



**2017 USA ULTIMATE YOUTH CLUB
NORTHEASTERN REGIONAL CHAMPIONSHIP
OCTOBER 7-8
ERIE, PA**



WELCOME

Hello and congratulations on being accepted to participate in the 2017 Northeastern Youth Regional Championships in Erie, Pennsylvania. On behalf of USA Ultimate, Erie Ultimate League Enterprises, and the Erie Sports Commission, we welcome you to Family First Sports Park for two days of great regional ultimate competition.

Erie Ultimate League Enterprises, EULE, was founded in 2014 to promote and encourage the growth of ultimate in the Erie community and beyond. Erie is known as a beach ultimate community, but we enjoy grass ultimate just as much. We are excited to partner with USA Ultimate and the Erie Sports Commission to host this event as a way to promote youth ultimate to our area schools. Thank you for being ambassadors of this great sport.

Winter is approaching, which marks the return of our Erie Otters youth hockey team. They will be defending title this year, and we invite you to join us Saturday night as they square off against their rival London at 7 pm for our social event.

We hope you enjoy your time in beautiful Erie, Pennsylvania, and we look forward to a fun weekend of competitive and spirited ultimate.

Cheers,
Hayden Weaver
Tournament Director
EULE



WEEKEND OVERVIEW

Friday, October 6	Wingate by Wyndham Erie at 8060 Old Oliver Road, Erie, PA 16509
7:00pm-9:00pm:	Team Registration
Saturday, October 7	Family First Sports Park
8:00am:	Captains' Meeting
9:00am-4:00pm:	Game Play
7:00pm:	London Knights vs Erie Otters (hockey) at 809 French Street, Erie PA 16501
Sunday, October 8	Family First Sports Park
9:00am-4:00pm:	Competition Continues
Post-Finals:	Award Ceremony. Immediately following the finals, awards will be presented to the first- and second-place teams along with Team Spirit Award and Individual Spirit Awards (one from each team).

EVENT STAFF

Tournament staff will be wearing volunteer shirts with the event logo on them.

Local Organizing Committee Staff

Tournament Director and Hospitality Coordinator – Hayden Weaver

Volunteer Coordinator – Krysten Taccone

Head Scorekeeping Team – Bryan Heim, Michael Sirota, & Anthony Kahn

Other volunteers include Eric Zygai, Frank Nigro, Devin Christian, Brandon Confer, and Matthew Stefaci

USA Ultimate Staff

Manager – Events – David Raflo

Manager – Competition & Athlete Programs – Joy Ferenbaugh (in absentia)

COMPETITION RULES

- USA Ultimate Official Rules of Ultimate, 11th Edition will be in effect.
 - 20 yard end zones
 - “contact” marking violation call
- All games to 15, point cap at 17.
- Halftime is 5 minutes.
- Each team has two timeouts per half.
- Regardless of how many timeouts a team has used before overtime, during overtime each team has one timeout.
- Overtime: A game is in overtime if tied at one point less than original game total (e.g., in a game to 15, overtime occurs when the score reaches 14-14).
- Soft time-cap will not be used.
- Hard time-cap goes on at end of round time on schedule. Game is over at the end of the point in progress, unless tied. If tied, play one more point.
- Caps do not affect timeouts.

SITE RULES

- No alcohol or smoking (or any tobacco products).
- No glass bottles.
- No weapons.
- No pets.
- Spectators and equipment must stay at least 5 yards away from sidelines! Where there are buffer lines, respect them. Where there are not buffer lines, stay back at least 5 yards.
- Trash and Recycling! Place recyclables in the recycling receptacles and place trash in the trash. Keep your sidelines clean.
- Language. Keep in mind that this is a youth event.

Guests and Spectators – You and your team are responsible for the people on your sidelines and making sure they abide by these site rules.

Ultimate in 10 Simple Rules

1. **The Field:** A rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 25 yards deep.
2. **Initiate Play:** Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.
3. **Scoring:** Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.
4. **Movement of the Disc:** The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
5. **Change of Possession:** When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.
6. **Substitutions:** Players not in the game may replace players in the game after a score and during an injury timeout.
7. **Non-contact:** No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
8. **Fouls:** When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.
9. **Self-Officiating:** Players are responsible for their own foul and line calls. Players resolve their own disputes.
10. **Spirit of the Game:** Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

TEAMS

U20 North Allegheny

Wexford, PA

Coaches: Matt Burnette and Aaron Buss

Captains: Peter Zaccardi and Wes McCurdy

Spirit Award Nominee: Charlie Alt

Twitter: @NaufUltimate

North Allegheny Ultimate was started back around 1999 by Darren Shultz and some of the track guys. A few years later we joined the Pittsburgh League PHUL when it was started. We won our first PHUL League and PA State title in 2015.

Jersey #	First Name	Last Name	Height
2	Evan	Hake	
6	Brighton	Ziegenfuss	
9	Lane	Shea	
10	Ben	Chamis	
13	Brady	McDermott	
14	Aaron	Greenberg	
18	Caleb	Garvey	
19	Sunvy	Yalamarthy	
20	Peter	Zaccardi	
23	Sebastian	Oberhauser	
24	Charlie	Alt	
26	Colson	Voss	
27	Alex	Eggert	
29	Matt	Secen	
34	Dominick	Harrell	
86	Cameron	McCurdy	
87	Damion	Hartle	
88	Wesley	McCurdy	

Alliance of Frisbee Revolutionaries

Pittsburgh, PA

Coaches: Gregory Thomas and Anthony Erlandson

Captains: Antonio Capone and Dominic Augello

Spirit Captain: Owen Maue

Spirit Award Nominee: Devon Butler

Twitter: @ultimate_cchs

Website:

<http://www.centralcatholics.com/page.cfm?p=641>

The founding fathers of this team named it the Alliance of Frisbee Revolutionaries in Oakland. It was formed in the 1998-1999 school year as an intramural club, and for the better part of the first decade of its existence that was its extent – afterschool pick-up games in a nearby park. Over the past seven school years the program has grown to over 40 players on the Roster and we compete in both Varsity and Junior Varsity divisions. As of the 2013-2014 school year, the Team has been granted “Lettering” status; meaning that players are now able to earn a Varsity Letter for participation.

Jersey #	First Name	Last Name	Height
#2	Christopher	Calabrese	5' 5"
#5	Jack	McAllister	5' 8"
#6	Nathan	Maddigan	5' 8"
#8	Antonio	Capone	6' 0"
#14	Jacob	Warden	6' 1"
#16	Devon	Butler	5' 10"
#23	Cole	Christy	6' 0"
#25	Owen	Maue	6' 1"
#32	Oliver	Sokolski	5' 9"
#34	Dominic	Augello	6' 2"
#38	Luke	Cordisco	5' 8"
#42	Isaac	Degenholtz	5' 9"
#43	William	Gatti	5' 9"
#44	John	Evans	5' 2"
#48	Jonathan	Russell	5' 11"
#49	Simon	Hebert	6' 0"
#77	Jordan	Gallegos	5' 10"
#84	Daniel	Faith	5' 9"

Foggy Bottom Boys

Washington, DC

Coaches: Michael Klemencic and Ty Aderhold

Captains: Garrett Johnston and Jordi Parry

Spirit Award Nominee: Jacques Nissen

This rendition of the Foggy Bottom Boys is a mashup of returning players from this summer's DC teams Capital Heights, Foggy Bottom Boys, and Swing Vote plus some newcomers to the regional scene. FOG IT UP!

Jersey #	First Name	Last Name	Height
0	Garrett	Johnston	
1	Jason	Perkins	
4	Lucas	Reichart	
5	Jonathan	Verry	
7	Owen	Maskelony	
12	Sam	Markowitz	
13	Ben	Preiss	
15	Jordi	Parry	
16	AJ	Merriman	
19	Jace	Dean	
20	Harry	Wolfson	
23	Ben	Dickson	
24	Jacques	Nissen	
26	Tomasso	Piccorossi	
43	Marcelo	Ruggiero	
50	Matthew	McKnight	
72	Chris	Hahn	
83	Walt	Johnson	
	Max	Fortney	
	Sasha	Frank-Stempel	
	Theo	Shapinsky	

Hampton

Allison Park, PA

Coach: Christie Lawry

Captains: Andrew Sullivan, Jonathan Romantic, and Jason Hunkele

Spirit Award Nominee: Jason Hunkele

Twitter: [@hamptonultimate](https://twitter.com/hamptonultimate)

Website: tinyURL.com/HamptonUltimate

Founded in 2002, the Hampton High School Boys Ultimate Team has been active in the Pittsburgh High School Ultimate League (PHUL) for over 14 years. The success of the team is contributed to the strong program that has been created; gaining Club Status with the school in 2005, acquiring a focused Parent Booster Club in 2006, and having dedicated coaches since 2005. Hampton attended HS Easterns in 2006 and HS Northeasterns in 2012, 2013, 2014, and 2016. The Talbots take the name of their school mascot, the talbot, which is a large, extinct hunting dog.

Jersey #	First Name	Last Name	Height
1	Taylor	Slate	5'6"
8	James	Keat	6'3"
10	Nathan	Elway	5'10"
12	Sean	Newell	6'1"
13	Andrew	Sullivan	5'11"
20	Keenan	Traphagen	5'11"
16	Alex	Levine	5'1"
19	Joe	Keat	6'3"
22	Devon	Butler	5'11"
25	Michael	White	6'4"
27	Brayton	Slate	6'
28	Ben	Watts	5'10"
42	Isaac	Degenholtz	5'9"
77	Jason	Hunkele	5'9"
86	Christian	Harper	6'1"
96	Joey	Baker	5'6"

Mutiny
Vermont

Coach: Anne Watson
Captains: Turner Allen and Elijah Coolidge
Spirit Award Nominee: Elijah Coolidge

At the 2017 Vermont State Championship Boys Ultimate game, Montpelier faced off against Burlington. That might have been the end of the story of the 2017 season, but these boys weren't done playing. After the game (which Burlington won), they decided to form a summertime club team constituted mostly by merging their two teams and inviting in whoever else from the VT high school community might be interested. Today team Mutiny has had players representing five Vermont high schools and they have exceeded their own expectations at each tournament they have attended. Look for these rising young players on college teams across the country in coming years.

Jersey #	First Name	Last Name	Height
0	Cade	Christner	
9	Kuochuan	Ponzio	
12	Elijah	Coolidge	
13	Caleb	Morehouse	
14	Sarvesh	Sharma	
15	David	Ackerson	
16	Turner	Allen	
21	Declank	Keverick	
24	Hayden	Ellms	
26	Anders	Shenholm	
66	Gavin	Corbett-Valade	
99	Jason	Tomasi	

TITANE
Montreal (Province of QUEBEC)

Coaches: Yohan Baril
Captains: Eliott Heloir and Lévi Doré
Spirit Award Nominee: Félix Pelletier
Website:
http://ugm.ultimatecentral.com/fr_ca/elite-1518-ans

1st seed in province of Quebec, Pioneer Valley Invitational:
7th place, Toronto Invite : 4th place, Canadian Ultimate
Championship: 4th place.

Jersey #	First Name	Last Name	Height
7	Raphael	Lalonde	6' 2"
9	Antoine	Gagne-Martel	5' 10"
11	Charles	Guay	5' 10"
12	Levi	Dore	5' 5"
15	Raphael	Salvas	5' 10"
16	Hugo	Baraer	6' 4"
17	Mohammed	Chrouh	6' 2"
19	Simon	Drolet	5' 11"
22	Ywan	Cohonner	5' 11"
29	Jacob	Duquette	5' 11"
35	Eliott	Heloir	6' 2"
42	Thomas	Dubois	6' 3"
56	Jonathan	Baril	5' 5"
84	Félix	Pelletier	5' 10"
31	Benoit	Lapointe	5' 11"
75	Hugues	Laperrière	5' 10"
99	Jean-Christophe	Loiselle	6'

HEALTH AND SAFETY

Medical staff, including athletic trainers, will be on site at Tournament Central to treat injuries, handle emergencies and provide some preventative care. The event will provide standard athletic tape, pre-wrap, ice and some bandages. Other supplies, including special tape or bandages and anti-inflammatory drugs, must be provided by teams or may be charged by the training staff.

If there is an injury on a field that needs medical attention, inform a field marshal, and he or she will radio to the trainers.

If you have medical issues that require attention in the morning before play, please show up early to avoid long lines. The trainers will be at the fields two hours prior to game time each day.

The closest nearby hospital is Millcreek Community Hospital at [5515 Peach Street, Erie, Pennsylvania 16509](#).

Concussions

Education

- USA Ultimate recommends the CDC "Heads Up Safety" program, a free one-hour online training: cdc.gov/concussion/headsup/youth.html.
- USA Ultimate's participant waiver includes important information from the CDC regarding concussion safety: usultimate.org/membership/usa_ultimate_membership_forms.aspx

Coaching Requirements

- Coaches at USA Ultimate events are required to have completed a concussion awareness and safety recognition program (like the CDC program above or other local or state-recommended course). *Coaches should not submit records of course completion to USA Ultimate, but should maintain records on-site while coaching.*

Removal & Return to Play

- All guidelines identified by the CDC must be strictly followed in the event of a suspected concussion.
 1. Remove athlete from play.
 2. Ensure athlete is evaluated by a health care professional trained in concussion diagnosis and management.
Do not try to judge the seriousness of the injury yourself.
 3. If a minor, inform athlete's parents or guardians about the known or possible concussion and give them the fact sheet on concussion.
 4. Allow athlete to return to play only with permission from an appropriate health care professional.

Doctor's Note Requirement

- If, during a USA Ultimate event, an athlete receives care at a hospital, medical clinic or doctor's office, or is referred to a hospital or doctor by event medical staff, the athlete is barred from further competition in that event until he or she provides a doctor's note, on letterhead or prescription pad, to event medical staff stating that the athlete is authorized to return to competition.

Heat, Nutrition and Hydration

- Heat-related illness occurs when body cooling by evaporation is limited. Sweating depletes the body's salt and moisture, which leads to dehydration. If a player recognizes any signs or symptoms of heat-related illness, he or she should treat the problem immediately.
- Signs and symptoms of heat illness can include changes in level of consciousness, abdominal cramps, nausea/vomiting, fatigue/tingling, chills, inability to spit, dry mucous membranes, decreased output and change in color of urine.

Prevention and Treatment of Heat Illness

- Avoid alcohol, caffeine and carbonated beverages.
- Medications such as antihistamines, decongestants, certain asthma medications and diuretics can increase risk for heat illness. Avoid them if possible.
- Avoid certain nutritional supplements (such as caffeine and ephedrine) that can dehydrate the body and/or increase metabolism and heat production.
- Know your body – be honest! Are you fit enough to perform under current conditions?
- Eat and drink (water AND sports drinks) optimally before, during and after play. Potassium is important; good sources include sports drinks, yogurt, grapefruit juice, bananas and oranges. Sodium is also important; good sources include sports drinks, vegetable juices, pretzels, nuts, cheese and crackers. After play, carbohydrates are important: foods such as potatoes, honey, cereal, white bread, corn chips, sports drinks, jelly beans, rice cakes, bagels, crackers and gummy candies.
- Don't drink too much. Over-hydrating can be dangerous if it leads to a fluid and electrolyte imbalance.
- Monitor your urine. Clear/copious = hydrated. Dark = Need water/electrolytes.
- Be sensitive to prior illness. If you've been sick, your body may be more susceptible to dehydration.
- Rest and cool down after play. Find shade, wet the skin, get in front of a fan or breeze.

Sideline Safety

- Spectators and equipment must stay at least three yards away from the sidelines. Where there are buffer lines, respect them. Chairs, coolers, strollers, you, etc., must be at least three yards from the sidelines.
- If a player believes that an object on the sideline is not safe, he or she should inform event staff and refrain from playing until he or she is satisfied that safe conditions have been established.
- USA Ultimate and event staff reserve the right to move or remove objects or spectators from on or near the playing field if those conditions are, in the opinion of USA Ultimate or event staff, unsafe for players, staff or spectators.

Lightning Guidelines

- Event staff will communicate with players and spectators via PA system and through field marshals equipped with radios if there is a lightning danger. Play then will be stopped, and everyone should seek shelter.
- Safe shelter for players and spectators at the field site includes any fully enclosed building or vehicle with a hard top and closed windows.
- Event staff will use the "flash-to-bang" method to determine when to send people to shelter. By the time the flash-to-bang count has reached 30 seconds, all individuals should be in a safe shelter location.

- If you can't get to a safe shelter, try to avoid being the tallest object in an open field or on open water. Avoid other tall objects, metal objects and water. Assume a crouched position with only the balls of your feet touching the ground, your arms wrapped around your knees, and your head lowered. Minimize contact with the ground. Do not lie flat.
- Avoid using telephone land lines. Cell phones are safe, provided the person has followed other safety guidelines.
- Event staff will indicate to players when play is going to resume. Team captains should meet at Tournament Central to receive instructions for resuming play and any schedule modifications.

In the event of lightning in your vehicles.

SPIRIT OF THE GAME

Ultimate has traditionally relied upon the spirit of sportsmanship, which places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules of the game, or the basic joy of play — 11th Edition USA Ultimate Rules of Ultimate.

10 Things You Should Know About Spirit of the Game™

1. The golden rule: treat others as you would want to be treated.

Spirited games result from mutual respect among opponents. Assume the best of your opponent. Give him or her the benefit of a doubt. You would want the same for yourself. But if you are thick-skinned, do not assume that your opponent is. Maybe you should think of this rule as, "treat others as you would have them treat your mother."

2. Control: SOTG takes real effort.

SOTG is not just some abstract principle that everyone adopts and then games run smoothly without effort. Close calls are made in tight games. Hard fouls are committed. SOTG is about how you handle yourself under pressure: how you contain your emotionality, tame your temper, and modulate your voice. If you initiate or contribute to the unraveling of spirit, the concept falls apart quickly. If you act to mend things (or at least not exacerbate the situation) by following (1) above, the game heals itself.

3. Heckling and taunting are different.

Ultimate has a long tradition of good-natured heckling. Heckles are friendly barbs, typically from non-playing spectators. Heckling can be fun, but taunting is unspirited and wrong. Harassing remarks after an opponent's foul call or close play are NOT heckling: they are abusive taunts which create unpleasant playing conditions and often escalate to acrimonious disputes.

4. SOTG is compatible with championship play.

It is a fallacy to argue that the stakes are so important that some aspect of SOTG can be cast aside. Time and again, great teams and star players have shown that you can bring all your competitive and athletic zeal to a game without sacrificing fair play or respect for your opponent.

5. Don't "give as you got."

There is no "eye for an eye." If you are wronged, you have no right to wrong someone in return. In the extreme case where you were severely mistreated, you may bring the issue up with a captain, tournament director, or even lodge a complaint with the governing body. If you retaliate in kind,

however, a complaint may be filed against you. We recall point (1): treat others as you would have them treat you, not as they have treated you. In the end, you are responsible for you.

6. Breathe.

After a hard foul, close call, or disputed play, take a step back, pause, and take a deep breath. In the heat of competition, emotions run high. By giving yourself just a bit of time and space, you will gain enough perspective to compose yourself and concentrate on the facts involved in the dispute (was she in or out; did you hit his hand or the disc; did that pick affect the play). Your restraint will induce a more restrained response from your opponent. Conflagration averted, you may resume business as usual.

7. When you do the right thing, people notice.

When you turn the other cheek, you know you've done the right thing. You may not hear praise, there may be no standing ovation, but people do notice. Eventually, their respect for you and their appreciation of the game will grow.

8. Be generous with praise.

Compliment an opponent on his/her good catch. Remark to a teammate that you admire their honesty in calling themselves out of bounds. Look players in the eye and congratulate them when you shake their hands after a game. These small acts boost spirit greatly, a large payoff for little time and effort.

9. Impressions linger.

Not only does the realization that your actions will be remembered for a long time serve to curb poor behavior, it can also inspire better conduct. Many old-timers enjoy the experience of meeting an elite player who remembers their first rendezvous on the field and recalls the event in detail. A good first encounter with an impressionable young player can have considerable long term positive impact.

10. Have fun.

All other things being equal, games are far more fun without the antipathy. Go hard. Play fair. Have fun.

Special thanks to Eric Zaslow and members of the 2005 Conduct Committee (Jeff Dunbar, Kate Bergeron, Eric Zaslow, Will Deaver) for the development of this document. Adopted by USA Ultimate Executive Committee, March 29, 2005.

SPIRIT CIRCLES

Spirit Circles are an idea borrowed from international competitions throughout the ultimate world. For years, American teams have traveled to world championship events where they have not only done exceptionally well in each competition, but showed the international community the importance we place on respect for the game and their opponents. But American players have also learned a lot from competing against teams from other countries, and invariably one of the most positive parts of the international experience has been the tradition of the post-game spirit circle. While there are a number of ways to do this, here are some quick tips to get your team started:

- Following each game, rather than lining up to slap hands, the two teams gather into a circle, alternating players on each team, facing inward, with arms around the shoulders of the person next to you.
- One or two people (often team captains or spirit captains) on each team will talk briefly about the game. Usually the losing team goes first, then the winning team.

- Things to talk about can include how the game went, how your own team played, what the other team did well, who on the other team played well and anything else that might be worth communicating, even if it's something you think could be done better (and don't forget to look in the mirror on this).
- After each team has had a chance to talk, the winning team takes a step into the circle and walks around counter-clockwise to slap hands with the players on the other team.

That's it! It's pretty simple and definitely an experience that brings teams together and puts the game and the experience in perspective. It's all about respect for each other and the experience of bringing out the best in each other through competition. It's also about building relationships and seeing opponents for what they really are: part of the same community that loves ultimate. Please note that this is not required and is not meant to replace other post-game traditions you may have (e.g., cheers, games, photos, gifts or trading gear). Good luck, and please let USA Ultimate staff and other event organizers how it goes!

FIELD MAP



Family First Sports Park is located at **8155 Oliver Road, Erie, PA 16509**

You can park in the lots as indicated by the [P] and there is also room to park on the side of Robinson Road just south of field # 3. A footpath from the lots to the fields is indicated by the orange arrow

As indicated on the map, the medical tent [+] and the portable bathrooms [B] will be located near the tournament headquarters tent [HQ].

A limited number of 2017 Youth Club Regionals discs will be offered for sale at tournament headquarters. They will be \$10 each. Payment can be made with cash (please nothing higher than a \$20 as only so much change is available) or check payable to USA Ultimate.

COMPETITION SCHEDULE

2017 Northeastern Youth Regional Championship - U20 Boys										
Pool Play on Saturday & Sunday, October 7-8th, 2017										
All Games to 15/17	Pool A									
	A1	U20 North Allegheny (Wexford, PA)								
	A2	Alliance of Frisbee Revolutionaries (Pittsburgh, PA)								
	A3	Foggy Bottom Boys (Washington, DC)								
	A4	Hampton Ultimate Club (Allison Park, PA)								
	A5	Mutiny (Burlington, VT)								
	A6	Titane (Montreal, Canada)								
Saturday		F#	Score		F#	Score		F#	Score	
9:00 - 10:45	A1 v A4	1	-	A2 v A6	2	-	A3 v A5	3	-	
11:15 - 1:00	A1 v A6	1	-	A2 v A3	2	-	A4 v A5	3	-	
2:00 - 3:45	A1 v A2	1	-	A3 v A4	2	-	A5 v A6	3	-	
Sunday		F#	Score		F#	Score		F#	Score	
9:00 - 10:45	A1 v A3	1	-	A2 v A5	2	-	A4 v A6	3	-	
11:15 - 1:00	A1 v A5	1	-	A2 v A4	2	-	A3 v A6	3	-	
Placement rankings calculated from pool play results										
<p align="center">Placement Games Sunday, October 8th, 2017</p>										
1A	<div style="border: 1px solid black; padding: 5px; width: fit-content;"> First Place Sun 2:00 - 3:45pm Field 1 </div>				  					
2A	_____									
3A	<div style="border: 1px solid black; padding: 5px; width: fit-content;"> Third Place Sun 2:00 - 3:45pm Field 2 </div>									
4A	_____									
5A	<div style="border: 1px solid black; padding: 5px; width: fit-content;"> Fifth Place Sun 2:00 - 3:45pm Field 3 </div>									
6A	_____									
Placement Games to 15/17										