

# sheffield hat

Spirit Sponsorship by



00:35 00:10

Saturday		Pitch 1		Pitch 2		Pitch 3				
09:45	10:20	A	v	B	C	v	D	E	v	F
10:30	11:05	A	v	C	G	v	H	D	v	E
11:15	11:50	---		F	v	G	B	v	H	
12:00	12:35	C	v	F	A	v	D	B	v	E
12:45	13:20	C	v	H	---		D	v	G	
14:00	14:35	A	v	E	B	v	F	---		
14:45	15:20	C	v	E	D	v	H	B	v	G
15:30	16:05	---		A	v	G	D	v	F	
16:15	16:50	A	v	F	B	v	C	E	v	H
17:20	17:55	Showgame		---		---		---		
Sunday		Pitch 1		Pitch 2		Pitch 3				
09:45	10:20	A	v	H	B	v	D	C	v	G
10:30	11:05	---		F	v	H	E	v	G	
11:45	12:20	1	v	8	2	v	7	---		
12:30	13:05	---		3	v	6	4	v	5	
13:15	13:50	1	v	4	---		2	v	3	
14:00	14:35	---		5	v	8	6	v	7	
14:45	15:20	3	v	4	5	v	6	7	v	8
15:30	16:05	1	v	2	---		---		---	
16:20		Presentation		---		---		---		

Games should be played under the WFDF 2009 rules. Please help less experienced players to adhere to these rules and the Spirit of the Game.

Game length is **35 minutes**. You should stop play on hearing the hooter at the end of the game. If the disc is in the air at this time, and is subsequently caught for a score, this point **will** count.

Draws are acceptable in the pool rounds only.

When the hooter sounds during the knockout rounds, you should finish the point before stopping.

If the scores are then tied, play a sudden death point to determine the winner.

At the end of each game, your team's designated captain **MUST** report the game score to tournament HQ, along with your opponents spirit score, Most Spirited Player and Most Valuable Player. All of these can be recorded on the score sheets provided. *[Use the guide to WFDF spirit scoring on the reverse of this sheet]*

