

Mixed Tour 2 2008 Seeding

Teams are seeded according to their result at MT1-2008 and at the competition committee's discretion. Seed colour corresponds to your group on Saturday.

1	Chevron
2	Brighton Ultimate
3	Thundering Herd 1
4	BAF
5	Italy Mixed
6	EMU 1
7	FAF
8	Strange Blue
9	Leeds Loco
10	Bristol Plastic Factory
11	4 Hugs a Day
12	Discuits
13	ABH A
14	Flump
15	Fugazees
16	MILF
17	Curious Bacon
18	Fully Charged
19	Flaming Galahs 1
20	High Altitude
21	LTD Release 1
22	Curve
23	Thundering Herd 2
24	Catch Those
25	Mustard
26	The Brown
27	Meat Pie
28	SWAN
29	Mythago
30	Lemmings
31	LTD Release 2
32	Kent
33	Cottonopolis
34	Basic
35	Flyght Club
36	EMU 2
37	ABH B
38	Cutty Sharks

v2

A	B	C	D	E	F	G	H	J
1	2	9	10	17	18	25	26	27
3	4	11	12	19	20	30	28	29
6	5	14	13	22	21	33	32	31
8	7	16	15	24	23	36	34	35
							38	37

Saturday								Saturday					
75min to 13, half at 7, no draws, 2 TOs / team / half, 2 pt cap, hard cap 15								60min to 11, half at 6, hard cap 13					
Pitch	1	2	3	4	5	6	7	8	9	10	11	12	Pitch
09:30	A1vA3	A2vA4	D1vD3	D2vD4	E1vE3	E2vE4			H1vH4	H2vH5	J1vJ4	J2vJ5	09:30
(10:45)													(10:30)
11:05	A1vA2	A3vA4	D1vD2	D3vD4	E1vE2	E3vE4	G1vG3	G2vG4	H1vH5	H3vH4	J1vJ5	J3vJ4	10:50
(12:20)													(11:50)
12:40	B1vB3	B2vB4	C1vC3	C2vC4	F1vF3	F2vF4	G2vG3	G1vG4					
(13:55)									H2vH3	H4vH5	J2vJ3	J4vJ5	13:20
14:15	A2vA3	A1vA4	D2vD3	D1vD4	E2vE3	E1vE4							(14:20)
(15:30)									H1vH3	H2vH4	J1vJ3	J2vJ4	14:40
15:50	B2vB3	B1vB4	C2vC3	C1vC4	F2vF3	F1vF4	G1vG2	G3vG4					(15:40)
(17:05)													
17:25	B1vB2	B3vB4	C1vC2	C3vC4	F1vF2	F3vF4			H1vH2	H3vH5	J1vJ2	J3vJ5	17:05
(18:40)													(18:05)

Sunday												Sunday	
Keep your seed between the 33-35 & 36-38 Round Robin matches!													
75min games to 13, half at 7, no draws, 2 TOs per team per half, 2 pt cap, hard cap 15													
Pitch	1	2	3	4	5	6	7	8	9	10	11	12	Pitch
09:00	5v12	8v9	6v11	7v10	32v33	29v36	31v34	30v35	23v26	22v27	24v25	21v28	09:00
	5-12 Quarters				29-36 Quarters				21-28 Quarters				
(10:15)													(10:15)
10:35	33v35	5v8	6v7	37v38	15v18	14v19	16v17	13v20	26v27	21v24	22v23	25v28	10:35
	Spatula			Round							Bowl		
	Round	Semis		Robin	13-20 Quarters				Semi	Semis		Semi	
(11:50)	Robin												(11:50)
12:10	1v4	2v3	9v12	10v11	18v19	14v15	13v16	17v20	29v32	30v31			12:10
	Cup					Plate			Spoon				
	Semis		Semis		Semi	Semis		Semi	Semis				
(13:25)													(13:25)
13:45	7v8	5v6	11v12	9v10	21v22	23v24	25v26	27v28			34v35	36v38	13:45
					Bowl						Spatula		
	Finals		Finals		Final	Finals					Round-Robins		
(15:00)													(15:00)
15:20		3v4		13v14	15v16	17v18	19v20		29v30	31v32	33v34	36v37	15:20
				Plate					Spoon		Spatula		
16:00	1v2	Final		Final	Finals					Final	Final	Round-Robins	16:00
(16:35)	Cup												(16:35)
	Final												
(17:15)													(17:15)

If the game before yours overruns,
do not extend your game UNLESS
the pitch is free immediately afterwards

Notes:

- 1) Your finishing position at MT2 is not guaranteed to be your seeding for MT3, so **winning your quarter does not guarantee your bracket placement for the following Tour**. Winning your semi and/or final will greatly improve your chances for staying in that bracket - or moving up from a bracket below.
- 2) The bottom three pools are breaking slightly from the peer-pool format, due to the inconvenient number of teams. 37 & 38 only get two games on Sunday, but it is very unlikely that either are rematches of Saturday's games.
- 3) Priority has gone to teams not having to move around inbetween games, with higher seeds 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.
- 4) Seed 33-38's games after the group stage are round-robins, so you retain your seed between them. After the quarter/crossovers, 33/34/35 are in a group, and 36/37/38 are in a group. Final placing in the group = finishing position.

Rules:

75 minute games, two timeouts per team per half.
Games are to **13, win by two**, hard cap 15, 2min half at 7.
Groups H & J play 60 min games, 2 TOs/team/half, half at 6, game to 11.

The hooter causes the hard cap to be reduced to two 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.

Extra play, etc

Extra play occurs at 12-12 in games to 13 - though play still stops when the hard cap is reached. 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 hitting the hard cap, or by being 2 pts ahead at 13pts or above.
(replace 13/12 pts with 11/10pts for groups H&J)

Mixed Tour 2 2008 is being played under the **new** WFDF 2008 ruleset.

Please ensure your team are wearing matching shirts of similar design, and matching shorts if you are top-16.