

SOSSA Ultimate Regulations

PLAYING REGULATIONS – Revised August 2023

1. Date

The SOSSA championship will be held in the fall of each year, at least one week prior to the OFSAA festival.

2. Location

The location of the championship shall be decided not later than the SOSSA Annual Meeting held in June of the school year prior to the championship.

3. Eligibility

As per Article VII and Article VIII of SOSSA Constitution.

4. Classification

Please see Article II, Section 7.03 and 7.05 of the SOSSA Constitution.

5. Tournament Structure and Procedures

A one-day tournament where each team would play 6 games.

16 teams

4 teams from each zone.

If a zone cannot field four teams, the procedure to fill the remaining spots from the other three zones will be determined as follows:

- a) One vacant spot - the host zone is awarded the extra berth.
- b) Two vacant spots - host zone gets first, then zone with the most schools playing ultimate gets second.
- c) 3 vacant spots - one extra team from each zone will qualify.
- d) 4 vacant spots - host gets first, then one extra team from each zone. Therefore, host zone gets two extra berths and if they can't fill them then go they go to the zone with the most teams.

To host a 16 team tournament, facility would require:

Two full sized soccer fields

Each field split length wise

Allows two tournament sized ultimate fields per pitch..

Games would be scheduled in 30 minute time slots.

25 minutes of play to allow a 5 minute buffer in the event extra time is needed.

Morning Play

Morning would consist of pool play based on predetermined seeds from each zone. (see below)

Three games for each team.

Short lunch break to allow tournament organizer to determine afternoon schedule.

5. Tournament Structure and Procedures, continued

Seeding for Morning Play

Prior to the SOSSA Championship, each zone must determine a method to qualify and seed their teams.

Each zone must rank ALL of their teams in the event that a bid process is required to fill a vacant spot.

Pool play for the morning would be set up by filling the following template:

	POOL A	POOL B	POOL C	POOL D
1	ZONE 1 – 1 ST SEED	ZONE 2 – 1 ST SEED	ZONE 3 – 1 ST SEED	ZONE 4 – 1 ST SEED
2	ZONE 2 – 2 ND SEED	ZONE 1 – 2 ND SEED	ZONE 4 – 2 ND SEED	ZONE 3 – 2 ND SEED
3	ZONE 3 – 3 RD SEED	ZONE 4 – 3 RD SEED	ZONE 1 – 3 RD SEED	ZONE 2 – 3 RD SEED
4	ZONE 4 – 4 TH SEED	ZONE 3 – 4 TH SEED	ZONE 2 – 4 TH SEED	ZONE 1 – 4 TH SEED

Afternoon Play

Following morning pool play, teams would be split into two flights.

Top two teams from each pool would move to the Championship flight.

Bottom two teams from each pool would move on to the Consolation flight.

Teams would be **reseeded** 1-4 within their pool.

See tiebreakers below (if needed)

A1 v C2 Game 1	A3 v C4 G5	WG1 v WG2 G9 (semis)	WG5 v WG6 G13 (cons semis)	WG9 v WG11 For 1 st	WG13 v WG15 For 9 th
C1 v A2 Game 2	C3 v A4 G6	LG1 v LG2 G10 (semis)	LG5 v LG6 G14 (cons semis)	LG9 v LG11 3 rd	LG13 v LG15 11 th
B1 v D2 Game 3	B3 v D4 G7	WG3 v WG4 G11	WG7 v WG8 G15	WG10 v WG12 5 th	WG14 v WG16 13 th
D1 v B2 Game 4	D3 v B4 G8	LG3 v LG4 G12	LG7 v LG8 G16	LG10 v LG12 7 th	LG14 v LG16 15 th

Tiebreakers for afternoon seeding will go as follows:

Record from morning play

Points against

Spirit points

Seeding from qualifying tournament

Jury of Appeals

6. Entry

Entries will be accepted from zone conveners or sport co-coordinators only.

The SOSSA convener shall be responsible to ensure that the OFSAA entries are submitted.

7. Expenses

Expenses for SOSSA championships see Article IV.

Those schools entries to SOSSA championships must arrange and finance their own travel, etc... .

The Ultimate tournament convener will submit an event/financial report to the SOSSA Administrative Director at the conclusion of the tournament.

8. Rules and Officials

SOSSA will follow Ultimate Canada and OFSAA regulations.

Also see Appendix #1 for Ultimate Disciplinary Protocol

9. Uniforms and Equipment

SOSSA will follow Ultimate Canada and OFSAA guidelines.

10. Awards

Medallions will be awarded to members of the winning team (maximum 18).

11. Deportment

See Article X and XI of the constitution. Any school team entering SOSSA approved competition must be under the control of a staff member of the school which it represents.

12. Medical Personnel

It is recommended that qualified First Aid personnel and equipment be available at the Championship site(s). Coaches shall provide all consumable medical supplies (ie. tape, band aids, etc.) for their athletes.

13. Appeals and Protests

If a school(s) wishes to proceed with a protest, see article IX of the SOSSA constitution.

Appendix #1 - Ultimate Disciplinary Protocol

1. At the beginning of each tournament, the convener will call a jury of appeals -

a) convener plus four coaches

b) jury should be compromised of higher level/experienced ultimate coaches who know the rules of the game and the importance of SOTG

c) representation from each zone if possible (if there are experienced and knowledgeable coaches from each zone)

13. Appeals and Protests, continued

2. a) consistently low spirit scores will trigger a review by the panel members (without a conflict of interest)
b) Convenor can call a panel of three or five members of the jury (without conflicts of interest) to make a ruling
3. a member of the panel (without a conflict of interest) can be assigned to observe games and overrule calls
4. if an observer witnesses either a player or coach knowingly disregarding rules, player or coach will receive a warning
5. on second major infraction, or first violent infraction, player can be removed from the game/tournament by an observer
6. If a player is removed from game or tournament by an observer/convenor/jury of appeals, they are immediately ineligible for the next game of the tournament as per SOSSA regulations
7. Jury of appeals will decide on eligibility of that student moving forward...
 - a) eligibility for remainder of tournament
 - b) communication with student's school