

UK Ultimate Association Open and Women's Tour Rules 2007

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1. Introduction to the Tour and UKUA Nationals/EUCR

1.1 The UKUA Open and Women's Tour

1. The UKUA Tour consists of three tournaments. Teams score ranking points according to their final position at a given tournament.
2. The UKUA Ranking is calculated from each team's total number of Ranking Points. This ranking is used to determine the Tour winners and qualification and seeding for the UKUA National Finals.
3. As of 2007 a Tour Qualification/Seeding tournament – “Tour 0” – has been introduced at the beginning of the outdoor season. This event is an open format enabling any team to reach any position. The aim is that this tournament will provide a more accurate and up to date seeding for the Tour proper. In particular, teams that might otherwise have been required to start Tour 1 in the Tour B have the opportunity to start in the A Tour.
 - a. No ranking points will be awarded for Tour 0.
 - b. In 2007 none of the top 4 teams from Nationals 2006 are eligible to enter; their 2007-season players are not eligible to play on other teams.
 - c. Seeding for Tour 1 will be taken predominantly from the results at Tour 0. If a team does not play at Tour 0 their 2006 results may be taken into account but they should not expect to retain their position from Nationals 2006.
4. The DOC, and a Board representative on behalf of the UKUA Board oversee the UKUA Tour. The DOC is responsible for the day to day running of the tour, and complaints or queries and rules clarifications will be addressed to him/her [doc(at)ukultimate(dot)com].

5. Any protests over the organisation, application of the rules, rostering, teams or individual players need to be addressed to the UKUA Complaints Committee (UKUACC). These complaints should be directed to the UKUA administrator in the first instance [admin(at)ukultimate(dot)com]. The UKUACC has its own regulations and procedures governing its actions.
 - a. The UKUACC rules, by voting if necessary, on any problems that occur during the tour. For more details see http://www.ukultimate.com/about_the_ukua/ukua_complaints_and_appeals_committee_ukua_cac.
 - b. Problems at a particular tournament requiring a prompt decision will be settled by a group of at least three taken from the TD, DOC and UKUACC. (Ideally, the TD and DOC will be involved.)

1.2 UKUA National Finals and EUCR

1. In 2007 UKUA Nationals will also stage the EUCR “Regional Qualification” tournament for the European Ultimate Championships Series West Region (please see <http://eucs.efdf.org>). This means that we are required to offer places at the tournament to teams from Ireland, Belgium, Netherlands and Luxembourg.
2. The format for Nationals will give an equal chance as possible for each team to win the tournament and qualify for EUCF.
3. The UKUA Ranking will be used to calculate which teams qualify for National Finals.
4. At least the top 12 teams from the Tour Ranking list will qualify for National Finals. If the proposed venue is large enough, more may qualify. The current plan is that by adopting an appropriate format we can offer places to substantially more UK teams in a 32-team event.
5. Should a qualifying team not enter Nationals, then that space will be offered to the next available team that has entered by the closing date. Therefore any team wishing to compete at Nationals/EUCR should enter irrelevant of Tour Ranking.

2. Rosters

2.1 General

1. Any player playing in the UKUA tour must be a UKUA member. All players entering must be on a roster with their UKUA membership number. (Guest players see rules on Guests, 2.3.1)
2. Club rosters must be in place before the first tour event that your team enters. The rosters are handled through the website – each player should register with their club on the club’s page on the UKUA website. The UKUA’s primary interest with rosters is to ensure that all players at UKUA events are indeed members of the UKUA for reasons relating to liability insurance. Clubs that fail to support this requirement may face stiff penalties.
 - a. Whilst the rosters enable the UKUA to check if teams are complying with the eligibility rules we expect clubs and players to apply spirit of the game to all eligibility and roster rules – thereby making the need to check up on people redundant.
3. Club rosters are fixed for Tour 0, all three of the main tour events and National Finals. Players may be added to the roster at anytime up to Tour III, so long as they comply with Eligibility rules. Removals or transfers will only be allowed under exceptional circumstances.
 - a. Exceptional circumstances would include, for example, being “dropped” by the club with which a player initially rosters; or moving house and being nearer to a new team.
4. Players must play for the team they are rostered with (see Exceptions, 2.3). If their rostered team is not attending they may play as a guest for other teams (see rules on Guests, 2.3.1).
5. Rostered players for Nationals must have been added before Tour III. Players added after this time will not be considered to rostered and instead will have to play as a guest (see rules on Guests, 2.3.1).

6. A distinction is made between "club" and "team" because some clubs may be able to field more than one team.
7. A player may only play for one team at each event. Players playing for two teams will incur penalties for both teams represented (See Penalties, 8).

2.2 Eligibility

1. UKUA Membership enables any player living anywhere to roster on a UK club provided that the UK club is clearly the player's primary ultimate club in that division.
 - a. "Primary ultimate club" means that such a player does not compete regularly at other tournaments with another ultimate team in any other country, and especially at, but not limited to, national or international level competition.
 - b. "Compete regularly" means more than once in a season.
 - c. Note that we do not intend to attempt to control what players do once the UK season has ended. In particular this may mean UKUA members are able to pick up for the UPA series if they get an invitation to do so. The rules would not allow such a player to spend time practicing or competing with the US team during earlier stages of the season as this would demonstrate that the player has not decided which their "primary ultimate club" was.
 - d. Note that the rules clearly prevent a North American based player picking up on a UK team during the European season and then playing the UPA series because such a player's "primary ultimate team" is clearly the one in the US.
2. Where a club or player suspects there may be some cause for doubt about an issue of eligibility it is the club's responsibility to highlight the issue in writing to the DoC as quickly as possible and obtain written clarification.
 - a. In the event of investigating a complaint about eligibility, the UKUACC will not take personal expense or inconvenience into account where a club has failed to obtain written clarification on a potential issue in advance.

2.3 Exceptions

2.3.1 Guest players

1. Any team is allowed to pick up one guest at every Tour, including Tour 0. No guests will be permitted at National finals/EUCR.
2. The guest player would normally be a visiting/travelling foreign player and it is for these players that the rule is introduced. UK-resident players that are otherwise not restricted to play for a particular team may also play for anyone under this rule.
3. All guest players must be registered with UKUA via the website (this may be done by the team contact if the guest has no access). At a minimum, the guest must be registered as a Temporary (Ordinary/University/Young) UKUA member if they are visiting this country temporarily (See rules on eligibility, 2.2).
4. NO EXCEPTIONS will be made to this rule. Do not ask for any additional guests.

2.3.2 Visiting teams

Any foreign team whose players register as UKUA members will be given the same rights as other teams, with the exceptions of qualification for Nationals/EUCR, and representation at World or European Club Events, which are prohibited.

At the discretion of the UKUA Board the visiting team's players may not be required to join the UKUA.

2.3.3 GB Juniors

In order to provide an opportunity for GB Junior teams to have competitive training the roster rules will allow GB Junior players to play for GB Junior teams in the tour even if they are rostered to another club.

GB Junior players that intend to play with a regular team at some events and GB Juniors at other events should roster with their CLUB. They will be free to play with GB Juniors at no penalty to either themselves or their club.

This exception does NOT extend to players playing for BOTH GB Juniors and their CLUB at the same event.

2.4 EUCS

After we had made a set of decisions about UK eligibility and roster rules, but prior to those rules being documented and published, the rules the roster/eligibility rules for EUCS were also being reviewed and updated.

As part of the process of creating the EUCS we are attempting to create a set of consistent eligibility rules across all of the countries and tournaments that are affected.

Teams should also refer to the Player Eligibility rules on <http://efdf.org/eucs/>.

A great deal of work has gone into trying to make the rules as consistent as possible without making significant changes – at short notice – to the rules that operate within the UK.

There will be some differences. Clubs that hope or intend to compete at EUFC must make it their responsibility to conform to the EUCS rules. Where UK rules are stricter than EUCS rules it will be necessary to conform to the UK rules.

Clubs should expect that the EUCS rules will undergo further revision during the coming year in preparation for 2008. Please note that it is the UKUA's intention to adopt EUCS eligibility rules (if possible) for the 2008 season.

3. Kit

In 2007 there are no further changes to the Kit Rules.

There is a continued effort to increase the presentation of the sport and teams. To this end regulations are being phased in over a period of time to achieve higher levels of presentation of teams and the individual players. This phased introduction will allow teams to develop their kit over a period of time. Teams are also advised to maintain spare kit for guest players, and those players who fail to bring their own kit to tournaments.

3.1 A Tour

1. All teams entering the A Tour will be required to provide all team members with matching, numbered shirts. These shirts can be of any reasonable (i.e. non-offensive) design.
2. Teams will also be required to be able to provide both a light and dark colour. Note that matching shirts means that all shirts are of the same design (not including sleeve length). Differing evolutions of the team strip will not be acceptable.
3. Teams are also required to provide shorts matching in colour and preferably design.
4. There is no restriction on the number of layers and clothing worn under the team strip. Protective clothing or equipment is permitted as long as it does not present a hazard to other players.
5. Failure to comply with the above regulations will result in A DEDUCTION OF 10% OF THE TEAMS TOUR POINTS FOR THAT EVENT.

3.2 B Tour & Women's Tour

1. Teams entering the B Tour or Women's Tour will be required to provide all team members with matching shirts of the same design (not including sleeve length). These shirts can be of any reasonable (i.e. non-offensive) design. Teams will also be required to be able to provide both a light and dark colour.
2. This year the B tour and Women's kits do not need to be numbered. This will almost certainly change at some point in the future – but not 2007 as previously implied.
3. Teams are encouraged to provide matching socks and shorts.
4. Failure to comply with the above regulations will result in A DEDUCTION OF 10% OF THE TEAMS TOUR POINTS FOR THAT EVENT.

4. Entering Tour Tournaments

Every Tour tournament has a closing date of a minimum four weeks before the event. This applies to only the payment of the entry fee to the TD. If a tournament is over-subscribed at the closing date there is a system for distributing places, [4.2]. If a tournament is under-subscribed it may remain possible for teams to enter (strictly on a first-pay, first-in basis). Teams are advised to enter a tournament as soon as they know they wish to compete, however it is recognised that the closing date for some events will be before the previous event has occurred, and so teams cannot always be certain that they have qualified. Therefore, any team that has entered an event but does not qualify, will receive a full refund. A list of the qualifying teams will be published as soon after the previous event as possible. See the rules on Blacklist [4.3] and Default Penalties [4.4].

4.1 Entry Procedure

1. A team must pay the tournament entry fee in full to the TD, by the closing date (unless otherwise arranged directly with the TD).
2. Any teams entering after the closing date of the tour may be fined an additional £50 payable to the UKUA to help further UK ultimate.
3. The TD will announce the closing date for each event.
4. A team may withdraw from a tournament up to the closing date and then receive a full refund of any payments that have been made. A representative from the team must tell both the TD and the DOC [doc(at)ukultimate(dot)com].

4.2 Distribution of places

1. In the event that Tour 1 is oversubscribed, the DOC will determine entry. Priority will be given to teams that played on the Tour last year, attended Tour 0, clubs representing the UKUA at international events, and first teams.
2. After each tour event the top 3 teams from the B Tour are promoted to the A Tour for the next event. The bottom 3 teams in the A Tour (i.e positions 14-16) are relegated to the B Tour for the next event.
 - a. If a foreign (or new) team enters a Tour event and is deemed sufficiently strong to be placed in the A Tour the default approach will be to expand the A Tour to 18 teams. If there is one new team, then the 14th place team from the previous A Tour will be reinstated to the A Tour to provide the 18th team.
 - b. The UKUA reserves the right (if circumstances dictate) to retain a 16 team tournament. In this case the 3rd place team from the B Tour will not be promoted. The intention is to avoid this scenario.
3. A Tour teams are entitled to automatic entry into a Tour event (provided they meet the closing date for entry).
4. The top 8 ranked B Tour teams are also entitled to automatic entry into a Tour event – provided they meet the closing date.
5. Remaining positions at the event are filled based on the following order;
 - a. Teams unable to enter the previous event due to over-subscription or non-entry. (Returning from blacklisting does not entitle a team to a priority space (See Blacklisting, 4.3)
 - b. The highest placed teams after the previous event, starting with 9th in the B Tour and working downwards.
 - c. Any other team wishing to enter.
6. Once the entry deadline has passed, any unfilled places at the tournament are available to be filled by the TD, at their discretion.

4.3 Blacklist

1. Teams that default on the entry procedures (which are there to help TDs) may be moved to the Blacklist by the DOC. Teams on the Blacklist will only be considered for tour tournaments that are under-subscribed.
2. Sometimes there may be a genuine reason for defaulting, and penalties will not necessarily be incurred in these circumstances.
3. The Blacklist will be made public so that TDs of non-tour events can use it to assess which teams are unreliable.

4. The Blacklist will not apply to National Finals, but is instead carried forward into the next season.

4.4 Default Penalties

Sometimes things will go wrong. Hopefully the following will cover most situations. Where a club defaults on entry, the penalties below will be applied to all teams from that club entering or defaulting the event; *i.e.* a club entering two teams into a tournament, but withdraws one, will have penalties applied to both the team that withdraws and the team that enters.

1. Pay entry fee, but withdraw before the closing date.
 - a. All payments refunded.
 - b. No penalty.
2. Enter, but fail to pay entry fee.
 - a. Team will not be allocated space at tournament.
 - b. No penalty.
3. Pay entry fee, but then withdraw between closing date and midday of the Monday before the tournament.
 - a. Lose all payments.
 - b. Drop to Blacklist.
4. Pay entry fee, but then withdraw after midday Monday before the tournament. (This includes a complete no-show).
 - a. Lose all payments.
 - b. Drop to Blacklist.
 - c. Lose 5% of final ranking score PER DAY (including the Monday) to be deducted at the end of the tour.

5. Ranking Points

5.1 The Scoring System

1. The scoring system is fixed for positions 1 - 16 (the A tour). The points scored by teams finishing below 16th (the B tour) vary depending on the number of teams at the tournament.
2. Within the fixed points (1 – 16) there are bonus points for certain finishing positions; in particular 1st, 5th, and 13th.
3. The system is as follows:

1 st	250	2 nd	230	3 rd	222	4 th	210	5 th	205	6 th	190	7 th	182	8 th	170
9 th	162	10 th	150	11 th	141	12 th	130	13 th	125	14 th	110	15 th	101	16 th	90
Positions are based on the combined A and B Tour placings. So – if there are 16 teams in the A Tour, the winner of the B Tour is deemed to be in 17 th position. Teams below 16th score finishing in m th position (with N teams in the tournament) score $80 \cdot (N+1-m) / (N-16)$ points, (rounding to the nearest integer). Below is an example of this calculation for a 32 team event with 16 teams in the A Tour Note that the winner of the B Tour receives a bonus of 10 points.															
17 th	90	18 th	75	19 th	70	20 th	65	21 st	60	22 nd	55	23 rd	50	24 th	45
25 th	40	26 th	35	27 th	30	28 th	25	29 th	20	30 th	15	31 st	10	32 nd	5

5.2 Equal Teams

When teams have an equal number of points they are separated according to the following procedure.

1. Teams are separated on the most recent head-to-head tournament finishing position that provides a result.
2. Using earlier tour results (current season) teams are separated on their overall tournament finishing positions. E.g. the team with the highest placed finishing position at all the tours.
3. If teams cannot be separated on the above, position will be decided on the toss of a coin.

6. Tournament Formats

1. For 2007, all Tour events – after Tour 0 – will use a ‘peer-pools’ format as often as possible, based on the premise that we can implement fairly accurate seedings based on the last event. Tour 0 will be an open format as decided by the DoC, and will pay careful attention to the positions that are on the boundary of the A and B Tours in particular.
2. The format at Tour 1 is likely to be more “open” than the later events. So, for example, in the A Tour the Saturday pools may be divided into four evenly spread pools of 4 across all 16 teams.
 - a. At Tour 2 and Tour 3 it is likely (but not guaranteed) that the “classic” tour format will be used:
 - i. Every multiple of eight teams, or section, i.e. 1-8, 9-16 etc, will be divided into two peer pools of four teams.
 - ii. Saturday: Each team will play three round-robin pool games to determine their ranking within their pool.
 - iii. Sunday: The top four ranked teams following Saturday’s play will play semi-finals and finals only.
 - iv. The remaining teams i.e. 5-12 etc. will each play QF, SF and F to determine final places.
3. The UKUA and TDs reserve the right to run events with a multiple of four teams to allow aid consistency in the schedules, and avoid the problems associated with scheduling for a difficult number of teams.
4. Games will be played to WFDF rules, other than the specific variations detailed in 6.C. below.

6.1 Game Rules

All games will be:

- Game length: 15 points, win by 2.
- Point cap: 17 points
- Time cap: 90 minutes
- Half time when first team reaches 8 points.
- Each team has 2 time-outs per game that can be taken at any time – including the cap.
- When a game goes into “Extra play” (i.e. 14-14 in these games) then each team has exactly one time-out (regardless of what has been taken up to that moment).

6.2 Tie breakers for pools/round-robins

The following rules are used to separate teams that are tied after pool play. These are taken from the UPA manual on tournament formats (with one minor simplification).

Rule 1. A given tie-breaker rule applies equally to all the teams that are tied. For an example of this application, see example 3.1.

Rule 1a. If, after the application of a given rule, all of the teams are still tied, go to the next rule. For an example of this application, see example 3.3.

Rule 1b. If not all teams, but one or more subgroups of the teams are tied, separate these teams into groups and go back to rule 2 with each of the groups individually. For an example of this application, see example 3.2.

Rule 2. Won-loss records, counting only games between the teams that are tied.

Example 2.1. A and B are tied for third place at 4-2, and during the tournament, A has beaten B. Then, A gets third place and B gets fourth place. When only two teams are involved, this rule is commonly called “head-to-head.”

Example 2.2. A, B, and C, are tied for first place; they are all 3-2 after the six team round-robin. A has beaten both B and C, while B has beaten C. The records among the three teams only are: A is 2-0, B is 1-1, and C is 0-2. A finishes first, B finishes second, and C finishes third.

Example 2.3. A, B, and C are in a three-way tie. A has beaten B, B has beaten C, C has beaten A. The relevant records for all three teams are 1-1. This tiebreaker won’t work, and you must go on to tie-breaker #3.

Rule 3. Point differentials, counting only games between the teams that are tied.

Example 3.1. A, B, C are in a three-way tie for first place. A has beaten B 15-10, B has beaten C 15-12, and C has beaten A, 15-13. A's point differential, then, is +5 and -2, which equals +3. B's is -2 and C's is -1. A finishes first, C finishes second, and B finishes third. Note that the three point differentials, in this case, +3,-2,-1, must always add up to zero. Note also that we do not use the point differential to choose the winner and then go "head to head" to choose the other two. This would be a violation of Rule #1, which says that we must apply a tie-breaker rule equally to all the teams that are tied.

Example 3.2. A, B, C are in a three-way tie for first place. A has beaten B 15-11, B has beaten C 15-12, and C has beaten A, 15-13. A's point differential, then, is +4 and -2, which equals +2. B's is -1 and C's is -1. A takes first place. B and C are still tied. When, after the application of a rule, there are still teams that are tied, we go back to rule 2. Since B beat C, B takes 2nd place, and C takes 3rd. At this point we do not go onto rule 4.

Example 3.3. A, B, C are in a three-way tie for first place. A has beaten B 15-13, B has beaten C 16-14, and C has beaten A, 15-13. A's point differential, then, is +2 and -2, which equals +0. B's is 0 and C's is 0. This tie-breaker can not be applied, go on to tie-breaker rule 4.

Rule 4. Point differentials, counting games against all common opponents. Example 4.1. As in example 3, above, A, B, C are in a three-way tie for first place in a four team pool. A has beaten B 15-13, B has beaten C 16-14, and C has beaten A, 15-13. All three point differentials are 0. Suppose all of them have 7 played D; A beat D 15-9, B beat D 15-7, and C beat D 15-12. B takes first place (because their point differential against the common opponent, D, was +8), A takes second (by beating D by six goals), and C takes third (beating D by three goals).

4.a. Multiple games against common opponents are averaged. Example 4.2. Assume all of example 1, but that, for some reason, B beat D twice, 15-7 and 15-12. Take the average of the scores and only count it once, thus, we would calculate the point differential as though B beat D once, by a score of 15-9.5. Then A takes first (point differential of +6), B takes second (we count, as a point differential, the score of 15-9.5, which is 5.5), and C takes third (beating D by three goals).

5. Point differentials, counting games against all common opponents, excluding each team's best and worst differentials. This is about the same as Rule 4, except that the best and worst scores are eliminated. This eliminates "blowouts" with which the teams in question might have been involved.

6. Points scored, counting only games among the teams that are tied.

7. Points scored, counting games against all common opponents.

8. Points scored, counting games against all common opponents, excluding each team's best and worst scores.

9. Sum of the square roots of the absolute values of the point differentials, counting games against all common opponents. This has the effect of minimizing the effect of blowouts without totally excluding them from consideration. Thus, as described in the example below, a team that wins its games by the scores of 15-8 and 15-10 will have a better differential than a team that wins 15-12 and 15-4. (One might assume that at a certain point, the losing team in the 15-4 game gave up since points became somewhat irrelevant to them.) It also has the added benefit of making it almost mathematically impossible to still be tied after this rule, unless all the scores of the teams involved are identical. Strictly speaking, mathematically, the computation regarding losses should be subtracted. Here's an example:

A beats W 15-12 B beats W 15-8

A beats X 15-4 B beats X 15-8

A lost to Y 15-8 B lost to Y 15-12

A lost to Z 15-8 B lost to Z 15-4

Suppose, further, that these were the only games involving common opponents of A and B, and that all the tie-breakers are the same through the first eight rules. Then, applying this rule, A's differentials are 3, 11, -7 and -7. The tie-breakers, then, are

A's tie breakers = $\sqrt{3} + \sqrt{11} - \sqrt{7} - \sqrt{7}$

B's tie breakers = $\sqrt{7} + \sqrt{7} - \sqrt{11} - \sqrt{3}$

A's tie breakers are approximately -0.2 while B's tie breakers are approximately +0.2.

10. Flip a disc. As a last resort, discs should be flipped. Two discs should be flipped with one team calling "odd" or "even."

7. Seeding

1. All seeding at any tournament are at the discretion of the DOC and UKUACC and UKUA.

2. For Tour 1 seeding will be primarily based on the results from Tour 0. The top 4 teams will be seeded according to their results at Nationals 2006.
3. Apart from Tour 1, the seeding for all other Tour events will be based on the finishing positions of the teams in the prior event.
4. New teams, including teams that were not at the previous event and visiting foreign teams, will be seeded by the discretion of the DOC. Note in particular that 2nd teams will not – in general – be seeded in the A Tour on the basis of discretion.
5. Teams with equal points are separated according to [5.2].
6. The order of UK teams at Nationals/EUCR will be based on each team's UKUA Ranking (see 1.1).

8. Penalties

These rules are not exclusive, and it is expected that players, teams and clubs will approach these rules with the same spirit that is expected in all aspects of Ultimate. However where it is felt that teams or players have deliberately infringed the rules then penalties may be incurred. Please ensure that players, teams and clubs are fully aware of the rules, as ignorance is not an adequate defence. If in doubt please consult the DOC [doc@ukultimate.com] prior to making a decision.

1. All penalties are applied at the discretion of the DOC, UKUACC and UKUA.
2. Where specific penalties are identified in the rules then these will be applied.
3. Where specific penalties are not identified then the DOC, UKUACC, and UKUA can set these. The sanction will be determined using the following guide lines;
 - a. The nature of the infringement.
 - b. The number of players involved.
 - c. Repeated infringement of the rules
 - d. Any previous relevant warnings or sanctions
4. The penalties available to the DOC, UKUACC and UKUA are;
 - a. No action.
 - b. Public Warning.
 - c. Deduction of points at end of tour.
 - d. Deduction of points after an event.
 - e. Alteration of seeding for subsequent events.
 - f. Disqualification.
 - g. Disqualification from future tour events and other UKUA events.
 - h. Any legal recourse will be conducted via the English legal system.
5. Penalties and sanctions may be applied retrospectively.

9. Document Control

Date	Version	Name	Comments
6/3/2007	0-1	SJH	Initial draft of 2007 rules – based on previous rules and discussions held at annual conference
9/3/2007	0-2	HN	Comments added
9/3/2007	0-3	SJH	Updates to formats, rosters, distribution of places, scoring system
16/3/2007	0-4	SJH	Added Jaimie's improvements, and added section about EUCS eligibility rules
21/3/2007	1-0	SJH	Added tiebreaker rules from UPA formats document