



Information Pack



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Venue / Address

The venue for the competition is **Pulman Arena** which is located on Walters Road in Takanini. The Arena is next to the netball courts and the best access is through Gate A.

Schedule

The schedule of the day is outlined below. Please ensure you are on time to the Managers'/Captains' meeting.

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|--------|--|
| 8.00am | Volunteer Briefing and Set Up |
| 8.30am | Recommended arrival time for teams |
| 8.40am | Manager's/Captains Meeting in Downstairs Control Room |
| 9.00am | Game On |
| | <i>Lunch breaks between games – teams have 1 game on/1 game off.</i> |
| 2.30pm | Girls Final Games |
| 3.00pm | Boys Final Games |
| 3.30pm | Prize-Giving |
| 3.45pm | Pack down and depart |

Draw

The tournament draw has been sent to school contacts. It is also available online and will be updated throughout the day here: <http://auckland.ultimatecentral.com/e/2019-akss-indoor-ultimate-championships>

Managers'/Captains' Meeting

8.40am in the Control Room downstairs.

Each team should send both the team manager and the captain to the Manager'/Captains' meeting. This meeting is very important to ensure the day runs smoothly. The meeting will include the Health and Safety briefing as well as confirming the specific rules for the event (point and timings etc.). There are a number of teams playing their first tournament at this event, so this is the best place to get clarification on any questions teams may have.

Warm Up

Ultimate is a very athletic sport with significant physical strain placed on players (particularly with the fast-paced nature of this tournament and the number of games played), so we recommend a thorough warm for all participants prior to the games and a shorter (but equally important) warm up before each game.

If you don't know how to get warmed up – ask your court manager who will be able to assist.

Prize-Giving

Prize-giving will be held immediately after the boys' final. This will likely at 3.30pm. All teams are encouraged to stay and watch the finals and the prize-giving. Medals will be awarded for winners and the Spirit of the Game award will be presented, as well as the Most Valuable Player awards as voted by the players.

Facilities. Prize-giving will only take about 15 minutes.

Provisions

Players/Management should bring lunch/snacks for themselves. Drinking water can be accessed in the facility.

Rules

The tournament will play by the 2018 WFDF Rules of Ultimate with a number of modifications for the Indoor nature of the game.

This link takes you to the WFDF rules website: <https://rules.wfdf.org/accreditation>

A printed version of the rules can be accessed under 'Resources'.

There is a rules quiz – the standard rules quiz is for beginner players. You do need to register, but we certainly recommend all players complete the rules quiz – it's a great way to get a firm grip on the basics and this is important for all players in a self-officiated sport.

Game Rules

- Games are 25 minutes long. At Time Cap (25 minutes), the horn will sound. FINISH THE PASS ONLY and that is the end of the game.
- If finishing the pass results in a tie during pool play, that is still the end of the game – record the result as a tie. If the game is a playoff game, continue play until a point has been scored to determine the winner.
- There is no half time.
- There are no timeouts.
- If in doubt, ask your court manager.

Key Rule Changes:

Court Size:

- Courts used are the Basketball courts and the basketball outlines.
- The Endzone is the square keyhole at each end (so not including the semi-circle at the top of the keyhole).

Pulls

- Players are encouraged to catch the pull when possible. Dropping the pull will not result in a turnover. The pull cannot be advanced by hitting the disc forward instead of trying to catch it.

Team Size

- There are 4 players per team on the court at any one time. Substitutions are made between points, not during pints except for injury.

Stall Count

- The stall count is reduced to 7 for indoor ultimate.

Picks

- There are no picks in Indoor Ultimate, but players should still work to avoid any obstruction.

Callahan Goals

- There are no Callahan goals in Indoor Ultimate. Simply step out of the endzone and keep playing.

Spirit of the Game

Ultimate is a self-refereed sport and does not function without all players' full commitment to the Spirit of the Game. It is the responsibility of all players, captains, managers and coaches to uphold the Spirit of the Game. There will be Field Managers (volunteers) on site who can assist teams to work through any spirit of the game (or rules knowledge) issues, but all calls remain with the players on the field. Field Manager's assistance is more aimed at new players/teams who may not have experience in self-officiation, rather than dealing with poor Spirit.

Key Points from Rule 1 of Ultimate – Spirit of the Game:

- 1.1. Ultimate is a non-contact, self-refereed sport. All players are responsible for administering and adhering to the rules. Ultimate relies upon a Spirit of the Game that places the responsibility for fair play on every player.
- 1.2. It is trusted that no player will intentionally break the rules; thus, there are no harsh penalties for inadvertent breaches, but rather a method for resuming play in a manner which simulates what would most likely have occurred had there been no breach.
- 1.3. Players should be mindful of the fact that they are acting as referees in any arbitration between teams. Players must:
 - 1.3.1. know the rules;
 - 1.3.2. be fair-minded and objective;
 - 1.3.3. be truthful;
 - 1.3.4. explain their viewpoint clearly and briefly;
 - 1.3.5. allow opponents a reasonable chance to speak;
 - 1.3.6. resolve disputes as quickly as possible, using respectful language;
 - 1.3.7. make calls in a consistent manner throughout the game; and
 - 1.3.8. only make a call where a breach is significant enough to make a difference to the outcome of the action.
- 1.4. Highly competitive play is encouraged, but should never sacrifice the mutual respect between players, adherence to the agreed-upon rules of the game, or the basic joy of play.
- 1.5. The following actions are examples of good spirit:
 - 1.5.1. informing a team-mate if they have made a wrong or unnecessary call or caused a foul or violation;
 - 1.5.2. retracting a call when you no longer believe the call was necessary;
 - 1.5.3. complimenting an opponent for good play or spirit;
 - 1.5.4. introducing yourself to your opponent; and
 - 1.5.5. reacting calmly towards disagreement or provocation.
- 1.6. The following actions are clear violations of the spirit of the game and must be avoided by all participants:
 - 1.6.1. dangerous play and aggressive behaviour;
 - 1.6.2. intentional fouling or other intentional rule violations;
 - 1.6.3. taunting or intimidating opposing players;
 - 1.6.4. disrespectful celebration after scoring;
 - 1.6.5. making calls in retaliation to an opponent's call; and
 - 1.6.6. calling for a pass from an opposition player.

Venue Notes

There are a couple of notes about the venue. We have secured some fantastic facilities and it is key that we look after these on behalf of Pulman Park.

- No food is allowed in the downstairs area at all. Participants can eat in the foyer or the upstairs viewing areas.
- Only water/sports drinks are allowed into the downstairs area (no fizzy drinks etc) and these are only permitted on the carpeted area. **NO FOOD OR DRINKS AT ALL ON THE COURT AREAS.**
- Non-marking sports shoes only are allowed on the court.

Volunteers / Court Managers

There will be a number of ultimate community members on hand as volunteers for the day. They will act as court managers and are available to help games run smoothly, answer any questions and make sure scores are recorded correctly. These people are great resources – many play at a high level, so don't be afraid to ask them for help. They can assist with negotiating fouls and other calls (what to do and how to restart play) and may be able to give advice to teams heavily of the wrong side of the scoreboard. The key thing to remember is that they are volunteers given up their weekend to help you and so will be treated with the utmost respect!



Health and Safety

- Health and Safety Plans and Risk Management documents are available from the College Sport website. Key aspects will be covered at the Captain's/Managers meeting.
- A First Aid 1st responder will be on site to assist with emergencies, but teams should be equipped to deal with minor injuries such as cuts/scrapes and moderate injuries such as sprain and strains with the aid of ice (provided). There is an Accident and Emergency clinic on Walters Road if needed.
- Team managers are responsible for the safety and behaviour of their players.
- Pulman Arena is a facility that is open to the public, so please do be mindful of security of your belongings. We recommend keeping all teams' gear together in one area and tell the players to keep their bags closed. The tournament organisers do not accept responsibility for valuables etc. – these need to be managed at the team level.

Beginners Guide to the Spirit Circle and Spirit of the Game Scoring

Ultimate has some unique post-game traditions. Many teams will be experienced in these and can lead those team less experienced in them, but here is the beginner's guide to Ultimate Post-Game.

1. Game usually finishes on a score. Winning team celebrates 😊
2. Teams form a line for hand-shake/high-five with compliments – 'Good game', 'Well-played' etc.
3. Teams form a 'Spirit Circle' - a circle with alternating players next to one another, arms around each other. If you do this right you will have a player from the other team to your left and right.
4. Losing captain (or nominated player) gives a short speech about the game, congratulating their opposition and highlighting good play for each team. This can also include comments about the Spirit of the Game. Captain (or nominated player) leads three cheers for the other team.
5. Winning captain (or nominated player) then replies along similar lines. As you get better at the Spirit of the Game speech, adding comedy and banter is generally well received (but not sarcasm or mean-spirited commentary). Three cheers for the other team.
6. Losing team forms a smaller circle facing outwards, eyes closed. Winning team votes on the Most Valuable player by standing in front of their pick. Most votes is the MVP. Teams form back into spirit circle and captain announces the MVP and congratulates them.
7. Teams then do the swap roles and repeat.
8. End of Spirit Circle. When done well, the whole thing moves at a good clip and takes about 5-7 minutes.
9. Teams then break into their own huddles to score the oppositions Spirit of the Game (see attached Spirit Guidelines for how to score). Give this score to the field manager as well as the NAME of the oppositions MVP. Not 'the guy in blue shoes' – the full name! Introduce yourself if you can't remember their name.