

Captains Meeting for CUPA CUC 2004

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Game rules Overview

- All Games to 15 (Hard Capped at 17)
- 5 Min Half at 8 Points. Throw after Half is mirrored from opening throw.
- 2 time outs per team per half
- UPA 10th Edition Rules for Game Play
- W/L Record Ties will be broken using UPA system
- Schedule and Map are in players manual and on-line at <http://www.canadianultimate.com/cuc/2004/>
- Gender Ratio for the Mixed Division is 4:3. Receiving Team dictates gender mix.

Tournament Format

The tournament format for CUC is the standardized format now being used for the Championships each year. All teams have been scheduled for 9 or 10 games. All games must be played out or, if not played, resolved in some fashion for final CUPA Rankings.

Teams are expected to play only on the fields they are scheduled, even if other fields seem to be available.

Initial Team seeding constrained by the CUPA stipulation that for each division the area of the country (East or West) that won that division the previous year will get the #1 seed in the current tournament. All teams are then ranked from 1 down within each area of the country and teams are alternated East #1, West #1, East #2, West #2 (or West then East). This system is to promote regional diversity within pools.

Schedule of Events

Wednesday August 18th, 6:00pm-10:00pm – CUC Team Registration – Totem Park Administration Building

Thursday August 19th, 7pm-9pm - Ultimate Leadership Conference – Notka Lounge, Totem Park Residence

Friday August 20th, 5:30pm-8:00pm – CUC Players Dinner – Disc Central

Friday August 20th, 7:00pm-8:00pm – CUPA AGM – Disc Central

Saturday August 21st, 9:30pm-4:00am – CUC Party – Richards on Richards, Downtown Vancouver

Sunday August 22nd, 12:00pm-4:00pm – CUC Lunch BBQ – Field #1 during Finals

Registration

Registration of all teams will take place from 6:00pm to 10:00pm on Wednesday, August 18th at the Totem Park Administration Building at the University of British Columbia. (2525 West Mall Road).

Team will receive their team packages and confirm their final rosters. All outstanding CUPA or CUC 2004 fees must be paid at this time or the team will be removed from the tournament.

Where the Fields Are

All fields are located on the campus of the University of British Columbia. Field maps will be posted at Disc Central and are in the tournament manuals.

Starting and ending the game

Team Representatives shall report to the field staff at the appropriate field ten (10) minutes before their game is due to start (previous game ending time permitting).

Captains of the two teams shall flip discs to determine possession and field position for their teams at the start of the game.

Teams with less than 10 players from their roster for any one game will not be permitted to play.

Individual timekeepers will be responsible for giving signals for the starting games and capping them when time runs out. Teams who do not have seven players on the line and at least three (3) substitutes ready to play when the signal is given to start play shall give one (1) point for each minute they are late to the opposing team. If a team has not arrived after fifteen (15) minutes they shall forfeit their game to zero (0).

Exceptions

Games will start on time, unless a previous game has overrun its time on the same field as the next scheduled game, or a team has participated in a game that has run overtime.

Teams may have to wait until the previous game is completed before starting their game.

In this case, game time will still be 90 minutes to Soft Cap.

Time Caps

All games at CUC shall be time capped. For CUC 2004 in Vancouver the time cap will be 90 minutes.

All games in all rounds in all divisions will follow the following rules:

Points	Hard Point cap	Half-time points	Half-time length	Time cap	Time outs per half per team
15	17	8	5'	90'	2

If the time cap is reached, play will continue uninterrupted until the next point is scored. If the game has not reached its end then two points will be added to the highest score. The first team to reach that score will win. However, if a team reaches their target (15) with a lead of two then they shall have won. For example, if the score is 14-12 at the end of regular time and the leading team score another point, they shall have won. If the team with 12 comes back, the new Point Cap for the game is 16 (not 17)

A point starts as soon as the previous point ends. If time cap is reached between the scoring of a point and the ensuing pull, the point cap will be set after the next point has concluded.

Once the cap has been put on, teams lose their time outs and calling a time out results in a turn over.

Tie Breakers

If two teams are tied on win-loss ratio after any phase of pool play then the result of the head-to-head game will determine places.

If three or more teams are tied on win-loss ratio after any phase of pool play then the following order of criteria will be applied;

1. The teams will be ranked according to the win-loss ratio in the pool play games between the teams in question.
2. Should this ranking still produce a tie between three or more teams, points scored in games between those teams will be calculated. Teams will be ranked according to the points difference in those games. The highest positive difference will determine the highest ranking for that team. The remaining teams will be decided on the same basis. After determining places by these criteria, should two teams remain tied then their ranking will be determined on the head-to-head basis.
3. After calculating the points difference between three or more teams, should the points difference be the same then the highest number of points scored in those matches will determine places. After determining places by these criteria, should

- two teams remain tied then their ranking will be determined on the head-to-head basis.
4. Should three or more teams still be tied after points difference and points scored are calculated then points difference in *all* games in that pool will be calculated and the team with the highest difference will gain the highest ranking. Further rankings will be determined by the results of head-to-head games.
 5. After calculating the points difference between three or more teams in all the games in the pool, should the points difference be the same then the highest number of points scored in all matches in the pool will determine places. Further rankings will be determined by the results of head-to-head games.
 6. Finally, should this still produce a tie (now we move to statistical instability) then all teams involved shall nominate one player to throw one disc as far as they can. All players shall throw at the same time, with any prevailing wind at their backs. The furthest throw shall win, other places determined on head-to-head.

Field procedures

The field staff will be responsible for scoring and time keeping, including the timing between points. They are not available for rule clarification or the settling of any disputes. That is the responsibility of the players. They are, however, responsible for monitoring your time on the field and their decisions will be final.

We ask you, in fact **INSIST**, that you respect this point and that the captains make sure that all their players adhere to it. Any abuse of field staff will be a disciplinary matter. It is the responsibility of all players in all teams to follow all field staff instructions below with complete compliance and co-operation. The captains are responsible for the behaviour of their team.

The following procedures apply.

The field staff will be responsible for giving your teams all the information they need to organise themselves, including the signal for the start of the games. This will come in a variety of forms detailed below. The staff will blow whistles from one to three times to warn the teams of the time limits. Three times always indicates that play shall resume immediately.

Time limits between goals

The time limit between goals (i.e. the scoring of a goal and the ensuing throw-off) is seventy (70) seconds for the receiving team, and ninety (90) seconds for the throwing team. These limits are enforced by the following procedure.

The fifty seconds whistle – one signal

+ (a) As soon as a goal is scored (in the event of a discussion, as soon as the goal is acknowledged by the defending team), the timekeeper starts a clock. After fifty (50) seconds, the timekeeper blows a whistle once to warn the receiving team that it has twenty seconds before the seventy seconds runs out.

The seventy seconds whistle – two signals

+ (b) After seventy seconds, *if the receiving team has acknowledged that it is ready*, the timekeeper signals (whistles twice) the throwing team that it has twenty seconds before the ninety seconds run out.

+ (c) *If the receiving team does not acknowledge that it is ready* before the seventy-second whistle, this signal means that that team gets a time-out assessed if it has any time-outs remaining. The timekeeper then tells the captains that a time-out has been assessed, and a regular time-out for that team takes place. If the receiving team has no time-outs remaining then a time-out does not occur, there is no pull, and the receiving team takes possession of the disc 15 yards behind their own goal line, midway between the two sidelines. Play is restarted with a check.

The ninety seconds whistle – three signals

+ (d) *If the throwing team does not throw* before the ninety second whistle, that team gets a time-out assessed if it has any time-outs remaining. The timekeeper then tells the captains that a time-out has been assessed, and a regular time-out for that team takes place. If the throwing team has no time-outs remaining then a time-out does not occur, there is no pull, and the receiving team takes possession of the disc at the brick mark nearest the goal it is attacking. Play is restarted with a check.

Time limits after time-outs

(a) Time-outs between points (2 minutes):

Each time-out between points extends the time between goals by 2 minutes. Play is restarted as between ordinary goals. However, when a time-out between points has occurred, the timekeeper gives an additional warning whistle 30 seconds before the offense must be ready to receive the throw-off. These signals are the same as for time limits after half-time.

(b) Time-outs during points (90 seconds):

The timekeeper signals

- once when 20 seconds is remaining

At the end of ninety seconds all offensive players must have established stationary positions and the thrower must signal readiness.

If the offense is not ready at the end of ninety seconds then the timekeeper shall blow the whistle twice to confirm that the time-out has expired. The marker may then initiate or resume the stall count immediately.

If the offense is ready at the end of ninety seconds the defense has an additional twenty (20) seconds to establish positions, during which time the offense must remain stationary. The timekeeper shall give a final signal (by blowing the whistle three times) when these 20 seconds have elapsed at which time the offense may begin play immediately.

If both teams are ready at any time before the final signal is given then play is restarted with a check and all remaining timekeeper signals are dispensed with.

Time limit after half time

The same procedures also apply at the beginning of each half of play, except that the timekeeper gives warning signals:

- at 1 minute (once) before the receiving team must acknowledge readiness,
- 20 seconds (once) before the receiving team must acknowledge readiness,
- 20 seconds (twice) before the throwing team must throw and
- a final signal (three times) when play is to be resumed immediately.

These are the same signals as for time-outs between points.

Notes

Note 1: if both teams are ready at any time before the final signal is given then play is restarted and all remaining timekeeper signals are dispensed with.

Note 2: the signal of readiness is that a player on the team in question raises a hand. Players must establish and hold their positions prior to signaling readiness.

Observers

CUC 2004 has a pool of qualified observers who will be used to observe games throughout the tournament. These observers can be assigned to a game at the request of a Captain. Our ability to provide observers will be greatly effected by the timing of such a request, so as soon as you are scheduled for a game you may want observers for, you must inform Art Hawkins, your Divisional Coordinator or other tournament Staff (not Volunteer) members.

Games may be assigned observers by the tournament without the request of the teams involved. All final and many Semi Final games will have observers.

When going to an observer for a decision, and we still recommend that all calls should be resolved by the players on the field, the decision is final and can not be questioned. Any abuse directed towards observers will result in the tournament organizers making a request to CUPA that your team is disqualified from further play at CUC 2004.

Volunteers

CUC 2004 is only possible because of the hard work put in by the staff and volunteers both in front of and behind the scenes. These volunteers are here for the simple reason of allowing all of you to have fun playing Ultimate.

At no time and for no reason should any member of any team show disrespect or otherwise direct abuse towards tournament volunteers. If there is an issue you have with the running of the tournament, the Tournament Organizing Committee and CUPA will be informed and your issue will be dealt with. If you feel the need to start yelling at someone, you better hold it in until you can find the Tournament Director (Brian Gisel), Competitions Director (Scott Allen) or another member of the TOC or CUPA. While I don't want to encourage this, the running of this event is ultimately our responsibility and not the field worker who is in your direct line of sight at the time. Abuse of volunteers simply will not be tolerated, and retribution will be swift and severe.

Further more, I would expect that most of you here will recognize the hard work that these volunteers are doing for your benefit, and I think it would show a great deal of Spirit if, during the week when you find a scorekeeper or other volunteer who is doing a great job, and they all are, that you are able to show your appreciation by thanking them for a job well done, and maybe even handing over a disc or jersey from your team or other token of the appreciation I'm sure you will all be feeling.