

Canadian University Ultimate Championship Tournament Manual

The Canadian University Ultimate Championship (CUUC) shall be run according to the following guidelines.

Table of Contents

Section 1: Dates and Deadlines

Section 2: Team and Player Requirements

Section 3: Qualification, Bids and Seeding

Section 4: Tournament Structure

Section 5: Tournament Rules

Section 1: Dates and Deadlines

1.1.0 Dates for the CUUC

1.1.1 The preferred date for the CUUC will be on the Friday to Sunday the week after Thanksgiving weekend.

1.1.1.1 Other weekends may be accepted if just cause can be shown.

1.1.2 The CUUC has 3 components: Friday qualification, CUUC division I and CUUC division II.

1.1.2.1 Friday qualification takes place on the Friday of the CUUC and will determine some of the teams that qualify for CUUC division I. This event is open to teams not trying to qualify for CUUC division I but those teams might play in a separate pool/bracket.

1.1.2.2 CUUC division I takes place on the Saturday and Sunday of the CUUC for qualified teams.

1.1.2.3 CUUC division II takes place on the Saturday and Sunday of the CUUC for teams that did not qualify for CUUC division I or solely registered for this event.

1.2.0 Deadlines

1.2.1 Rosters

1.2.1.1 Teams must submit their rosters 7 days before the CUUC begins.

1.2.1.2 All players listed on the roster must be current Ultimate Canada Registered Competitive Athletes in good standing who have paid their fees for 2019. Non-members who do not register by the start of the CUUC will be crossed off the roster and will be ineligible.

1.2.1.3 All players listed on the roster must provide proof of enrollment from the appropriate post-secondary institution before they are eligible to play in CUUC division I,

(a) For players on teams that have qualified from another event the deadline is 7 days before CUUC or

(b) For players playing on teams in the Friday qualification event the deadline is noon EDT on the Tuesday before the Friday qualifying event.

Any player that misses these deadlines will not be allowed to play at any level of CUUC 2019 without permission from the competition director.

There is no proof of enrollment requirement for CUUC division II, but this does **not** permit players/teams to violate 2.2.1.1 or any other part of section 2.

The CUUC competition director will provide teams information regarding what types of proof of enrollment are accepted.

1.2.2 Declaration and Registration

1.2.2.2 NEW AS OF 2018, Teams must declare by September 15th if they intend to attempt to qualify for CUUC division 1. This declaration is non-binding, but will be used to re-allocate unused bids from qualifying events with no teams bidding for CUUC division 1 to CEUUC and/or Friday's qualifying event

1.2.2.3 Registration for CUUC: Friday Qualifier and Division II will close 14 days prior to the first day of CUUC (For 2019 this date will be Friday October 4th, 2019). CUUC Division I registration will close the Wednesday after all Division I qualifications are complete (For 2019 this date will be Wednesday October 9th, 2019).

1.2.3 Refunds

1.2.3.1 Any team that has paid team fees and drops out of CUUC after being given a bid will receive a refund on CUUC Team Fees as follows:

- Team withdraws 15 or more days before the CUUC: Refund of 100%
- Team withdraws 8-14 days before the CUUC: Refund of 50%
- Team withdraws 1-7 days before the CUUC: No refund

Section 2: Team and Player Requirements

2.1.0 Eligibility for the CUUC

2.1.1 In order for players to be eligible to play on a team at the CUUC, that player must meet all of the following criteria:

2.1.1.1 Be a student at a Canadian post-secondary institution;

2.1.1.2 Played in 4 or fewer previous CUUCs.

2.1.1.3 As of 2012, players have 7 consecutive calendar years of eligibility from the year of the first CUUC they participated in. Players may participate in a maximum of 5 CUUCs within this 7 year period. This rule is retroactive and will apply to players who began competing in the CUUC before 2012. All CUUC components listed in 1.1.2 count towards CUUC eligibility. Example: players who first participated in CUUC 2012 or earlier are no longer eligible to participate as of 2019.

2.2.0 Rosters

2.2.1 Teams must submit their roster to the CUUC competition director at least 7 days before the CUUC. Only players listed on this roster may play with the team at the CUUC.

2.2.1.1 All players on the roster must be students from the post-secondary institution with the team they represent subject to exceptions under 2.2.1.3. This applies to all components of CUUC listed under 1.1.2. This must be shown by proof of enrolment letter(s) submitted by the timelines under 1.2.1.3.

2.2.1.2 Teams are permitted up to 3 part-time students on their roster for CUUC division I and Friday qualifier. This rule extends to qualifying events for teams that qualify for CUUC division 1 at those events. Teams are permitted up to 5 part-time students on their roster for CUUC division II. All other students must be full-time students.

2.2.1.2.1 The status of co-op students, full-time, part-time or non-student, will be determined by their home post-secondary institution.

2.2.1.3 Ultimate Canada is willing to consider applications for consortium status. Consortium status permits multiple post-secondary institutions to enter a team together. Applications for a consortium status exception may be made by completing the consortium application form linked from the Ultimate Canada website by September 21st of the tournament year and early applications are encouraged. Considerations for consortium status include, but are not limited to:

- Planned participation level (i.e. CUUC or CUUC II only)
- Geographical limitations
- Viability of independent teams
- Academic links and enrollment
- Plan for future development and separation
- History of schools' Ultimate program

The Ultimate Canada competition director will review and reply to applicants within 6 business days of the application deadline. If no reply is received within 6 days then the request is not approved.

2.2.1.4 Teams may change their roster between qualification events (regional and provincial events) and the CUUC, but teams that qualify for CUUC at qualification events will have all rosters used in the series verified to ensure they conform to section 2.2.

2.2.2 To be eligible to play in the CUUC, a team must have a minimum of 10 players on its roster.

2.2.3 Each team is permitted a maximum of 28 players on their CUUC roster. As of 2014, the competition committee is looking to reduce this in future years.

2.2.4 Any team that is shown to have an illegal roster after play has started (example: Players playing with the team who are not on the roster or are otherwise ineligible) will forfeit any previously played game results. They will also be prevented from playing the rest of the tournament with the illegal players.

2.2.5 Any team that is shown to have played at the CUUC with an illegal roster once the tournament is over shall be removed from the final ranking of the tournament.

2.3.0 Uniform Guidelines

2.3.1 All teams attending the CUUC must have jerseys of matching colour and design.

2.3.1.1 Teams must have two sets of jerseys distinctly different in colour.

2.3.2 Numbered jerseys are required for CUUC Division I and Friday's qualifying event (if team is attempting to qualify for CUUC division I). They are recommended for all teams attending the CUUC Division II.

2.3.3 Matching shorts are recommended for all teams at the CUUC.

2.3.4 Teams that are being live streamed and fail to meet the uniform requirements will be removed from the live stream or required to wear Ultimate Canada pinnies.

Section 3: Qualification, Bids, and Seeding

3.1.0 Number of Teams in each Division

3.1.1 The Friday qualifying event will have as many teams as field space and scheduling permit.

3.1.2 CUUC Division I will have 8 open and 8 women's teams.

3.1.3 CUUC Division II will have as many teams as field space and scheduling permits.

3.2.0 Regional Allocations and Qualification

3.2.1 Regional Definitions

3.2.1.1 Regions are defined as follows:

West – British Columbia

Prairies – Alberta, Saskatchewan and Manitoba

East – Ontario and Quebec

Atlantic – New Brunswick, Nova Scotia, Prince Edward Island, and Newfoundland and Labrador

3.2.1.2 The Territories (Yukon, Northwest Territories, and Nunavut) are not assigned to any Region. A team comprised of players from the Territories can choose to compete for bids from any region.

3.2.2 Qualification CUUC division I

3.2.2.1 There will be 4 regional qualification events with 1 held in each region: West, Prairies, East and Atlantic. The winner of these qualification

events (both open and women's) will receive a direct bid to CUUC division I.

3.2.2.1.1 A regional qualification event must have a minimum of 2 teams for that division to receive a direct bid to CUUC division I.

3.2.2.1.2 Should the winner of the qualification event decline their direct bid or have already earned a direct bid through another event, the direct bid to CUUC division I will be awarded to the next highest finishing team in that division.

3.2.2.1.3 Any team that accepts a regional champion bid to CUUC must have played with a valid roster. All players on the roster submitted for the regional championship will need to submit proof of enrollment, as per section 2.2.1.1 and 1.2.1.3, to receive the bid.

3.2.2.2 The provinces of Ontario and Quebec will each be allowed to host a qualifying event with a prize of 1 direct bid to CUUC I in the open and women's divisions. These events cannot be in direct conflict with the Canadian Eastern University Ultimate Championships (CEUUC).

3.2.2.2.1 A qualification event must have a minimum of 2 teams for that division to receive a direct bid to CUUC division I.

3.2.2.2.2 Should the winner of the qualification event decline their direct bid or have already earned a direct bid through another event, the direct bid to CUUC division I will be awarded to the next highest finishing team in that division.

3.2.2.2.3 Any team that accepts a provincial champion bid to CUUC, must have played with a valid roster. All players on the roster submitted for the provincial event will need to submit proof of enrollment, as per section 2.2.1.1 and 1.2.1.3, to receive the bid.

3.2.2.3 Teams may also qualify to CUUC division I through the Friday qualification event held during the CUUC weekend.

3.2.2.3.1 There will be a minimum of 2 open and 2 women's bids available to CUUC division I through Friday qualification.

3.2.2.3.2 Teams that qualify through the Friday qualification event should be prepared to show proof of enrollment for all players immediately upon qualifying, as per section 1.2.1.3.

3.2.2.3.3 Teams that have directly qualified for CUUC division I may opt to participate in the Friday qualification event, provided they do not forfeit any games.

3.2.3 Qualification CUUC division II

3.2.3.1 There is no qualification requirement for CUUC division II.

3.2.3.2 Teams may opt to register solely for CUUC division II. They would not need to participate in the Friday qualification event.

3.3.0 Seeding

3.3.1 After all team bids have been sent in to the CUUC competition director, the competition director will make the final decision on seeding the teams.

3.3.1.1 The CUUC competition director will take the following into account when ranking teams:

3.3.1.1.1 Head-to-head match-ups from university tournaments held in the fall of the year of the CUUC.

3.3.1.1.2 Final Placing from other tournaments held in the fall of the year of the CUUC.

3.3.1.1.3 Previous years' CUUC Results

3.3.1.1.4 Previous years' results from other tournaments

Section 4: Tournament Structure

4.1.0 Tournament Structure/Schedule (Pool Games and Playoffs)

4.1.1 The CUUC Tournament Structure and Schedule will be set based on the number of teams participating. CUUC division I will use the format provided in Appendix A. The CUUC competition director will set the schedule for the Friday qualifying event and CUUC division II in keeping with the following guidelines.

4.1.1.1 Teams should play no more than five games in one day.

4.1.1.2 All teams should play at least 6 games in the tournament.

4.1.1.3 Schedules are subject to approval by Ultimate Canada.

4.1.1.4 The USAU Manual of Tournament Formats may be used as a guide in designing alternative schedules, subject to meeting the guidelines above.

4.1.2 Immediately following all Quarter Final and Semi Final games, all losing teams will be required to either play placement game(s) for final CUUC rankings place, or come to some decision as to which team will gain which final position.

4.1.2.1 If one team agrees to play a placement game and can field a legal team and the other team refuses to play or can not field a legal team, the team that was willing and able to play the game will be considered the winner of that game.

4.1.2.2 If neither team is willing to play the game and no agreement can be reached, then Ultimate Canada will assign the placement of each team based on the tie breaking rules outlined in section 4.2.

4.2.0 Tie Breakers

4.2.1 In the case of a tied record between two teams, the head-to-head match-up will be used to determine the higher ranking team.

4.2.2 In the case of a tie between 3 or more teams, the record in the games between those teams will be considered.

4.2.3 If there are 3 teams and their head to head records are all 1-1 (a circular tie), the following methods will be used to break the tie. Each tie breaking method will be used one at a time in the order listed until the tie is broken. A circular tie is broken once one team is ranked either 1st or 3rd. If the remaining two teams are tied using the current method, then the tie will be broken using the method listed under section 4.2.4.

4.2.3.1 Point differences (+/-) for the games between the 3 teams.

4.2.3.2 Points scored for each team in the head to head games between the 3 teams.

4.2.3.3 Total point difference (+/-) for the teams in all current pool games.

4.2.3.4 Points scored for each team in all current pool games.

4.2.3.5 Total point difference (+/-) for all games played in the tournament.

4.2.3.6 Total points scored for each team in all games in the tournament.

4.2.3.7 A random contest will be devised to determine the rank of these teams.

An example of the point differential may be as follows:

Games: (1. A Beats B 15-11), (2. B Beats C 15-13), (C Beats A 15-14)

Team A: +3 points

Team B: -2 points

Team C: -1 points

Team A will be ranked 1st, Team C 2nd and Team B 3rd.

4.2.4 In a circular tie, once one team has either been ranked 1st (or 3rd), and the remaining two teams are still tied on point differential, then the head to head match up of the tied teams will be considered.

An example of the point differential may be as follows:

Games: (1. A Beats B 15-12), (2. B Beats C 15-13), (C Beats A 15-14)

Team A: +2 points

Team B: -1 points

Team C: -1 points

Team A will be ranked 1st, Team B 2nd and Team C 3rd.

Section 5: Tournament Rules

5.1.0 Rules

5.1.1 All CUUC games shall use the same version of the rules of Ultimate as is currently endorsed by USA Ultimate, subject to the specifications below. The current official rules are the 11th edition rules.

5.1.2 The CUC series will vary from the Official Rules of Ultimate, 11th Edition in the following ways:

5.1.2.1 In regards to the size of end zones, End zones for the CUC series will be 18 metres by 37 metres (Article III, Section A).

5.1.2.2 There is no longer a requirement to win by two (Article V, section A).

5.1.2.3 The overtime rules (when a game reaches 14-14 in a game to 15, Article V, Section C and Article VI, Section B.1) are no longer applied.

5.1.3 Ultimate Canada endorses genuine communication in either official language throughout the CUUC Series including during active play when players may count stalls or call infractions in their language of choice.

5.1.4 Contact Call - If contact occurs between the thrower and marker that would constitute a foul under XVI.H.3.a but the thrower does not release the disc, "contact" may be called. Play does not stop and the marker resumes the stall count at "one". Other than resetting the stall count to "one" after the first instance, the "contact" call is treated as any other marking violation. The marker may contest the "contact" call by calling "violation", which stops play. If the thrower calls "contact" after beginning the throwing motion and subsequently releases the disc, it is treated as if the thrower called "foul".

5.2.0 Game Times and Points

5.2.1 All pool, quarterfinal, semi-final and placement games will be played to a score of 15. These games will be scheduled for 90 minutes, with a hard time cap 85 minutes after the starting time. There is no soft time cap.

5.2.1.1 The CUUC competition director may adjust the standard time scheduled for games, soft caps, hard caps, and point caps provided all affected captains are made aware of the change(s). The competition director may implement such changes for reasons including but not limited to pool size, field availability and weather.

5.2.2 All final games will be played to a score of 15. These games will be scheduled for 120 minutes, with the soft time cap 105 minutes after the starting time. There is no hard time cap.

5.2.3 Game length and time caps can be adjusted at the discretion of the CUUC competition director due to daylight and facility constraints.

5.3.0 Time

5.3.1 All Games for all divisions shall be governed by the following time rules. Whenever possible, the CUUC will provide timekeepers to enforce these rules for all Semi Final and Final games.

5.3.1.1 Time between Points:

5.3.1.1.1 Timekeepers, when available, will signal the time by blowing the whistle once at 50 seconds, twice at 70 seconds and three times at 90 seconds.

5.3.1.2 Time Outs:

5.3.1.2.1 Timekeepers, whenever available, will signal the time by blowing the whistle once at 50 seconds, twice at 70 seconds and three times at 90 seconds.

5.3.1.3 Half-Time:

5.3.1.3.1 Half time will be no more than 5 minutes in length. From the time the last point of a half is scored, the new receiving team will have 5 minutes to signal its readiness for the next pull. The pulling team will have an additional 20 seconds to pull the disc.

5.3.1.3.2 Timekeepers, whenever available, will signal the time by blowing the whistle once at 4 minutes and 40 seconds, twice at 5 minutes and three times at 5 minutes 20 seconds.

5.4.0 Caps

5.4.1 For the final of every Division, there will be no hard cap, subject to section 5.2.3. A soft time cap will be implemented at the conclusion of the current point once a game is within 15 minutes of its scheduled finish time.

5.4.1.1 Once the current point is concluded, the point cap will be changed to a number of points equal to the total number of points accumulated by the leading team, or both teams in the event of a tie, plus two.

5.4.1.1.1 In the case of one team being at or over the original intended score of the game, the game will end when one team gets to the original point cap. (Example: In a game to 15, if the soft time cap comes on when the score is 14-13, then the game will be played to 15.)

5.4.2 For all pool, quarterfinal, semi-final and placement games, there will be no soft time cap. A hard time cap will be implemented at the conclusion of the current point once the game is within 5 minutes of its scheduled finish time.

5.4.4 A halftime cap will take effect if neither team has reached eight points after 45 minutes in a 90 minute game or 60 minutes in a 120 minute game.

5.4.4.1 The current point is finished. If neither team has reached eight points then one point is added to the score of the leading team, or both teams in the event of a tie, to determine the new halftime target.

5.4.4.2 The number of time-outs available to each team is unaffected by the halftime cap.

5.5.0 Forfeits

5.5.1 Any team that is shown to have an illegal roster after play has started (as under Section 2.2.4) will forfeit any previously played game results at a score of 15-0.

5.5.2 If one team is not ready to play at the scheduled game start time, points may be assessed at a rate of one point for every five minutes until the team signals readiness to start play. If the score reaches or exceeds half the game total (i.e. 8-0 in a game to 15) before the other team signals readiness, that team forfeits the game by the score of 15-0.

5.5.3 If a team forfeits a game at the CUUC then they forfeit all future games and finish at the bottom of the tournament that year except for the following allowable forfeits:

A) A placement game that is the last game of the tournament for both teams which neither team wishes to play.

B) A placement game that is the last game of the tournament for both teams, the teams have played twice with one team winning both games, and either one of the teams does not want to play the game.

5.5.4 The CUUC competition director has discretion to give teams that forfeit a game consideration to continue competing if they deem that the situation warrants an exception, provided that it does not affect the fairness or integrity of the competition. For instance, if a team misses the first game of the first day due to travel problems, consideration should be given.

5.5.5 If the winner and loser of a scheduled game are not determined by playing Ultimate on the field in accordance with the CUUC rules it should be considered a forfeit for the loser.

5.5.6 A team is considered to have forfeited a game if the number of players that can safely play falls below five players.

5.6.0 Observers

5.6.1 Observers will be available for all CUUC final games. Observers may be available for pool and playoff games if requested in advance and subject to availability.

5.6.2 In games in which observers are used, they shall have the following powers:

- Active line calls, both in/out of bounds and in/out of the end zone.
- Active force-out foul calls (if the disc is caught out-of-bounds or not in the end zone and the Observer believes it would have been in-bounds or in the end zone except for the force-out foul). When this occurs, play stops and

resumes with a check.

- Enforcement of time limits.
- Rulings on plays when requested by one of the players involved in the call.
- Monitor issues of conduct. Enforce sanctions as necessary.