



**1998 UPA National Championship Series
Sectional Tournament for
District of Columbia / Maryland / Virginia
September 26 & 27, 1998**



Fall Sectionals 1998 Fredericksburg, Virginia

Open Division

A	B	C	D
Anodyne	Pocomoke	GRAMPA	Control Board
SSU	Three Chopt	Bulging Disc	Charm City
UVA	Hungry Hungry Hippo	Space Bastards	JMU
		U Richmond	Another Hungry Hippo

SATURDAY

9:30	A2 - A3	B2 - B3	C1-C3 C2-C4	D1-D3 D2-D4
11:30	A1 - A3	B1 - B3	C1-C4 C2-C3	D1-D4 D2-D3
1:30	A1 - A2	B1 - B2	C1-C2 C3-C4	D1-D2 D3-D4

3:30 Start of qualifying rounds

Notes on Qualifying Rounds

The qualifying rounds depend on what happens during pool play. There are several scenarios that may occur. Pocomoke and GRAMPA are master's teams and will not be advancing to open regionals.

Scenario 1: Master's teams win their respective pools.

The pool winners move up and play a 4 team round robin for seeds 1 and 2. The remaining 8 teams will play in an 8 team double elimination to decide seeds 3 and on. The team that finishes last will have consolation games and will start Sunday with a bye. Saturday's 3:30 round will match up the winner from Pool A and Bulging Disc. Pocomoke will play the team that finishes last in pool D. These games are "friendly's" and do not count toward standings.

Scenario 2: Only one master's team wins their pool.

The pool winners and the aforementioned masters teams move up and play a 5 team round robin for seeds 1, 2, and 3. The remaining 8 teams will play a double elimination to decide seeds 4 and on.

Scenario 3: Both master's teams, err, umm...choke.

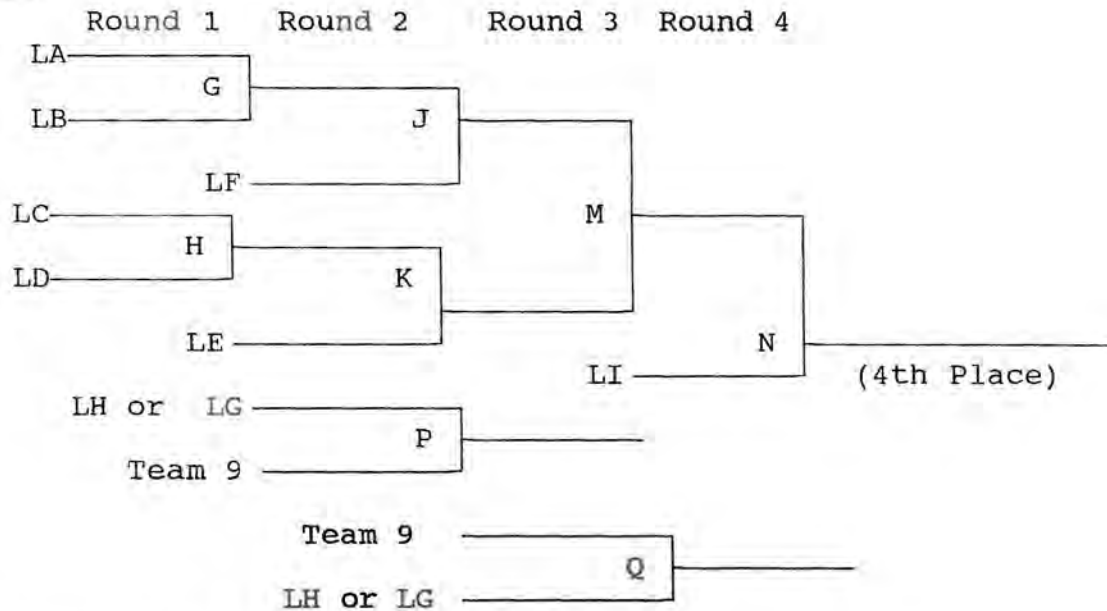
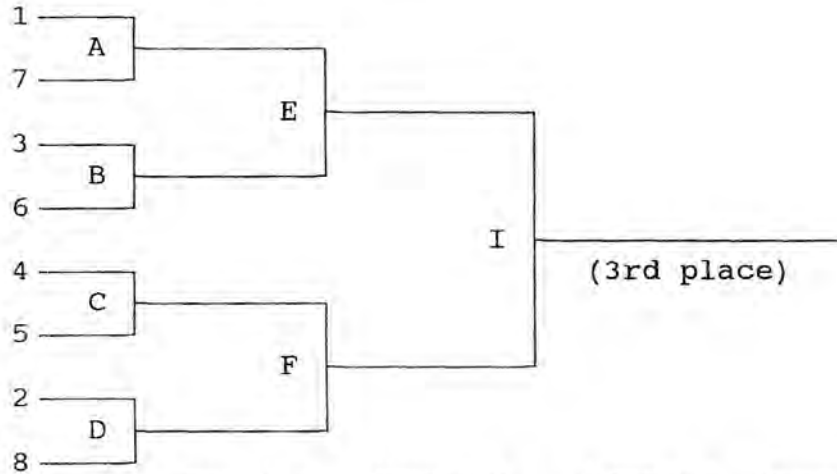
The top 2 teams in each pool, excluding the master's teams play in an 8 team double elimination to decide seeds 1 through 8. The remaining 5 teams will play consolation games on Sunday.

Got it? If not, ask at the pre-tourney meeting.

Scenario 1 Qualifying Rounds

Eight-team double elimination format

Saturday Sunday . . .
last Round 1 Round 2
round



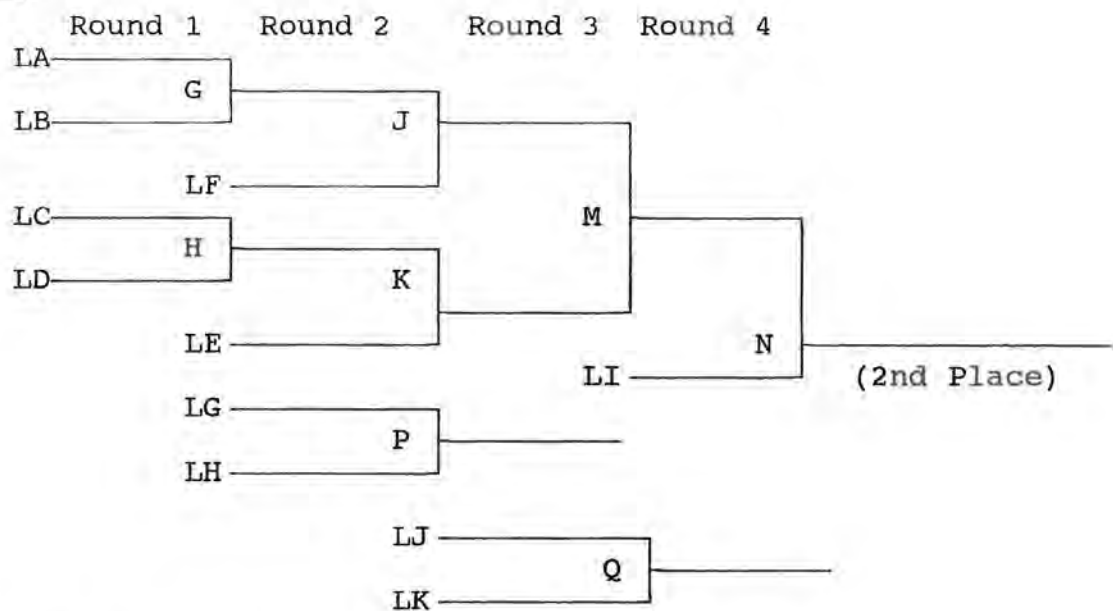
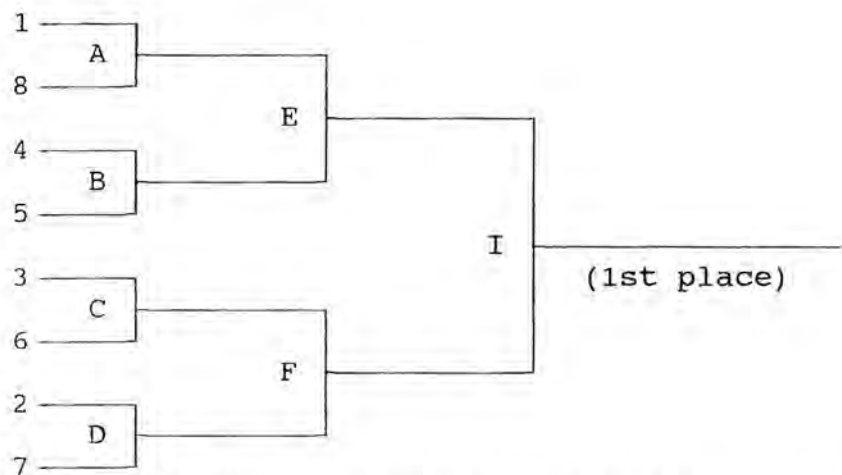
Accompanying Notes to Table 8.1.1:

3rd place - winner of I.
4th place - winner of N.
5th place - loser of N.
6th place - loser of M.

Scenarios 2 & 3 Qualifying Rounds

Eight-team double elimination format

Saturday Sunday . . .
last Round 1 Round 2
round



Accompanying Notes to Table 8.1.1:

- 1st place - winner of I.
- 2nd place - winner of N.
- 3rd place - loser of N.
- 4th place - loser of M.
- 5th place - winner of Q.
- 6th place - loser of Q.
- 7th place - winner of P.
- 8th place - loser of P.

Updated 9/8/1998

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.