

Tour 3 2008 Seeding

Teams are seeded according to their result at Tour 2,
and then in order of their Tour 0 finishing position.
Seed colour corresponds to your group on Saturday.

A Tour

1	Clapham 1
2	Chevron
3	Fire of London 1
4	Fusion East
5	Brighton Ultimate 1
6	GB Masters
7	EMO1
8	LeedsLeedsLeeds
9	Discuits 1
10	Clapham 2
11	Devon Ultimate 1
12	Fusion West
13	Bristol Plastic Factory
14	Release 1
15	Sheffield Steal 1
16	Vision Ultimate

Women's

1	Iceni
2	Swift
3	LeedsLeedsLeeds
4	Nice Bristols
5	Iso
6	Brighton Ultimate
7	Ltd Release
8	Crown Jewels
9	MU
10	Dirty Olive
11	The Brown
12	Steal Ladies 2
13	MUF
14	BAF Release
15	Steal Ladies 1
16	Nice Bristols 2

B Tour

1	Mild Mannered Janitors
2	Fire of London 2
3	The Brown 1
4	Blue Arse Flies
5	GB Juniors
6	ABH 1
7	Strange Blue
8	Brighton Ultimate 2
9	Release 2
10	London Revolution
11	Flyght Club
12	Trigger Happy
13	EMO2
14	Curve
15	Abstract
16	ABH 2

C Tour

1	Kent Open 1
2	Red
3	Wink and the Gun
4	Devon Ultimate 2
5	Sheffield Steal 2
6	Discuits 2
7	Leamington Lemmings
8	Staffordshire Oat Cakes
9	Flyght Club 2
10	Kent Open 2
11	High Flyers

Rules:

Please take note of your game rules below!

Saturday

A 1-16, B 1-8, W 1-4: **90min, 2pt cap, game to 15**

B 9-16, W 5-8: **90min, 1pt cap, game to 15**

C 1-11, W 9-16: **75min, 2pt cap, game to 13**

Sunday

A 1-16, B 1-16: **90min, 2pt cap, game to 15**

W 1-16, C 1-11: **70min, 1pt cap, game to 13**

EXCEPT: W 1v4, 2v3, 1v2, 3v4: **90min, 2pt cap, to 15**

EXCEPT: W 13v14, 15v16: **90min, 1pt cap, to 15**

EXCEPT: C9v11, 9v10 in round-robin: **90min, 2pt cap, to 15**

Other game rules:

90min games have two timeouts per team per half (8).

70min games have one timeout per team per half (6).

Games are to **13, win by two**, hard cap 15; or to **15, win by two**, hard cap 17 - depending on the division. The hooter causes the hard cap to be reduced to two (or one) above the highest score at the end of the point.

Sudden death occurs only when teams are tied at one point less than the hard cap.

Games to 15 have 2min half at 8, games to 13 have half at 7.

Extra play, etc

Extra play occurs at 12-12 in games to 13, and at 14-14 in games to 15.

Once in extra play both teams have exactly one time-out, regardless of the number of time-outs taken in the game so far.

Basically, you either win-by-two, or win by hitting the hard cap first.

Tour 2008 is being played under the WFDF 2007 ruleset.

Notes:

1) Priority has gone to teams not having to move around inbetween games, with A, W and B Tours getting the best pitches if possible. Back-to-back games happen (you should never have to travel far for one), though three back-to-back in a row do not.

2) The C Tour is an open format, so any team can finish in any position.

3) On approval from the women's teams, women's board, and the competitions committee, we are running a 'Super Peer Pools' schedule for the Women's Division (again) this Tour. The aim of this is to provide much tougher, tighter games to all teams, all weekend, whilst not compromising movement between positions too greatly.

4) As 3rd place in the B Tour is not a qualification spot, the GTG Semis have been removed from the T3 schedule.

5) Although it looks unlikely, in case of rain, pitch 1 games may be moved to free slots on pitch 8, so as to preserve the ground for the final.

6) C Tour 9-11 games after the group stage are a round-robin, so you retain your seed between them. Some C Tour group games are played on Sunday morning.