

Rocky Mountain Sectionals 2002



Sept. 21-22
U.S. Air Force Academy
Colorado Springs, CO

Welcome...

to the 2002 Rocky Mountain Sectionals Ultimate Tournament. We thank you all for making the trip to the Springs and we hope you have a great time here. We would like to thank the U.S. Air Force Academy for allowing us to use the fields for this years Sectionals and Regionals tourneys. Also big thanks to your sectional coordinators, Scott, JJ, Marley, and to Chuck B. Another thanks to Connie, Gloria, Ben, Dave, Matt, and Ellen for helping line the fields. Kudos to Steve for the breadwork, and to Joe's Crab Shack for hooking us up with a place to drown our sorrows and celebrate our layouts.



10th EDITION HIGHLIGHTS

- Some 10th edition changes that may be significant: Pre-stall - you have 10 seconds to put a disc on the playing field proper into play, 20 seconds if it is off the field proper (end zone is not "proper"). The marker must give notice of start of 10 seconds and 5 seconds. If disc is not in play within time frame, marker may announce "delay of game" and start the stall count.
- Player calling a pick must be within 10 feet of the receiver they are attempting to defend.
- Only the person being double teamed may call a double team (used to be anyone on the field).
- A strip now causes a stoppage of play with check disc to restart (used to be play on).
- A regular equipment time-out may only extend an already existing stoppage of play. For example, if foul is called, that's when you tie your shoe laces. You don't get to stop play solely because of an equipment issue. For discs, only the thrower may initiate an EqTO, and only if the disc is "cracked, torn, deeply gouged, creased, or punctured. Warped, wet, or dirty discs do not qualify for an equipment time-out."
- And, of course, the glorious Callahan goal, when the defense intercepts a pass in the offense's end zone.

Big Thanks to Luis at Execuprint for his help with these programs!



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LUIS A. GUTIERREZ

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Mixed Schedule

Captains Meeting:
8:30am sharp.

Seeding:

- | | |
|-------------------------|------------------------|
| 1. High Plains Drifters | 8. Jay Birds |
| 2. Bad Larry | 9. Soul 7 |
| 3. Drive Through Liquor | 10. Pickles & Petals |
| 4. Mixed SuperStars | 11. Swilly Rabbit |
| 5. La Familia | 12. Too Hard Too Early |
| 6. Ho Cakes | 13. Lickety Split |
| 7. Bliss | 14. KAOS |

Rules:
UPA 10th Ed.

Tournament Format: we will be implementing the UPA 14 team format (excluding the round-robin discussion). Note, there are a few typos in that write-up. Hopefully, I have addressed them here and stayed with the intent of the format.

- All games, in all rounds, in all divisions, to 13; cap 15. (Section V)
- Hard cap at 1:20 – (section V.A.2.c)
- Two timeouts per half – (section VI.B...)
- Otherwise UPA rules apply

Pool A

1. High Plains Drifters
2. Ho Cakes
3. Bliss
4. Too Hard Too Early
5. Lickety Split

Pool B

1. Bad Larry
2. La Familia
3. Jay Birds
4. Swilly Rabbit
5. KAOS

Pool C

1. Drive Thru Liquor
2. Mixed Superstars
3. Soul 7
4. Pickles & Petals

Saturday Schedule:

Fields	1	2	3	4	5	6	Bye
9:00	A1-A3	A2-A4	B1-B3	B2-B4	C1-C4	C2-C3	A5, B5
10:45	A1-A4	A2-A5	B1-B4	B2-B5	C1-C3	C2-C4	A3, B3
12:30	A1-A5	A4-A3	B1-B5	B4-B3	C1-C2	C3-C4	A2, B2
2:15	A1-A2	A3-A5	B1-B2	B3-B5			A4, B4
4:00	A2-A3	A4-A5	B2-B3	B4-B5			A1, B1

- The top 2 teams from each pool automatically advance to the A pool quarter-finals on Sunday.
- The 3rd place team from pool A and B with the best point differential¹ automatically advances as well.
- The 3rd place team from pool A and B with the worst point differential¹ will play the 3rd place team from pool C Sunday morning for the right to be the 8th seed in the A pool quarter-finals on Sunday.†
- The loser of this game will play as top seed in the B pool.
- The remaining 5 teams will play in the B pool on Sunday.

Sunday Schedule:

Fields	1	2	3	4	5	6
9:00	AB3-C3†					
10:45	A1-A8	A2-A7	A3-A6	A4-A5	B4-B5	B3-B6
12:30	W1-W4	W2-W3	L1-L4	L2-L3	W5-B1	W6-B2
2:15	W1-W2	L1-L2	W3-W4	L3-L4	W5-W6	L5-L6

Final

Outcome 1st – 2nd 3rd–4th 5th–6th 7th–8th 9th–10th 11th–12th

¹Point differentials are used to choose one third place team from the other. The two third place teams from Pool A and Pool B have four round-robin games, giving them four games' worth of point differentials. Exclude the high and the low, and combine the other two point differentials for a total point differential. (If the teams are still tied, use all four games). This exclusion is based on the fact that it is possible that a team who has to play the top seed (and/or the bottom seed) of the entire tournament may be at an unfair advantage (or disadvantage), and that the top and bottom seeds are in Pools A and B.

Open Schedule

The Open Sectional Coordinator Says...

"We don't have the daylight to spare to delay games, therefore, it is assumed this schedule will be adhered to."

Captains meeting at 8:40 AM to split the difference b/t A & B pool start times.

Overall Seeds

- | | |
|-------------------------------|-------------------------------|
| 1. Johnny Bravo - Boulder | 6. Hibida - CSU |
| 2. Old & In the Way - Boulder | 7. Colorado Springs |
| 3. Mamabird - CU/Boulder | 8. Wasabi - Colo. College |
| 4. Cribless - Denver | 9. Mamabird Pimps - CU/B. |
| 5. HERO - Breckenridge | 10. Mamabird Hustlers - CU/B. |
| | 11. Air Force - Colo. Springs |

Pool A

1. Johnny Bravo
2. Cribless
3. HERO
4. Wasabi
5. Mamabird Pimps

Games to 15

Saturday Pool Play

(start/cap)	Field O2	Field O3	Bye
10:00/11:30 AM	1 v. 5	2 v. 3	Wasabi
12:00/1:30 PM	1 v. 4	3 v. 5	Cribless
2:00/3:30 PM	2 v. 5	3 v. 4	Bravo
4:00/5:30 PM	1 v. 2	4 v. 5	Breck

Sunday Pool Play (cont.)

9:00/10:30 AM	1 v. 3	2 v. 4	Pimps
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Pool B

1. Old & in the Way
2. Mamabird
3. Hibida
4. Colorado Springs
5. Mamabird Hustlers
6. Air Force

Games to 13

Saturday Pool Play

(start/cap)	Field O4	Field O1	Field O5
9:30 /11:00 AM	1 v. 5	2 v. 4	3 v. 6
11:30/1:00 PM	1 v. 4	2 v. 3	5 v. 6
"intermission"	-----	-----	-----
2:00 /3:30 PM	1 v. 6	2 v. 5	3 v. 4
4:00/5:30 PM	1 v. 2	3 v. 5	4 v. 6

Sunday Pool Play (cont.)

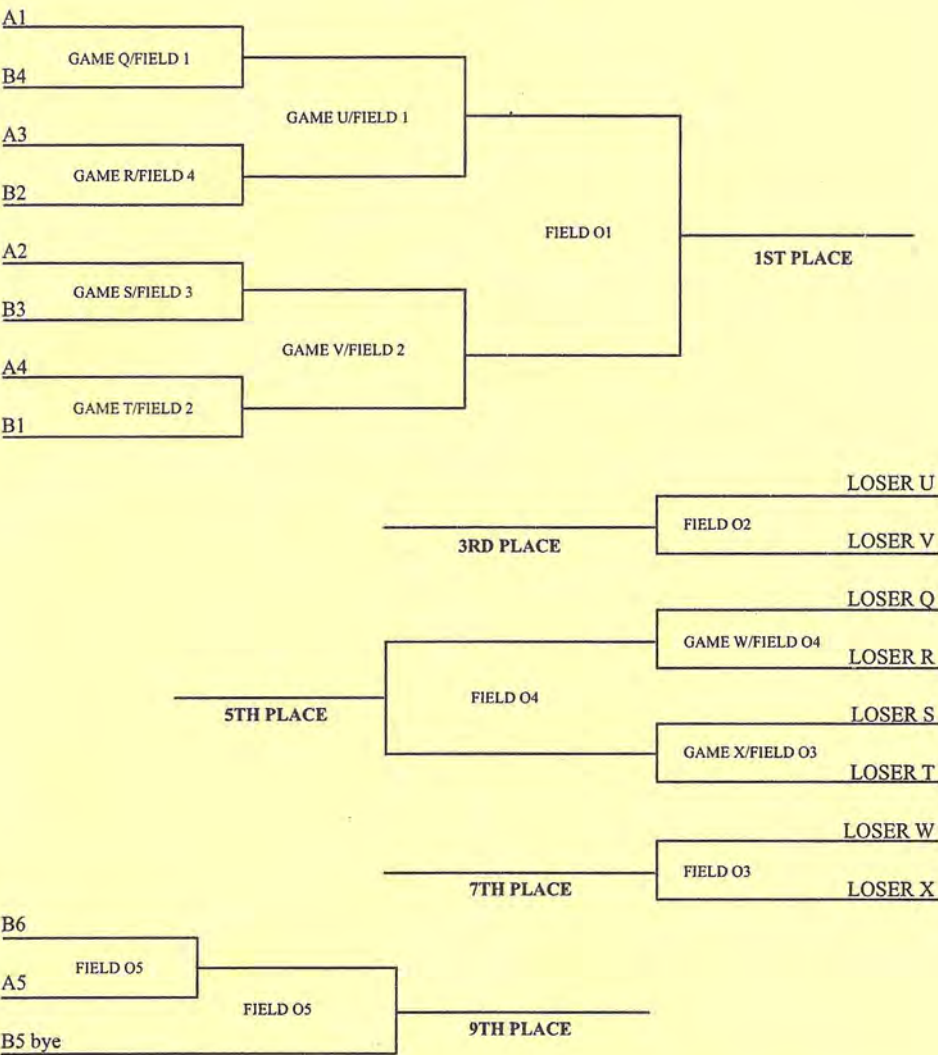
9:00/10:30 AM	1 v. 3	2 v. 6	4 v. 5
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- Pool A games to 15, Pool B games to 13, win by 2, score cap at X+2.
All bracket games to 15, including finals.
- All games time capped, including finals, as follows:
- Soft Cap: 1 hour 30 minutes. Finish the point that is being played when the time cap occurs. (The next point has begun when the disc is pulled).
- Add two to the leading score and play to that but no longer, win by two.
- Hard Cap: 1 hour 40 minutes. Finish point in progress and leading team wins, regardless of difference.
If tied, play tiebreaker point.
- Time Outs (all per 10th edition):
Pre-cap - 2 per half (up to 4 per game). During cap play - Once the soft cap or score cap goes into effect, each team has one and only one time out for the rest of the game.
- Time outs are limited to 70 seconds.

Open Division Championship and Consolation Brackets

Teams are seeded according to final standings in their pool. Top four from each pool are in the Championship bracket, and start by playing a team from the other pool (cross pool seeding). This is a modified single elimination format, i.e. single elimination with consolation games, as opposed to double elimination.

Round 1 (start/cap/hard)	Round 2 (start/cap/hard)	Round 3 (start/caphard)	Finals (start/caphard)
11:30/1:00/1:10	1:30/3:00/3:10	3:30/5:00/5:10	4:00/5:30/5:40



Note: In the 9th Place bracket, B5 gets a bye because they should be playing A6, in accordance with proper cross pool seeding. This works out nicely because if the original A pool seeding “stuck”, A5 had a Sunday morning bye in pool play.

Womens Schedule

Seeds

1. Rare Air
2. WORM
3. Kali
4. Colorado Springs
5. Colorado State

Tourney Format:

- 4 games of pool play, 1 bye per team
- Games to 13
- 5-minute halftime, mirror sides
- 2 time outs PER HALF
- Games are 1:15 long, then softcap is on. Please add 2 points to highest score at 1:15, and that is what the game will be played to. Hard cap (last point) is at 1:30. Because I will be playing, captains, please be in charge of all this (or come find me on Rare Air if there is a dispute).
- 20-yard brick (X)

Saturday Schedule:

Round 1

9:00-10:15 (soft cap goes on)

Round 2

10:45-12:00 (soft cap goes on)

Round 3

12:30-1:45 (soft cap goes on)

Round 4

2:15-3:30 (soft cap goes on)

Round 5

4:00-5:15 (soft cap goes on)

Games as follows...

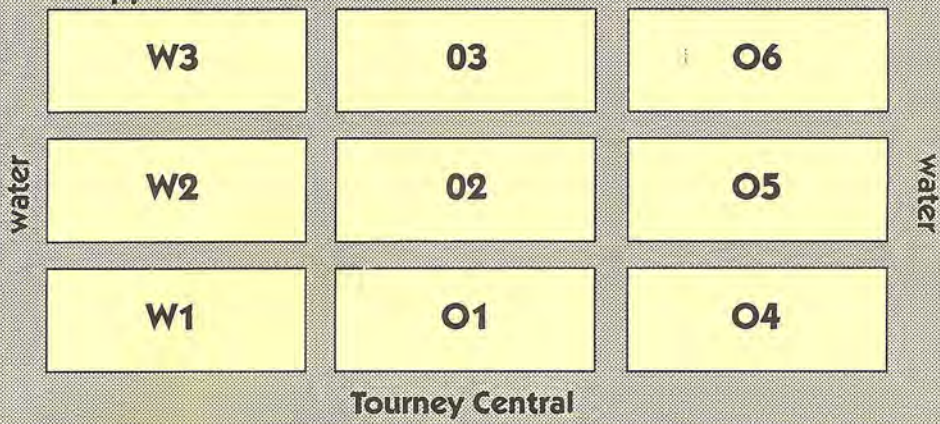
FIELDS	W1	W2	BYE
Round 1	1v4	2v3	5
Round 2	1v3	2v5	4
Round 3	1v2	4v5	3
Round 4	1v5	3v4	2
Round 5	2v4	3v5	1

Note: As an added incentive to stick around for the party, every womens' division player gets a free shot of their choice at the bar. If you happen to be funny, celebrating a birthday, or both, you might even get two free shots. Of course, domestic drafts and bottles are on the house.

FRONT RANGE

NORTH →

upper fields



parking



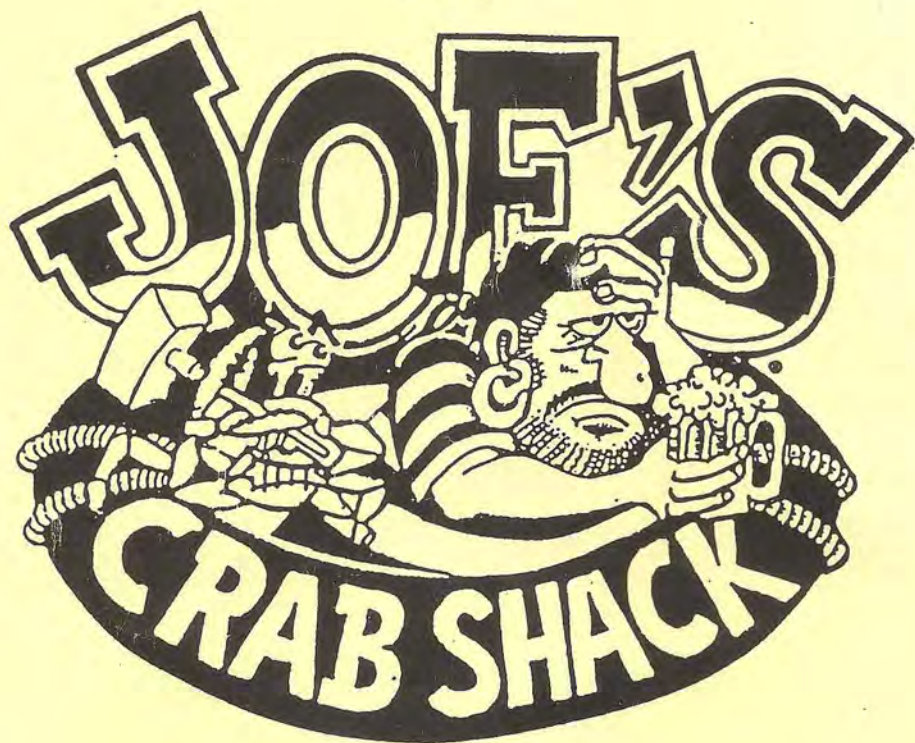
* Water is available at the taps located at the both ends of upper field, the south end of the lower field, and at the tent. Please use the recycling containers near Tourney Central and pick up after yourselves after all games, there are trash cans throughout the field complex. Help CSUN make a good impression so we can continue to have access to this great facility.

Program Design:

RaguStudio.com

Mucho Gracias!

**Let's Party Down
at**



**The 2002 Sectionals Shindig is at Joe's Crab Shack,
just south of the tourney hotels on Academy Blvd.
Enjoy free domestic bottles and drafts all night*, with all
well drinks, micros, and shots at happy hour prices, and
complimentary appetizers courtesy of Joe and the good
folks of CSUN. The party kicks off at 10pm and goes until
1:30-ish. There are also coupons available at the hotel desks
for free appetizers w/dinner purchase at Joe's, if you are so
inclined. Have a good time, tip your bartenders, and
please be responsible and use designated drivers.**

(*or until our tab runs out)