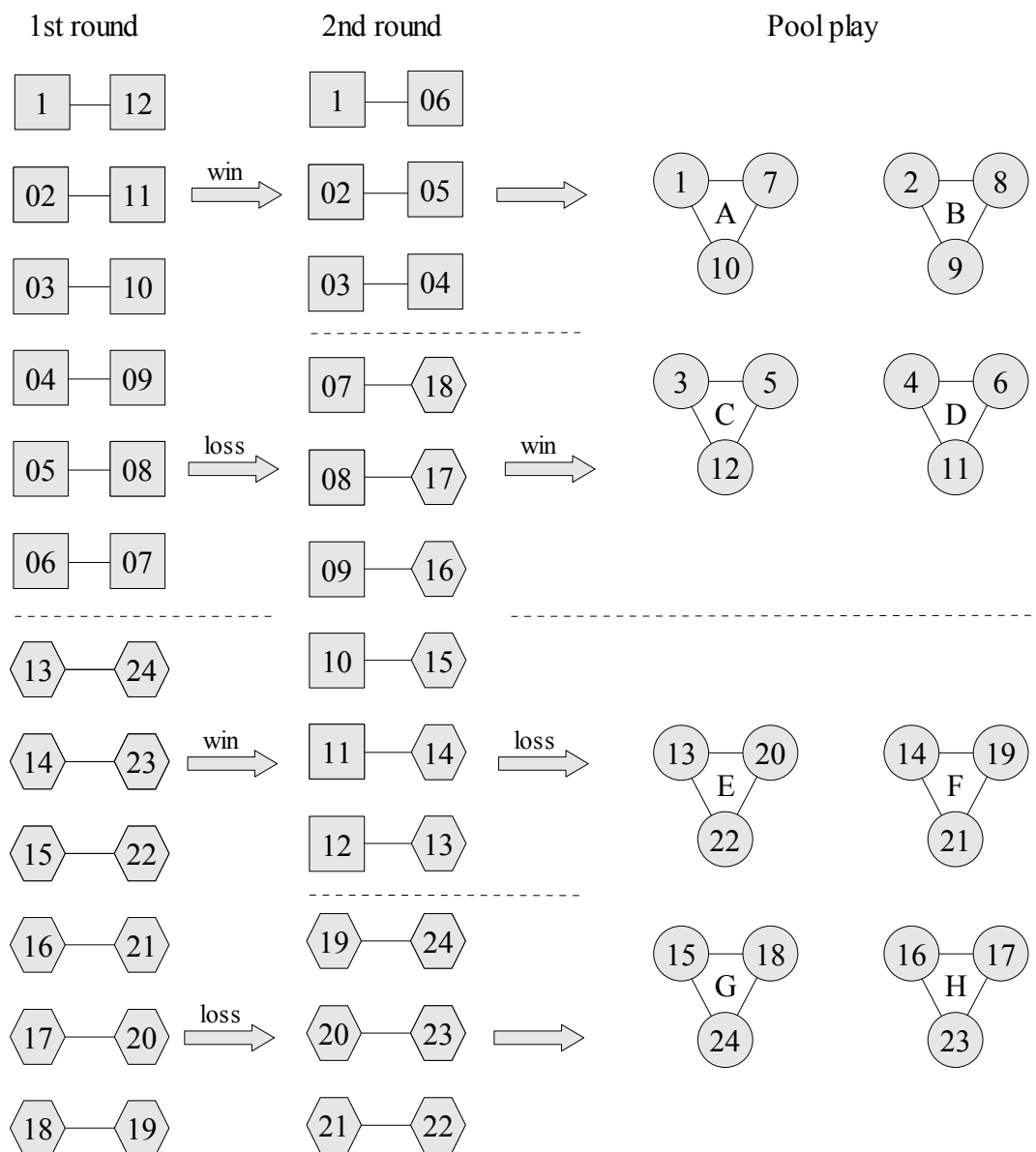


# sun of the beach 2008 - Rules

Please note, there won't be a captains meeting. All teams are expected to be familiar with the rules below. If you have any questions ask the tournament organizers.

## Playing mode



The first two games will decide the seeding for the pool play on Saturday afternoon. The winner of one of these games takes the higher seed, loser the lower seed into next round.

On Sunday the top two teams of pool A-D will have the 1-8 play-off (quarters, semis, final), the third placed teams of pool A-D will meet the winner of pool E-H in the 9-16 play-off and the second and third placed teams of pools E-H will play for the places 17-24.

Games will be played to 15 (point cap) or 45 minutes + 1 goal (see rules about time cap). There is no half time in the pool play and every team has one time out. There is no time out in the time cap. The final is played to 15 (point cap 17) without a time limit and a half time at 8. Both teams have one time out per half time.

**Point cap**

If one team scores 15 points before the time is over and leads by two or more points the game is over. If the score is 15:14 game is played to 17 or until a team leads by two points.

**Time cap**

If one team leads by two or more points when time is up, the game is over. If not, then one point is added to the highest score. The first team to reach that score will win. When the time is over during a point, this point will be played, and then one point is added. If time is up after a point has been scored, the next point will be played, and then one point is added (or not).

**Brick**

If the pull lands out of bounds, the receiver can choose to play from the brick point seven steps in front of the goal line.

**Ties**

If several teams end up on equal point, we then consider

1. Results in prior games between the teams in question
2. Goal difference between the teams in question
3. Total goal difference in the pool
4. Flip a disc

**The team that lost has to score the next game on the same field!**