

Emerald City Classic **2014**

Pro Flight Finale

Welcome

Seattle Riot and DiscNW are proud to present to you this year's Emerald City Classic, the Pro Flight Finale. We are thrilled to host teams from all over the country. We look forward to games filled with intense, fun, exciting, and spirited play. We also want to take this opportunity to thank all of you for your support and patience throughout this challenging process. Again, thank you for coming and we look forward to a competitive and well-run event.

- Charlie Mercer and Kate Kingery, Tournament Directors
- Rusty Brown, On-Site Tournament Director
- David Raflo and Ernest Toney, USAU Representatives

EMERGENCY #:
(206) 718-5980
RUSTY BROWN



Site Information

Skagit River Sports Complex
1100 South Skagit Street, Burlington, WA 98233
Phone: (360) 755-9649

All fields are grass fields. Java Jo's will be selling food on site.

Driving Directions: Skagit River Park is in Burlington, WA, about 1 hour's drive north of Seattle. From I5 take the George Hopper Exit (229) and head East (north-bounders turn right, south-bounders turn left). At Burlington Blvd. turn left. At Pease Rd. stop light (near Shari's) turn right. Follow Pease Rd. as it curves to the left. At Gilkey Rd. turn right (JeeJac kennels on right). About 1/4 mile later the fields are on the right.

Tournament Rules

USA Ultimate 11th Edition Rules
Pool Play Games: Played to 13 points, Cap at 15
Bracket Games: Played to 15 points, Cap at 17

Soft Cap: 80 minutes

Hard Cap: 100 minutes

Next Round Start: 120 minutes

Timeouts: Each team has two timeouts per half. Regardless of how many timeouts a team used before overtime, during overtime each team has one timeout. Overtime: A game is in overtime if tied at one point less than original game total (e.g. in a game to 15 goals, overtime occurs when the score reaches 14-14). Timeouts are otherwise unaffected by the caps.

Cap always goes on at the end of the point that is currently in play. The next point begins at the conclusion of the previous point. For example, if both teams are on the line when the horn goes off, the cap will be applied after that point is played.

When the soft cap horn goes off, add 2 to the highest score and play to that number. At this point, there is no more win by 2. When the hard cap horn goes off, the game is over at the conclusion of the point currently being played. If the game is tied at that time, one additional point is played to determine a winner.

Start of round: 1 horn
Soft cap: 2 horns
Hard cap: 3 horns
Weather emergency: 4 horns

Tournament Central

Tournament Central is located next to the Concessions Stand. Please make your way to Tournament Central for the following amenities:

- Athletic Trainers
- Scoreboards and Field Maps
- Tournament Food
- People to answer your questions
- Game and Spirit Score delivery
- Spikeball demo kits available for use

Score Reporting

There should be 1-2 volunteers at each field to keep game stats. They will record the score of each game. They will also be collecting spirit scores.

At the end of the day, please check with Tournament Central to make sure that all of your scores have been accurately reported. See Rusty, Ernest, or David if you feel there is a discrepancy. All scores will be finalized by Sunday night at 12pm MST in order to prepare final bid allocations for the series.

Weather

In the event of inclement weather, please bear with us as we take the appropriate safety precautions. When we see lightning, we will blow the horn four (4) times and ask that everyone make their way to shelter in a building or car. We are required to wait half an hour after the last lightning strike before play may resume. When games restart they will continue where they left off until the end of that round. At the conclusion of that round, there will be a brief captain's meeting at Tournament Central in order to readjust round times and any other necessary changes. Communication will primarily take place through email/phone in this circumstance. Team contacts, please plan to have your phones accessible.

Spirit Circles

We strongly encourage you to participate in a spirit circle with your opponents after your games. As the host team, Riot would like to promote Spirit of the Game across all divisions and match-ups. We feel that respect for our opponents enhances the experience for everyone. We understand that this is generally only traditional in international games, but we would like to expand that practice to all games.

USA Ultimate Spirit Ratings Guidelines

We ask that all teams take the time to report Spirit scores after their games as well as game scores. Please use the following USAU ratings. The ratings are ordered from 5 (indicating the highest level of spirit) through 1 (the lowest level of spirit):

- 5:** Highest level of respect shown throughout the game towards opponents, officials and spectators. For the level of play, showed excellent knowledge of the rules and abided by them throughout the game. Any conflicts were resolved amicably and without incident. Opposing team's conduct added to our enjoyment of the game. The opposing team unfailingly played fairly and with an excellent attitude.
- 4:** Respect shown throughout the game towards opponents, officials and spectators. For the level of play, showed above average knowledge of the rules and abided by them throughout the game. Any conflicts were resolved favorably and without incident. Opposing team's conduct did not detract from our enjoyment of the game. The opposing team played fairly and with a good attitude.
- 3:** Generally exhibited respect towards opponents, officials and spectators. For the level of play, showed adequate knowledge of the rules and abided by them during the game. Any conflicts were resolved plainly and without incident. Opposing team's conduct generally did not detract from our enjoyment of the game. The opposing team generally played fairly and with a decent attitude.
- 2:** Exhibited a lack of respect towards opponents, officials and/or spectators. For the level of play, showed a lack of knowledge of, or disregard for, the rules at points during the game. Any conflicts were resolved heatedly or led to contentious incidents. Opposing team's conduct detracted somewhat from our enjoyment of the game. The opposing team played unfairly and/ or with a poor attitude.
- 1:** Exhibited a major lack of respect towards opponents, officials and/or spectators. For the level of play, exhibited no knowledge of the rules or blatantly disregarded them during the game. Conflicts were resolved acrimoniously or led directly to

contentious incidents. Opposing team's conduct made the game basically unenjoyable. The opposing team played unfairly, and their attitude was abysmal.

Sponsors

We love our Sponsors! Thank you for your generous support. Without you, the tournament would not be as successful.



Thank you to Spikeball for providing 1 kit to all 24 teams! Tournament Central will also have two demo kits available for use during the tournament.

<http://spikeball.com/>

<https://www.facebook.com/Spikeballgame>

<https://twitter.com/Spikeball>

Thank you to Waveborn for providing 1 pair of sunglasses to all teams. There are catalogs and information about their social mission included as well.

<http://www.waveborn.com/>

<https://www.facebook.com/Waveborn>

<https://twitter.com/waveborn>



Thank you to Five Ultimate for providing \$250 in donated gear to the 3 Championship teams (1/division) for use at a youth or women's clinic. Please contact Five Ultimate three weeks before the event to redeem.

<http://fiveultimate.com/>

<https://www.facebook.com/FiveUltimate>

<https://twitter.com/FiveUltimateLLC>

Tournament Party

The best party of the year is finally here! August 31 is the night to throw down, turn down (for WHAT?) and get down like you just played an entire tournament. The event will be held at R Place (619 E. Pine St), one of Seattle's most beloved gay bars. R Place is in the hipster-friendly, hot-dog-cart-heavy neighborhood of Capitol Hill, where parking is scarce but entertainment is plentiful. There is no cover! Party starts at 9:30pm!

The party theme is the alphabet, this means that each team will be assigned a letter, and teams pick their own team according to their letter. Assignments are below, along with examples. Teams are encouraged to go all-out! There will be a sweet prize for best team theme, coordination, and creativity (decided by the party planning committee).

Examples:

- Your team got the letter B, your theme could be birds, blue, bumble bees, bucking broncos, or bubbles!
- Your team got the letter L, your theme could be lions, laundry, layer cakes, or leprechauns!

Women's Teams:

Brute Squad - U
Capitols - F
Fury - X
Nemesis - W
Riot - H
Scandal - E
Showdown - I
Traffic - P

Men's Teams:

Chain Lightening - A
Doublewide - G
Goat - J
Ironside - L
Johnny Bravo - O
Machine - Z
Revolver - S
Sockeye - D

Mixed Teams:

AMP - N
Chad Larson Exp - T
Costa Nostra - V
Drag'n Thrust - C
Mischief - M
Polar Bears - R
Slow White - K
Wildcard - B

Thank You

This would not have been possible without all of the support from everyone, but especially the following:

- YOU, the players, for supporting this tournament and making this a thrilling event to watch
- Skagit River Sports Complex for their on-site support
- Spikeball, Waveborn, and Five Ultimate for their sponsorships.
- Tino Tran for his in-depth coverage of the tournament

We love and appreciate all of you. Thank you for your support.

Hospitals

While we hope this information is not necessary, here are the two closest hospitals to the fields.

United General Hospital

2000 Hospital Dr.
Sedro-Woolley, WA 98284

Skagit Valley Hospital

1415 E Kincaid St.
Mt Vernon, WA 98273



Skagit River Park to United General Hospital

1. Head north on S Skagit St toward E Gilkey Rd
 2. Take the 1st right onto E Gilkey Rd
 3. Continue onto S Section St
 4. Turn right onto WA-20 E
 5. Turn left onto Hospital Dr
- Destination will be on the right.

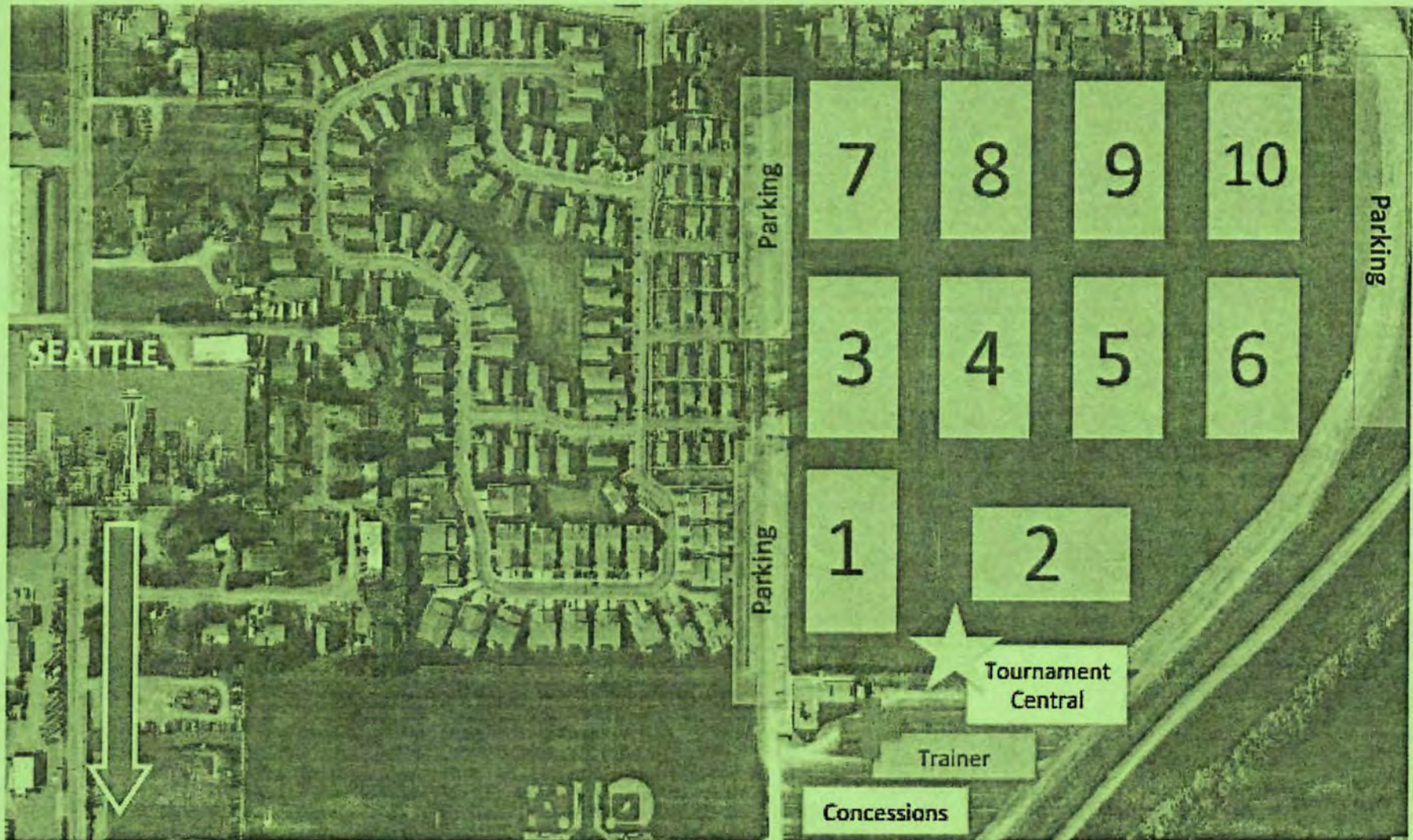
Skagit River Park to Skagit Valley Hospital

1. Head north on S Skagit St toward E Gilkey Rd
 2. Take the 1st left onto E Gilkey Rd
 3. Turn left onto S Anacortes St
 4. Continue onto Pease Rd
 5. Turn left onto Port Dr
 6. Continue onto E George Hopper Rd
 7. Turn left to merge onto I-5 S
 8. Merge onto I-5 S
 9. Take exit 226 for WA-536 W/Kincaid St
 10. Turn left onto WA-536 E/E Kincaid St
 11. Continue onto Broad St
 12. Turn left onto S 13th St
 13. Take the 2nd right onto E Kincaid St
- Destination will be on the left.



Emerald City Classic Field Map

Pro Flight Finale 2014



*Additional parking will be available south of concessions

Men's Schedule

<http://play.usultimate.org/events/Emerald-City-Classic-TCT-Pro-Finale/schedule/Mens/Club-x-Club/>

Pool A Schedule & Scores

Date	Time	Field	Team 1	Team 2
Sat 8/30	11:00 AM	2	<u>Revolver (1)</u>	<u>Chicago Machine (5)</u>
Sat 8/30	11:00 AM	1	<u>Ironside (4)</u>	<u>GOAT (8)</u>
Sat 8/30	1:00 PM	2	<u>Revolver (1)</u>	<u>GOAT (8)</u>
Sat 8/30	1:00 PM	1	<u>Ironside (4)</u>	<u>Chicago Machine (5)</u>
Sat 8/30	5:00 PM	1	<u>Revolver (1)</u>	<u>Ironside (4)</u>
Sat 8/30	5:00 PM	3	<u>Chicago Machine (5)</u>	<u>GOAT (8)</u>

Pool B Schedule & Scores

Date	Time	Field	Team 1	Team 2
Sat 8/30	9:00 AM	3	<u>Sockeye (2)</u>	<u>Chain Lightning (6)</u>
Sat 8/30	9:00 AM	1	<u>Johnny Bravo (3)</u>	<u>Doublewide (7)</u>
Sat 8/30	1:00 PM	3	<u>Sockeye (2)</u>	<u>Doublewide (7)</u>
Sat 8/30	1:00 PM	4	<u>Johnny Bravo (3)</u>	<u>Chain Lightning (6)</u>
Sat 8/30	3:00 PM	2	<u>Sockeye (2)</u>	<u>Johnny Bravo (3)</u>
Sat 8/30	3:00 PM	4	<u>Chain Lightning (6)</u>	<u>Doublewide (7)</u>

Quarterfinals**Semifinals****Finals**

G1	8/31/2014 11:00 AM	
	P1 of Pool Play Pool A	0
	P4 of Pool Play Pool B	0
	4	

G2	8/31/2014 11:00 AM	
	P2 of Pool Play Pool B	0
	P3 of Pool Play Pool A	0
	5	

G3	8/31/2014 11:00 AM	
	P2 of Pool Play Pool A	0
	P3 of Pool Play Pool B	0
	7	

G4	8/31/2014 11:00 AM	
	P1 of Pool Play Pool B	0
	P4 of Pool Play Pool A	0
	8	

G1	8/31/2014 1:00 PM	
	W of Quarterfinals G1	0
	W of Quarterfinals G2	0

G2	8/31/2014 1:00 PM	
	W of Quarterfinals G3	0
	W of Quarterfinals G4	0

G1	8/31/2014 5:00 PM	
	W of Semifinals G1	0
	W of Semifinals G2	0
	2	

FIELD ASSIGNMENTS
FOR THE MEN'S SEMIS
GAMES ARE TBD,
DEPENDENT ON THE
NGN STREAMING
SCHEDULE - FIELDS 1
OR 2.

3rd Finals

8/31/2014 3:00 PM		
G1	L of Semifinals G1	0
	L of Semifinals G2	0
		3

7th Finals

8/31/2014 3:00 PM		
G1	L of 5th Semifinals G1	0
	L of 5th Semifinals G2	0
		8

5th Semifinals

8/31/2014 1:00 PM		
G1	L of Quarterfinals G1	0
	L of Quarterfinals G2	0
		7

8/31/2014 1:00 PM		
G2	L of Quarterfinals G3	0
	L of Quarterfinals G4	0
		8

5th Finals

8/31/2014 3:00 PM		
G1	W of 5th Semifinals G1	0
	W of 5th Semifinals G2	0
		7

Women's Schedule

<http://play.usultimate.org/events/Emerald-City-Classic-TCT-Pro-Finale/schedule/womens/Club-x-Club/>

Pool A Schedule & Scores

Date	Time	Field	Team 1	Team 2
Sat 8/30	11:00 AM	5	<u>Riot (1)</u>	<u>Scandal (5)</u>
Sat 8/30	11:00 AM	6	<u>Traffic (4)</u>	<u>Nemesis (8)</u>
Sat 8/30	1:00 PM	5	<u>Riot (1)</u>	<u>Nemesis (8)</u>
Sat 8/30	1:00 PM	6	<u>Traffic (4)</u>	<u>Scandal (5)</u>
Sat 8/30	5:00 PM	2	<u>Riot (1)</u>	<u>Traffic (4)</u>
Sat 8/30	5:00 PM	4	<u>Scandal (5)</u>	<u>Nemesis (8)</u>

Pool B Schedule & Scores

Date	Time	Field	Team 1	Team 2
Sat 8/30	9:00 AM	2	<u>Brute Squad (2)</u>	<u>Showdown (6)</u>
Sat 8/30	9:00 AM	4	<u>Fury (3)</u>	<u>Capitals (7)</u>
Sat 8/30	11:00 AM	3	<u>Brute Squad (2)</u>	<u>Capitals (7)</u>
Sat 8/30	11:00 AM	4	<u>Fury (3)</u>	<u>Showdown (6)</u>
Sat 8/30	3:00 PM	3	<u>Brute Squad (2)</u>	<u>Fury (3)</u>
Sat 8/30	3:00 PM	1	<u>Showdown (6)</u>	<u>Capitals (7)</u>

Quarterfinals**Semifinals****Finals**

G1	8/31/2014 9:00 AM	
	P1 of Pool Play Pool A	0
	P4 of Pool Play Pool B	0
	5	

G2	8/31/2014 9:00 AM	
	P2 of Pool Play Pool B	0
	P3 of Pool Play Pool A	0
	9	

G3	8/31/2014 9:00 AM	
	P2 of Pool Play Pool A	0
	P3 of Pool Play Pool B	0
	10	

G4	8/31/2014 9:00 AM	
	P1 of Pool Play Pool B	0
	P4 of Pool Play Pool A	0
	6	

G1	8/31/2014 11:00 AM	
	W of Quarterfinals G1	0
	W of Quarterfinals G2	0

G2	8/31/2014 11:00 AM	
	W of Quarterfinals G3	0
	W of Quarterfinals G4	0

**FIELD ASSIGNMENTS
FOR THE WOMEN'S
SEMIS GAMES ARE
TBD, DEPENDENT ON
THE NGN STREAMING
SCHEDULE - FIELDS 2
OR 6.**

G1	8/31/2014 3:00 PM	
	W of Semifinals G1	0
	W of Semifinals G2	0
	2	

3rd Finals

8/31/2014 1:00 PM		
G1	L of Semifinals G1	0
	L of Semifinals G2	0
	4	

7th Finals

8/31/2014 3:00 PM		
G1	L of 5th Semifinals G1	0
	L of 5th Semifinals G2	0
	5	

5th Semifinals

8/31/2014 11:00 AM		
G1	L of Quarterfinals G1	0
	L of Quarterfinals G2	0
	9	

8/31/2014 11:00 AM		
G2	L of Quarterfinals G3	0
	L of Quarterfinals G4	0
	10	

5th Finals

8/31/2014 3:00 PM		
G1	W of 5th Semifinals G1	0
	W of 5th Semifinals G2	0
	4	

Mixed Schedule

<http://play.usultimate.org/events/Emerald-City-Classic-TCT-Pro-Finale/schedule/mixed/Club-x-Club/>

Pool A Schedule & Scores

Date	Time	Field	Team 1	Team 2
Sat 8/30	9:00 AM	7	<u>Drag'n Thrust (1)</u>	<u>Slow White (5)</u>
Sat 8/30	9:00 AM	8	<u>The Chad Larson Experience (4)</u>	<u>Cosa Nostra (8)</u>
Sat 8/30	11:00 AM	7	<u>Drag'n Thrust (1)</u>	<u>Cosa Nostra (8)</u>
Sat 8/30	11:00 AM	8	<u>The Chad Larson Experience (4)</u>	<u>Slow White (5)</u>
Sat 8/30	3:00 PM	5	<u>Drag'n Thrust (1)</u>	<u>The Chad Larson Experience (4)</u>
Sat 8/30	3:00 PM	6	<u>Slow White (5)</u>	<u>Cosa Nostra (8)</u>

Pool B Schedule & Scores

Date	Time	Field	Team 1	Team 2
Sat 8/30	11:00 AM	9	<u>Polar Bears (2)</u>	<u>AMP (6)</u>
Sat 8/30	11:00 AM	10	<u>Wild Card (3)</u>	<u>Mischief (7)</u>
Sat 8/30	1:00 PM	9	<u>Polar Bears (2)</u>	<u>Mischief (7)</u>
Sat 8/30	1:00 PM	10	<u>Wild Card (3)</u>	<u>AMP (6)</u>
Sat 8/30	5:00 PM	6	<u>AMP (6)</u>	<u>Mischief (7)</u>
Sat 8/30	5:00 PM	5	<u>Polar Bears (2)</u>	<u>Wild Card (3)</u>

Quarterfinals			Semifinals			Finals		
G1	8/31/2014 9:00 AM		G1	8/31/2014 11:00 AM		G1	8/31/2014 3:00 PM	
	P1 of Pool Play Pool A	0		W of Quarterfinals G1	0		W of Semifinals G1	0
	P4 of Pool Play Pool B	0		W of Quarterfinals G2	0		W of Semifinals G2	0
	1			1			1	
G2	8/31/2014 9:00 AM		G2	8/31/2014 11:00 AM		G2	8/31/2014 11:00 AM	
	P2 of Pool Play Pool B	0		W of Quarterfinals G3	0		W of Quarterfinals G3	0
	P3 of Pool Play Pool A	0		W of Quarterfinals G4	0		W of Quarterfinals G4	0
	2			3				
G3	8/31/2014 9:00 AM		G3	8/31/2014 11:00 AM		G3	8/31/2014 11:00 AM	
	P2 of Pool Play Pool A	0		W of Quarterfinals G1	0		W of Quarterfinals G1	0
	P3 of Pool Play Pool B	0		W of Quarterfinals G2	0		W of Quarterfinals G2	0
	4			1				
G4	8/31/2014 9:00 AM		G4	8/31/2014 11:00 AM		G4	8/31/2014 11:00 AM	
	P1 of Pool Play Pool B	0		W of Quarterfinals G3	0		W of Quarterfinals G3	0
	P4 of Pool Play Pool A	0		W of Quarterfinals G4	0		W of Quarterfinals G4	0
	3			2				

3rd Finals

8/31/2014 1:00 PM		
G1	L of Semifinals G1	0
	L of Semifinals G2	0
3		

7th Finals

8/31/2014 3:00 PM		
G1	L of 5th Semifinals G1	0
	L of 5th Semifinals G2	0
10		

5th Semifinals

8/31/2014 1:00 PM		
G1	L of Quarterfinals G1	0
	L of Quarterfinals G2	0
9		

8/31/2014 1:00 PM		
G2	L of Quarterfinals G3	0
	L of Quarterfinals G4	0
10		

5th Finals

8/31/2014 3:00 PM		
G1	W of 5th Semifinals G1	0
	W of 5th Semifinals G2	0
9		

