

Sheffield HAT 2014

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Catch
TheSpirit

WEEKEND SCHEDULE (APPROX)

Friday

8.00pm – 11.00pm

Player registration

12.00am

Bar closes

Saturday

8.00am

Café opens

8.15am – 9.15am

Player registration

8.45am – 9.15am

Beginner coaching

9.15am

Seeding draw and team reps' meeting

9.30am – 4.50pm

Hat matches

5.30pm – 6.00pm

MVP Show Game

8.00pm – 9.30pm

Pub Quiz

9.30pm – 10.30pm

3 pint challenge

9.30pm – 12.30am

Party in main hall

12.00am

Bar closes

Sunday

8.30am

Café opens

9.30am – 3.00pm

Hat matches

3.15pm – 3.55pm

FINAL

4.15pm

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.

You'll be given a wristband when you register. Please wear this at all times on site so venue staff and other players know you are meant to be there.

CAMPING

All campers will need to pay any outstanding fees at registration 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.

Campers please fill the higher ground first, as shown on the site map (at the end of this pack). Once this is full you can start to fill alongside the all-weather pitch, starting at the HQ end and working back (keeping behind the cones). This is to ensure as far as possible that we are camping away from

the local residents in order to minimise the risk of complaints due to overnight noise. Just watch out for the bank at the edge of the campsite!

Please also note that the campsite is not secure at any point so keep an eye out on your belongings and your fellow Hat players. I will not be on-site overnight this year so please look out for each other and try not to upset the neighbours!

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.

Whilst the bar is open until 12.30am on Saturday (they stop serving at 12am) - 1 hour earlier on Friday - the venue is surrounded by a residential area so please keep outside noise to a minimum after 11pm. If the venue receives complaints it would jeopardise any future running of this event.

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 them.

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

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, the charity we will be supporting is:



Sported is a UK-wide charity that is dedicated to transforming young lives through sport. The charity provides vital funding and business support to thousands of community groups across the UK that use sport as a tool to help disadvantaged young people learn new skills and fulfil their potential. For more information, please visit www.sported.org.uk.

This is very much in line with the charities we have supported in the past, Right To Play and Access Sport, providing young people a chance to develop through sport and play.

ULTIMATE BASICS

A full copy of the rules and interpretations will be available at Tournament HQ if required.

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 but 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! The good folks from **Sheffield Steal** will be running a session for beginners (and anyone else who wants to attend) on Saturday morning where their expert coaching team will explain all about throwing, marking, forcing and stalling! Meet near the marquee when the announcements are made.

TOURNAMENT RULES

The tournament will be played under full WFDF 2013 rules (a copy will be available if required) except that there are 5 players on each team and the pitches are smaller (5v5 BULA-sized). We recommend familiarising yourself with, at the very least, the basic rules of the game.

The games will be 40 minutes long and there are no points caps or half time. A hooter will sound at the start and end of the 40 minute time period. On hearing the hooter at the end of the game, please finish the point before stopping. Draws are allowed in the pool rounds only. If scores are tied at the end of matches in the knock-out rounds or round-robin, 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, BEFORE your first game. You may assign any responsibilities you wish to your rep (e.g. coaching/tactics etc) but the only thing we need them for is the reporting of scores and attendance at the reps' meeting.

Scores

After each game the rep for your team should report to tournament HQ and hand in the score as well as your 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!). We request that you ensure players of all levels get plenty of pitch time and plenty of opportunities to handle the disc.

This event is classed as an 'open' tournament but there are ladies on every team so please try and match up as far as possible.

SPiRiT

We love it. This is a very relaxed (and yet competitive) tournament and the Spirit is always high. We do our best to encourage good Spirit and we recognise it by offering a load of prizes, including limited edition GAIA SPIRIT DISCS and... CAKE!

We will be using the standard WFDF/BULA spirit scoring system where each opponent receives a score out of 20 (0-4 points over 5 categories). 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 some guidance on scoring spirit along with 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'.

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. At the end of Saturday's play, the top 16 players will be expected to take part in the MVP show game, and prizes will go to the players with the most votes at the end of the weekend.

New for this year, there will also be a special MVP prize within your team bag for you to nominate and hand to one of your teammates.

SCHEDULE

This is the likely schedule for the tournament but it could change depending on the pitches and any last minute team alterations. A final confirmed schedule will be in your team bag and will also be available to view at Tournament HQ and around the bar area. Please ask at HQ if you have any 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	SHOWGAME	new2ultimate		sported

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	Spirit Sponsorship by GAIA		LOOKFLY ULTIMATE CLOTHING

There is a 30 minute break scheduled into each day so all teams will get a minimum of one full game plus 30 minutes for lunch.

For those who have never been before it is worth noting that there is a drain on Pitch 3 with an astroturf cover, however, this has not caused any issues in the past.

MVP 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 (FU) game to raise some extra cash for charity.

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 from the board. 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 £64 cash!

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 as **Lookfly** are once again donating a goodie bag for the highest scoring player, and every player gets a special showgame t-shirt.

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, with a minor change to the double scoring:

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		

DOUBLE DISC COURT

Just for fun – the DDC court will be marked out and there will be two official DDC discs available for your use, along with a set of rules in case you want them. See the website for more information on how to play.

RANDOM BOTTLE DRAW

This seemed to go down quite well last year so it returns once again. We request that at least some of you bring a bottle to the tournament and donate it at HQ. These can be anything from booze to sauce to shampoo etc. We'll attach string to the bottles and at the beginning of the presentation you can pay **£1** to select a string, winning whatever is at the other end. All proceeds to charity.

PUB QUIZ

As last year, we will have a pub quiz in the bar on Saturday evening. The cost will be **£5 per team** with all proceeds going to charity. This may seem expensive but you can have as many players as you like on your team so it's not too much to ask. There will be a prize box awarded to the winning team at Sunday's presentation.

LOTTO BONUS BALL

Pay **£1** and select one of the 49 Lotto numbers. Whoever has the bonus ball from the main Lotto draw on Saturday night will win cash. Simple. The maximum prize fund will be £19 to the winner and £30 to charity. Sign up at HQ.

3 PINT CHALLENGE COMPETITION

Earn some pride for your team (and a prize!) in our Saturday night 3 Pint Challenge Competition. There will be one FREE entry per Hat team so choose your two competitors wisely and see which team can complete the challenge in the fastest time. Other entrants are welcome but you will have to provide your own ale. We will aim to start this right after the quiz.

GAMES

There will be a selection of games available for your use in the marquee during the day and in the bar on Saturday evening. I own all of these things so please be nice to them and return them when you are done.

WATER

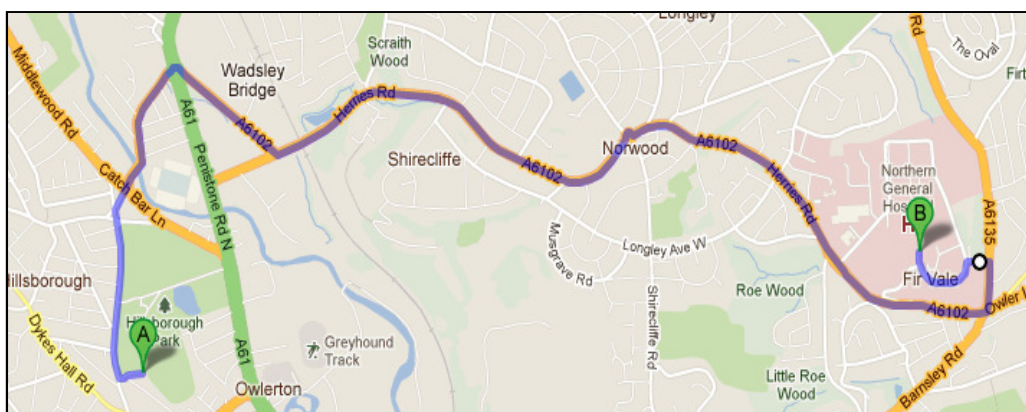
Obviously there is a bar and café which can provide you with food, drinks and ice etc. If you need to fill your personal water bottles, you will find a tap under the sinks in the changing rooms. We will also provide a 'water station' with a number of large water containers. If you happen to be walking past and notice empty containers, we'd appreciate it if you would fill one up.

VOLUNTEERING

Other ways you could help include putting out cones and scoreboards, scoring the FU during the show game and collecting litter. We welcome any help that comes our way and particularly helpful people may get free beer.

FIRST AID & EMERGENCIES

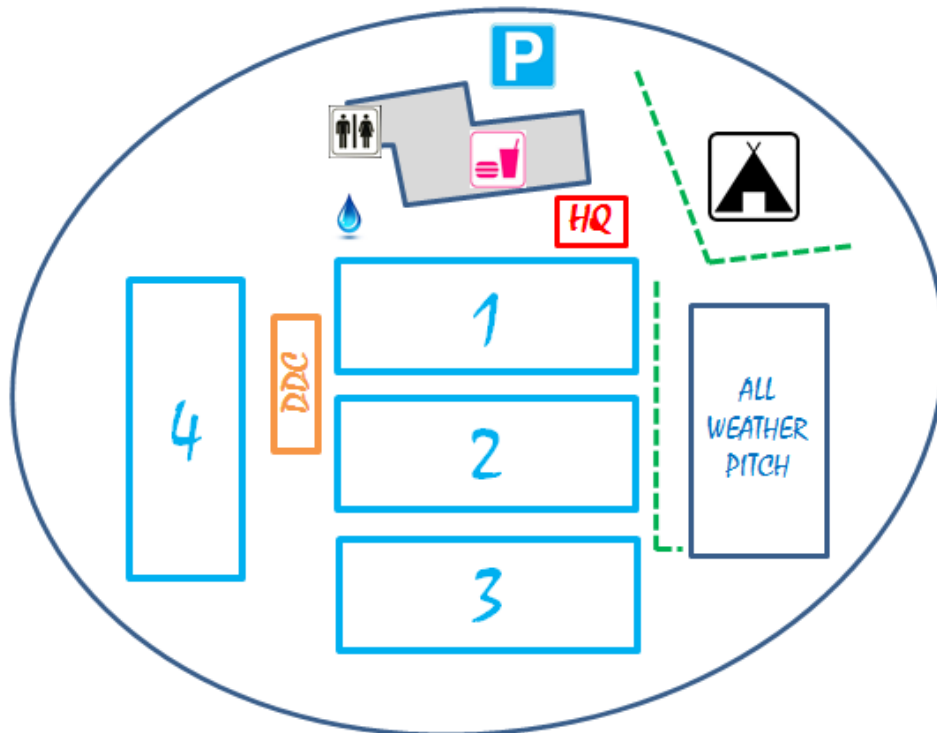
A number of players are qualified first aiders and have agreed to be called upon if required. We'll have some basic supplies at HQ so if you need a plaster, come and ask. A&E is a short drive away.



Directions to A&E

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) | Hospital entrance on the left hand side | Follow signs to A&E department

SITE MAP



OTHER DETAILS

You will be able to get free fruit from tournament HQ and there will be sun cream available too, though the sunshine is not guaranteed. We will also be selling Mix & Mingle discs at £10 for white or £12.50 for black. You can get food and drinks deals from the bar and café (popular requests have been passed on to the venue) including cooked breakfasts. I am also assured that the vodka slushie machine will be in operation this year!

The all-weather pitch will be in use by a junior football club on the Saturday morning.

CONTACTS

Before Friday 5th September please contact via email: simon@ninety2ultimate.com

Si East (TD) 07599 409678

Gemma East 07772 523308

Hillsborough Arena 0114 233 5310

See the additional document on the website for directions

Mercury Taxis 0114 266 2662

City Taxis 0114 239 3939