

# Halifax High School Ultimate Frisbee Tournament – 2008

Thanks to everyone for participating in this year's event. We hope to build on the success of last year's tournament, so please feel free to email with any questions you may have before the weekend as well as comments you may have after the event.

## Tournament Rules

1. For anything not covered below, the tournament will follow 11<sup>th</sup> ed. UPA rules  
For those unfamiliar with the rules:  
<http://www.upa.org/ultimate/rules/11th>
2. Gender ratio will be 4:3 (men:women). Captains may agree before a game if they wish to alter this.
3. All games will be played to 11. The start of a game will be signaled by one horn blast.
4. There will be no halftime, but teams should flip when the first team reaches 6 (if team A pulled from one side to start the game, team B will pull from that side to start the second half)
5. Hard cap will go on at the end of the timeslot and will be signaled by two horn blasts. If hard cap is heard, finish the current point. If the score is tied at this time, play one more point to determine the winner.
6. Each team will have 1 two-minute timeout per game.

**Directions:** All games will be played at the Burnside all-weather fields  
<http://maps.google.com/maps?f=q&hl=en&geocode=&q=Commodore+Dr.+AND+Spectacle+Lake+Dr.&sl=44.701835,-63.576121&sspn=0.006741,0.014591&ie=UTF8&ll=44.700752,-63.575907&spn=0.026965,0.058365&t=h&z=14&iwloc=addr>

**Food/Drinks:** Field food will be provided. There will be a one-hour break in the middle of the day for all teams. There will also be water and Gatorade powder available.

**Showcase Game:** During the lunch break, the Halifax men's and women's competitive teams will combine to play a demonstration game so that the teams can see what organized ultimate at a higher level looks like.

## Schedule

| <b>Pool A</b> | <b>Pool B</b> |
|---------------|---------------|
| Auburn        | DHS           |
| Citadel 1     | Citadel 2     |
| Carefour      | New Glasgow 1 |
| New Glasgow 2 |               |

After the round robin, teams will be re-seeded.

Teams in pool A will be seeded A1-A4. Teams in pool B will be seeded B1-B3

In the event of a three-way tie in pool standings (two-way ties settled by head-to-head result) the following tiebreakers will be used:

1. Point differential in games played between the tied teams
2. Total points scored
3. Point differential in most recent game
4. Points scored in most recent game
5. Draw numbers

|                    | <b>Field 1</b>                             |          | <b>Field 2</b> |       | <b>Field 3</b> |  |
|--------------------|--|----------|----------------|-------|----------------|--|
| <b>9:15-10:15</b>  | Carefour                                   | Cit 1    | NG2            | Cit 2 | NG1            |  |
| <b>10:25-11:25</b> | NG2  | Cit 1    | Carefour       | DHS   | NG1            |  |
| <b>11:35-12:35</b> | Cit 1                                      | Carefour | NG2            | DHS   | Cit 2          |  |
| <b>12:35-1:35</b>  | <b>Lunch - Competitive Exhibition Game</b> |          |                |       |                |  |
| <b>1:35-2:35</b>   | A2 v B3 (G1)                               |          | B2 v A3 (G2)   |       |                |  |
| <b>2:45-3:45</b>   | A1 v W G2 (G3)                             |          | B1 v W G1 (G4) |       | A4 v L G1 (G5) |  |
| <b>4:00-5:00</b>   | W G3 v W G4                                |          | L G3 v LG4     |       | L G2 v W G5    |  |