

Metro East DIII Regionals 2023

Men's and Women's

Updated 4/28/23 - Continue to check for updates

Welcome!

We wanted to put together a tournament packet so that teams would have easy, up to date access to tournament information. This packet will be updated as information changes and becomes available, so please keep an eye out! Also remember to join the event [slack workspace](#) so we can have open communication with your team.

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Schedules are live!

[Men's](#)

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Much of this information is also available on the [National Ultimate Website](#). Noah and I will be updating our relevant pages as we approach the event.

Event Details

Address:

📍 Wilton Town Gavin Park [[10 Lewis Rd, Saratoga Springs NY, 12866](#)]

Tournament Director:

Noah Bane

contact@nationalultimate.org

215-208-5547

Primary Contact:

Sam Harris

crd_me_o@usultimate.org

(917) 821-1137

Secondary Contact:

Noah Bane

contact@nationalultimate.org

215-208-5547

Bid Fee:

\$690 made payable to the following:

Venmo: Noah Bane: [@Noah-Bane](#) (don't mark as business/for service or goods)

Check: payable to National Ultimate League

PayPal or Credit/Debit Card are also options, though a 3% fee applies.
(contact Noah Bane for details)

Communication and Score Reporting:

Please have at least one member of your team's leadership join the [tournament slack!](#)

Set your display name to your first name and either your team's name or the school and division you're playing for. **Teams are responsible for reporting scores to tournament central throughout the day in the proper slack channels.** Join #score-report-mens or #score-report-womens and report scores as described there so that we can actively update throughout the day.

Tournament staff will also be using this slack to send out updates in advance of the tournament and during the tournament. Sam will also send out periodic email reminders if and when things come up.

Tournament Central:

Tournament central will be home for posted scores updated in live time, water, snacks, disc trophies, and sometimes Pepper the Shih Tzu! Noah will ensure that there are one or more water stations around the field site, and there will be Port-a-Potties around the parking lots. If things come up, look for blue tents and a National Ultimate League sign, and tournament staff in neon vests.

Noah and his staff will be around the complex, sometimes filming games. All tournament staff in neon will be connected via radio, so anyone will be able to contact them. You may park anywhere in the complex.

Player Safety & Medical Emergencies:

There will be at least one Athletic Trainer at the field site at all times to address a range of medical situations. Again, look for a blue or red tent, and staff in neon vests. In the event of an emergency, the nearest hospital with an **Emergency Room** is

📍 **Saratoga Hospital Urgent Care - Wilton** located 10 minutes from the field site.

Concussions are a serious injury as a result of head trauma that may require immediate medical attention. Symptoms may include nausea, headache, vision problems, confusion, and balance instability. If you or anyone on your team is experiencing symptoms, please see the athletic trainer to evaluate your condition and whether or not game play should be continued.

Hydration is crucial to optimal wellness and sports performance. Please make sure your team is bringing and drinking water. Refill stations are located at Tournament Central.

Lastly, please consider calling a “**DANGEROUS PLAY**” as a means to prevent harmful contact & injuries. According to USAU:

“Fouls (**3.C**): It is the responsibility of all players to avoid contact in every way possible. [[Avoid contact in every way reasonably possible, while still playing ultimate. Some contact is inevitable, but players have an affirmative obligation to make reasonable efforts to avoid contact.]]

Dangerous Play. Actions demonstrating reckless disregard for the safety of or posing a significant risk of injury to fellow players, or other dangerously aggressive behavior are considered “dangerous play” and are treated as a foul. The proper call in such circumstances is “dangerous play” and play stops. This rule is not superseded by any other rule.”

Remember that receiving contact is not required for a play to be called as dangerous.

Weather:

We are expecting a rainy Saturday! Our hope is to be able to play through the weekend as scheduled, but in the event that a play suspension is necessary, the horn will sound three times. Cease play immediately at the sound of the horn and seek shelter. We will update teams as necessary if and when we are able to resume play.

We will pause play for lighting, resuming after a 30 minute interval with no lighting. In the event of extreme inclement weather, we will pause play and attempt to resume when we feel it safe to do so. We hope to avoid this outcome if possible and play as scheduled.

Event Format

Soft cap will be one long horn blast. Hard cap will be two shorter blasts. Saturday round times do not align! Keep an eye on your watches.

Women's rounds on Saturday will start at 11:00AM. Men's rounds will start at 11:45. This is due to conflicts with Gavin Park surrounding field Space. Sunday rounds will start at 11:00AM for Women's and 9:00AM for Men's.

Men's:

Saturday pool play rounds are 105 minutes with 75 minute soft capped games to **15**

Sunday bracket play rounds are 120 minutes with 90 minute soft capped games to **15**

14 teams, 1 advances to Nationals, Alternate Format 14.1

- 2 clipped pools of 4, 2 pools of 3 on Saturday
 - Clipped pools have a round 1 bye
 - 1v4 seed and 2v3 seed of clipped pools play during round 2
 - Winners of round 2 games and losers of round 2 games play in round 3
 - Pools finish with a team at 2-0, a team at 0-2 and two teams at 1-1 with a H2H tiebreaker applying
- 2v3 crossovers (pre quarters) on Saturday
- Bracket play with top 8 on Sunday for the bid
- Bracket play with bottom 6 on Sunday for placement

Women's:

Saturday pool play rounds are 120 minutes with 90 minute soft capped games to **15**

Sunday bracket play rounds are 120 minutes with 90 minute soft capped games to **15**

8 teams, 1 advances to Nationals, Format 8.1

- 2 Pools of 4 on Saturday
- Bracket play on Sunday for the bid

Playing with Observers:

Please note that observers will be present at this event!

Four observers will be in attendance, working in pairs to staff games. They'll be present at the games-to-go (bracket finals), certain games leading up to them in bracket play, and at certain matches throughout the weekend. If you would like to have an observed game on any of your particular matchups, please contact Sam.

Observers make active offsides and false start calls, active in- and out-of-bounds calls, active in- and out-of-the-endzone calls, and actively track time limits including time between points, timeout lengths, and game caps. They will keep the game moving, and are empowered to issue team and personal misconduct fouls, as well as ejections. In the event that a dangerous play call is upheld or uncontested, yellow cards will be issued.

All other calls must be asked for by one or both players involved. Players are always encouraged to discuss calls themselves, and ask for an observer's perspective if they cannot come to an agreement and want a resolution other than a contest. Only one player involved in the call has to ask for the observer's perspective to get a ruling. Either player may also ask for rules clarifications.

When involving observers, players are encouraged to use hand signals and describe the events in as detailed a manner as possible, including whether or not they felt they had possession at the time of the foul. Observers will make an objective ruling based on these descriptions and their perspective on the play in question. In the event that no observer had a clear perspective on the play, or if multiple perspectives are at odds with each other, the observer may treat the call as a contest or do-over, and send it back.

In all scenarios, observers will describe the course of actions that needs to follow, be it a ground check, defensive check, repositioning, resetting of the stall count, or otherwise. All observer rulings are binding calls. By playing with observers, players agree to their calls, but may seek to overrule an active call (out of bounds/in bounds for example) to the detriment of their own team.