

# Sheffield Hat 2016



## Arrivals & Registration

Friday evening arrivals should head to the bar where you can meet teammates and catch up with old friends. When you arrive, you need to find the registration board and sign in. Just find your name, sign, and say whether you are camping or not (solo or sharing). Unlike in previous years, you won't receive your kit on Friday night, and there are no wristbands to collect. The final team lists will be up in the bar as well, in case you need them.

If you arrive Saturday morning, that is just fine too. Head to tournament HQ to find the registration board and sign in.

## Team packs

This year, each team will be given a box in which you will find your playing jerseys, team disc and a few other things. There will also be a copy of the Sprit and scoring rules and guidance. The team packs will be available to collect from 9am on Saturday morning.

## Camping

Please ensure you pitch your tent in the designated camping area marked on the map found later on in this pack. This is the same area at the top of the bank that we usually use. Although you don't have to pay a camping fee to me this year, I still have to pay the venue, so I'd appreciate it if you can share tents where possible in order to keep my costs down and also to ensure there is enough space for everybody. Please also take care when getting to and from your tent – no accidents on the bank please!

## Venue rules

Please don't bring your own alcohol – this is a licensed venue (including the outside areas) and only alcohol purchased from the bar can be consumed on site. Venue management can confiscate any 'external' alcohol that they spot you with.

Due to the venue being surrounded by a residential area, please keep outside noise to a minimum after 11pm. If the venue receive complaints it puts future events in jeopardy.

Please put all your litter in the bins! We will have loads of bin bags at HQ so please ask us for them if you need.

We have one male and one female changing room/showers for our sole use over the weekend (there are other facilities in the main building) but only one of these will be open 24 hours. When the main building is closed, we suggest knocking on the door first!

If you bring any valuables with you, you do so at your own risk – neither the TD nor the venue will accept any responsibility for loss or damage. Please note also that the venue is open to the public and the local kids do find it fun to run around the camping area. It's best to keep all valuables on your person as far as possible.

NO muddy boots in any of the buildings, INCLUDING the changing rooms. Thanks.

## Charity

This year we are heading back to where we starting and raising money for an excellent charity: **RIGHT TO PLAY**. Right To Play work in some of the poorest areas of the world, using sport and play programmes to educate and empower young people. They now work with over one million children per week and their games are specially designed to provide children with the knowledge and skills they need to overcome adversity and to tackle the challenges affecting their communities. The programmes are tailored to local context and need, whether it is health concerns, lack of education, conflict resolution or all three.



Right To Play train local community leaders and teachers to become volunteer Coaches. They then coach children in specially designed games. As the children develop and learn new skills, they pass these on to other community members and often go on to become Coaches themselves meaning the programmes are sustainable and ensure long-term development.

Here's where the money we raise can be spent:

- £120 trains a volunteer Coach.
- £60 will allow two children to participate in weekly sport and play opportunities for one year.
- £20 will give four children the opportunity to participate in a Play Day, a special day that brings communities together to have fun and learn about issues such as disease prevention and peace.
- £10 will buy a sports equipment kit.

Help highlight the importance of childhood play by sharing a photo of yourself enjoying a childhood game (either as a child or an adult!) on social media and use the hashtag #PlayItOldSchool.

More information at:

<http://www.righttoplay.org.uk/>

<http://www.righttoplay.org.uk/Act/join/Pages/play-it-old-school.aspx>

## Format of the tournament

Two pools of six teams each on the Saturday, allowing for plenty of scope to move up and down the rankings. Sunday starts with a bottom eight cross-over. Win this to avoid the round robin and keep open your chance of winning the tournament. There then will be quarter-finals, semi-finals and finals in the top 8, with the bottom four playing a round robin to finish. All teams will get eight or nine matches over the weekend.

## Tournament rules

The tournament will be played under full WFDF 2013 rules (a copy will be available if necessary) except that there are 5 players on each team and the pitches are smaller.

The games will be 40 minutes long, but there are no half-times or points caps. When you hear the hooter at the end of the game, finish the point. If scores are tied at this point, play a sudden death point to determine the winner. There can be no draws in any round.

Please ensure that any beginners receive a positive introduction to Ultimate by being friendly and helpful (whether they are on your team or not!). Make sure that players of all levels get plenty of pitch time and plenty of opportunities to handle the disc.

Because the number of women who entered has been pretty low this year, there is no rule to say you must have x number of women on the line. It is just going to be an 'open' tournament. That being said, I would like teams to try and match up as per the normal mixed rules (i.e. the offence team decides how many women to play and the defence matches it).

## Spirit of the Game (SOTG)



This is your spirit guide. The bear is a Native American symbol for strength and leadership, plus it is the animal symbol for this time of year (equivalent to signs of the zodiac). Please listen to the teachings of your spirit guide.

We will once again be using an alternative Spirit of the Game scoring system, the same as we used last year. You rank each opponent on a scale of 0-4 where 0 is not good and 4 is super good. There are five categories:

- Fair play
- Intensity
- Daringness
- Spirit speech
- Fun

There will be a bit of guidance on how to use the scoring system within your team packs. You are also required to nominate a member of the opposition as the Most Spirited Player. Please see the scoring section (below) to see how scores and nominations should be submitted this year.

VC are supplying some swag which will go out to those players who are most highly nominated as the most spirited players on each team, and there will be the usual edible prize for the team with the highest scores at the end of the weekend.

## Submitting your scores

In order to save paper, and a lot of time inputting scores, you will submit all of your scores online this year. You will be able to do this from any 3 or 4G enabled smartphone, so hopefully there'll be a few people on each team willing to do this. Use the link below or the QR code to access the score submission form. All sections are compulsory so just work your way through the form and then submit. The form is split into the following sections:

- Your team
- Your score, your team's Most Valuable Player (MVP) and your opponent
- Your opponent's score, MVP and Most Spirited Player
- Your opponent's SOTG scores



<http://bit.ly/2bqxSig>

If you want to try this out during this week, please feel free. You can go all the way through and then just don't hit submit at the end. Or if you do hit submit it doesn't really matter as I will be deleting any test scores on Friday.

## MVPs

Not only will the highest nominated MVPs from each team get a prize at the end of the weekend, the highest ranked from each team (plus two bonus MVPs) at the end of Saturday will get the chance to strut their stuff in the MVP Show Game! These lucky blighters will get some special VC-Lookfly-ShowGame kit to wear and keep, and have the chance to win a bundle of goodies from **Lookfly**. The top scoring player in the show game (based on Fantasy Ultimate points) will win the Lookfly swag bag.

## Show Game and Fantasy Ultimate

At the end of Saturday's play, there will be a show game with the top ranked MVP from each Hat team (plus a couple of bonus MVPs) taking part, 7 on each team. Spectators will have the opportunity to enjoy the game with a beverage or few, and we will be running a Fantasy Ultimate game to raise some extra cash for **Right To Play**.

It will cost you £2 to take part in the Fantasy Ultimate, with half of all the funds going to charity, and half going to the person with the highest scoring duo. Just head to HQ when we start shouting about it and choose a duo at random. With 7 players on each team, there are 49 possible duos available. You can enter as many times as you like until all player combinations are sold – meaning the winner could take home £49! Even if you are playing in the game, you can still purchase a Fantasy Duo as the selections will be 'blind' (i.e. you won't know who you are choosing).

There's a good reason for the players to work their socks off for you too as **Lookfly** are once again providing a prize for the highest scoring player, and every player gets special show game kit.



We'll have a team of scorers marking the players so you can just heckle and enjoy. Scoring is the same as the last few years:

ACTIONS	POINTS	TECHNIQUE	MULTIPLE
Score a goal	1	Layout	x2
Assist a goal	1	Upside down	x2 (thrower)
Greatest	3	Push pass	x2 (thrower)
Block	1	LAST 5 MINS	x2 (all players)
Interception	1		
Drop	-1	<i>Game starts and ends on a single hooter. There will be a double hooter to signify the start of the final five minutes.</i>	
Throwaway	-1		
Blocked	-1		
'Assist' callahan	-2		

## Ultimate basics

If you have little or no Ultimate experience, don't worry! Mention it to your team and ask questions if necessary. Your teammates will be more than happy to help you out with throws and tactics etc. If you're struggling after the first couple of games, make sure you let us know at Tournament HQ and we'll arrange an impromptu coaching session during the Saturday lunch break.

**Initiate Play** - Each point begins with both teams lining up on the front of their respective endzone line. The defence throws ("pulls") the disc to the offence. A regulation game has seven players per team (we are playing with five).

**Scoring** - Each time the offence completes a pass in the defence's endzone, the offence scores a point.

**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.

**Change of possession** - When a pass is not completed the defence immediately takes possession of the disc and becomes the offence.

**Substitutions** - Players not in the game may replace players in the game after a score and during an injury timeout.

**Non-contact** - No physical contact is allowed between players. A foul occurs when contact is made.

**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 disc returns to the previous thrower and play continues.

**Self-Refereeing** - Players are responsible for their own foul and line calls. Players resolve their own disputes but teammates can help their less experienced players here by supporting them with foul (and other) calls.

**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.

**Tournament schedule**

This should be the schedule for the tournament but it could change depending on the pitches and any last minute alterations to teams. A final confirmed schedule will be in your team pack and will also be available to view at Tournament HQ and in/around the bar area.

Come and have a word with us at tournament HQ if you have any schedule queries.

SATURDAY		1	2	3	4
09:30	10:10	A1 v A5	A2 v A4	B1 v B5	B2 v B4
10:25	11:05	B3 v B6	A2 v A5	A3 v A6	B2 v B5
11:20	12:00	B1 v B3	B4 v B6	A1 v A3	A4 v A6
12:15	12:55	-	A1 v A4	-	B1 v B4
LUNCH					
13:25	14:05	A2 v A6	A3 v A5	B2 v B6	B3 v B5
14:20	15:00	B4 v B5	A1 v A2	A4 v A5	B1 v B2
15:15	15:55	A3 v A4	B1 v B6	B3 v B4	A1 v A6
16:10	16:50	B5 v B6	A5 v A6	B2 v B3	A2 v A3
17:30	18:00	Show Game	 		

SUNDAY		1	2	3	4
09:30	10:10	5 v 12	6 v 11	7 v 10	8 v 9
10:25	11:05	1 v 8	2 v 7	3 v 6	4 v 5
11:20	12:00	R1 v R4	R2 v R3	-	-
12:15	12:55	1 v 4	2 v 3	5 v 8	6 v 7
LUNCH					
13:25	14:05	-	R1 v R3	-	R2 v R4
14:20	15:00	R1 v R2	5 v 6	R3 v R4	7 v 8
15:15	15:55	1 v 2	3 v 4	-	-
16:15	-	Presentation	 		

A1 Pioneers
A2 Broncos
A3 Chiefs
A4 Outlaws
A5 Buffalo
A6 Cowboys
B1 Rattlesnakes
B2 Wranglers
B3 Barebacks
B4 Tomahawks
B5 Coyotes
B6 Rangers

## DDC (double disc court)

Just for fun – the DDC court will be marked out once again. We'll have official DDC discs available for your use and a scoreboard if you want to be competitive, along with a set of rules in case you want them. See the website for more information on how to play.

## Lotto bonus ball

Pay a pound and select one of the 49 Lotto numbers. £20 maximum winnings (if you choose the correct number!), with the rest going to charity.

## Random bottle draw

Please bring a bottle to the tournament and donate it at HQ. These can be anything from booze to sauce to shampoo. We'll do some kind of draw at the start of the presentation on Sunday. £1 per ticket with all proceeds to charity.

## Volunteering

We could do with your help in making this event a success. There isn't anything too taxing required but if you would like to help out, jobs will include checking the fields for litter/glass etc, putting out cones and scoreboards (and bringing them back in again), scoring the Fantasy Ultimate and general tidy up.

## Water

Obviously there is a bar and café which can provide you with food, drinks and ice etc. If you need to fill your personal water bottles, you will find a tap under the sinks in the changing rooms. We will also provide one five litre bottle of drinking water per team. Collect this with your team box and re-fill as and when necessary.

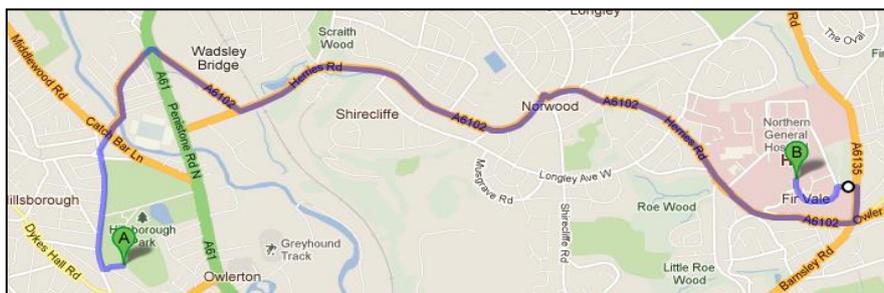
## Fruit

As usual, there will be a selection of fruit at tournament HQ. This is free to you all so please help yourselves. Once it's gone though, it's gone!

## First Aid and Emergencies

A number of players are qualified first aiders and have agreed to be called upon if required. We'll have some basic supplies at HQ so if you need a plaster, come and ask. A&E is a short drive away.

### Accident & Emergency – Northern General Hospital



Head north on Middlewood Road | Slight right onto Leppings Lane A6102 (M1/M18) | At the roundabout, 2nd exit onto Herries Road A6102 (Ring Road/Rotherham) | Left turn to follow Herries Road (Ring Road) | Go through 1 roundabout (2nd exit Meadowhall) | Turn left onto Barnsley Road A6135 (Chapelton) | Entrance on the left hand side | Signs to A&E

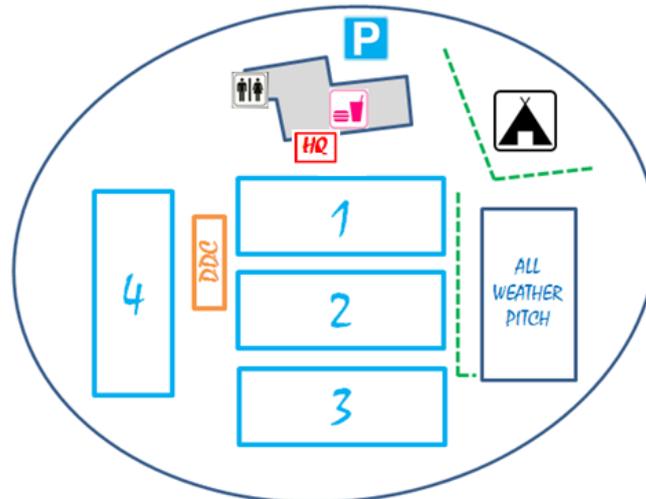
## Saturday night

Due to the success of last year's Hawaiian Beach Party, this year we are heading to the Wild, Wild West! We have a host of things to keep you entertained in the evening including drinks deals, DJ Tom Styles spinning the tunes, pub games (including the all-important beer pong equipment) and a bucking bronco competition! There'll be plenty of time to get some free practice in before the competition proper starts. Then it will be £1 per go (for charity) and prizes for the best male and female bronco riders!

### Directions

For directions please see the other document, available through the website/Facebook etc.

### Site map



We have no access to the all-weather pitch. This will likely be used by other sports groups during the weekend.

### Contacts

Si East (TD)	<a href="mailto:simon@ninety2ultimate.com">simon@ninety2ultimate.com</a>	07599409678
Gemma East		07772523308
Hillsborough Arena		01142335310
City Taxis		01142393939
Excel Taxis		01142450000