

Belgian Ultimate Indoor Championship 2011-2012 (BUIC1112)

1. System

39 teams (a new record and 6 teams more than last year!) are playing in this year's BUIC. We will play in 2 mixed divisions (12 teams in total) and 5 open divisions (27 teams in total).

In the mixed division we'll have 2 divisions of 6 teams

In the open division the first 3 divisions contain 5 teams, division 4 and 5 contain 6 teams

Starting positions and pools will be based on the final ranking of BUIC1011.

After each day teams will receive points according to the played games of that day.

After day 4 there will be play-offs for open and coed division, with the top-5 teams of the ranking. The winner of the open play-offs will be Belgian Open Indoor Champion. The winner of the mixed play-offs will be Belgian Mixed Indoor Champion.

2. Clubs participating + contact details

Diabolic Heaven, Hasselt, Sigi Bodson, sigibodson@yahoo.com

2 open teams: Diabolic Heaven 1 & 2 (DH1 – DH2), 1 mixed team: [Diabolic Heaven \(DHV\)](#)

Disco Duro, Gent, Dien, discodurogent@gmail.com

1 open team (DDR)

Eul'chtimate, Lille, Thomas Kuypers, thomas.kuypers@laposte.net

2 open teams (EUL1 – EUL2)

Freespect, Mechelen, Sarah Bijttebier, sarahbijttebier@hotmail.com

1 mixed team: [\(FRS\)](#)

Freezzz Beezzz, Brugge, Geoffroy Meyns, geoffroy.meyns@gmail.com

2 open teams: Freezzz Beezzz (FBZ) & Hazzzbeezzz (HBZ), 1 mixed team: [B-Freezzz \(BFZ\)](#)

Frisbee Helchteren, Tim Vandereyd, timvandereyd@hotmail.com

1 open team (FHL)

Frisbier, Kristof Nizet, kristof.nizet@telenet.be

1 open team (FRB)

Gentle, Gent, Korneel Morlion, korneel.morlion@gmail.com

1 open team : Gentle open (GTO) , 4 mixed teams: [Gentle Petards \(GTP\)](#), [Gentle Scuds \(GTS\)](#), [Gentle Fusees \(GTF\)](#), [Gentle Torpedos \(GTT\)](#)

Huyltimate, Eric, edetry@netscape.net

2 open teams : Huyltimate 1 & 2 (HU1 – HU2)

Jet Set, Leuven, Freek Janssens, spitsvogel1@hotmail.com

2 open teams : Zeppelins and Propellers (ZEP – PRP)

KFC Kempense Frisbee Club, Rien De Keyzer, rien.dekeyser@gmail.com

1 open team (KFC), **new team!**

KHK, Hans Mennes, hans.mennes@khk.be

1 open team (KHK), **new team!**

Mooncatchers, Brussels, Arnaud Massart, petit_roux4@hotmail.com

3 open teams : Mooncatchers 1 – 3 (MC1 – MC2 – MC3), 1 mixed team: [Mooncatchers \(MCS\)](#)

Red NUTS, Nivelles, Julien Blondeau, julienblondeau@hotmail.com

1 open team (RNU), **new team!**

Schijnwerpers, Antwerpen, Johnny Teuchies, johnnyenmarlies@hotmail.com

1 mixed team [\(SCH\)](#)

Skywalkers, Braine L'Aleud, Stephane Veireman, stephane.veireman@mac.com

2 open teams (SK1 – SK2)

Slijpschijven, Aalter, Evelien Van der Kerchove, slijpwijven@gmail.com

2 open teams : Slijpschijven 1 & 2 (SL1 – SL2), 1 mixed team: [Slijpschijven \(SLS\)](#)

UCL Louvain, Spapens Benoît, benspap@hotmail.com

1 open team (UCL), **new team!**

ULB, Brussels, Max De Wilde, dewmax@gmail.com

1 open team (ULB)

XLR8RS, Brussels, François T'sas, tsafra@gmail.com

1 open teams : XLR8RS 1 (XLR), 2 mixed teams: [XLR8RS 1 & 2 \(XL1 – XL2\)](#)

3. Divisions

3.1. Final ranking BUIC1011 (this is the base to decide which teams will play in which division this year)

Open division:

1° SL1, 2° MC1, 3° FBZ, 4° GBP, 5° DH1, 6° EUL, 7° HU1, 8° HBZ, 9° XL1, 10° MC3, 11° ~~FS4~~,
12° ~~GGP~~, 13° HU2, 14° ULB, 15° FHL, 16° MC2, 17° ~~XL2~~, 18° JET, 19° FRB, 20° SKY, 21° ~~FS2~~,
22° DH2, 23° DDR, 24° SL2

Mixed division:

1° DH3, 2° SCH, 3° GBS, 4° XL3, 5° SL3, 6° BFZ, 7° XL4, 8° GGS, 9° GTO

3.2. Some remarks :

- 4 new teams this year: KFC, Red NUTS, KHK and UCL Louvain
- Eulchtime, JetSet, Mooncatchers and Skywalkers have 1 extra team according to last year
- Freespect, Gentle and XLR8RS have one team less according to last year
- In open division there are 7 teams who didn't play BUIC last year (ZEP, UCL, KHK, SK2, RNU, KFC and EU2). The open spot in 4th division was assigned by lot to ZEP
- In Mixed division 1 GTP will take the place of GBS who ended on the 3th place last year, GTS will take the place of GGS in division 2. These adaptations are on demand of Gentle because of the renaming and composition of their teams

3.3. Starting position for this year's BUIC in the open division :

Division 1 : SL1, MC1, FBZ, GTO, DH1

Division 2 : EU1, HU1, HBZ, XL1, MC3

Division 3 : HU2, ULB, FHL, MC2, PRP

Division 4 : FRB, SK1, DH2, DDR, SL2, ZEP. Pool 4A: FRB, DDR, ZEP / Pool 4B: SK1, DH2, SL2

Division 5 : UCL, KHK, SK2, RNU, KFC, EU2. Pool 5A: UCL, RNU, EU2 / Pool 5B: KHK, SK2, KFC

3.4. Starting position for this year's BUIC in the mixed division:

Division 1: DH3, SCH, GTP, XL2, SL3, BFZ. Pool 1A: DH3, XL2, BFZ / Pool 1B: SCH, GTP, SL3

Division 2: XL3, GTS, GTF, GTT, FRS, MCS. Pool 2A: XL3, GTT, MCS / Pool 2B: GTS, GTF, FRS

4. Organization

4.1. Format

For the open division 1,2 and 3:

On each competition day all teams of 1 division will play against all other teams of that same division. This means 4 games per team per day.

For the open division 4 & 5 and mixed division 1 & 2:

Each division consists of 2 groups (A and B) of 3 teams

In each group we'll play round robin (= 2 games/team)

Then there are 2 quarterfinals between 3A-2B and 2A-3B

Next semifinals 1A - Winner (3A-2B) and 1B - Winner (2A-3B)

Then we have 1 game between quarterfinal losers, both teams descend to the division directly beneath (except for open div 5 and coed div 2 off course)

Then a game between the semifinal losers.

And lastly the final between the winners of the semifinals, both teams promote to the division directly above. So 2 teams will play 5 games, the other 4 teams will play 4 games.

At the end of each day, the winner and runner-up of each division promote to the division directly above (except for division 1), and the last and last-but-one team of each division descend to the division directly beneath.

4.2. Scoring open division

On each of the 4 days, the winner of open division 1 will receive 19 points, the second team will receive 18 points, the third team 17 points, the fourth team 16 and the fifth team 15.

The winner of open division 2 will receive 16 points, the second team 15 points, the third team 14 points and so on...

The last team in open division 5 will receive 1 point.

Basically scores will look like this :

Div 1				
19				
18				
17	Div 2			
16	16			
15	15			
	14	Div 3		
	13	13		
	12	12		
		11	Div 4	
		10	10	
		9	9	
			8	
			7	Div 5
			6	6
			5	5
				4
				3
				2
				1

The points from the 4 days will be added together to get a final ranking at the end of the season.

The 5 open teams with the highest points at the end of day 4 will play the play-offs. In case of equal points in the final ranking 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 or if there are more than 2 teams with equal points we'll look at the ranking of the last day.

Play-offs will be played with 5 teams, who will all start with 0 points. Round-robin, so 4 games per team. The team that wins the play-offs will be Belgian Open Indoor Champion 2011-2012. In case of an equal ranking for 2 or more teams, we use the same system we use on a "normal" day)

4.3. Scoring mixed division

On each of the 4 days, the winner of mixed division 1 will receive 10 points, the second team will receive 9 points, the third team 8, the fourth team 7, the fifth team 6 and the sixth team 5.

The winner of mixed division 2 will receive 6 points, the second team 5 points, the third team 4, the fourth team 3, the fifth team 2 and the last team 1.

Mixed Div 1	
10	
9	
8	
7	Mixed Div 2
6	6
5	5
	4
	3
	2
	1

The points from the 4 days will be added together to get a final ranking at the end of the season.

The 5 mixed teams with the highest points at the end of day 4 will play the play-offs. In case of equal points in the final ranking 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 or if there are more than 2 teams with equal points we'll look at the ranking of the last day.

Play-offs will be played with 5 teams, who will all start with 0 points. Round-robin, so 4 games per team. The team that wins the play-offs will be Belgian Mixed Indoor Champion 2011-2012. In case of an equal ranking for 2 or more teams, we use the same system we use on a "normal" day)

4.4. Order of the games

- Order of the games on a day in open division 1 to 3 : 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.
- Order of the games on a day in open division 4 + 5 and mixed 1 + 2 : A1-A3, B1-B3, A2-A3, B2-B3, A1-A2, B1-B2, possible 10 minutes break, QF1(3A-2B), QF2(2A-3B) , SF1(1A-WQF1), SF2(1B-WQF2), F3(LQF1-LQF2), F2(LSF1-LSF2), F1(WSF1-WSF2).

4.5 Ranking

- The pools with 6 teams in open division 4 and 5 and in mixed division 1 and 2 are made up by the ranking and by dividing the teams this way: Pool A: teams 1,4 & 6. Pool B: teams 2,3 & 5.
- Teams get 1 point for a victory and 0 for a defeat.
- For open division 1, 2 and 3: at the end of each day a ranking is made per division. In case of equal 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 we look at the goal-average of their opposing games only, then we look at the scored points of their opposing games, then we look at the global goal-average of all their games in the division, then we look at the scored points of all their games in the division. If we still can't decide who comes first, we look at the total-ranking before that day, or the final ranking of last year in case of a tie on day 1.
- At the end of each day : in open division 2 to 5 and in mixed division 2 : first and second team goes up. In open division 1 to 4 and in mixed division 1: last and last team but one goes down.
- If a team shows up more than 5 minutes late they will lose that game 0-13 and 10 points will be subtracted.
- If a team doesn't show up on a certain day, 20 points will be subtracted from their total. The team won't go down 1 but 2 divisions ! This will also have consequences for next year's BUIC : the team will be put on the waiting list, so if there will be more than enough teams to participate, this team won't be able to play.
- If you don't send in the playerslist by 20/11 your team(s) will start with -3 points. If you don't hand in a full players list on the competition day your team(s) will lose 3 points.
- Attention! For next year's BUIC (= BUIC 2012-2013) the starting positions will be determined by the position the teams have after the last competition day of BUIC2011-2012. A total ranking will still be made up after this year's BUIC but starting positions of BUIC2012-2013 won't be based on the final ranking. In other words: the first day of BUIC2012-2013 will be played as if it's a competition day following on the results of last competition day of BUIC2011-2012

4.6 Administration

- Every team has to send a list of players that will play in BUIC1112. You don't have to decide yet which players will play in which teams (in case your club has more than 1 team participating) but only players on that list will be able to play. Every player on that list has to be a member of the VLUFF or FBFDV. You can add up to 3 extra players to the list of your club during BUIC1112; if you add any players they also have to be a member of VLUFF or FBFDV.
- Teams have to send the playerslist before 20/11 to Glenn. If you don't send the playerslist by that date your team(s) will start with -3 points

- Before every competition day each club has to send a players list for every team to Glenn. He will check the lists and forward them to the responsible teams of the halls. The players list has to be send at least Friday prior to a competition day. On the competition day you can still adjust and/or add players to this list but it makes it easier if the organizing team already has a list with all the names.

4.6.1 Home team responsibilities

- The home team has to make sure that the players lists of all the teams are complete on each competition day and have to send them to Glenn the same day.
- The home team has to make sure they collect all the scores AND spirit scores of all the games and from all the teams. The scores and spirit scores have to be send to Glenn the same day.
- Teams who don't hand over their players lists and spirit lists to the organizing team on the competition day will lose 3 points from their total number of points !
- Home teams who send in the players lists, scores and spirit scores on time (= the same day) will get a 15€ refund for each day and each division they host.
- Home teams must remove dangerous sporting equipment close to the fields or cover them with mattresses.
- Home teams have to keep the time, preferentially on an electronic scoreboard. If no large clock is available the calls for "5 minutes left" and "time is over" must be announced.

5. Rules of play

- Standard WFDF rules apply, with addition of the explanation below. http://www.wfdf.org/rules_ultimate
- Games of 25 minutes in the divisions with 5 teams, games of 23 minutes in the divisions with 6 teams. 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 that game.
- A new point begins as soon as a team scores (so if time is over when a team is walking towards its own side to receive the pull, that point still has to be played).
- Game ends immediately if a team reaches 13 points.
- If a game finishes sooner than 25 or 23 minutes because a team reaches 13 points, the next game will start no later than 3 minutes after the previous game.
- 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.
- Per minute a team is too late to have at least 4 players on the field, after the starting signal has been given, the opposing team gets an extra point to its score for that game (so after 4 minutes the score would be 4-0). If a team doesn't have a minimum of 4 players 5 minutes after the starting signal, the team loses the game with 0-13, and will get -10 on their total points.
- Every team must have at least 4 players on the line, if this isn't the case it equals not showing up for that game and the same rule applies
- A player having played in a certain team CANNOT play with another team (from the same or another club) in this year's championship.
- In the coed division every team must have 2 women and 2 men on the line, offence chooses the 3th person. If the defense team cannot play with the same number of women the defense team will have to play with 4 players (2 men and 2 women). Playing with 3 women when the other team can only play with 2 women isn't bad spirit!
- Every player has to be a member of the VLUFF or FBFDV to compete in the BUIC1112. This will be checked.

6. Spirit of the game

- At the end of each day, every team has to fill out the spirit of the game sheets for each opponent they played. You have to print the SOTG sheets for your own team. You can download a SOTG sheet here in Dutch, French or English: <http://www.wfdf.org/index.php?page=rules/spirit.htm>
- Please read the instructions on the Spirit of the Game documents carefully! Spirit of the game is much more than just being a good looking, hard partying team...
- The team that has the most points at the end of day 4 will get the spirit of the game award. (one for the open and one for the mixed division)

7. Calendar

6.1. DAY 1 : 27/11/2011

Open

Division 1 : Hasselt (13:00 – 20:00) Responsible: Sigi Bodson +32476782806

Division 2 : Oostkamp (12:30 – 18:30) Responsible: Glenn Nolf +32477826150

Division 3 : Ukkel (09:00 – 14:00) Responsible: Olivier Cassart +32472212169

Division 4 : Tongeren (13:30 – 19:00) Responsible: Fery Vanhemelryck +32474799174

Division 5 : Braine l'Alleud (10:00 – 16:30) Responsible: Stéphane Veireman +32477334286

Mixed

Division 1 : Tongeren (13:30 – 19:30) Responsible: Maarten Corstjens: +32499282718

Division 2 : Ukkel (14:00 – 20:00) Responsible: Olivier Cassart +32472212169

6.2. DAY 2 : 18/12/2011

Available halls : Braine l'Alleud, Oostkamp (12:30 – 18:30), Hasselt (13:00 – 20:00), Tongeren1 (12:00 – 18:30), Tongeren 2 (12:00 – 18:30), Uccle1 (09:00 – 20:00), Uccle2 (09:00 – 20:00)

6.3. DAY 3 : 29/01/2012

Available halls : Braine l'Alleud, Oostkamp (12:30 – 18:30), Hasselt (13:00 – 20:00), Tongeren1 (12:00 – 18:30), Tongeren 2 (12:00 – 18:30), Uccle1 (09:00 – 20:00), Uccle2 (09:00 – 20:00)

6.4. DAY 4 : 26/02/2012

Available halls : Braine l'Alleud, Oostkamp (12:30 – 18:30), Hasselt (13:00 – 20:00), Tongeren1 (13u30 – 19u30), Tongeren 2 (13u30 – 19u30), **we're still looking for 2 sportcenters...**

6.5. DAY 5 : 11/03/2012 play-offs

- Oostkamp (12:30 – 18:30), Ukkel (09:00 – 20:00)

We didn't have enough halls to organize a "spare" day in case we have to cancel a competition day.

8. Halls

7.1. Braine-l'Alleud

Stade Gaston Reiff, Rue Ernest Laurent 210, 1420 Braine-l'Alleud

7.2. Hasselt

KA2, Koning Boudewijnlaan 12, 3500 Hasselt

7.3. Oostkamp

De Valkaart, Albrecht Rodenbachstraat 42, 8020 Oostkamp

7.4. Tongeren

Eburons Dome, Vrijheidsweg 9, 3700 Tongeren <http://www.sportoase.be/eburonsweb>

7.5. Ukkel

Omnisportzaal van Neerstalle, Zwartebeekstraat 23, 1180 Brussel (Ukkel)

9. Costs

Each club has to pay €140 per team by **November 20th** 2011 the latest.

Teams who don't pay by that date will start BUIC1112 with -3 points.

You can make the payment to this account : BE09 1030 2209 5557 for VLUFF.

10. Results

The responsible of the team that organizes a day should send the complete playerslists of all teams, the results of all games and the results of the spirit-of-the-game as soon as possible after the last game. (see 'rules') You can call or mail Glenn on the following mail-address and number :

glenn.nolf@gmail.com, 0477/826150

We will determine the schedule for the next day as soon as possible. Results will be put on-line on www.vluff.be and will be mailed to the responsible of the teams and to the Belgian mailinglist.