

U17 Indoor championship 2021 - 2022

Belgian Ultimate U17 Indoor Championships 2021 - 2022

I. General information

21 teams representing 11 clubs are playing in this year's U17 indoor championship. There will be 4 divisions of which 3 will have 5 teams and 1 will be with 6 teams.

The Administrative Rules for the Belgian Ultimate Club Championships apply. You will find those rules at the end of this document.

There will be 3 regular playing days and one play-off day. After each day teams will receive points according to the played games of that day and a ranking will be made.

The ranking after day 3 will decide which teams will play the play-offs: 8 teams in the Women division.

II. Tournament Director

The tournament director for U17 indoor championship 2021 - 2022 is Floor Van Damme, playing for Jet Set.

Email: championships@belgianultimate.be

Phone: 0497/148485

III. Contact Details

These are the contact details for every team participating in the U17 indoor championship. These contact details will be used for spreading around schedules, results and rankings. All last-minute changes in schedule or location (if any) will be communicated through them. It's not mandatory for the contact person to be a player of the team, but this can never be used as an excuse for not fulfilling on your tasks like being on time or filling in the (spirit) scores.

If you are not reachable at all the last couple of days before a game day, it is advised to inform the TD of a temporary replacement contact person.

A list of the contact persons can be found online.

<https://docs.google.com/spreadsheets/d/1BkcMpPljh3S03ZBEVs4tDDMTTDfSeXaGC401pJuw98o/edit?usp=sharing>

IV. Divisions

[Starting Divisions for Women indoor championship 2021 - 2022](#)

U17 INDOOR CHAMPIONSHIP 2021-2022			
Div.	Club	Div.	Team
1	Freezzz Beezzz Gold	2	Jetset Alpha Jet Red
1	XL Pink	2	New kids HELGTRE
1	Freezzz Beezzz Black	2	Antwerp Ultimate U17
1	Gentle 1	2	Gentle 2
1	Freezzz Beezzz Red	2	Gentle 3
3	KUFC U17	4	Soucoupes U17
3	Freezzz Beezzz White	4	Gentle 6
3	Gentle 4	4	Soucoupes V17
3	Skywalkers-Nuts	4	Freezzz Beezzz Yellow
3	Gentle 5	4	Jetset Alpha Jet Black
5		4	Lil' Foxes

V. Format, Organization and Administration

General

- In divisions with 4 or 5 teams all teams of a division play against all other teams of that same division. This means 4 games per team in divisions of 5 and 3 games per team in divisions of 4. In divisions of 4 teams, a “final game” will be played after the round robin to decide the division ranking. In divisions of 6 teams, there will be 2 pools of 3 teams followed by a pre-semi, a semi-final and placement games.
- Teams get 1 point for a victory and 0 for a defeat.
- At the end of each day a ranking is made per division. To define the rankings in a pool, the team that scored the most victory points comes in first. In case of equal victory 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 look at the number of games won in the opposing games only
 - Then look at the goal-average of their opposing games only
 - Then look at the scored points of their opposing games
 - Then look at the global goal-average of all their games in the division
 - Then look at the scored points of all their games in the division
 - If it still isn't decided who comes first, look at the general ranking before that day or to the final ranking of last year in case of a tie on day 1.
- At the end of each day

- U17 division 1 to 4, first and second ranked teams go up one division and will play the next day in the upper division.
- U17 division 2 to 4, the two bottom ranked teams go down one division and will play the next day in the lower division.
- At the end of each day, teams will get point for the general ranking based on their ranking in the division of that day. The points will be allocated as followed.
 - U17 Division 3: 15, 14, 13, 12, 11
 - U17 Division 4: 12, 11, 10, 9, 8
 - U17 Division 3: 9, 8, 7, 6, 5
 - U17 Division 4: 6, 5, 4, 3, 2 & 1
- The points from the 3 days will be added together to get a final ranking after day 3
- The top 8 teams of U17 division will participate in the play-offs
- In case of equal points in the final ranking after day 3 between 2 teams we look at the result of their mutual game(s)
 - If they played 1 game the winner of this game will be ranked higher
 - If they played more games the team with the most victories will be ranked higher
 - If they played more games and they won the same number of games, we'll look at the goal average in their mutual games
 - If it's still equal, we'll look at the points of the last day
 - If it's still equal, the team playing in the highest division on the last game day is ranked higher
- In case of equal points in the final ranking after day 3 between 3 or more teams we look at the results of their mutual game(s)
 - If by comparing the tied teams two by two results in a clear ranking of all the teams, this will be the final result
 - If this method doesn't define the winner, we'll look at the percentage of wins in all opposing games
 - If it's still equal, we'll look at the ranking of the last day
 - If it's still equal, the team playing in the highest division on the last game day is ranked higher

Order of the games

- In a division with 5 teams, the order of games will be the following: 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.
- In a division with 4 teams, the order of the games will be: 1-2, 3-4, 1-4, 2-3, 1-3, 2-4. This order means teams 3 and 4 will have a back-to-back game. If the reserved time in the hall allows it, a pause between those two games can be held. Otherwise, the games will only have 5 minutes in between.
- In a division with 6 teams, with two pools of three teams and a small bracket, order of games will be A1-A3, B1-B3, A2-A3, B2-B3, A1-A2, B1-B2 for pool games. 3A-2B (PS1), 3B-2A (PS2), 1A-WPS1 (S1), AB-WPS2 (S2), LPS1-LPS2, LS1-LS2, WS1-WS2. Games will only last 22' with 3' intermissions.

Administration

- Administrative Rules for the Belgian Ultimate Club Championships apply (final 5 pages of this document)
- If a team doesn't show up on a certain day, the administrative rule for a 'No Show' applies. Moreover, 20 points will be subtracted from their total score in the general ranking. The team won't go down 1 but 2 divisions. If the team in question is in the lowest or second to lowest division the following rules apply. A team from the lowest division that doesn't show up cannot go up the next two days. A team from second to lowest will go down one division and can't go back up the next playing day. These rules are transferable to the next season. If a team does not show up the last playing day, they will go down the next year. This will also have consequences for next year's U17 championships: the team will be put on the waiting list, so if there will be more than enough teams to participate, this team might not be able to play.
- In case of a 'No Show' from one of the teams from a club, all other teams from that club will also receive a penalty of 3 points in the general rankings.
- Every club has to fill in a "player list" provided to them in a google spreadsheet before Friday 22/10/2021 23h59. This list will hold the names of all players that will be eligible to play for that club during the U17 indoor championship 2019 - 2020 and will be open to consult by everyone.
- In case a team has multiple teams subscribed to the tournament, a player must be "locked" in a certain team before he / she is allowed to play. Locking a player in a certain team is done by indicating the team he / she will play for and checking the "locked" field. The deadline for locking a player in a team will be Friday at 21h00 prior to a competition day. Once a player is locked in a certain team, he will not be able to be unlocked anymore, disregarding whether he ended up playing for that team or not. To "lock" another player after the deadline, a request is to be sent to the TD. Unlocking a player won't be allowed anymore.
- It is the responsibility of the opposing teams to check whether all players are allowed to play. The opposing team is in no way obliged to check the rosters, but if they do I would encourage them to do it before the game starts to prevent discussions afterwards. The team with the player-in-discussion can at that time still send a mail to the tournament director to request the exception and in that way still enable the player to participate.

Home team responsibilities

- The home team must remove dangerous sporting equipment close to the field or cover them with mattresses. Also it is their responsibility to clean the hall if it is filthy with sand before the games start.
- The home team should indicate the brick point using tape or a cone.
- The home team has to keep the time, preferentially on an electronic scoreboard. If no large clock is available in the hall, a tablet with a chronometer app will suffice as well. If no tablet is available either, make sure you can always inform the teams about the time left when asked for and inform them automatically when 5 minutes are remaining.
- The home team should check after all the games are played that the hall is clean before leaving

Starting position for U17 indoor championship 2022 - 2023

- Day 1 of U17 indoor championship 2022-2023 will be based on the results of the final day of U17 indoor championship 2021-2022. For all but the top 8 teams this will mean the results of U17 I. For the top 8 teams this means the results of the play-offs.

Starting position for U17 indoor championship 2022 - 2022

Deciding the divisions of day 1 for the U17 indoor championship 2021 - 2022 happens using the following steps

- Draft the divisions as they would be on Day 2 of the U17 indoor championship 2019 - 2020 if there was one. Ranking inside a division will be based on the total ranking of the previous U17 indoor championship and no home team advantage will be given (since there is no home team).
- Move up the teams that played the play-offs last year. The teams participating in the play-offs will be automatically awarded the top spots. This means the top 5 in the play-offs will start in Division 1 and teams 6 to 8 in the play-offs will start in second division.
- Teams not in the play-offs that would be in the top spots on day 5 of the U17 of the previous year, will slide down the ranking until they are under the teams participating in the play-offs.
- Teams that are not participating anymore will be scrapped from their respective divisions and will be replaced by the first team that asked in the subscription form to go up.
- All new teams are added at the bottom division (unless a team above is not participating this year). In case so many new teams participate that they are to be divided over different divisions, they start in order of subscription.

VI. Play-Offs

- Play-Offs will be played on March 13th from 12h to 18h.
- The U17 Indoor Championships play-offs will be played with the top 8 teams in the ranking after 3 U17 indoor championship qualifier days
- If a team decides not to participate in the play-offs the next team in the final ranking will take its place. The team not playing the play-offs will start the next U17 indoor championship with a general total of -5.
- For U17 indoor championship all teams will play a quarter-final, a semi-final and a final, i.e. 3 games per team
- Games will last 25 minutes. Finish the point at the end-signal. If the score difference after this last point is 0 or 1 point, play to cap+1 (**warning**: this differs from the qualifier days).
- Games end immediately if a team reaches 13 points.
- The team winning the U17 finals will be the Belgian U17 Indoor Champion 2021 – 2022.
- The order in which the games will be played
 - Not yet determined

VII. Rules of Play

- We'll play according to the BFDF rules for Indoor championships from 2019.

- In divisions of 4 or 5 teams, all games last 25 minutes. In a division of 6 teams, all games will last 22 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 of the game.
- A new point begins as soon as a team scores.
- Game ends immediately if a team reaches 13 points.
- If a game finishes sooner than 25 (or 22) minutes because a team reaches 13 points, the next game will start no later than 3 minutes after the previous game. There is an exception when a game is cancelled. In this case the next game should start at the starting time of the cancelled game + 20 minutes. The team that would have to play 2 games in a row may decide to start sooner.
- Brick-rule of 5 meters.
- Stall count is 8.
- 1 time-out per team per game. Time is not stopped during these time-outs, so no time-out allowed in the last 5 minutes of the game.
- U17 division: if you can't have at least 3 players you lose that game with 0-13.

VIII. Spirit of the Game

- At the end of each game, every team should quickly get together for a brief discussion of the spirit during the game. Afterwards, both teams will come together in the spirit circle and summarize their view on the spirit of the game. This working method will improve the conformity between what is said in the spirit circle and the spirit scores given.
- Every team has to fill out the spirit of the game sheet for each opponent they played. You can find examples of the SOTG sheets in all languages on the website of WFDF: www.wfdf.org.
- The teams should enter their Spirit scores using the google form provided below and to the contact persons of each team. Make sure you submit your spirit scores in time. Not filling in the spirit scores will be penalized. For a first offense, the team will get a warning. For following offenses, team will lose administrative points. Consistently forgetting to fill in the spirit scores, will lead to an exclusion from the spirit rankings and might have impact on the subscriptions for future tournaments.
- Please read the instructions on the Spirit of the Game documents carefully!
- Remember that a Spirit score of '10' is not a bad, but a very normal score. Spirit scores lower than 7 or higher than 13 should rather be the exception than the rule... Teams that consequently give spirit scores that are very high or very low, might be asked to read the instructions on the Spirit of the Game again and reconsider their scores.
- All spirit scores will be made public at the end of a game day.
- The team that has the highest average spirit score at the end of the tournament will get the spirit of the game award.
- If you forfeit at least one game in BUWIC 2018, you can't win the spirit of the game award.

Spirit of the game google form: <https://forms.gle/3vFNThTUhXsCz6y6>

IX. Costs

Normal price is €120, - per team. This should normally have already been taken care of by all teams. This year there is a reduction price for teams 4-...

For teams 1 - 3 you pay 100% team fee = 120€

For teams 4-10 you pay 75% team fee = 90€

For teams 11- 15 you pay 50% team fee = 60€

X. Results & Schedule for the next day

Filling in the results is the responsibility of all the teams. The results should be entered in the provided spreadsheet as soon as possible and at the latest two hours after all games in a division have been played.

The results should be filled in by the winning team. However, it is the responsibility of the losing team to check whether the score has been correctly filled in. If the scores haven't been filled in after the deadline, both the winning and the losing team will be penalized. For a first offense, the teams will get a warning. For following offenses, both teams will lose administrative points. The number of penalty points will increase for repeat offenders. An overview of possible penalties can be found here:

<http://ow.ly/SOSm30lZAeD>

The schedule for the next game day will be provided as soon as possible by the TD. However, this does require everyone to fill in the game results as soon as possible.

Links to results and schedules (stored on the championships google drive) will be shared on facebook and at <https://www.belgianultimate.be/indoor-championships-2021-2022>

XI. Halls

An overview of all the halls per game day is provided below:

<https://docs.google.com/spreadsheets/d/18aCuRcv0fRuJF3IqinBoKoAOAvv0klGORlauEJMyf1l/edit?usp=sharing>