



The Ultimate Players Association

1998 Mid-Atlantic
Regional Championships

Wolfhill Park
Oceanport, NJ
October 3 & 4, 1998





Welcome to the 1998 Ultimate Players Association Fall Regional Championship. Congrats to all the teams that qualified and best of luck this weekend. We will be sending two open teams and three women's teams from the Mid-Atlantic Region to represent us in the UPA National championships in Sarasota, Florida.

The Tournament staff looks forward to seeing spirited and competitive ultimate. Please respect the park and the staff. Keep your dogs on a leash and remember--NO ALCOHOL. Please keep the park clean and collect your trash!

If you didn't last weekend (or even if you did), please join us in thanking our sectional coordinators: Andrea Apo, Lisa Meeden, Stacy Doyle, Paul Bonphanti, Mike Gerics, Anthony Iwaszko, and Scott Sayers for all their hard work. Also special thanks to Scott Sayers for hosting the tournament, WAFC, and to all of the folks volunteering this weekend.

Good luck from your RC's,

Mel and David

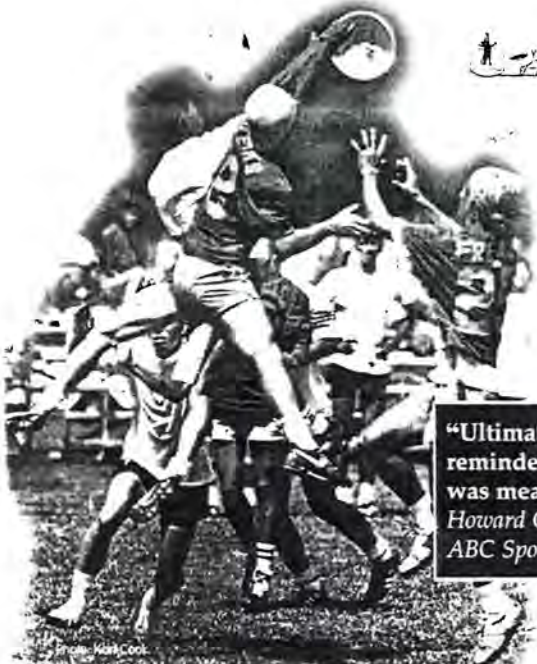
Spirit of the Game

Ultimate has traditionally relied upon a spirit of sportsmanship which places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of the bond of mutual respect between players, adherence to the agreed upon rules of the game, or the basic joy of play. Protection of these vital elements serves to eliminate adverse conduct from the Ultimate field. Such actions as taunting of opposing players, dangerous aggression, intentional fouling, or other "win-at-all-costs" behavior are contrary to the spirit of the game and must be avoided by all players.

—Ultimate Players Association 1998 Ninth Edition Rules of Ultimate

THE SPIRIT OF THE GAME

Since its earliest days, Ultimate has been self-officiated. This unique aspect of the sport encourages respect for the rules and for other players. Although challenging, this principle endures. Playing by the Spirit Of The Game has served Ultimate well. And the players continue to make it work, even at the highest levels — and intensity — of competition.



"Ultimate is a refreshing reminder of what sport was meant to be."
Howard Cosell
ABC Sportsbeat, 1986

Each captain registering a team for a UPA Sanctioned Tournament can receive this Spirit Of The Game disc



Disc art: Neal Dumbro

1998 UPA Proposed Pull Rules-- To Be Voted By Team Captains

The UPA recommends the use of the following rules regarding the pull for all Sectional, Regional, and National tournament play in the UPA Fall Series 1998 in all Divisions. Captains should vote at Sectionals, Regionals, and Nationals as to whether to use these rules in the 1998 UPA Fall Series. Sectional and Regional Coordinators, please report the results of the votes to UPA Headquarters. (These rules were voted upon and accepted by captains and implemented in the Open Division of UPA Club Nationals in 1997.)

These are not official Amendments and Clarifications to the 9th Edition Rules of Ultimate. The following is an informally worded suggestion for future amendments. If there is widespread acceptance of these rules this year, they will be submitted to the UPA Standing Rules Committee for incorporation as official Amendments and Clarifications to the UPA 9th Edition Rules of Ultimate.

For questions or comments, please contact the Chair of the UPA Standing Rules Committee, Troy Frever; troy.frever@upa.org This document supercedes all previous versions.

Proposed UPA 1998 Fall Series Pull Rules

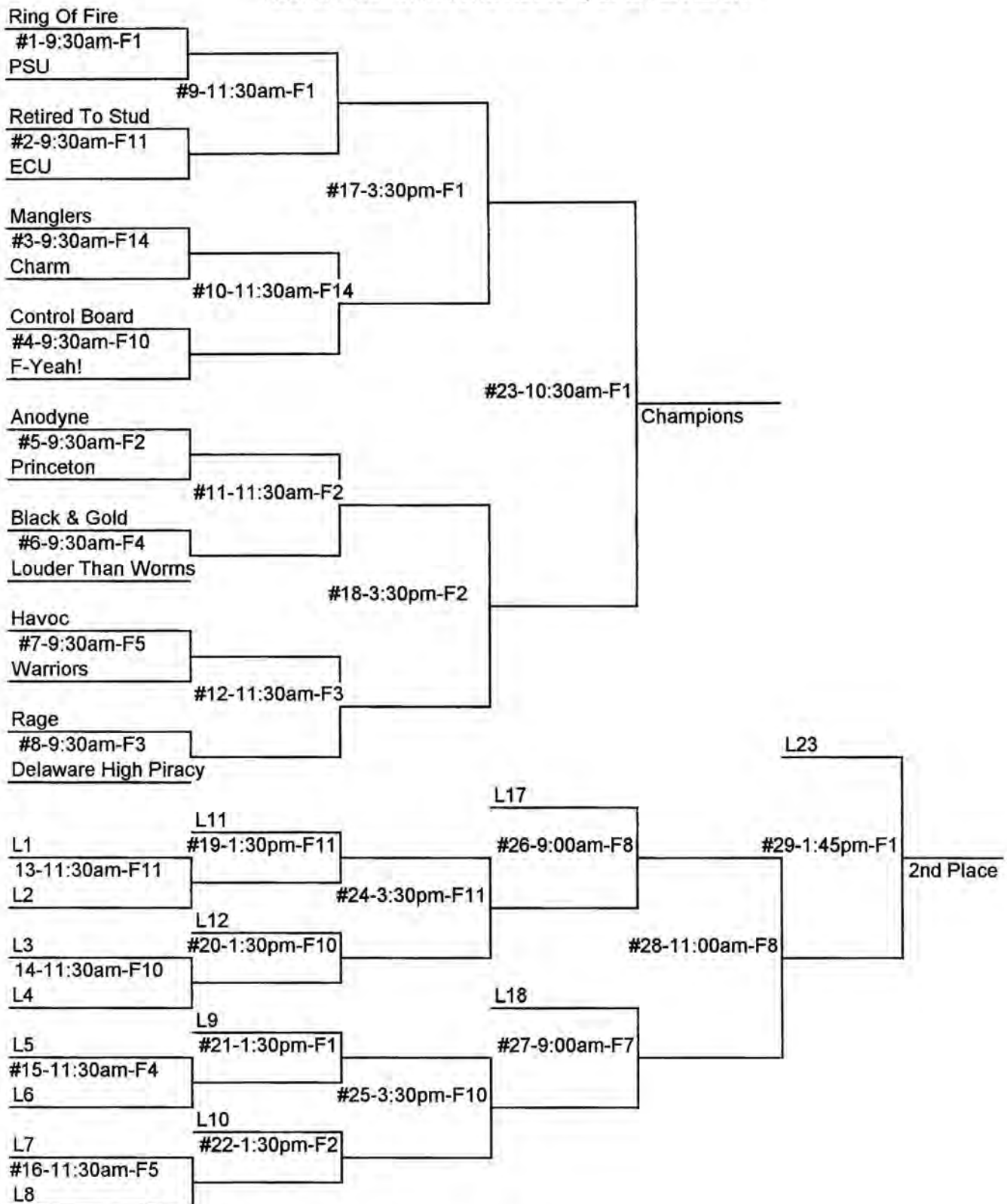
Released 9/4/98

(Note: the "playing field" includes the endzones; the "playing field proper" does not include the endzones.)

1. The brick mark is 20 yards.
2. If the pull is allowed to land (i.e. not caught) it is played as follows:
 - a. If the pull lands out-of-bounds, the receiving team has the option of requesting a re-pull, or putting the disc into play:
 - at the brick mark; or,
 - at the point on the playing field proper nearest where the disc went out-of-bounds; or,
 - halfway between the two sidelines at the point on the playing field proper nearest where the disc went out-of-bounds.
 - b. If the pull lands in-bounds, then rolls out-of-bounds, the disc is put into play at the point on the playing field proper nearest where the disc went out-of-bounds.
 - c. If the pull lands in-bounds and does not roll out-of-bounds, the disc must be put into play at the point where the disc comes to rest. (Note: existing rules allowing players to stop a rolling disc still apply.)
3. If the pull is caught, the disc must be put into play at the point on the playing field nearest where the disc was caught.
4. If either team is off-sides, the other team may request a re-pull. The request must be made immediately.

All other rules in the UPA Rules of Ultimate, 9th Edition, with Amendments and Clarifications not conflicting with the above rules are still in effect.

1998 UPA MID-ATLANTIC REGION, OPEN DIVISION



All games to 15/17 except #23 to 19/21, #28 & #29 to 17/19

All games capped 1:45 after start time except #23, #28, & #29 after 2:15

Games to less than 18, 3 TO per game. Games to greater than 18, 2 per half.

WOMEN'S DIVISION--POOL PLAY

11 TEAMS

A POOL	#	B POOL
PEPPERS	1	CATSHIT
VIXEN	2	BACKHOE
BITTIES	3	JUICE
SOL	4	HELIOS
PENN STATE	5	WARMOTHERS
	6	HARMONY

FIELD	8	16	6	7	9
9:30	A1/A4	A3/A5	B1/B5	B2/B4	B3/B6
11:30	A1/A5	A2/A3	B1/B4	B2/B3	B5/B6
1:30	A2/A5	A3/A4	B1/B6	B2/B5	B3/B4
3:30	A1/A2	A4/A5	B1/B2	B4/B6	B3/B5
9:00	A1/A3	A2/A4	B1/B3	B2/B6	B4/B5

Women's Division Pools

POOL A

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Peppers
Vixen
Bitties
Helios
Princeton
~~Harmony~~

POOL B

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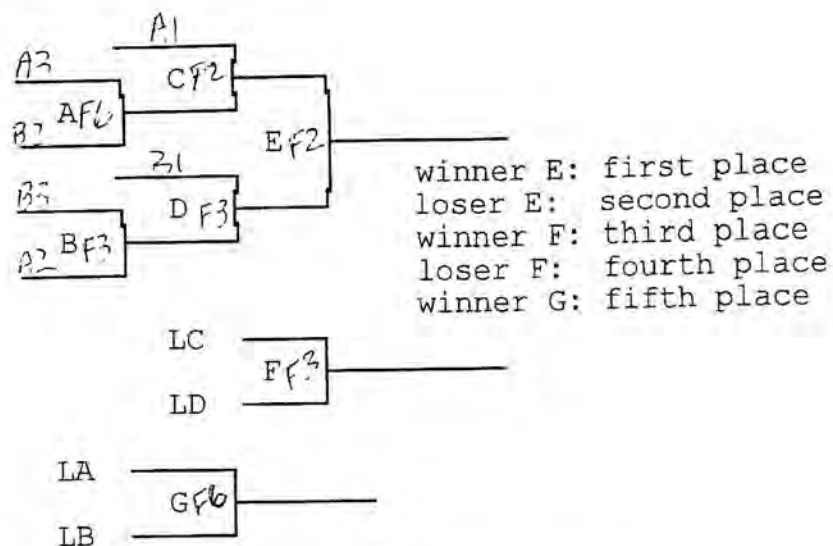
Catshit
Backhoe
Juice
Sol
Penn State
Warmothers

FIELD	8	16	15	6	7	9
9:30	A1/A3	A2/A4	A5/A6	B1/B3	B2/B4	B5/B6
11:30	A1/A6	A2/A3	A4/A5	B1/B6	B2/B3	B4/B5
1:30	A1/A5	A2/A6	A3/A4	B1/B5	B2/B6	B3/B4
3:30	A1/A2	A4/A6	A3/A5	B1/B2	B4/B6	B3/B5
9:00	A1/A4	A2/A5	A3/A6	B1/B4	B2/B5	B3/B6

1998 UPA MID-ATLANTIC REGION

WOMEN'S POST POOL PLAY

11:45 1:45 3:15



Championship & second place games to 15/17 with 2 TO per half and capped after 2:15

All other women's games (including pool play) to 13/15 with 3 TO per game and capped after 1:45

