

# Sheffield Hat 2013

Charity Ultimate Frisbee Tournament

Hillsborough Sports Arena

6th-8th September



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## Weekend schedule (approx)

### FRIDAY

8.00pm-11.00pm	Registration
12.00am	Bar close

### SATURDAY

8.00am	Cafe opens
8.15am-9.30am	Registration
9.00am-9.30am	Beginner Basics
9.30am	First round draw and team reps meeting
9.45am-5.00pm	Hat matches
1.00pm-3.30pm	Accuracy Competition
5.30pm-6.00pm	MVP Showgame
8.00pm-close	Games Room open
8.00pm-9.30pm	Pub Quiz
10.00pm-11.00pm	3 Pint Challenge competition
12.00am	Bar close (this might be 1.00am tbc)

### SUNDAY

9.00am	Cafe opens
9.45am-3.20pm	Hat matches
3.35pm-4.10pm	FINAL
4.30pm	Presentation

## Arrivals and registration

Friday evening arrivals should head to the bar where you can register and collect your kit, meet teammates and catch up with old friends. If you arrive Saturday morning, that is just fine too. Head to tournament HQ to register and get your stuff if you arrive then.

You'll be given a wristband when you register. Please wear this at all times on site so venue staff know who you are.

## Camping

When you register on arrival, all campers will need to pay any outstanding fees and will be given a tag to put on their tent. We need to do this so that we have a record of who is going to be on site overnight, and to ensure that everyone who is staying has paid for the privilege.

Please display the tag on a guy rope or zip near the entrance of your tent.

## 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, and will, confiscate any 'external' alcohol that they spot you with.

Whilst the bar is open until 12am (they stop serving at 11pm), the venue is surrounded by a residential area so please keep outside noise to a minimum after 11pm.

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.

Toilets & showers are open all night for your convenience (far side of main building) – please try to leave these as you would wish to find them (and don't abuse the hedges)!

There is an anniversary do in the main hall on Saturday evening. You **ARE NOT** allowed through to their party, but they can use the bar that we are in (it is a public bar).

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.

No muddy boots in any of the buildings. Thanks.

## Charity

This year we are supporting **ACCESS SPORT** with £2 from your player fee being donated along with any funds we can raise over the weekend. Here is some blurb from their website:

***Founded in 2004 Access Sport is a dynamic charity whose mission is to give more children, particularly in disadvantaged areas, access to a wide range of quality local sport. We look to harness the proven power of sport to tackle social exclusion, inactivity and obesity in areas where help is most needed. We achieve this through empowering the inspirational community volunteers who set up and run local sports clubs with cash, expert advice and networking to help create thriving clubs which get more people positively engaged.***

All your donations stay here in the UK and will help the charity reach their targets for club development.

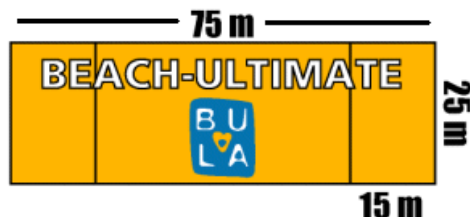
## Format of the tournament

The first round is a seeding game and the result will place you into a pool with four other teams. The rest of Saturday's play will be within your pool. Sunday sees the knock-out rounds with two quarter-final rounds (bottom 8 and top 8), bottom 4 semis, top 4 and middle 4 semis, and a final placing game (see the schedule if that doesn't make sense!). All teams should get 9 or 10 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 (5v5 BULA-sized).

The games will be **35 minutes** long and there is a points cap of **13**.



Play stops when you hear the hooter at the end of the game. If the disc is in the air when the hooter sounds, and is subsequently caught for a score, this point **will** count. Draws are allowed in the pool rounds only. When the hooter sounds during the knock-out or

seeding rounds, finish the point before stopping. If tied at this stage, play a sudden-death point to determine the winner.

## Team Rep

Each team needs to nominate a representative and let us know at HQ who that person is. You may assign any responsibilities you wish to your rep (e.g. coaching) but the only thing we need them for is the reporting of scores and attendance at the captain's meeting.

## Scores

After each game the team rep for each team should report to tournament HQ and hand in the score as well as their opponent's overall spirit score, your nomination for 'most spirited player' and MVPs (all on one handy score sheet).

## Be inclusive

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.

It is an 'open' tournament but there are women on each team so please try and match up if possible.

## Spirit

We will be using the standard WFDF/BULA spirit scoring system where each opponent receives a score out of 20. For anyone new to Ultimate, or new to this particular scoring system, this is the 'official' scoring system used at all the big events. Although it may seem complicated at first glance, it is actually very simple, and allows you

to look at certain aspects of the game **objectively** and score your opponents accordingly. Those of you familiar with the system should explain how it works to those new to it all!

Although it can be interpreted in different ways, we suggest that an 'average' game, where nothing in particular stands out, would score around 10/20. Your team pack will include the scoring slips which you will need to submit after each game. You are also asked to nominate one player from the opposition as the 'Most Spirited Player'.

There are a multitude of spirit prizes up for grabs this year with **Lookfly** supplying spirit tags for the team with the best average spirit score, and vouchers for the most spirited player on each team. The winning team will also receive a spirit cake and we have some special prizes coming over from the USA with one of our players – discs for the highest spirited inexperienced players and most useful volunteers.

## MVPs

When you submit your scores after each game, you need to nominate the MVP from your opposition and from your team. There will be space on the score sheet for this and prizes will go to the players with the most votes at the end of the weekend.

## Ultimate basics

**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.

**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.

## Beginner coaching

If you've never played before, don't worry! We will be running a session for beginners (and anyone else who wants to attend) on Saturday morning where our expert coaching team will explain all about throwing, marking, forcing and stalling!

This year we are also running up to four sessions throughout the weekend, with the intention of encouraging locals of all ages to come down and try out the sport. As Hat participants, you are welcome to attend these sessions too if you think they will be useful.

## Tournament Schedule

This is the likely 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 given to the team reps and will also be available to view at Tournament HQ and in/around the bar area.

NB. The 5-8/6-7 semi-final games at 13.05 on Sunday may be swapped to avoid rematches of the 09.45 Sunday games. At 13.55 on Sunday there is also the option for teams 9 and 10 to invite teams or players to play them in a pickup-type game. I stress this is up to those teams as an extra competitive match for them and it is not an excuse for a free-for-all pickup game. *[If you are on these teams you may wish to invite teams 1 or 2 as they are in the same situation with less games on the schedule]* This is outside of the tournament proper, so no scores need to be submitted.

Send you rep to tournament HQ if you have any schedule queries.

SATURDAY											
		1		2		3		4		DDC	
00:35	00:15										
09:45	10:20	S1	S10	S2	S9	-	-	S3	S8		
10:35	11:10	S4	S7	S5	S6	-	-	-	-		
11:25	12:00	A2	A5	A1	A3	B1	B3	B2	B5		
12:15	12:50	B3	B4	B1	B2	A1	A2	A3	A4		
13:05	13:40	B4	B5	-	-	Accuracy Competition		A4	A5		
13:55	14:30	-	-	-	-		-	-			
14:45	15:20	-	-	A2	A3			B2	B3		
15:35	16:10	A2	A4	B1	B5	B2	B4	A1	A5		
16:25	17:00	A1	A4	B3	B5	A3	A5	B1	B4		
17:30	18:00	MVP Showgame									
SUNDAY											
		1		2		3		4		DDC	
09:45	10:20	3	10	4	9	5	8	6	7		
10:35	11:10	1	8	2	7	3	6	4	5		
11:25	12:00	-	-	-	-	-	-	-	-		
12:15	12:50	7	10	8	9	-	-	-	-		
13:05	13:40	1	4	2	3	5	8	6	7		
13:55	14:30	3	4	5	6	9	x	10	y		
14:45	15:20	-	-	7	8	-	-	9	10		
15:35	16:10	1	2	-	-	-	-	-	-		
16:30		Presentation									

## Showgame/Fantasy Ultimate

At the end of Saturday's play, there will be a show game with the top 16 MVPs from the day taking part, 8 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 [Access Sport](#).

It will cost you **£2** to take part in the FU, 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 8 players on each team, there are 64 possible duos available. You can enter as many times as you like until all player combinations are sold – meaning the winner could take home a cool £64! Even if you are playing in the game, you can still purchase a Fantasy Duo.

There's a good reason for the players to work their socks off for you too as [Lookfly](#) have once again donated a goodie bag for the highest scoring player, and every player gets special showgame 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 couple of years (if it ain't broke why fix it?):

ACTION	SCORE	ACTION	MULTIPLE
Assist a goal	1	Upside down	x 2 (thrower)
Catch a goal	1	Push pass	x 2 (thrower)
Point block/interception	1		
Layout	1	AT GAME POINT	x 2 (all players)
Score a callahan	1		
Greatest	3		
Drop	-1		
Throwaway	-1		
Blocked	-1		
'Assist' callahan	-2		

## Accuracy Competition

We've got two limited edition discs up for grabs courtesy of [Catch The Spirit](#) for winning a 30m and 50m accuracy competition. £1 for three throws to score points, and if it is tied we'll have a throw off. This will take place on Pitch 3 during a big gap on Saturday and if we need a throw off we'll do it on Sunday. All the money raised goes to charity.

## DDC

Bit of an experiment here, as we are also running an informal Double Disc Court (DDC) competition alongside the Hat tournament. You'll need to sign up in pairs and then you'll have to arrange matches against other competing pairs, scoring and refereeing the matches yourselves and then reporting scores to HQ. We'll have a copy of the rules, but if you're reading this before the event check out our website for a load of links to rules and videos.

We've only got one pitch marked out, but we'll have spare cones available if you want to set up more pitches on spare ground (eg in the lunch breaks).

To level the playing field a little, we have two pairs of official DDC discs for you to play with, and these will also form the prizes for the pair who can record the most victories over the weekend.

If this is successful we'll look to incorporate a more formal tournament next year.



## Lotto Bonus Ball

Pay a pound and select one of the 49 Lotto numbers. We'll put the draw up on the big screen on Saturday and whoever has the bonus ball from the main Lotto draw will win cash. £15 to the winner, £34 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 (as long as it is in a plastic or glass bottle – no jars!). We'll attach string to the bottles and you can then pay £1 to select a string, winning whatever is at the other end. All proceeds to charity.

## Pub Quiz

There's the possibility of running a pub quiz on Saturday evening. We'll try and work it out and there will be more information available on the day if it goes ahead.

## 3 pint challenge

We've tried in vain over the last few years to get a competitive 3 pint challenge going. This year, so that you have no excuse not to take part, the first 30 pints are on us! We will ask for a charitable donation, however. Beer prizes for the winning pair.

## Games room

We've got use of a room in the main building on Saturday night so we're going to put the pub games in there rather than the marquee

like last year. This will give you a nice flat surface for your table football and beer pong. Will also include skittles, twister, snakes & ladders and kerplunk.

## Volunteering

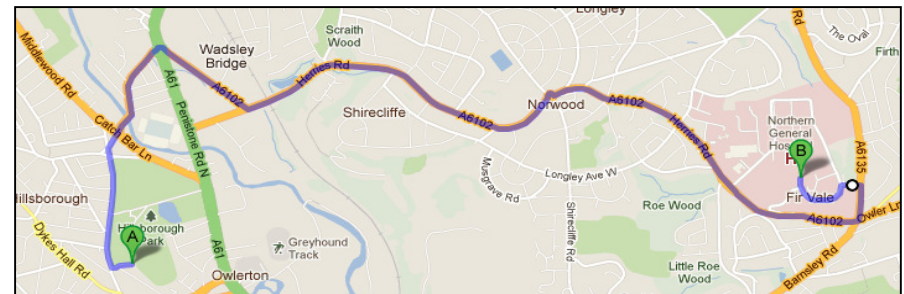
We could do with your help in making this event a success. There isn't anything too taxing required but if you would like to help out, jobs will include checking the fields for litter/glass etc, putting out cones and scoreboards (and bringing them back in again), filling water containers throughout the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

If you're really helpful you may even win a prize!

## 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





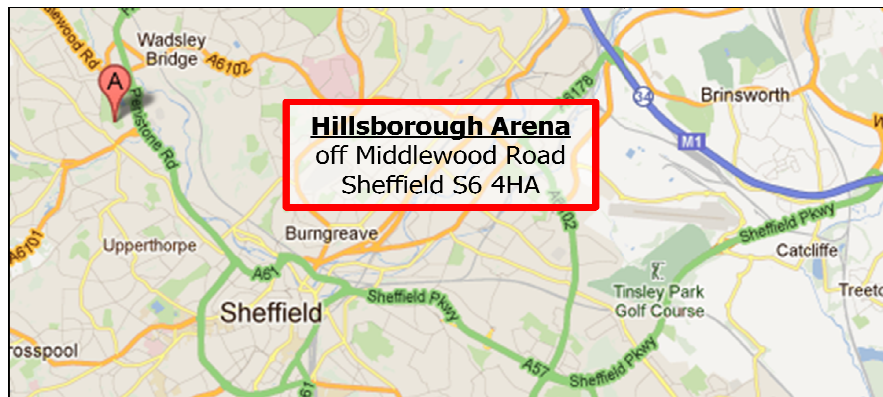
Head north on Middlewood Road -- Slight right onto Leppings Lane A6102 (M1/M18) -- At the roundabout, 2<sup>nd</sup> exit onto Herries Road A6102 (Ring Road/Rotherham) -- Left turn to follow Herries Road (Ring Road) -- Go through 1 roundabout (2<sup>nd</sup> exit Meadowhall) -- Turn left onto Barnsley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

## Extras

As last year, there will be free fruit and sun cream available at HQ and there will be a water station set up so you can stay hydrated.

We are also lucky enough to have the Lookfly crew on site for both days of the tournament so you'll be able to splash some cash.

## Directions



### From the South (M1)

Exit Junction 33 (A630 Sheffield Centre/Rotherham)  
1<sup>st</sup> exit onto Sheffield Parkway A630

*Note change to 50mph limit*

*Note change to 40mph limit*

Right turn onto Derek Dooley Way A61 (Hospitals/University of Sheffield)

Continue on Corporation Street A61 (Ring Road/Barnsley A61 North)  
*Go through 1 roundabout (2<sup>nd</sup> exit to Penistone Road A61 - Barnsley and M1 North - Hillsborough)*

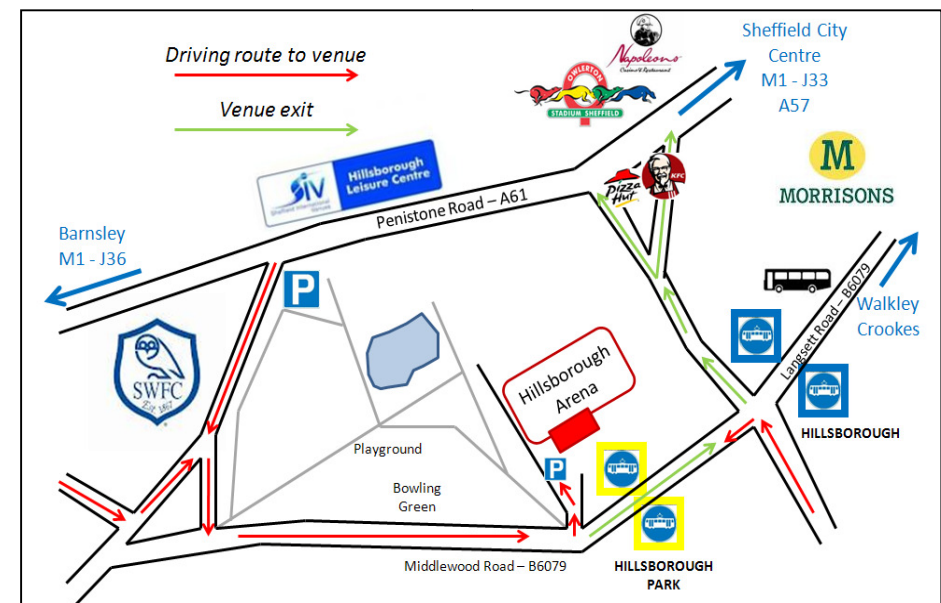
Left turn onto Parkside Road A6102 (Stocksbridge - between the park and Hillsborough football ground)

Slight left to continue on Parkside Road (Hillsborough/Wadsley)

**\*\*** Turn left onto Middlewood Road B6079 (Hillsborough)

Turn left onto Hawksley Avenue (Hillsborough Arena)

*Take the left fork for the Hillsborough Arena car park (there will be a Sheffield Hat sign) – not the pay and display car park*



### **From the North (M1)**

Exit Junction 36 (A61 Sheffield North)

3<sup>rd</sup> exit onto A61 (Sheffield North)

*Go through 1 roundabout (2<sup>nd</sup> exit Grenoside)*

At the roundabout take 3<sup>rd</sup> exit onto Leppings Lane A6102 (football Visitors Coaches)

Left onto Catch Bar Lane A6102 (City Centre/Wadsley/Walkley)

2<sup>nd</sup> right onto Parkside Road (Hillsborough/Wadsley)

Follow as above \*\*

### **From Manchester (A57 Snake Pass)**

Slight left turn onto Rivelin Valley Road A6101 (Motorway M1 North)

Left onto Holme Lane A6101 (one-way system)

Immediate right onto Loxley Road A6101 (M1/M18/City Centre)

Right at the fork to follow A6101 (M1/M18/City Centre)

Stay in the left hand lane for A6101 (M1/M18/City Centre)

Left turn onto Middlewood Road B6079 (Hillsborough Shops)

Right onto Hawksley Avenue (Hillsborough Arena)

### **From Sheffield Train Station**

Hop on the blue route tram heading towards Malin Bridge (approx 20mins, £2.20 at time of writing)

Get off at the Hillsborough stop – just after Morrisons and the bus interchange (outside the Rawson Spring Wetherspoons)



Continue to walk in the direction the tram was going, follow the tram tracks up a slight hill toward the park and Hillsborough Arena

### **From Sheffield City Centre**

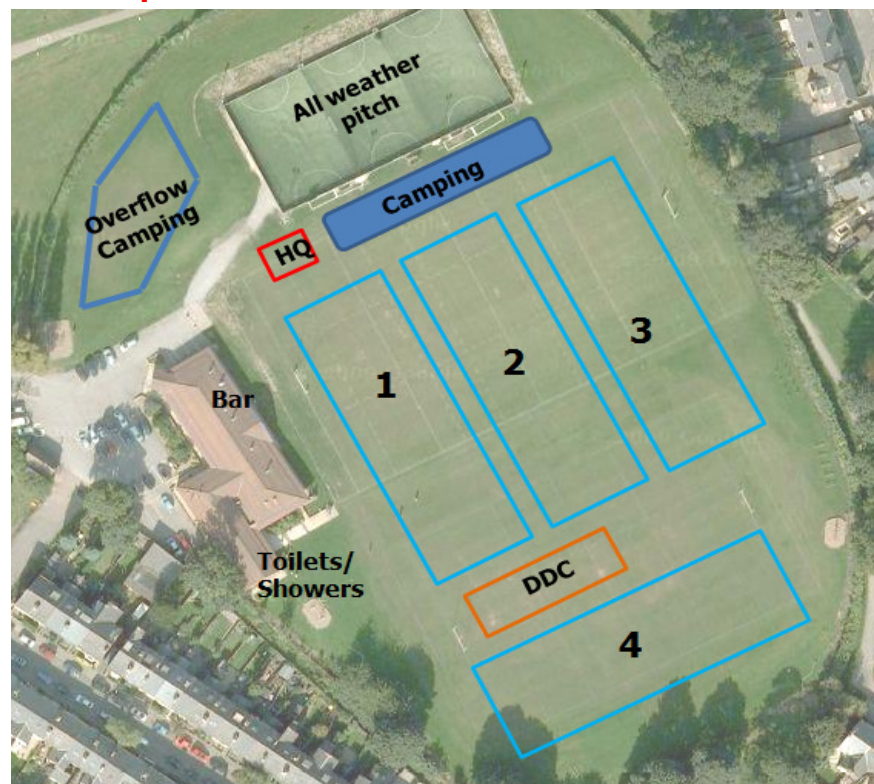
Hop on the yellow route tram heading to Middlewood (approx 15mins from City Hall, £2.20 at time of writing)

Get off at the Hillsborough Park stop (the one after Hillsborough)



Hillsborough Arena is a tiny walk away

### **Site Map**



### **Contacts**

Si East (TD)	simon@ninety2ultimate.com	07599409678
Gem East		07817448249
Hillsborough Arena		01142335310
Mercury Taxis		01142662662
City Taxis		01142393939