



JWIN 2014 Information Pack

We look forward to seeing you at Junior Women's Indoors 2014. We hope you will have an enjoyable and competitive day, and we believe the information contained in this pack will facilitate this. Contact details for the organisers are included if you do have further questions.

Contacts

Tournament directors:

Ali Darren	darren.a@aylesford-elearning.net	07919 205204
Nathan Sanders		07975 662977

UK Ultimate Events Coordinator: Benji Heywood benji.heywood@ukultimate.com

Venue

Address: Ellowes Hall Sports College, Stickley Lane, Dudley DY3 2JH

Parking: There is generally ample parking at this venue.

Arrival: Please report to the TD desk on arrival to receive any new instructions or any changes to this information. There will not be a separate captain's meeting, but every team should make sure that a representative checks in on arrival.

Times: Games will run from approx 9:30am to 4:30pm on Sunday only.

Paper and Printing

We DON'T intend to print out schedules and copies of this pack for every team. Please make sure you bring your own if you need a copy. There will be a large up to date copy at the TD desk throughout the weekend of course.

Food and Drink

- There is not a café on site.
- There are vending machines selling drinks and small snacks.
- There is a Co-op on the main road (Dudley Road - it is the main road you come off to go down towards the school - postcode DY3 1SS)
- Water will be available from taps on-site.
- Do NOT take food or drink into the hall itself, other than water in a properly sealed container.

Conduct in the sports centre:

- Do not obstruct walkways or fire exits.
- Be respectful of all people at the venue. Please refrain from using aggressive or distasteful language.
- Dispose of all litter in the bins provided.
- Spectators should make sure they do not obstruct the games. Only substitutes and coaches may be on the sidelines. There are large glass viewing windows at the end of each pitch.
- No outdoor shoes are permitted in the sports hall. If you are leaving the building, please change your shoes.

Medical

- First aid will be provided by venue staff in the first instance. Ice will be available from reception.
- For serious incidents, the nearest hospital is:

Russells Hall Hospital

Tel: 01384 456111

Address: Pensnett Road, Dudley, West Midlands, DY1 2HQ

Directions:

2.6 mi - about 8 mins

- | | | |
|-----|---|--------|
| 1. | Head east on Stickley Ln toward Ellowes Rd | 0.3 mi |
| 2. | Turn right onto Ruiton St | 0.2 mi |
| 3. | At the roundabout, take the 2nd exit onto Lake St | 0.3 mi |
| 4. | Turn right onto Corncrake Rd | 0.2 mi |
| 5. | Turn right onto Milking Bank | 0.3 mi |
| 6. | At the roundabout, take the 1st exit onto Himley Rd/B4176 | 0.3 mi |
| 7. | Turn right onto Sandford Rd | 282 ft |
| 8. | Turn left onto Langstone Rd | 125 ft |
| 9. | At the roundabout, take the 2nd exit onto Hinbrook Rd | 430 ft |
| 10. | Turn left onto Russells Hall Rd | 0.1 mi |
| 11. | Take the 1st right onto Middlepark Rd | 0.5 mi |
| 12. | At the roundabout, take the 2nd exit | 0.2 mi |
| 13. | Turn left | 338 ft |

Or call 999 for an ambulance.

Schedule & Format:

- The schedule will be released through the juniorultimate egroup and to team contacts as soon as it is ready. Please check it carefully and let us know if there are any errors.
- Each team will have 3 group games in the morning. Teams finishing 2nd or 3rd in their groups then have cross-overs. Following that all teams have quarter-finals, semi-finals and a final to decide on the finishing position of each team.
- The tournament will be played to the UKU Indoor Rules of Ultimate 2013. Please ensure you and your team have read the rules before coming to the tournament.
- All games are 14 minutes long with a hard cap at 11 points.
- Game slots of 15 minutes to allow a change over period of 1 minute, this isn't very long but it is essential that we try and start each game on time so as to have enough time to complete the tournament.
- Games end on the buzzer/hooter. We will try to play the 'Countdown' music for the last 30 seconds of each game to give an indication of when the game is nearly over but it's the buzzer that matters.
- Discs in the air after buzzer may be caught if the disc was thrown before the buzzing stopped. A disc thrown while the buzzer is buzzing counts. If there is a doubt as to whether the disc was thrown on the buzzer or after, the benefit of the doubt goes to the attacking team.
- Time outs – one 30 second time-out per team per game. These can be called by either team and must be taken between points. Please call it ASAP after a score. No time outs during the last two minutes of any game.
- 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.
- There are several teams with only a single game gap at some point during the day. Sorry, we couldn't avoid it.
- 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 scored, points difference, rock-paper-scissors best of 3.

After the games:

- There are spaces available in the corridor for calls after the games.
- 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.
- Please report scores to the TD desk after each game. We should be able to see the results of the games but handing in scores and spirit marks ASAP will make the day run as smoothly as possible.

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.

- I will put the WFDF scoring system on the wall behind the TD desk. Please take the opportunity to help educate new players as to how spirit is scored using this system as I'm sure we'll all be doing it at junior level sooner or later.

Rules:

- The tournament will be played under the [UKU Indoor version](#) of the 2013 WFDF rules, including the changed 'pull' and 'time-out' 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. Coaches should feel free to step in at any point if they feel it will help improve the experience of the players and teach them about important rules. There will be a copy of the rules available at the TD desk if you need to see it.

Other stuff:

- Pitch 1 is the one on the left as you walk through the doors into the sports hall.
- Please don't throw around on the sidelines during games.
- We have purchased a 1 match disc per pitch for the day. Please leave these on the pitches for the duration of the tournament to speed up the starting of games.
- There is a set of orange bibs up by the TD desk if you find yourself with a clashing kit.

Stuff for sale:

Unfortunately we do not have any merchandise available this year. Ruby from Southern Tekkers intends to have some discs for sale though - grab her before they run out!

Discraft sponsor all *UK Ultimate* tournaments and are of course the suppliers for your team disc at this event.



We wish you the best of luck for the weekend and hope you have a great time.