

Belgian Ultimate Indoor Championship 2009-2010 (BUIC0910)

1. System

30 teams are playing in this year's BUIC. We will play in 6 divisions, each containing 5 teams. Starting positions will be based on the final ranking of BUIC0809. 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.

At the end of each day, the winner and runner-up of each division promotes to the division directly above (except for division 1), and the 4th and 5th team of each division descends to the division directly beneath (except for division 6). On each of the 4 days, the winner of division 1 will receive 30 points, the second team in division 1, 29 and so on. The last team in division 6 will receive 1 point. The points from the 4 days will be added together to get a final ranking at the end of the season.

5 Teams will play the play-offs at the end of the season : the 4 teams that win the 4 days in division 1 + the highest ranked team at the end of day 4. In case one or more teams win division 1 on more than 1 occasion, then the teams having the most points at the end of day 4 will also play the play-offs.

The team that wins the play-offs will be the Belgian Indoor Champion 2009-2010

2. Clubs participating + contact details

Diabolic Heaven, Hasselt, Sigi Bodson, sigibodson@yahoo.com : 3 teams (DH1 – DH2 – DH3)
Disco Duro, Claudia, Gent, frisbee@mail.be : 1 team (DDR)
Freespect, Mechelen, Boris Kuypers, boris@freespect.be : 2 teams (FS1 – FS2)
Eul'chtime, Lille, Pauline Vicard, paulinette71@yahoo.fr : 1 team (EUL)
Freezzz Beezzz, Brugge, Geoffroy Meyns, geoffroy.meyns@telenet.be: 2 teams (FBZ – HBZ)
Frisbier : Steven Van Bulck, omdagetmoet@hotmail.com, 1 team (FRB)
Gentle, Gent, Korneel Morlion, korneel.morlion@gmail.com : 5 teams (GT1 – GT2 – GT3 – GT4 – GT5)
Hellfish, Tim Vandereyd, tim@diabolichell.be : 1 team (HLF)
Huyultimate, Ivan Rainkin, ivanrainkin@yahoo.fr : 2 teams (HU1 – HU2)
Jet Set, Leuven, Rik De Vos, de_rik@yahoo.com : 2 teams (JET – PRO)
KHK Ultimate Highschool Geel : Hans Mennes, hans.mennes@khk.be, 1 team (KHK)
Mooncatchers, Brussels, Olivier, patricia.vanhalteren@belgacom.net : 3 teams (MC1 – MC2 – MC3)
Schijnwerpers, Antwerpen, Johnny Teuchies, johnnyenmarlies@hotmail.com : 1 team (SCH)
Skywalkers, Braine L'Aleud, Stephane Veireman, stephane.veireman@mac.com : 1 team (SKY)
Slijpschijven, Aalter, Toon Vroman, vromantoon@yahoo.com : 2 teams (SL1 – SL2)
ULB, Brussels, Max De Wilde, dewmax@gmail.com: 1 team (ULB)
XLR8RS, Brussels, Matthieu Baudoux, matthieu.baudoux@gmail.com: 2 teams (XLR – PXL)

3. Divisions

a. **Final ranking BUIC0909** (this is the base to decide which teams will play in which division this year)

1° MC1, 2° HU1, 3° GT1, 4° SL1, 5° DH1, 6° FBZ, 7° WBZ, 8° XLR, 9° JET, 10° SL2, 11° FS1,
12° SCH, 13° FHF, 14° GT2, 15° ULB, 16° HBZ, 17° EUL, 18° HU2, 19° SL3, 20° MC3, 21° MC2,
22° PXL, 23° DH2, 24° GT3, 25° GT5, 26° GT4, 27° FRB, 28° TRC, 29° PRO, 30° DH3, 31° DDR,
32° FS2, 33° FHC

b. **Some remarks :**

- WBZ (Wannabeezzz), SL3 (Slijpschijven 3), TRC (Trancheuzen), PRO (Propellers), FHC (F* Hellchicks) won't participate this year
- 2 new teams will join us : (SKY) Skywalkers and (KHK) KHK Ultimate Highschool Geel

c. Starting position for this year's BUIC :

Division 1 : MC1, HU1, GT1, SL1, DH1

Division 2 : FBZ, XLR, JET, SL2, FS1

Division 3 : SCH, HLF, GT2, ULB, HBZ

Division 4 : EUL, HU2, MC3, MC2, PXL

Division 5 : DH2, GT3, GT5, GT4, FRB

Division 6 : DH3, DDR, FS2, SKY, KHK

4. Rules

- Games of 25 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.
- A new point begins as soon as a team scores (so if time is over when a team is walking towards it's 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 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
- 1 Time-out per team per game. Time is not stopped during these time-outs, so no time-out aloud in the last 5 minutes of the game.
- Order of the games on a day : 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
- Teams get 1 point for a victory and 0 for a defeat.
- 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 division 2 to 6 : first and second team goes up. In division 1 to 5: 4rd and 5th team goes down.
- At the end of each day : the winner of division 1 gets 30 points, the second gets 29, and so on. The last team in division 6 gets 1 point.
- On the 4rd and last day, teams get double points : 60 for the first in first division, then 58, 56 and so on. The last team in division 6 gets 2 points.
- After 4 days all points are added to get a global ranking.
- Every team that wins the first division on each of the 4 days, will get a ticket for the play-offs. The top-x teams that didn't win a day in division 1 will be added to the list of winners to have 5 teams in the play-offs.
In case several teams have the same number of points in the final ranking, the ranking of day 4 will count.
- 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 Indoor Champion 2009-2010. In case of an equal ranking for 2 or more teams, we use the same system as described earlier on.
- 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 it's 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.

- If a team doesn't show up on a certain day, 40 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 enough teams to participate, this team won't be able to play.
- A player having played in a certain team CANNOT play with another team (from the same or another club) in this year's championship. After each day, every team has to send a list of the players having played that day to glenn@frisbee.be.

5. Spirit of the game

- At the end of each day, every team gives 2 points to 1 team and 1 to another.
- The team that has the most points at the end of day 4 will get the spirit of the game award

6. Calendar

a. DAY 1 : 29/11/2009

Division 1 : Aalter (13:00 – 19:00)
Division 2 : Leuven (12:00 – 18:00)
Division 3 : Oostkamp (12:30 – 18:30)
Division 4 : Ukkel (10:00 – 16:00)
Division 5 : Kuringen (12:00 – 18:00)
Division 6 : La Hulpe (12:00 – 18:00)

b. DAY 2 : 20/12/2009

6 Halls : Aalter (13:00 – 19:00), Brugge (08:45 – 14:00), Hasselt Alverberg (12:00 – 18:00),
Hasselt KA2 (13:00 – 19:00), Oostende (13:00 – 19:00), Oostkamp (12:30 – 18:30)

c. DAY 3 : 31/01/2009

6 Halls : Aalter (13:00 – 19:00), Ukkel (09:00 – 14:30), Ukkel (14:30 – 20:00),
Oostende (13:00 – 19:00), Oostkamp (12:30 – 18:30), Wanze (11:00 – 17:00)

d. DAY 4 : 28/02/2009

6 Halls : La Hulpe (12:00 – 18:00), Leuven (12:00 – 18:00), Ukkel (09:00 – 14:30),
Ukkel (14:30 – 20:00), Oostende (13:00 – 19:00), Oostkamp (12:30 – 18:30)

e. DAY 5 : 07/03/2009 play-offs

1 Hall : Ukkel (10:00 – 16:00)

7. Halls

- a. **Aalter**
Sporthal Aalter, Lindestraat 17, 9880 Aalter
- b. **Brugge**
KTA, Rijselstraat 7, 8200 Brugge
- c. **Hasselt**
Sporthal De Alverberg, Herckenrodesingel 33, 3500 Hasselt
- d. **Hasselt**
KA2, Koning Boudewijnlaan 12, 3500 Hasselt
- e. **Kuringen**
Sporthal Kuringen, Grote Baan 171, 3511 Hasselt
- f. **La Hulpe**
Rue Général de Gaulle 53, 1310 La Hulpe
- g. **Leuven**
Sportschuur Wilsele, Brandweg 8, 3012 Leuven
- h. **Oostende**
Sporthal Mr. V, Sportparklaan 6, 8400 Oostende
- i. **Oostkamp**
De Valkaart, Albrecht Rodenbachstraat 42, 8020 Oostkamp
- j. **Ukkel**
Omnisportzaal van Neerstalle, Zwartebeekstraat 23, 1180 Brussel (Ukkel)
- k. **Wanze**
Rue Géo Warzée 19, 4520 Wanze

8. Costs

Each club has to pay €120 per team by **November 6th** the latest. You can pay on this account :
BE09 1030 2209 5557 for VLUFF.

We have 3 teams on the waiting list, in case you don't pay on time your team will be replaced by 1 of those teams !

9. Organisation

The responsible of the team that organizes a day should send the results of all games and the results of the spirit-of-the-game as soon as possible after the last game. You can call or mail Glenn on the following mail-address and number :

glenn@frisbee.be, 0477/8260150

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.