Manitoba Organization of Disc Sports (MODS) Junior Provincial Championships 2019

 Rules

1. Time: All games on both days are scheduled for 90-minute slots. Hard cap (3 horns) will come into effect at 85 minutes. The point in which hard cap is called is the last point. On Sunday games can’t end in a tie. If the score is tied after hard cap, play 1 more point. Beginning of games will be 1 long horn.

\*\*\*\*\* 5 horn blasts would indicate lightning delay please leave the field area and await further instructions to see if we can wait out the delay.

1. Games: Games will be played to 13 (win by two), with a point cap at 15*.* Half time when the first team reaches 7 points. You must report your score after each game. Score cards are provided in the team pack. Make sure to clearly indicate: MS or HS, both team names, the score and who won. We will still require you to bring your score card in afterward to collect the spirit info but don’t expect teams to make that trip between back to back games.
2. Gender Ratio: We will have a 4-3 ratio on the field, thus you require at least 3 of each gender on the field at all times. Teams do **not** need to match their opponent’s gender ratio (e.g. if one team is playing 3 boys/4 girls, the other team can play either the same or 4 boys/3 girls).
3. 11th Edition Rules: We will use the USAU’s 11th edition rules for the tournament, with the usual Winnipeg Ultimate League rule amendments.
4. Timeouts: Each team is allowed a total of 3 timeouts per game. No more than 2 can be used each half. No timeouts may be called once the hard cap is in effect. Calling a timeout on the field when the team has none remaining, or when cap is in effect, results in a turnover.
5. Time between points: To keep games moving please keep time between points reasonable and refrain from excessive coaching on the line, or delaying play when teams are getting ready for the pull. If you need to make adjustments, use your timeouts.
6. **Spirit of the Game**: Spirit of the Game is the number one rule of Ultimate & of the Provincial Championships. All players, coaches and spectators are expected to display the highest level of sportsmanship and mutual respect. Middle School and High School Ultimate has always been a source of some of the best spirit in Winnipeg, and we encourage all teams to continue this tradition.
7. Field Policy: All players, coaches and spectators must remain 2 yards (6 feet) away from the sideline when not on the field. On the IJL fields you will see an extra line has been painted. You must keep your players behind that line. The typical crowding of the line that is done in Junior Ultimate can be a violation to play as they are often blocking throwing lanes (unintentionally). This rule is also in place to preserve the painted lines that are often rubbed out after the first day. Parents, spectators, bags, chairs etc… should be further back then the players.
8. Finals: The High School Final will be played to 15. The **High School Final** will have a 120-minute time slot with hard cap at 115. The Middle School Final will be played to 13. The **Middle School Final** will have a 100-minute time slot with a hard cap at 95.
9. **Tie Breaking Procedures**

Within Pools

1. Record
2. Head to Head
3. Point differential in games played amongst tied teams
4. Point differential in all games played by the teams with same records
5. Total goals scored
6. Spirit Scores

\*If multiple teams are tied, and then one of them either wins the tie breaker or loses it and we are left with two teams remaining in the tie break, we go back to head to head. For example: Team A, B, C all go 2-1 on day one. A beat B 11-10, B beat C 11-10 and C beat A 11-10. All three beat D, but team A won 11-4, while B and C won 11-5. A has the best point differential and takes the one seed. Now that A is out of the tie breaker it goes back to head to head between B and C, which means B finishes second and C finishes third.

1. **Moving from Saturday Divisions to Sunday Playoff Pools**
2. All teams start in divisions on Saturday made up of pools which have 4 or 5 teams in them.
3. Based on how the team finishes in the pool it will set them up for a new pool and playoffs on Sunday.

**Middle School**

1. Teams in the Championship Bracket on Saturday will fit into one playoff pool of 8 teams in TIER 1 on Sunday. MS -TIER 1
2. Teams in the Spirit Bracket on Saturday will split into Tier 2 and Tier 3 playoff pools on Sunday.
	1. The top two teams in each Spirit Bracket pool Saturday move to Tier 2 playoffs on Sunday. MS – TIER 2
	2. The bottom two teams in each Spirit Bracket pool Saturday move to Tier 3 on Sunday. MS – TIER 3

**High School**

All teams on Saturday will be re-pooled on Sunday based on results.

**From the 12 Team Championship Bracket (1st – 8th place)**

1. The top 2 teams in each pool will advance.
2. The next 2 best (3rd place teams in their pool) based on won loss and +/- will advance through wild card.
3. This will create the HS Tier 1 playoff bracket.

**From the 12 Team Championship Bracket and the 12 Team Competitive Bracket (9th – 16th place)**

1. One 3rd place team from the championship bracket and all three 4th place teams will move to Tier 2 playoffs for Sunday
2. The top 1 team in each pool from the Competitive Bracket will advance.
3. The next 1 best team based on won loss and +/- will advance through wild card.
4. This will create the HS Tier 2 playoff bracket.

**From the 12 Team Competitive Bracket (17th - 24th place)**

1. Two 2nd place teams from the competitive bracket and all of the 3rd and 4th place teams will move to Tier 3 playoffs for Sunday
2. This will create the HS Tier 3 playoff bracket.

**From the 12 Team Spirit Bracket (25th - 30th place)**

1. The two top teams in each pool (1st and 2nd place) will move to the Tier 4 High School playoffs.
2. Two of these 6 teams will get a first-round bye in playoffs (based off of won loss and plus minus).
3. This will create the HS Tier 4 playoff bracket.

**From the 12 Team Spirit Bracket 31st - 36th place)**

1. The two bottom placing teams in each pool (3rd and 4th place) will move to the Tier 5 High School playoffs.
2. Two of these teams will get a first-round bye in playoffs (based off of won loss and plus minus).
3. This will create the HS Tier 5 playoff bracket.