

# UXON Competition Format and Game Rules

## Competition Format

We're excited for the final University Outdoor event of the year as well as the UKUUC Awards night, all taking place at University Mixed Outdoor Nationals 2023.

This year, we will be using a swiss draw format for the schedule. This means that teams will be given ranking points after every game based on the score, and the ranking of the other team. Rather than playing pool games on Saturday and bracket games on Sunday, every team will play 3 swiss ranking games on Saturday after which teams will be split into the top 16 and bottom 18 for games on Sunday. Teams will play 2 more swiss ranking games on Sunday before playing a final placement game to determine the final standings (e.g. the 1st and 2nd ranked team will play to determine who finishes first).

The seedings for the tournament are as follows:

- 1 Sheffield 1
- 2 Loughborough 1
- 3 Bristol 1
- 4 Leeds 1
- 5 Bath 1
- 6 Durham 1
- 7 Birmingham 1
- 8 Cardiff 1
- 9 Lancaster 1
- 10 Warwick 1
- 11 Imperial 1
- 12 Newcastle 1
- 13 Edinburgh 1
- 14 Surrey 1
- 15 Southampton 1
- 16 UEA 1
- 17 Nottingham 1
- 18 Exeter 1
- 19 St Andrews 1
- 20 Manchester 1
- 21 Durham 2
- 22 UCL 1
- 23 Cambridge 1
- 24 Leeds 2
- 25 Sheffield 2
- 26 Brunel 1
- 27 Oxford 1
- 28 Exeter 2

29	Warwick 2
30	York 1
31	Durham 3
32	Plymouth 1
33	Leicester 1
34	Cranfield 1

We will split teams into two groups for the swiss ranking games on Saturday, with Group A (Odd numbered seeds and seed 18) playing in rounds 1, 3 and 5 at 09:30-10:40, 12:20-13:30, and 15:10-16:20. Group B (Even numbered seeds except seed 18) will play in rounds 2, 4 and 6 at 10:55-12:05, 13:45-14:55, and 16:34-17:45.

You can view the first two rounds of games here: <https://bit.ly/UXON2023-schedule>

## Game Rules

- All games are 70 minutes long.
- Points cap is 15.
- 3x (2-mins) time outs per team per game, max 2 per team per half.
- 2-minute halftime when one team reaches 8 points.
- Gap between games - 15 minutes.
- When time is up, finish the point. Draws are allowed in swiss ranking games.
- For the final placement game, when time is up, finish the point then reduce points target to current highest score +1, but never exceed original points cap. No draws.

**Mixed-specific Rules** - Default: Gender Rule A ("ABBA") WFDF Appendix Rule A6.2, including "prescribed pull" rule A6.2.2 where the pull is undertaken by a player of the gender with four players.

**Late / No-shows** - If a team is late, they will be given 2 mins grace and then concede 1 point per minute (so after 3 mins it is 1-0, after 4 mins 2-0 etc if they are not ready to play).

**Hard Cap (may be used if particularly windy)** - In case of strong wind making scoring hard, we do need a way to finish games. In good weather, we expect any overruns to be very rare and these rules will NOT apply. In bad weather, however, we run the risk of too many games struggling to finish, and we need rules to enable us to cope.

These rules, if and only if implemented, would apply to ALL GAMES. These rules may be implemented in advance, or part way through the day due to deteriorating weather. We will endeavour (but do not guarantee) to inform teams in person, and will have notices at the TD desk). An announcement will be posted on the schedule header page.

- 1) Hard cap will apply immediately when the hooter sounds to START the next game.
  - 2) Finish the possession.
  - 3) For the final placement game, ONLY if the game is tied, finish the point.
- If the teams involved risk exhaustion or have other games still to play that day, the teams may agree to a draw in pool play, or to finding another method of settling a knockout game

We hope that will never happen - but it might! In these cases the TD may make a binding decision if the teams cannot agree.