

Saturday

POOL A
Zontals A
SLUUT
Apes of Wrath
ju jiTSU B

POOL B
Ludicrous Speed
ju jiTSU A
Huskstables
CSMUltimate

POOL C
Contrabears
MUtants
Zontals AA
Frizzbears

Round	POOL A FIELDS		POOL B FIELDS		POOL C FIELDS	
	1	2	3	4	7	8
1	1v4	2v3	1v4	2v3	1v4	2v3
2	1v3	2v4	1v3	2v4	1v3	2v4
3	1v2	3v4	1v2	3v4	1v2	3v4

Round 1 - 9:30-11:30 **Round 2 - 11:40-1:10** **Round 3 - 1:20-2:50**

Ties:

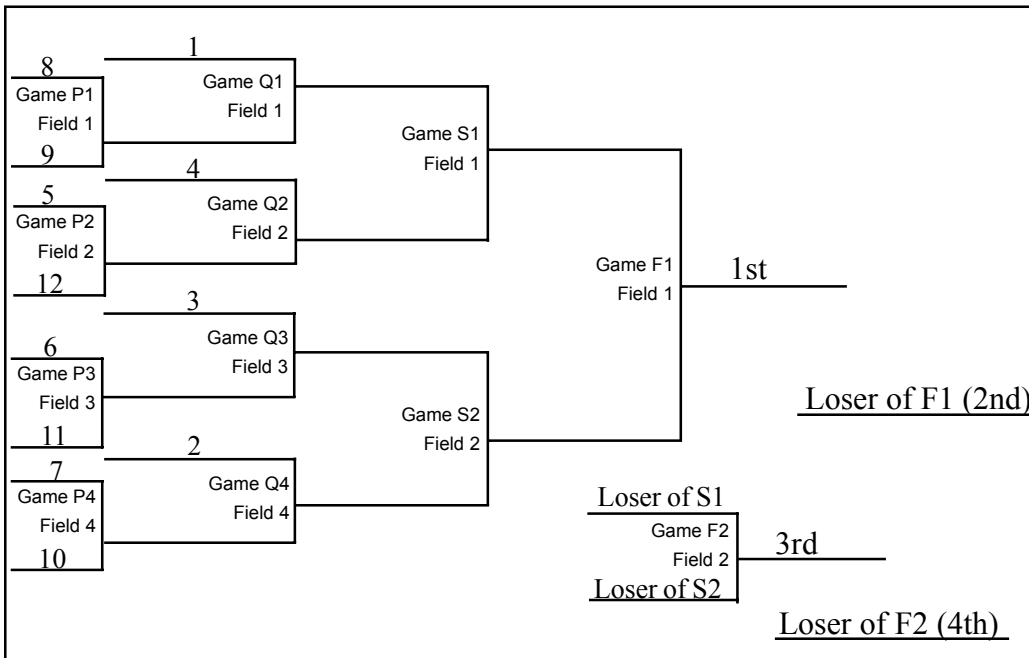
Intra-pool ties will be solved in the following order: 1) Won-loss record between teams that are tied 2) Point differentials, counting only games between teams that are tied 3) Point differentials, counting games against entire pool.

Ranking for the championship bracket from pool play finishes:

1st place teams will get seeds 1-3. 2nd place teams will get seeds 4-6. 3rd place teams will get seeds 7-9. 4th place teams will get seeds 9-12. Determination as to which of the three possible seeds a team will get is based on comparisons between it and the other two teams vying for those same seeds in this order 1) Won-loss record in pool 2) Point differential 3) Flip discs.

Prequarters will be played **Saturday at 3:20** after seeding for the championship bracket has occurred.

Sunday (except prequarters which are Saturday at 3:20)



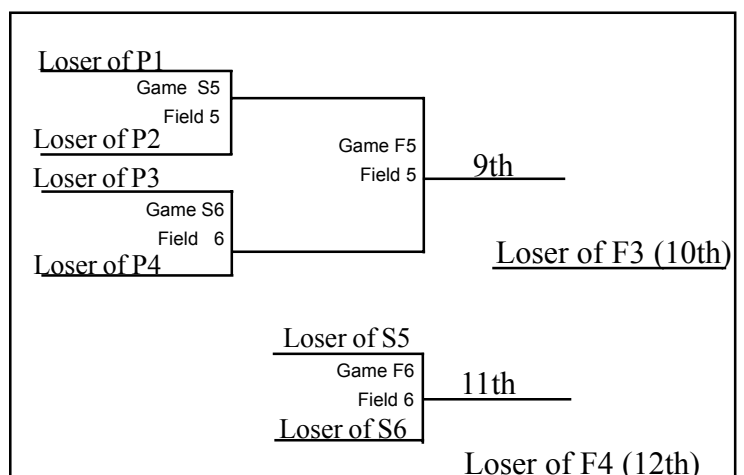
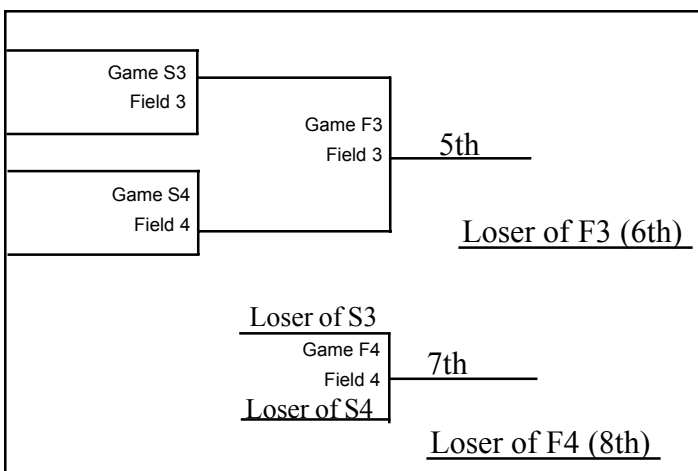
Sunday schedule

10-11:30 Games Q1-4, S5, & S6

11:40-1:10 Games S1-4, F5, & F6

1:20 Games F2, F3, & F4

2:00 Game F1



Captain's meeting is at 9 a.m. Saturday just west of the tennis courts.

Please turn in your scores promptly after the 3rd round of play Saturday so that the championship bracket can be seeded quickly. The prequarters actually start a half hour after the 3rd round finishes.

Soft cap is 15.

Time cap goes on 10 minutes before the end of a round of play.

Hard cap goes on at the end of that round of play.

Two time-outs per half. Note that hard cap is not necessarily overtime.

Below is lifted from UPA 10th edition rules for your convenience.

V. Length of Game

A. Game to goals: A standard game is played until one team's number of goals scored first reaches or exceeds 15, the game total, with a margin of at least two goals.

1. Current scoring attempt: The scoring attempt in progress. A scoring attempt begins when the previous goal is scored and ends when a subsequent goal is scored
2. Caps: Maximum score limits imposed before or during a game to limit the time required to declare a winner. The game ends when one team's score first reaches the cap.
 - A. A soft cap is a maximum score limit imposed before the event
 - B. A time cap is a maximum score limit imposed during a game once a predetermined time of play has elapsed and after the current scoring attempt is completed.
 - C. A hard cap is the ending of the game once a predetermined time of game has elapsed and after the current scoring attempt is completed. If the score is tied, the teams play until one additional goal is scored.
3. The team with the most goals at the end of the game is the winner.
 - C. Overtime occurs when the score is tied at one goal less than the game total wherein the winning score will exceed said game total. Play continues until a two-goal margin, or a cap, is achieved. (Example: In a game to 15 goals, overtime occurs when the score reaches 14-14 and the minimum winning score is determined to be 16).

VI. Time-outs

- A. A time-out call stops play and time limit counts either during the current scoring attempt or between one goal and the subsequent pull.
- B. Team Time-out: A standard game has two time-outs per half. The number of team time-outs per half is subject to adjustment by event organizers.
 1. Each team is permitted exactly one time-out in overtime. This means that any team time-outs remaining from regulation are discarded and each team is awarded a single team time-out.
 2. Each team time-out lasts 70 seconds.
 3. A time-out may be called by either team after a goal and before both teams have signaled readiness to start play. Any time limit count is halted and is resumed after 70 seconds has elapsed.