v E3	B2 v D3	E4 v C5	D4 v B5	C4 v E5	B4 v D5	B6 v D7	C6 v E7		
Pool	QA	QB	QC	QD	QE	QF	QG	QH	F RR2	G RR2		
4.30-6.20	B1 v PC1	C1 v PD1	D1 v PA1	E1 v PA1	PB2 v PG1	PA2 v PH1	PD2 v PE1	PC2 v PF1	B6 v D6	C6 v E6		

DAY 3

	Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10	Field 11	Field 12	Field 13
Game	SA	SB	SC	SD	SE	SF	SG	SH	SI	SJ	21 st	23 rd	25 th
9.00-10.50	QA1 v QD1	QB1 v QC1	QD2 v QA2	QC2 v QB2	QE1 v QH1	QF1 v QG1	QH2 v QE2	QG2 v QF2	PF2 v PG2	PE2 v PH2	F1 v G1	F2 v G2	F3 v G3
Game	3 rd	5 th	7 th	9 th	11 th	13 th	15 th	17 th					19 th
11.00-12.50	SA2 vSB2	SC1 v SD1	SC2 v SD2	SE1 v SF1	SE2 v SF2	SG1 v SH1	SG2 v SH2	SI1 v SJ1					SI2 v SJ2 Field and Time TBC
Game	FINAL												
1.00-2.50	SA1 v SB1												

Date	Sunrise	Sunset
Oct 22,2010	6:06 AM	7:13 PM