

1 Introduction

After 5 successful years of EUCS, it is time to look back and evaluate what is positive and what we should change in order to make it better.

We identified 3 main areas which we wanted to analyze:

- the regions
- the format of the EUCF in the open and in the women division
- the eligibility rule

1.1 What's new in the regions?

In these years the density of good teams has reached such a level that we decided to redesign the region distribution, reorganizing regions, which are too wide and where travelling to EUCR could be potentially too costly.

Starting with 2011 there are **five** instead of four regions.

The changes compared to the previous distribution are the following:

- The nations belonging to the CEL, which was a section of the Central-East region till 2010, become an independent region (East) starting from 2011.
- The lost of the CEL in the Central-east is compensated by the addition of BeNeLux. The region is now called "Central".
- South-West stays in the same constellation as in 2009 with the addition of Ireland and gets the name "South".
- West is made by UK, which has internally various sections as qualifier for the EUCR.
- North East stays as it is and gets the name "North".

1.2 What's new in the EUCF format?

We got a lot of positive feedback concerning the format of the XEUCF 2009 in London, where the Open division has been played in 3 divisions with a total of 38 teams.

The tournament showed that the gap between the top16 and the next 8-16 Open teams in Europe is no more so big.

Still more than half of the teams, who qualify for the EUCF, are always the same ones. This means that many teams, who would extremely profit for their farther development from playing also teams from outside their region, get this chance very seldom.

In order to support the development of such emerging teams we decided that the Open division, starting from the EUCF 2011, will be played with 24 teams, divided in 2 divisions of 8 (elite) and 16 (challenger) teams, on 3 days of play.

We have shortlisted 3 formats, which guarantees all teams many more high quality games at their level, but leaves a door open for challenger teams to make it up till to the final.

We would like to know which format you would prefer.

Additionally, also the level and the number of good women teams have drastically increased since the decision to cap the women division at the EUCF to 8 teams on 2 days.

With your approval we would like the EUCF in the women division to be played by **ten** teams on **three** days.

As a consequence, the system has been adapted to the new number of regions and of teams at the EUCF.

In order to keep the motivation of winning the EUCR high, every region is awarded at least one bid in the Elite division. Additionally a minimum of 4 bids in total has been introduced in

order to support developing regions on the middle term.
The algorithm used to decide if regions gain or lose bids has been left unchanged.

1.3 What's new in the Eligibility Rule?

The review of the Eligibility Rule has been definitely the most difficult task.
We had to make us clear again, which is the Mission Statement of the EUCS:

*The goal of the EUCS is to create a platform for elite teams to get high level competition and so to reduce the gap that still separates us from the top teams of other continents.
At the same time the EUCS wants to incentivize good teams to improve.*

The Ultimate growth in terms of players and number of teams is NOT a goal of the EUCS, but it is a clear responsibility of the national federations. Surely also the EUCS would benefit from it.

With this in mind, we made various important improvements.
The main changes from the Rules used till 2010 are:

1. the number of allowed additions is 3 for the open division and no more 5. With your approval we would like to reduce the number of additions in the women division from 5 to 3 as well.
The goal is to stimulate clubs to work on development of new own players.
2. as a compromise we allow also players, who played the EUCR for a team, which did not qualify to EUCF, to be added to the roster of a qualified team.
The goal is to stimulate also middle level teams, who lost in the past their best players for better teams, to play at EUCR and make more international experience. The top players can still be added to the roster of the better team (if it qualifies) also after EUCR. This should bring more teams to EUCR and the level in the region should increase much faster.
3. We officialized what all nations made already so far, that is, submitting the EUCR-Roster prior EUCR and playing the EUCQ with their national eligibility rules.
This also officializes the fact that some federations just focus on development in their national league, keeping the team size small on purpose, and that they have a loosen eligibility rule for teams who also want to play internationally.
Finally all the CSC needs to know from the national federations is
 - a) the final ranking of the EUCQ (independently if it is an ad hoc tournament or the national competition)
 - b) if there are players of a EUCS-Roster, who do not follow their national eligibility rules for teams who play internationally

In order to put this rule in place the cooperation and the involvement of the national federations in the EUCS must improve.

Some Regional Series Committees (RSC), who are responsible for the organization of the EUCR in their region, are already very active, while in other the contributions of some single nations is almost totally missing.

Since EUCR rosters must be approved by the RSC, starting from 2011 it will be **mandatory** that a national federation has **at least 1 representative in the RSC**, if teams of this nation want to play at EUCR. This means that without this precondition, **no team** from that nation will be admitted to the EUCR.

Please go through the various points and send us to [csc /at/ eucs.efdf.org](mailto:csc@eucs.efdf.org) which are your votes concerning the questions in the concept.

2 Regions

For the Championships Series, Europe is divided into five regions.

These regions are composed of “nearest neighbor” nations to reduce cost and travel time to EUCR tournaments.

Each Region must decide upon a central venue to hold a regional tournament, ideally with costs and travel times kept to a minimum.

These annual tournaments determine which teams will gain a bid to the EUCFs.

Qualification for the regional tournaments are based upon either National Country Championships, in the current or previous calendar year, or nomination by a country’s ruling federation (see qualification for the EUCRs/EUCFs).

Using the regionals system, most teams will not have to travel far or spend too much money to determine whether they will make it to the EUCFs or not.

Starting from **2011** regions are as follows:

- **West** : UK
- **Central** : Denmark - Germany - Holland - Belgium - Luxembourg
- **South** : Ireland - France - Switzerland - Italy - Spain - Portugal - Israel
- **East** : Poland - Czech Rep - Austria - Slovakia - Slovenia - Croatia - Belarus - Ukraine - Hungary
- **North** : Norway - Sweden - Finland - Russia - Latvia - Estonia - Lithuania

3 Player's Eligibility

3.1 Open Eligibility Rule

1. EUCS Tournaments Definition

- 1.1. The EUCS consists of "EUCS Events" including: Qualifiers (EUCQ), Regionals (EUCR) and Finals (EUCF).
- 1.2. Each Section (typically a country) may use a single tournament (e.g. Nationals) or a series of tournaments (e.g. Tours) as Qualifiers.
- 1.3. Each Section earns bids to their EUCR according to EUCR bid allocations.

2. Ultimate Club Team Definition

- 2.1. An Ultimate Club Team (henceforth referred to as 'Team') is a group of people who play together and enter ultimate tournaments under that Team's name.
- 2.2. A Team that enters into an EUCR is identified by its roster ("EUCS Roster").

3. Player Restrictions

- 3.1. Only players rostered for a Team may play at EUCR or EUCF.
- 3.2. No player may be rostered for two Teams simultaneously, independently from the division.

4. EUCS Team Rosters

- 4.1. National rostering systems and eligibility rules are used for EUCQ.
- 4.2. A Team that chooses to participate at EUCR has to submit an EUCS Roster by the deadline defined by the CSC. Rosters then are frozen. National Organizations or an equivalent Sectional Committee has to approve the EUCR roster.
- 4.3. A Team that does not advance to the next stage loses its roster. Players from such a team may be added to rosters of other teams subject to the limit in 4.4.
- 4.4. After the rosters are frozen, a team may only add to its roster a maximum of 3 players in total throughout the EUCS season. All additions must be submitted to the CSC by the deadlines published on the EUCS website.

3.2 Women Eligibility Rule

Please answer to this question:

- **Do you want Option 3.2.1 or 3.2.2?**
Your vote is **binding** for the CSC.

3.2.1 OPTION

All point exactly as in the open eligibility rule.

3.2.2 OPTION

Points 1.*, 2.*, 3.* and 4.1,4.2,4.3 as above.

4.4. After the rosters are frozen, a team may only add to its roster a maximum of **5** players in total throughout the EUCS season. All additions must be submitted to the CSC by the deadlines published on the EUCS website.

4 EUCF Format

4.1 OPEN

Please answer to this question:

- **Which format do you think is the best for the EUCF in the Open division?**
The detailed format is in appendix.
Please notice that our vote will provide **only a ranking** for the different options, which will be considered by the CSC when defining the schedule taking also into consideration possible venue constraints.

4.1.1 OPTION

16 teams play **6 games in 3 days** of 95 minutes (including 5 minutes halftime).
Only the **8** teams playing the pre-quarters 5-12 play **an additional game**.
Number of games per day: Elite: 2-2/3-2 ; Challenger: 2-2/3-2

4.1.2 OPTION

8 teams play **6 games in 3 days** of 95 minutes (including 5 minutes halftime).
The **16** teams playing the pre-quarters 5-12 and 13-20 play **an additional game**.
Number of games per day: Elite: 2-3/2-2 ; Challenger: 3-2-2/1

4.1.3 OPTION

4 elite teams play **6 games in 3 days** of 95 minutes (including 5 minutes halftime).
4 challenger teams playing the pre-quarters 5-12 play **8 games in 3 days**.
The remaining **16 teams** playing **7 games**.
Number of games per day: Elite: 2-3/2-2 ; Challenger: 3-2/3-2

4.2 WOMEN

Please answer to this question:

- **Which format do you want for the EUCF in the women division?**
Your vote **is binding** for the CSC.

4.2.1 OPTION

Yes. The EUCF in the women division will be played by **ten** teams on **three** days.

4.2.2 OPTION 3.2.2

No. The EUCF in the women division will be played by **eight** teams on **two** days.

5 EUCF Bid Allocation System

Bid allocation Rules Open (total for elite + challenger)

1. Every region initially gets one less bid than the number of its teams participating in the prior EUCF, with a minimum of **4** bids and a maximum of **7**.
2. Last placed regional teams (L) will be compared with second last placed regional teams (S). L-teams from regions with **8** bids and S-teams from regions with only **4** bids will be disregarded (rule 1).
3. The best L-team is compared with the worst S-team. If the L-team finished better than the S-team, then the region of the L-team gains a bid from the region of the S-team.
4. Compare the next best L-team with the next worst S-team. If the L-team finished better than the S-team, then the region of the L-team gets a bid from the region of the S-team.
5. A region may gain or lose only one bid per year according to the criteria defined above.
6. If a region is unable to fulfill its bids, rule 4 is applied and either the third S team or L team will have its region fill the bid. This is the only way a region may lose more than one bid.

No region may have more than **8** bids to the EUCF or less than **4**.

Bid allocation Rules elite Open

1. Elite Open division features 8 teams.
2. Bids are awarded in the order of the final ranking of the previous EUCF, with a minimum of 1 bid per region.

Bid allocation Rules Women

The same rules apply, however, with one automatic bid per region and the remaining wildcard bids being awarded.

Conclusion

It is important for teams to do as well as possible at the EUCF tournament in order to earn their region an extra bid in the following year's EUCF. A good showing by a region's teams will ensure their region gets as many chances as possible to claim the championship.

6 Appendix

6.1 Option 3.1.1 (Elite: 2-2/3-2 ; Challenger: 2-2/3-2)

16 teams play **6 games in 3 days** of 95 minutes (including 5 minutes halftime).
Only the **8** teams playing the pre-quarters 5-12 play **an additional game**.

Friday:

4 rounds, 6 fields, 2 rounds of pool play. Top pools A/B, lower pools C-F

Saturday:

1st rd: pools ABCD (8fields)

2nd rd: pools EF

3rd rd: PQs 3A1C, 4B1D,

4th rd: PQs 4A1E, 3B1F, Qs 17-24

5th rd: Qs 2B3A, 1A4B, 1C2D, 1D2C

6th rd: Qs 2A3B, 1B4A, 1E2F, 1F2E

Sunday
or

Saturday:

1st rd: pools CDE

2nd rd: pools ABF

3rd rd: bye

4th rd: PQs

5th rd: Qs 17-24

6th rd: Qs 1-8, 9-16

Sunday:

Slot 1 5-8, 9-12, 13-16 SF (6 Fields / 2 left for women schedule)

Slot 2 1-4 SF, 17-20, 21-24 SF (6 Fields / 2 left for women schedule)

Slot 3 Women Final, <women placement>, 5-16 finals (8 Fields)

Slot 4 3-4 Placement, 17-24 Placement, <women placement>, <women placement> (8 Fields)

Slot 4+: Open final

draw back

Open final is not completely stand alone (could be started slightly later though); rested-unrested for Q 9-16.

The actual format works fine with 8 women teams on 2 days. If the women division is played with 10 teams, we must play a 3-2/3-1 format.

6.2 OPTION 3.1.2 (Elite: 2-2/3-2 ; Challenger: 3-2-2/1)

8 teams play **6 games in 3 days** of 95 minutes (including 5 minutes halftime).

The **16** teams playing the pre-quarters 5-12 and 13-20 play **an additional game**.

Friday: (between 4 and 6 fields needed)

Slot 1 9-24 pools

Slot 2 1-8 pools

Slot 3 9-24 pools

Slot 4 1-8 pools

Slot 5 9-24 pools

Slot 6 <bye> => pools can be mixed a bit so that teams can look the games of the same division.

Saturday: (mostly 4 fields, sometime 8 or 6)

Slot 1 1-8 pools

Slot 2 13-20 PQ

Slot 3 5-12 PQ

Slot 4 17-24 QF

Slot 5 1-8, 9-16 QF => 8 fields! (2 games can be moved to slot 6 to better fit with women schedule)

Slot 6 17-20, 21-24 SF

Sunday

Slot 1 5-8, 9-12, 13-16 SF

Slot 2 1-4 SF, 17-24 Finals

Slot 3 5-16 finals => 8 fields! AT least 1 game must be moved to slot4 in order to have the women final in slot3.

Slot 4 3/4 Final

Slot 4+: Final

Drawback is that 5-8 have played already in round 1 and they meet a rested team in round3.

6.3 OPTION 3.1.3 (Elite: 2-2/3-2 ; Challenger: 3-2/3-2)

4 elite teams play **6 games in 3 days** of 95 minutes (including 5 minutes halftime).

4 challenger teams playing the pre-quarters 5-12 play **8 games in 3 days**.

The remaining **16 teams** playing **7 games**.

Friday:

6 rounds, 6 fields, 2 rounds of pool play.

Saturday: (8 fields most of the day. byes can be used for women schedule)

round 1: PPQs 9-16, PPQs 17-24

round 2: bye

round 3: PQ 5-12, PQ 13-20

round 4: bye

round 5: Q 9-16, Q 17-24

round 6: Q 1-8

Sunday:

Slot 1 5-8, 9-12, 13-16 SF (6 Fields / 2 left for women schedule)

Slot 2 1-4 SF, 17-20, 21-24 SF (6 Fields / 2 left for women schedule)

Slot 3 Women Final, <women placement>, 5-16 finals (8 Fields)

Slot 4 3-4 Placement, 17-24 Placement, <women placement>, <women placement> (8 Fields)

Slot 4+: Open final

Open final is not completely stand alone (could be started slightly later though); rested-unrested for Q 9-16.

The actual format works fine with 8 women teams on 2 days. If the women division is played with 10 teams, we must play a 3-2/3-1 format.

The fact that 1-4 just play 1 game in the last round (maybe showcase) and 5-8 (if they keep the seeding) play on round 3 and 6 could be seen as disadvantage.