

Belgian Ultimate Indoor Championship 2007-2008 (BUIC0708)

1. System

We will have 5 divisions, each with 5 teams. Starting divisions will be based on the final ranking of BUIC0607. On each competition day all teams of 1 division play against all other teams of that same division. This means 4 games per team per day. 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 4th and 5th team of each division descends to the division directly beneath (except for division 5). The winner of division 1 will receive 25 points, the second team in division 1, 24 and so on. The last team in division 5 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. In case one or more teams win division 1 on more than 1 occasion, then the teams having the most points at the end of day 4 will also play the play-offs.

The team that wins the play-offs will be the Belgian Indoor Champion 2007-2008

2. Clubs participating + contact details

Diabolic Heaven, Hasselt, Sigi Bodson, bodsonsigi@hotmail.com : 2 teams (DH1 – DH2)

Freespect, Mechelen, Boris, boris@freespect.be : 1 team (FRS)

Freezzz Beezzz, Brugge, Geoffroy Meyns, gmeyns@versateladsl.be: 3 teams (FBZ – WBZ – HBZ)

Gentle, Gent, Ine Lanckriet, ineke_lanckriet@hotmail.com : 5 teams (GT1 – GT2 – GT3 – GT4 – GT5)

Gentle, Gent, Jelle Van Coillie, jellekwal@hotmail.com

Huyultimate, Eric Detry, edetry@netscape.net : 2 teams (HU1 – HU2)

Jet Set, Leuven, Kevin Agten, agtenkevin@hotmail.com : 1 team (JET)

Mooncatchers, Ukkel, Olivier Cassart, patricia.vanhalteren@belgacom.net : 2 teams (MCJ – MCS)

Schijnwerpers, Antwerpen, Johnny, johnnyenmarlies@hotmail.com : 1 team (SCH)

Slijpschijven, Aalter, Toon Vroman, vromantoon@yahoo.com : 4 teams (SL1 – SL2 – SL3 – SL4)

XLR8RS, Ixelles, Matthieu Baudoux, matthieu.baudoux@gmail.com: 1 team (XLR)

XLR8RS, Ixelles, Joelle, joecoppee@yahoo.fr

XLR8RS, Ixelles, Jaymeen Patel, jaymeenp@hotmail.com

Diabolic Hell, Tim Vandereyd, timvandereyd@hotmail.com : 1 team (DHL)

ULB, Christophe Bihin, cbihin@gmail.com : 1 team (ULB)

Skywalkers, Braine L'Aleud, Olivier Muls, olivier.muls@altern-actif.com : 1 team (SKY)

3. Divisions

a. **Final result last indoor season** (this is the base to decide which teams will play in which division this year)

1° Mooncatchers & Slijpschijven 1, 3° Gentle 1, 4° Jet Set, 5° Freezzz Beezzz,
6° Schijnwerpers, 7° XLR8RS, 8° Wannabeezzz, 9° Huy, 10° Diabolic Heaven,
11° Mooncatchers jr, 12° Slijpschijven 2, 13° Gentle 2, 14° Slijpschijven 3, 15° Diabolic Hell,
16° Hazzzbeezzz, 17° Gentle 3, 18° Comets, 19° ULB, 20° Freespect, 21° Gentle 4

b. **Some remarks :**

- Comets won't participate this year
- 5 new teams will join us : Skywalkers, Huyultimate 2, Diabolic Heaven 2, Slijpschijven 4, Gentle 5

c. **Starting position for this year's BUIC :**

Division 1 : Mooncatchers (MCS), Slijpschijven 1 (SL1), Gentle 1 (GT1),
Jet Set (JET), Freezzz Beezzz (FBZ)

Division 2 : Schijnwerpers (SCH), XLR8RS (XLR), Wannabeezzz (WBZ), Huy 1 (HU1),
Diabolic Heaven 1 (DH1)

Division 3 : Mooncatchers JR (MCJ), Slijpschijven 2 (SL2), Gentle 2 (GT2), Slijpschijven 3 (SL3),
Diabolic Hell (DHL)

Division 4 : Hazzzbeezzz (HBZ), Gentle 3 (GT3), ULB (ULB), Freespect (FRS), Gentle 4 (GT4)

4. Rules

- Games of 25 minutes. Finish the point at the end-signal. If the score is equal after the last point has been played, you play 1 extra point to have a winner.
- A new point begins as soon as a team scores (so if 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 if a team reaches 13 points.
- If a game finishes sooner than 25 minutes because a team reaches 13 points, the next game will start no later than 3 minutes after the previous game.
- Brick-rule of 5 meters
- 1 Time-out per team per game. Time is not stopped during these time-outs, so no time-out aloud in the last 5 minutes of the game.
- Order of the games on a day : 1-3, 2-4, 3-5, 1-4, 2-5, 3-4, 1-2, 4-5, 2-3, 1-5. The team (or one of the teams) playing "home" i.e. in their own hall, will be team 1, the other teams will be ranked according to the ranking before the day. Exceptions can be made if necessary or in case none of the teams can play at home
- 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 division 2, 3, 4 and 5 : first and second team goes up. In division 1, 2, 3 and 4: 4rd and 5th team goes down.
- At the end of each day : the winner of division 1 gets 25 points, the second gets 24, and so on. The last team in division 5 gets 1 point.
- On the 4rd and last day, teams get double points : 50 for the first in first division, then 48, 46 and so on. The last team in division 5 gets 2 points.
- After 4 days all points are added to get a global ranking.
- Every team that wins the first division on each of the 4 days, will get a ticket for the play-offs. If we don't have 4 different winners on the 4 different days, the 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 4 teams, who will start with 0 points. Round-robin, so 3 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 same system as described earlier on.
- Per minute a team is too late to have 5 players on the field, after the starting signal has been given, the opposing team gets an extra point to it's score for that game (so after 4 minutes the score would be 4-0). If a team is not ready to start playing 5 minutes after the starting signal, the team loses the game with 0-13, and will get -10 on their total points. So if you don't play any of your games, you'll get -40 points !
- If a team doesn't show up on a certain day, they won't go down 1 but 2 divisions !
- Per day, each team has to provide the organizers with a list with the players 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 years championship.

5. Spirit of the game

- We will use the Swedish fair play system : every team gives a score at the end of the game to the other team. This is the scale :

5 - Perfect fair play.

The Team can in no way be criticised for its behaviour. Furthermore, the team has given its opponents an advantage in a decisive moment of the game. The team is setting an ideal example for other teams.

4 - Very good fair play.

The team can in no way be criticised for its behaviour. It has set a model example for other teams.

3 - Above average fair play.

The team can be criticised for its behaviour in the occasional incident. Otherwise, the team behaved very well. It is a good example for other teams.

2 - Barely acceptable fair play.

The team can be criticised for its behaviour in a few separate situations. Otherwise, the team behaved well. The team is not really a role model for other teams.

1 - Bad fair play.

The team can be criticised for its behaviour in a number of situations. The team has not behaved well. The team is a bad role model for other teams.

0 - Unacceptable fair play.

The team deserves serious criticism in numerous occasions. The team's behaviour is unacceptable. The team should not be used as a role model for other teams.

- The team that has the most points at the end of day 4 will get the spirit of the game award

6. Calendar

a. DAY 1 : 25/11/2007

Leuven 11:00 – 17:00		Oostkamp 12:00 – 18:00		Aalter 13:00 – 19:00		Hofstade 11:00 – 17:00		Hasselt 10:00 – 16:00	
11:10	JET-SL1	12:10	WBZ-XLR	13:10	SL2-GT2	11:10	FRS-GT3	10:10	DH2-SKY
11:40	MCS-GT1	12:40	SCH-HU1	13:40	MCJ-SL3	11:40	HBZ-ULB	10:40	HU2-SL4
12:10	SL1-FBZ	13:10	XLR-DH1	14:10	GT2-DHL	12:10	GT3-GT4	11:10	SKY-GT5
12:40	JET-GT1	13:40	WBZ-HU1	14:40	SL2-SL3	12:40	FRS-ULB	11:40	DH2-SL4
13:10	MCS-FBZ	14:10	SCH-DH1	15:10	MCJ-DHL	13:10	HBZ-GT4	12:10	HU2-GT5
13:40	SL1-GT1	14:40	XLR-HU1	15:40	GT2-SL3	13:40	GT3-ULB	12:40	SKY-SL4
14:10	JET-MCS	15:10	WBZ-SCH	16:10	SL2-MCJ	14:10	FRS-HBZ	13:10	DH2-HU2
14:40	GT1-FBZ	15:40	HU1-DH1	16:40	SL3-DHL	14:40	ULB-GT4	13:40	SL4-GT5
15:10	MCS-SL1	16:10	SCH-XLR	17:10	MCJ-GT2	15:10	HBZ-GT3	14:10	HU2-SKY
15:40	JET-FBZ	16:40	WBZ-DH1	17:40	SL2-DHL	15:40	FRS-GT4	14:40	DH2-GT5

b. DAY 2 : 23/12/2007

5 Halls : Gent (11:00 – 17:00), Hofstade (11:00 – 17:00), Houthalen (11:00 – 17:00),
Leuven (11:00 – 17:00), Oostkamp (12:00 – 18:00)

c. DAY 3 : 27/01/2008

5 Halls : Aalter (13:00 – 19:00), Gent (12:30 – 18:00), Hofstade (11:00 – 17:00),
Knesselare (14:00 – 20:00), Leuven (11:00 – 17:00)

d. DAY 4 : 24/02/2008

5 Halls : Aalter (13:00 – 19:00), Gent (12:30 – 18:00), Hofstade (11:00 – 17:00), Huy (11:00– 17:00), Oostkamp (12:00 – 18:00)

e. DAY 5 : 09/03/2008 play-offs

1 Hall : Aalter (13:00 – 17:00)

7. Halls

Use any good routeplanner to find the hall ...

a. Aalter

Sporthal Aalter, Lindestraat 17, 9880 Aalter, 09/3743919

b. Gent

Sporthal Tolhuis, Tolhuislaan 77-79, 9000 Gent, 09/225 09 63

c. Hasselt

Sporthal De Alverberg, Herckenrodesingel 33, 3500 Hasselt, 011/873028, 011/254522

d. Hofstade

Bloso Centrum Domein Hofstade, Tervuursesteenweg 1, 1981 Hofstade, 015/618360

e. Houthalen

Sportpark Lakerveld, Guldensporenlaan 16A, 3530 Houthalen-Helchteren, 011/819025

f. Huy

Avenue de la croix rouge 4, 4500 Huy

g. Knesselare

Sportterrein Flabbaert, Prinsengoeddreef 33, 9910 Knesselare, 09/3746381

h. Leuven

Sportoase Leuven, Philipssite 6, 3001 Leuven, 016/74 07 40

i. Oostkamp

De Valkaart, Albrecht Rodenbachstraat 42, 8020 Oostkamp, Tel. 050/833180

8. Costs

- Each hall costs approx. €16 per hour. This means €16 x 6 hours per hall x 5 halls per day x 4 days = €1920. If we add approx. €250 for other costs (tape for the lines, trophies, paperwork, ...) we get approx. €90 per team.
- Each club has to pay €90 per team by November 1st the latest. You can pay on this account : 890-0241959-72, Slijpschijven Aalter.
- All teams will receive a complete calculation of all costs at the end of the championship. The money that hasn't been used, will be refunded to the teams.

9. Organisation

The responsible of the team that organizes a day should send 1 of us the results of all games as soon as possible after the last game. You can call or mail us on the following mail-addresses and numbers :

Toon Vroman : vromantoon@yahoo.com, 0473/474198

Tim Coppejans : timcoppejans@yahoo.com, 0477/137500

Glenn Nolf : glenn@frisbee.be, 0477/8260150

We will determine the schedule for the next day as soon as possible. Results will be put online on www.bfdf.be and will be mailed to the responsible of the teams and to the Belgian mailinglist.