

**Tournament Director:**

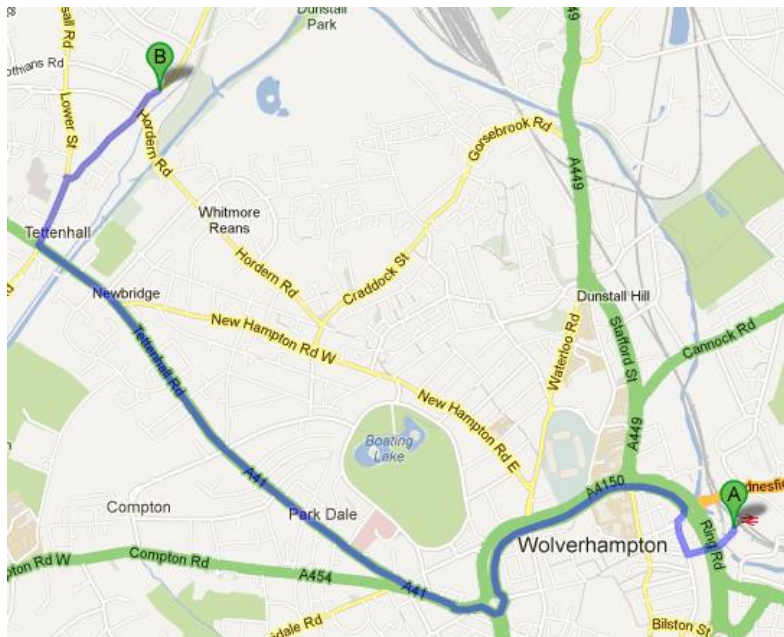
Si Hill                    [si.hill@ukultimate.com](mailto:si.hill@ukultimate.com)                    07802 311298

**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 is a Costa Coffee in reception (with sandwiches and snacks) 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 café have not yet confirmed their exact opening times. We expect them to be from around 12-6 Saturday, and 12-5 Sunday, but that’s only approximate for now.

## 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 long way away and starting later, feel free to skip the meeting – but do make sure to check in on arrival if so, as there may be important updates.
- There will be a number of inexperienced players / teams at this tournament. 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.

## Conduct in the sports centre:

- When throwing around before games, you **MUST throw across the width of the pitch**. It is HIGHLY DANGEROUS to have discs flying at all angles, and every tournament we have a series of split lips. The younger coaches are often the worst for this – don't be that guy!
- 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. **NOTE – this has been very lax in past years, but with the brand new hall floor they will be watching us like hawks here. Many people do go outside to throw around, but they MUST change shoes or clean them off when returning.**
- 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:

In order to prevent any issues with late foul calls affecting the result, we will use the following end-of-game rules. When the buzzer sounds, you may finish the **possession** (not necessarily finish the point). If there is a turnover or a goal the game is over. Thus any foul call that is contested will not result in a change of possession and that team may still attempt to score. Obviously, taking advantage of this with dodgy foul calls is no more acceptable at the end of a game than it would be anywhere else!

Draws are allowed in pool play. In knockout play, if the game is tied after the possession is completed the teams will play sudden death.

Three points for a win; 1 for a draw.

If teams are tied in pools, 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

Captains play Rock-paper-scissors best of 3

### **Schedule:**

- The full schedule will be on display at the TD desk by the entrance to the pitches.
- The schedule will be out as soon as possible. Games are expected to be 22 mins (in pools, on Saturday) and 24 mins (on Sunday). Each team will get 9 games.
- Details of time-outs and other game rules will be on the schedule.

### **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.

### **Spirit:**

We're using the same spirit system we use for all our adult events - please ask at the tournament desk if you have any queries.

Spirit scores will be entered through an online form, which can be found here:

<http://goo.gl/EJ9H8L>



You should be able to access the form on your smartphone (or one of your team-mates' phones – some models seem to struggle more than others) and facilities will be available at the TD desk to input your scores if you can't get it to work – but be aware there may be a queue for just one laptop there! Use your phone if you can.

Please enter scores as promptly as you are able – in particular, we expect to award a spirit trophy based on the results that have been entered before the presentation. If you fail to enter your scores on the day, it is of course still worth entering them later as it improves the feedback your opponents receive, but if you can enter them on the day it would be far better.

(If you end up, a week after the tournament, with the highest spirit – but someone else took the trophy – that's hard luck I'm afraid. Take it up with the teams who submit late!)

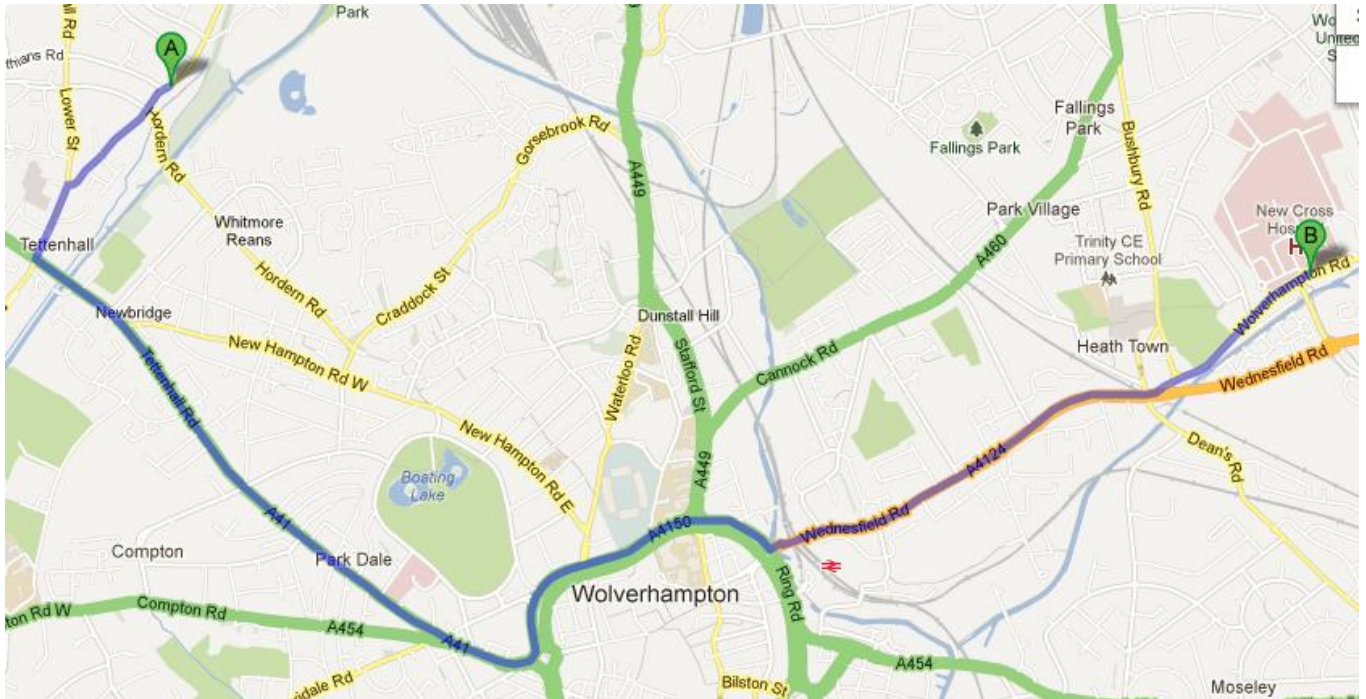
### **Rules:**

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 should 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



Telephone: 01902 307999

## Driving directions to New Cross Hospital



**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**

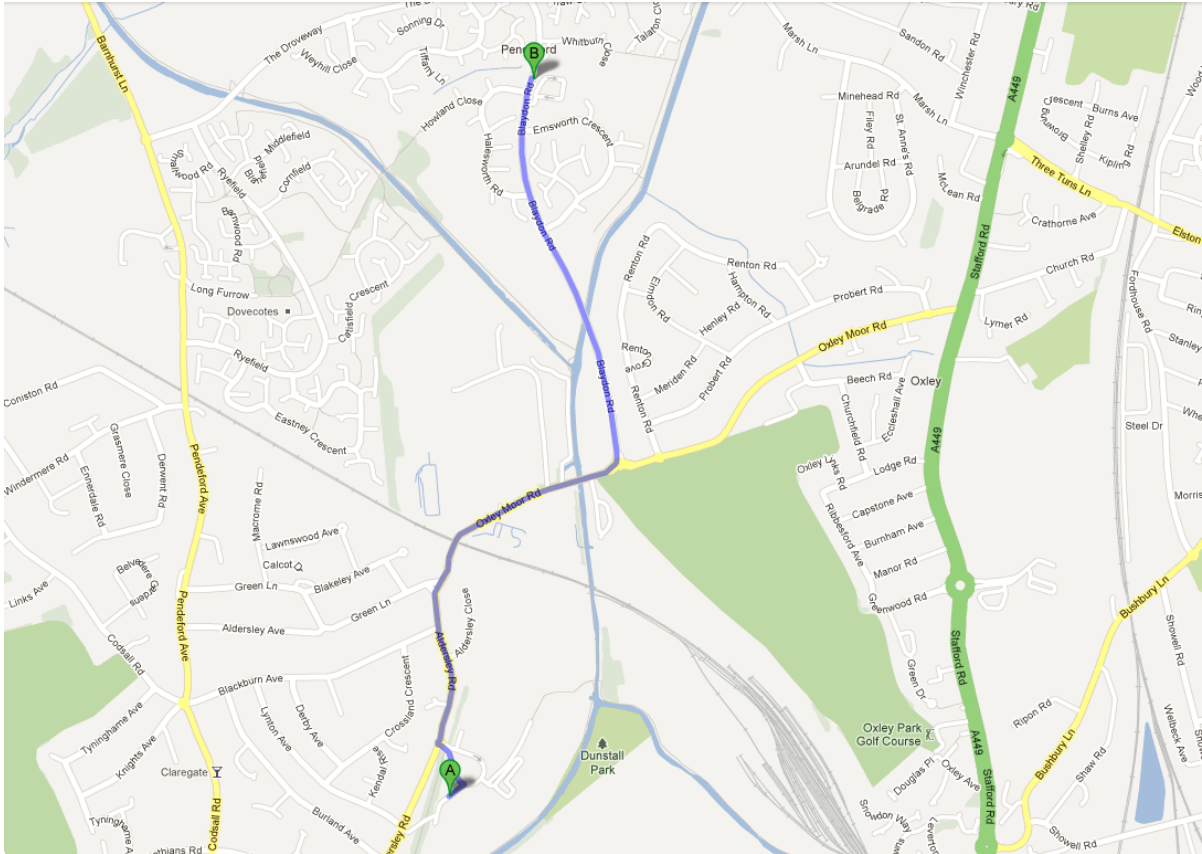
Destination will be on the left

0.4 mi



**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