

UKU U17&U14 Indoor Nationals 2014 Information Pack

Tournament Directors:

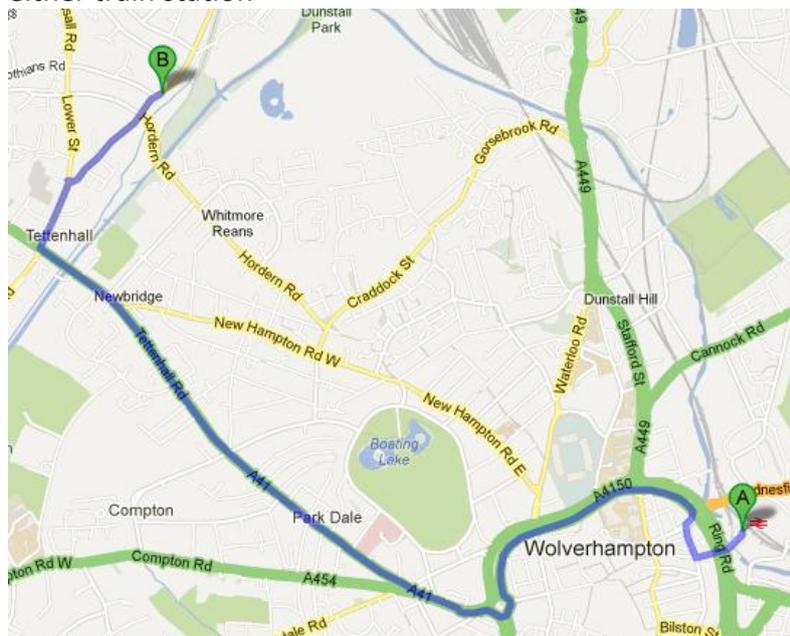
Kev Lowe (Ocelots) 07971 933660
Si Hill (UK Ultimate) 07802 311298

Venue:

The tournament is being held at Aldersley Leisure Village in Wolverhampton.
The address is: Aldersley Leisure Village, Aldersley Road, Wolverhampton, WV6 9NW.

The best access is via the M6 and M54, as shown on the maps below. Leave the M54 at junction 2, take the A449 towards Wolverhampton and follow brown signs to “Aldersley Leisure Village” and “Aldersley Stadium” (Both are used on road signs).
There is free car parking on site.

The nearest train stations are Wolverhampton and Bilbrook. The venue is 3 miles from either train station –



Directions from
Wolverhampton
train station

Facilities:

As well as the usual facilities (changing rooms, showers and four pitches etc.), there are vending machines in reception and a café/bar upstairs selling a range of hot and cold food, drinks and snacks. There is a Morrison’s supermarket approximately 5 minutes away.
Directions included at the back of this information.

The cafe will only be open from approx 11am. On Saturday it will be open most of the afternoon, but on Sunday will stop doing hot food 2:30pm and 3:00pm. There should be sandwiches and hot and cold drinks available from reception at all times.

Things to note:

- Captain / coaches meeting at 10:15 am, first game starts at 10:30 am. All important info should be in this pack so if you're travelling from a really long way away, feel free to skip the meeting.
- There will be a number of inexperienced players / teams at this tournament, in both the U14 and U17 divisions. Please take time to help them learn about spirit, rules and playing technique. At the agreement of captains and coaches, experienced players can be used to improve the game for the benefit of all players.
- There are a couple of 'show' games in the schedule on Saturday afternoon, as there were last year. It's up to the various teachers/coaches how these slots should best be used on the day, and what they think will be most fun/beneficial for the players. Or we can decide not to do anything – anyway, the options are there.

Conduct in the sports centre:

- Do not obstruct walkways or fire exits. Ensure that there is always enough space for wheelchairs to pass.
- Be respectful of other sports centre users, especially those not here for the tournament. Please do not use any aggressive or distasteful language. The sports centre is still open for family use while we are there.
- Dispose of all litter in the bins provided on the balcony and at sports hall doors. Food may not be taken into the sports hall.
- Spectators are not permitted in the sports hall, and must observe from the balcony. Only substitutes and coaches may be on the sidelines.
- **No outdoor shoes** are permitted in the sports hall. If you are leaving the building, please change your shoes.
- Please don't throw around on the sidelines during games and where possible can you stand as far back from the sideline to allow the players on the pitch some space.
- Please pick up all your litter. There are plenty of bin bags available from the staff.
- The venue is being used for a lot of Ultimate at the moment and the sport has an excellent reputation with the staff there. Please maintain it.

Schedule:

Games will end after the final buzzer has first sounded. A disc in the air on the buzzer still counts and is live until caught. The benefit of any doubt goes to the attacking team.

Draws are allowed in all initial group games but not thereafter. After the group stages if the scores are level when the buzzer sounds, the game should continue until one team scores. There is no need to stop to acknowledge the buzzer. (Make sure you know what the score is if your game is tight towards the end!)

If teams record the same number of wins in groups, the order of finishing will be decided as follows:

Head to head between tied teams

Points difference in games between tied teams

Points difference in the whole pool

Points scored in games between tied teams

Points scored in the whole pool

Rock-paper-scissors best of 3

Format:

- The full schedule will be on display at the TD desk by the entrance to the pitches.
- All games are 14 minutes long on the Saturday and 18 minutes long on the Sunday, all with a hard cap at 15 points.
- Saturday games may end in a draw if the score is tied after the hooter has blown.
- On Sunday, all cross overs and knockout games CAN NOT end in a draw. If the score is tied at the hooter, play continues until either team scores.
- The U17s division has 4 pools of 6, with all pool A games being in Hall 1 (closest to the entrance), pool B on Hall 2, etc. At the end of the day there is a reseeding game for the top 4, in order to make the semi-final matchups as fair as possible. Sunday morning sees the 9-24 teams play a crossover game to make it into the top 16 knockout stage. The losing 8 teams go into a knockout competition for the bottom 8. In all of Sunday's games, the winning team takes the higher seeding, the losing team takes the lower seeding.
- The U14s division has 4 pools of 4 teams. This is followed by a second pool stage, with the top 8 in two pools and teams 9-16 in two more. Teams CARRY A RESULT from their initial pool into this powerpool, and so play only two more games. Those ranked 5-12 after powerpools play a crossover match on Sunday morning before 1-8 and 9-16 knockout brackets. In all of Sunday's games, the winning team takes the higher seeding, the losing team takes the lower seeding.
- TIME-OUTS:
 - **No time outs are permitted in the 14 minute games.**
 - In the 18 minute games, as per the UKU Indoor Rules, teams may call one 30 second time-out per game. This time-out can only be called between points before the pull is thrown, and NOT during active play. No time-outs may be called in the final 3 minutes of the game.

Scoring:

Please hand in your final scores to the TD desk on your way out of the hall.

Injuries:

Please report all injuries, mishaps and other problems to the TD desk. First aid can also be received from reception staff, who will ring for an ambulance if necessary. In case of minor injuries which require immediate medical attention, directions to the nearest A&E (New Cross Hospital, Wolverhampton) are at the **BACK** of this pack. Additional copies will also be

available from the TD desk. Please inform the tournament directors ASAP of any accident requiring an ambulance or first aid response.

After the games:

There are spaces available in the foyer and around the venue for calls after the games; please avoid doing calls in doorways and at the bottom of stairs for health and safety reasons. After you have done your calls please give in spirit scores into the TD desk as soon as possible so that we can keep the day running smoothly. (*How to score spirit is underlined below.*)

Spirit:

There are a number of beginners at this tournament and as such it makes sense to keep things simple. Please give spirit scores out of 10 for each game you play. Hand these in to the TD desk ASAP after each game.

Before scoring your opponents for Spirit, we would like you to think about and discuss the following points within your team.

- i. How do you think they did at knowing the rules?
- ii. Did they avoid or try to avoid contact?
- iii. Were they fair-minded about calls? Were they willing to admit they could be wrong sometimes?
- iv. Were they friendly and respectful to you and each other?
- v. And what about your team? How did you do on those points? And how does that compare with your opponent?

When you've thought about those things just give them a score out of ten.

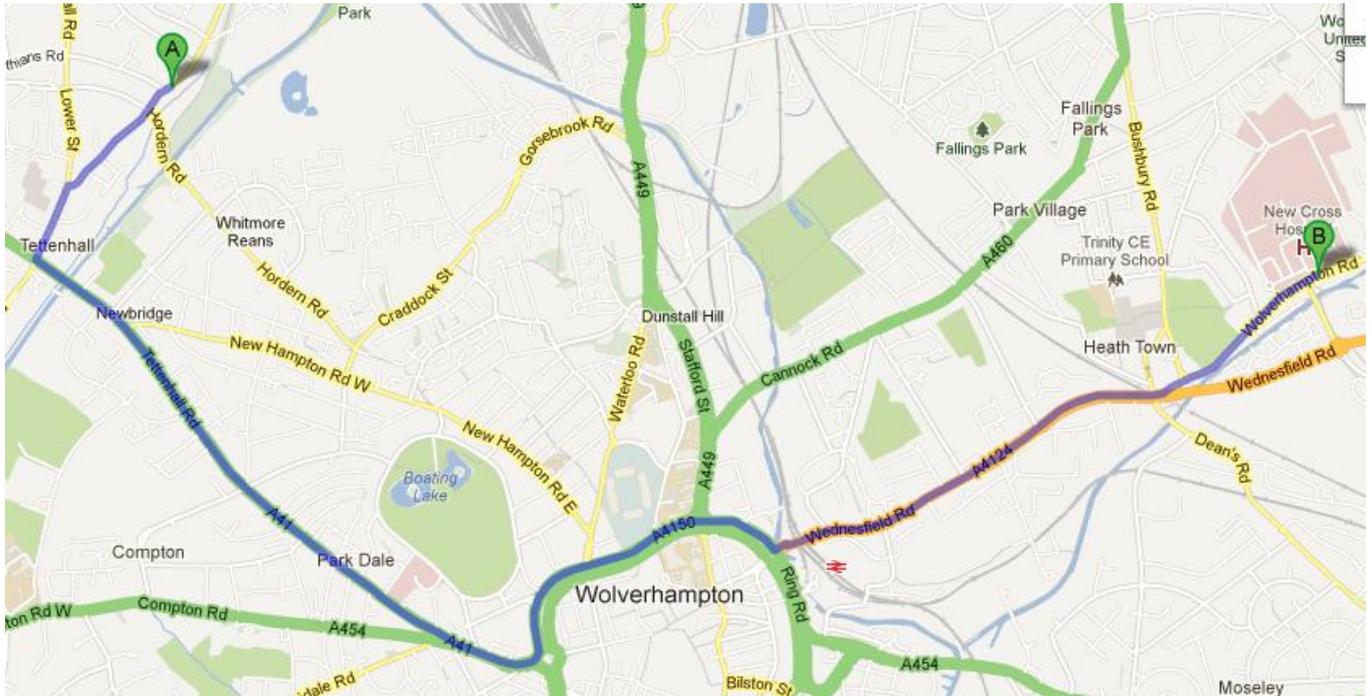
Rules:

Please make sure your players are as familiar with the rules as possible. Experienced players and coaches should take time during the day to help newer players learn any rules they don't know. Try to do this on the sideline after the point rather than holding up a game if possible. There will be a copy of the rules available at the TD desk if you need to see it.

The rules on the pull for indoors always cause some discussion. For a valid pull, the disc needs to pass through an imaginary box covering the endzone and be less than 2 metres from the floor. For junior tournaments this height is amended to 'within reach of the nearest player'. In simple terms, throw nice high floaty pulls that land in the endzone, and then get on D. Please don't ping discs hard into the corners or knife it at people. Receiving team, always try and catch the pull, or be prepared to start from the back of your endzone. Link to 2013 indoor rules below:

<http://www.ukultimate.com/system/files/UKU%20Rules%20of%20Indoor%20Ultimate%202013.pdf>

Hospital directions



Driving directions to New Cross Hospital

A Aldersley
Leisure
Village

1. Head **southwest** on **Aldersley Rd** toward **Sandy Ln**

0.3 mi

2. At the roundabout, take the **1st** exit onto **Lower St**

0.2 mi

3. Turn left onto **Tettenhall Rd/A41**
Continue to follow A41

1.5 mi

4. At the roundabout, take the **1st** exit onto **Ring Road St. Andrews/A4150**
Continue to follow A4150

0.7 mi

5. Turn left onto **Wednesfield Rd/A4124**
Continue to follow A4124

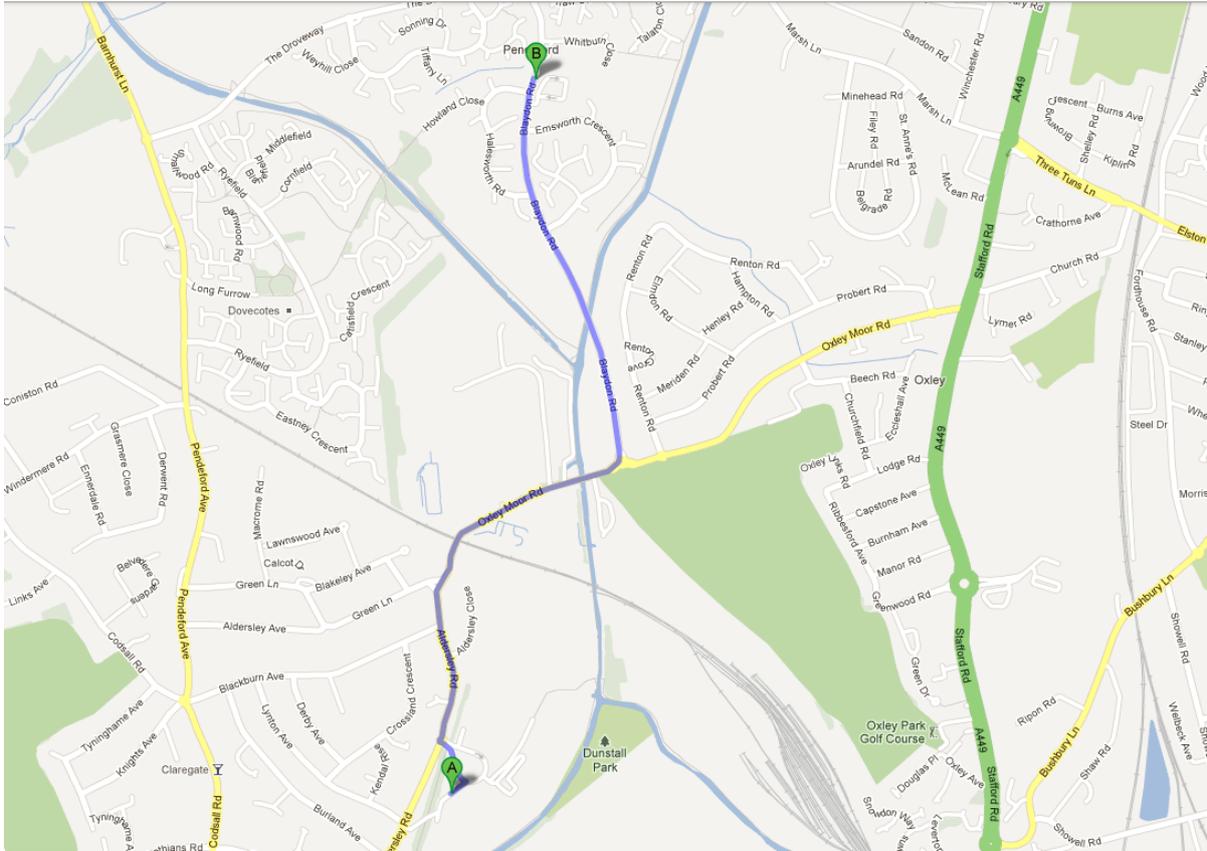
1.0 mi

6. Slight left onto **Wolverhampton Rd**
Destination will be on the left

0.4 mi

B New Cross Hospital
WV10 0QP

Morrisons Directions



Driving directions to Morrisons Store



Aldersley Leisure Village

1. Head **northeast** toward **Hugh Porter Way**

167 ft

2. Turn **left** onto **Hugh Porter Way**

404 ft

3. At the roundabout, take the **2nd** exit onto **Aldersley Rd**

0.3 mi

4. Continue onto **Oxley Moor Rd**

0.4 mi

5. At the roundabout, take the **1st** exit onto **Blaydon Rd**

Destination will be on the right

0.7 mi



Morrisons Store

Blaydon Road

Penderford, West Midlands WV9 5PG