

# The Midseason Classic 2012

## Tournament Rules

The 2012 Midseason tournament will use UPA 11<sup>th</sup> edition rules as standard, subject to the following modifications;

- Game length will be 1.25 hours in length
- Games are played to 15 points or to the time cap
- Soft cap at 1.15 hours (signified by first horn blast), game is played to +1 point of the current high score or to the hard cap at 1.25 hours (signified by second horn blast). Soft cap begins after the current point being played is scored and acknowledged.
- If tied at hard cap finish out universe point so a winner is decided
- Format will be 7-v-7 (4:3) regular pull, teams can agree to play 5:2 if both captains are in agreement
- 1 short halftime once a team reaches 8 points, and 1 timeout allowed per half for each team
- No timeouts during soft capped time period
- No foot-blocks unless both captain's agree prior to a specific game
- A spirit score out of 5 should be awarded to your opponents for every game
- All teams will play 3 round robin games Saturday, and up to 3 playoff games Sunday
- Playoff seeding will be based on round robin standings
- Tiebreakers for ranking will be decided by the following order – head to head matchup, Point differential total (total points scored less points given up), higher total points scored, lower total points scored against