

# Sheffield Hat 2015

## *Weekend schedule (approx)*

### **FRIDAY**

8.00pm-11.00pm	Registration
12.00am	Building close

### **SATURDAY**

8.00am	Building/Cafe opens
8.15am-9.00am	Registration
8.30am-9.00am	Beginner Basics
9.00am-5.05pm	Hat matches
10.00am	Bar opens
5.30pm-6.00pm	MVP Showgame
8.00pm-12.30am	Party time!!
9.30pm-10.30pm	Surfing competition
10.00pm	Café closes
10.45pm	Limbo contest
1.00am	Building close

### **SUNDAY**

6.00am	Building opens
8.00am	Cafe opens
9.00am-3.20pm	Hat matches
10.00am	Bar opens
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.

Team jerseys are this year supplied by our new friends at:



## *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 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.

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.

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

### *Charity*

This year we are supporting **Early Recognition Is Critical** with £2 from your player fee being donated along with any funds we can raise over the weekend.

ERIC employs Ultimate Frisbee Clinics and Tournaments to teach youth about body and cancer symptom awareness and the importance of healthy living. Here are their values:



- Providing sports opportunities for all youth

- Helping youth get excited about physical activity and knowing their body including healthy living and body maintenance
- Teaching youth about the values of sportsman-like conduct
- Helping youth learn respect for others, on and off the field, and learning to work collaboratively in times of agreement and disagreement
- Teaching youth to speak up for themselves on the field, at school, and at home.

**“Together, let’s huck cancer!”**

For more information, please visit [earlyrecognitioniscritical.org](http://earlyrecognitioniscritical.org).

### *Format of the tournament*

Two pools of eight teams each on the Saturday, allowing for plenty of scope to move up and down the rankings. Sunday sees the last of the pool games followed by the knock-out rounds with quarter-finals, semi-finals and final placing games. This means you need to be in the top 4 of your pool to have a shot at winning the tournament. Unfortunately we can't fit a cross-over round into the schedule! All teams will get 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.

The games will be **35 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 this year.

### **Team Rep**

Each team should 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 submission of the score sheets.

### **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 where possible.

### *Spirit*

We are using the 'Alternative Spirit of the Game' scoring method this year. This is less stringent than the WFDF/BULA rules and more designed for fun tournaments like this one. You still score each section from 0-4 but the categories are:

- Fair play
- Intensity
- Daringness

- Spirit speech / sense of humour
- Fun

There will be a bit of guidance on how to score on your team schedule. You are also asked to nominate one player from the opposition as the 'Most Spirited Player'. Just put their name on the scoresheet after each game. Five Ultimate are supplying prizes for the Most Spirited Players and there will be the usual Spirit Cake for the most spirited team.

### *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. Those with the most votes at the end of Saturday get to play in the Showgame.

### *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 the guys from Sheffield Steal will explain all about throwing, marking, forcing and stalling! This will be at 8.30am (meet at HQ) with the first matches starting at 9.00am.

### *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.

## 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.

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

Start	End	1	2	3	4	5	
<b>Saturday</b>							
09:00	09:35	A1 A7	A2 A5	A3 A6	A4 A8	B1 B7	
09:50	10:25	A1 A5	A2 A7	B2 B5	B3 B6	B4 B8	
10:40	11:15	B1 B5	B2 B7	B3 B8	A3 A8	A4 A6	
11:30	12:05	B4 B6	A1 A8	A2 A6	A3 A7	A4 A5	
	{GAP}	-	-	-	-	-	
13:00	13:35	B1 B8	B2 B6	B3 B7	B4 B5	A1 A6	
13:50	14:25	B1 B6	B2 B8	A2 A8	A3 A5	A4 A7	
14:40	15:15	A1 A4	A2 A3	A5 A8	B3 B5	B4 B7	
15:30	16:05	A6 A7	B1 B4	B2 B3	B5 B8	B6 B7	
16:20	16:55	A1 A3	A2 A4	A5 A7	A6 A8	B1 B2	
17:30	18:00	<b>Showgame</b>					
<b>Sunday</b>							
09:00	09:35	-	B2 B4	B1 B3	B5 B7	B6 B8	
09:50	10:25	A1 A2	A3 A4	B3 B4	B5 B6	B7 B8	
10:40	11:15	A5 A6	A7 A8	-	-	-	
11:30	12:05	1 8	2 7	3 6	4 5	-	
12:20	12:55	-	9 16	10 15	11 14	12 13	
13:10	13:45	1 4	2 3	5 8	6 7	9 12	
14:00	14:35	5 6	7 8	13 16	10 11	14 15	
14:50	15:25	3 4	9 10	11 12	13 14	15 16	
15:40	16:15	1 2	-	-	-	-	
16:30	<b>Presentation</b>						

- A1 – Hang Ten
- A2 – Hammerheads
- A3 – Flip Flops
- A4 – Beach Bums
- A5 – Lei Out
- A6 – High 5s
- A7 – Surfer Dudes
- A8 – Big Kahunas

- B1 – Coast Busters
- B2 – Looney Dunes
- B3 – Flying Anchors
- B4 – Suns of Beaches
- B5 – Sand Crabs
- B6 – Huckem and Sea
- B7 – Hawaii 5-0
- B8 – Suns Out Guns Out

### Showgame/Fantasy Ultimate

At the end of Saturday's play, there will be a show game with the top ranked MVP from each Hat team 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 **ERIC**.



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 £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 **VC-Lookfly** are once again providing a prize 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?):

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		

### DDC

Just for fun – the DDC court will be marked out once again. This year we have two courts, two sets of official DDC discs and scoreboards 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.

### *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), filling water containers throughout the weekend, 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 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.

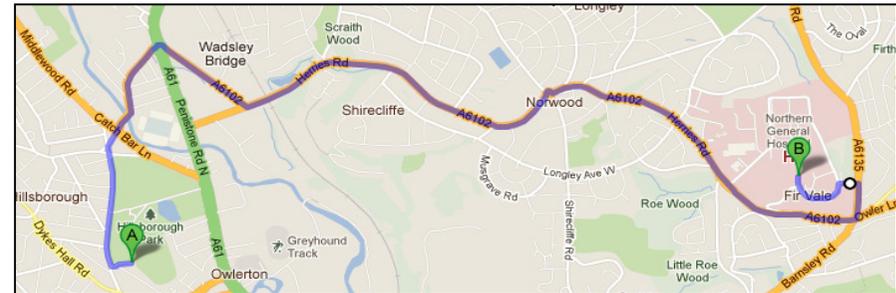
### *VC Fun Zone!!*

The VC-Lookfly crew will be in town, not only selling their excellent merchandise but also providing a whole load of off-field fun and competitions. There will be Spikeball, beer pong, fastest throw and more, with the chance to win some fantastic prizes. Buy some stuff from the shop and take to the catwalk for further chances to win!

### *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 (Chapelton) | 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.

### Saturday night

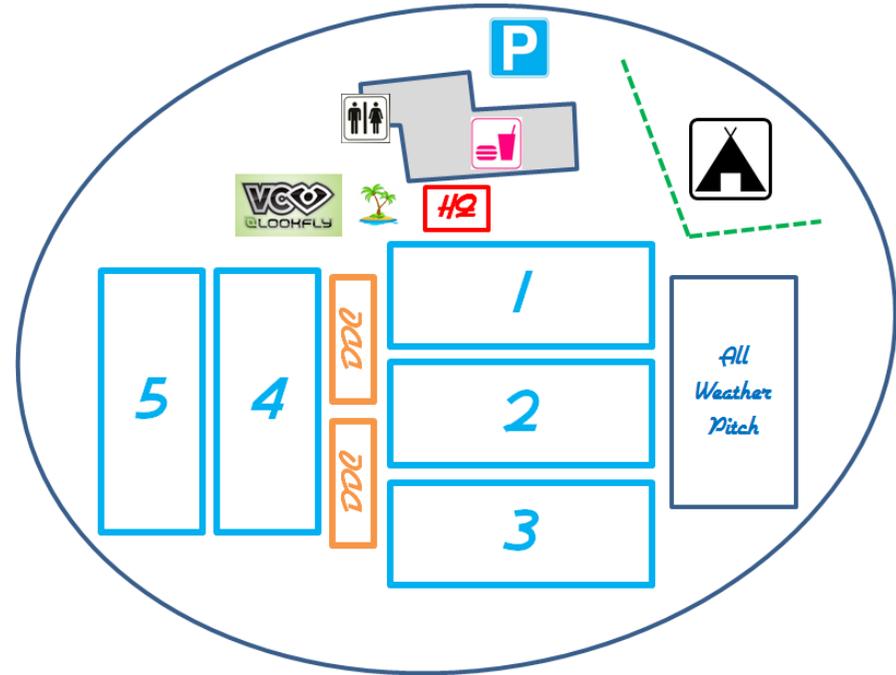
#### The Hawaiian-themed beach party!!!

We have a host of things to keep you entertained in the evening including Hawaiian-themed cocktails and vodka slushies, DJ Tom Styles spinning the tunes, we'll have a limbo contest and also a surf 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 VC-Lookfly are supplying a prize!

### Directions

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

### 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
Gem East		07772523308
Hillsborough Arena		01142335310
Mercury Taxis		01142662662
City Taxis		01142393939

