



# **NATIONALS DRAW 2010**

**NATIONALS DRAW 2010** ..... 1

**Principles** ..... 3

**General Rules** ..... 3

**Tournament Rules** ..... 4

    Points cap & Time Cap: ..... 4

        Half time: ..... 4

        At time cap: ..... 4

        Time-outs: ..... 4

    Tiebreakers ..... 4

    Carry Through ..... 5

    Placement Games: ..... 5

    Seeding: ..... 5

    General: ..... 6

# Principles

The draw gives every team a fair chance to establish their correct placing.

Each team should get a fair number of games.

Teams should not have to play more than 3 games a day (Nationals) AND (ideally) not play 3 games in a row where possible.

The order of games should be fair.

# General Rules

Games will be played under the latest WFDF rules of play

<http://www.wfdf.org/index.php?page=rules/index.htm>

ALL AFDA Policies will be adhered to:

These include

Safe Play Policies:

[Sun Protection Policy](#)

[Hot Weather Policy](#)

[Lightning Policy](#)

[Anti-Doping Policy](#)

[Pregnancy Policy](#)

Sporting Administration Policies:

[National Championships Eligibility Policy](#)

[National Championships Policy](#)

# Tournament Rules

## Points cap & Time Cap:

For Nationals:

# Games	Average	Points cap	Time cap	Total Points	Total Time
2 or 3	2.5	15	90	37.5	225
3	3	15	90	45	270

### ***Half time:***

5 minutes break.

Mirror start of second half.

### ***At time cap:***

Finish current point. Add 1 to the highest score to establish a win-by-1 target.

### ***Time-outs:***

3 per team, per game, max of 2 per half. 2 minute each.

## Tiebreakers

In the event that two or more teams have the same win/ loss record (or number of points) at the conclusion of the round-robin or cross-over matches, the higher placed team will be decided by applying the tie breaker rules found in the UPA Tournament Formats Handbook. A summary of which is given below:

A given rule applies equally to all teams that are tied. If, after the application of a rule, all the teams are still tied, go on to the next rule. If however, not all teams, but one or more sub groups of the teams are tied, separate these teams into groups and go back to rule (a) with each group individually.

- a. Win-loss records, counting only games between the teams that are tied (i.e. head to head).
- b. Point differentials, counting only games between the teams that are tied.
- c. Point differentials, counting games against all common opponents (multiple games against common opponents are average)
- d. Point differentials, counting games against all common opponents, excluding each team's best and worst differentials.
- e. Points scored, counting only games amongst the teams that are tied.
- f. Points scored, counting games against all common opponents.
- g. Points scored, counting games against all common opponents, excluding each team's best and worse scores.
- h. Sum of the square roots of the absolute values of the point differentials, counting games against all common opponents.
- i. Disc flip.

## Carry Through

Where two teams in a Cross Over pool met in a Round Robin game, the score from that game will be used in the calculations for both team's Cross Over pool ranking (i.e. the result will be carried-through).

## Placement Games:

A placement game may be left un-played without penalty under the following conditions:

- 1 It is the last game of the tournament for both teams
- 2 Neither of the teams wants to play the game.

If **ALL** of these conditions are met then the game can be left un-played. The final standing of each team will be determined based on their current standing in the format.

## Seeding:

**National Championships:** As per the relevant Championship Policy

## **General:**

Game time starts at the allotted time, unless a previous game has run overtime.

Teams will be allowed ten (10) minutes from the end of the previous game to get to their next game if it ran overtime.

Any delay to the start of the game or extended injury during the game will also delay the time cap for that game.

Captains are to agree on the time to be added.

If bad light or extreme weather forces stoppage of games, the next day's play will start 1hr early and unfinished games will resume where the tournament organisers stopped them.

If games have to be abandoned, normal tiebreakers will be used to determine who is to be declared the winner.