

Belgian Ultimate Indoor Championship 2008-2009 (BUIC0809)

1. System

We will have 7 divisions : 5 with 5 teams and 2 with 4 teams. Starting divisions will be based on the final ranking of BUIC0708. On each competition day, all teams of one division play against all other teams of that same division. This means 4 games per team per day for divisions 1 to 5 and 3 games for divisions 6 and 7. At the end of each day, the winner and runner-up of each division promotes to the division directly above (except for division 1), and the last and last-but-one of each division descends to the division directly beneath (except for division 7). The winner of division 1 will receive 33 points, the second team in division 1, 32 and so on. The last team in division 7 will receive 1 point. The points from the 4 days will be added together to get a final ranking at the end of the season. The 4 teams that win the 4 days in division 1 will play the play-offs. **New thing this year : 5 teams will take part in the play-offs !!! Thus the team with the most points at the end of day 4 (except those already qualified for the play-offs) will also be in.** In case one or more teams win division 1 on more than 1 occasion, then the next teams having the most points at the end of day 4 will also play the play-offs in order to have five teams. The team that wins the play-offs will be the Belgian Indoor Champion 2008-2009.

2. Clubs participating

Diabolic Heaven, Hasselt, 3 teams (DH1 – DH2 – DH3)
Disco Duro, Gent, 1 team (DDR)
Eul'chtimate, Lille, 1 team (EUL)
Freespect, Mechelen, 2 teams (FS1 – FS2)
Freezzz Beezzz, Brugge, 3 teams (FBZ – WBZ – HBZ)
Frisbier, Boom en Reet, 1 team (FRB)
F***in' Hell Fish, Helchteren, 2 teams (FHF – FHC)
Gentle, Gent, 5 teams (GT1 – GT2 – GT3 – GT4 – GT5)
Huyltimate, Huy, 2 teams (HU1 – HU2)
Jet Set, Leuven, 2 teams (JET – PRO)
Mooncatchers, Uccle, 3 teams (MC1 – MC2 – MC3)
Schijnwerpers, Antwerpen, 1 team (SCH)
Slijpschijven, Aalter, 4 teams (SL1 – SL2 – SL3 – TRC)
ULB, Ixelles, 1 team (ULB)
XLR8RS, Ixelles, 2 teams (XLR – PXL)

3. Divisions

a. Final results of last indoor season (this is the base to decide which team will play in which division this year) : 1° Mooncatchers 2° Gentle 1, 3° Slijpschijven 1, 4° Huyltimate 1, 5° Jet Set, 6° Freezzz Beezzz, 7° Diabolic Heaven 1, 8° Schijnwerpers, 9° Wannabeezzz, 10° Diabolic Hell, 11° XLR8RS, 12° Gentle 2, 13° Slijpschijven 2, 14° ULB, 15° Freespect, 16° Hazzzbeezzz, 17° Gentle 3, 18° Mooncatchers Jr, 19° Slijpschijven 3, 20° Huyltimate 2, 21° Slijpschijven 4, 22° Diabolic Heaven 2, 23° Gentle 4, 24° Gentle 5, 25° Skywalkers.

b. Some remarks :

- Skywalkers won't participate this year.
- 9 new teams will join us : Pixel, Propellers, Eul'chtimate, Mooncatchers 3, F***in' Hell Chicks, Disco Duro, Diabolic Heaven 3, Freespect 2 and Frisbier.

c. Starting positions for this year's BUIC : Division 1 : Mooncatchers 1 (MC1), Gentle 1 (GT1), Slijpschijven 1 (SL1), Huyltimate 1 (HU1), Jet Set (JET) ; Division 2 : Freezzz Beezzz (FBZ), Diabolic Heaven 1 (DH1), Schijnwerpers (SCH), Wannabeezzz (WBZ), F***in' Hell Fish (FHF) ; Division 3 : XLR8RS (XLR), Gentle 2 (GT2), Slijpschijven 2 (SL2), ULB (ULB), Freespect 1 (FS1) ; Division 4 : Hazzzbeezzz (HBZ), Gentle 3 (GT3), Mooncatchers 2 (MC2), Slijpschijven 3 (SL3), Huyltimate 2 (HU2) ; Division 5 : Trancheuzen (TRC), Diabolic Heaven 2 (DH2), Gentle 4 (GT4), Gentle 5 (GT5), Pixel (PXL) ; Division 6 : Propellers (PRO), Eul'chtimate (EUL), Mooncatchers 3 (MC3), F***in' Hell Chicks (FHC) ; Division 7 : Disco Duro (DDR), Diabolic Heaven 3 (DH3), Freespect 2 (FS2), Frisbier (FRB).

4. Rules

- Games of 25 minutes for divisions 1 to 5, 35 minutes for divisions 6 and 7 (since they have one less game per day). Finish the point at the end-signal. If the score is equal after the last point has been played, play 1 extra point to have a winner (cap+1).

- A new point begins as soon as a team scores (so if the time is over when a team is walking towards it's own side to receive the pull, that point still has to be played).

- Game ends immediately if a team reaches 13 points.

- Brick-rule of 5 meters.

- 1 time-out per team per game. Time is not stopped during these time-outs, so no time-out is allowed in the last 5 minutes of the game.

- Teams get 1 point for a victory and 0 for a defeat.

- At the end of each day, a ranking is made per division. In case of equal points between 2 teams in a division, the winner of the game between those 2 teams comes first. If more than 2 teams have the same number of points we use this system : first we look at the goal-average of their opposing games only, then we look at the scored points of their opposing games, then we look at the global goal-average of all their games in the division, then we look at the scored points of all their games in the division. If we still can't decide who comes first, we look at the total-ranking before that day, or the final ranking of last year in case of a tie on day 1.

- At the end of each day : in divisions 2 to 7 : first and second teams go up. In division 1 to 6 : last and last-but-one teams go down.

- At the end of each day : the winner of division 1 gets 33 points, the second gets 32, and so on. The last team in division 7 gets 1 point.

- On the 4th and last day, teams get double points : 66 for the first in first division, then 64, 62 and so on. The last team in division 7 gets 2 points.

- After 4 days, all points are added together to get a global ranking for each team.

- Every team that wins the first division on one of the 4 days will get a ticket for the play-offs. The team with the most points at the end of day 4 will also get a ticket for the play-offs. If we don't have 4 different winners on the 4 days, the next teams that have the most points in the global final ranking will also play the play-offs. In case several teams have the same number of points in the final ranking, the ranking of day 4 will count.

- Play-offs will be played with 5 teams, who will start with 0 points. Round-robin, so 4 games for each team. The team that wins the play-offs will be champion. In case of an equal ranking for 2 or more teams, we use the system already described earlier on.

- Per day, each team has to provide the organizers with a list of the players playing on that team for that day. A player having played in a certain team CANNOT play with another team (from the same or another club) in this year's championship.

5. Spirit of the Game

We decided to adopt an easier, more basic system this year : at the end of each day, every team has to vote for ONE team which they found particularly well-spirited on that day. The team having the most votes at the end of day 4 will get the Spirit of the Game award.

6. Calendar

a. DAY 1 : 30/11/2008

Division 1 : Gent, 12:00 – 17:00
Division 2 : Oostkamp, 12:00 – 17:00
Division 3 : Uccle, 9:00 – 14:00
Division 4 : Fernelmont, 12:30 – 17:30
Division 5 : Aalter 1, 13:00 – 18:00
Division 6 : Uccle, 14:00 – 19:00
Division 7 : Aalter 2, 13:00 – 18:00

b. DAY 2 : 21/12/2008

c. DAY 3 : 25/01/2009

d. DAY 4 : 15/02/2009

e. DAY 5 : 08/03/2009 (play-offs)

7. Halls

We still miss some addresses, so you'll get a separate file with these next week. Sorry about that.

8. Costs

- Each hall costs approx. €18 per hour. This means €18 x 6 hours per hall x 7 halls per day x 4 days = €3024. If we add approx. €250 for other costs (tape for the lines, trophies, paperwork, ...) we get approx. €100 per team.

- Each club has to pay €100 per team by November 30th at the latest. You can pay on this bank account : 377-0009310-35, Mooncatchers.

- All teams will receive a complete calculation of all costs at the end of the championship. The money that hasn't been used (if any) will be refunded to the teams.

9. Organisation

The responsible person for the team that organizes a day should send the results of all games as soon as possible on the address buicresults@gmail.com.

We are fully available at all times via the following mail addresses and phone numbers :

Tof	Christophe Bihin	cbihin@gmail.com	0487/17.88.92	public relations
Max	Max De Wilde	dewmax@gmail.com	0485/79.94.65	schedule and results
JP	Jean-Philippe Deckers	jphdeckers@gmail.com	0476/78.65.37	money
Fred	Frédéric Vauthier	fred.vauthier@gmail.com	0475/47.36.61	rules and system