

## UKU U17&U14 Indoor Nationals 2016 Information Pack

### Tournament Director:

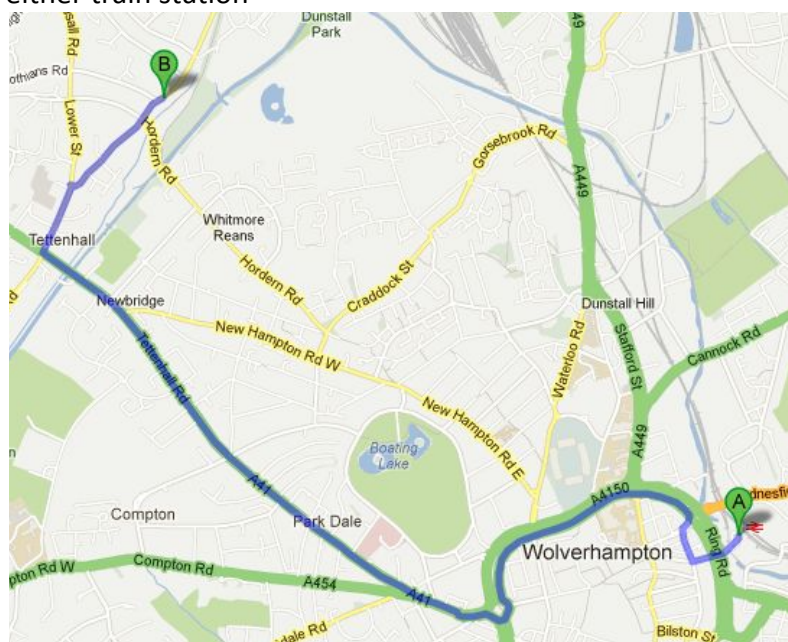
Benji Heywood 07896 919900

### 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:

We will be using the Sports Dome on site, with only a very few games taking place in the normal sports hall (early on Saturday morning). The Dome has a 3G rubbercrumb surface - trainers will be fine, and short moulded studs will be great, but please do not wear long studs or blades. The dome is a short walk away from the main building that we usually use:



As you can see, there is a footpath (in between the two car parks) linking the two buildings - the sports hall at the bottom of the picture, and the dome at the top.

There are basically no facilities in the dome - all changing facilities, food and drink etc will be in the main building. The unheated Dome will also potentially be very cold at this time of year - participants will need to pay attention to their clothing options both while playing and also while walking between the dome and the main site.

There is now a Costa Coffee in reception, selling sandwiches, snacks and hot/cold drinks. The cafe upstairs is unfortunately closed for refurbishment, but there will be a food van just outside the building selling normal van food - bacon rolls and burgers etc - for those who want something warm.

There is a Morrison's supermarket approximately 5 minutes away. Directions included at the back of this information.

### **Things to note:**

- Captain / coaches meeting at 9:15 am - location will be emailed to team contacts when we are sure of the best space to use! All important info should be in this pack so if you're travelling from a long way away, feel free to skip the meeting - but do check in at the desk on arrival for any new information.
- First game starts at 930am - note that that will be in two separate places! Games will happen in the sports hall for one hour on the Saturday morning, alongside the games in the dome (which will be used for the whole weekend).
- 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.

### **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, and there is a large hockey tournament in the main hall once we are out of it. Please be respectful of their right to the available space also!
- Try to limit the number of people on the sidelines of the pitches. Clearly those who are playing next game will need to show up at some point, but space in the dome will be at a premium and most players should hopefully be spending their down time in the main building where things are more comfortable.
- **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 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

- The full schedule will be on display at the TD desk, which will be located in the dome -presumably by the entrance, though it's hard to say exactly where until we actually set up the pitches!
- The schedule will be out as soon as possible. Games are likely to be 14-16 mins long.
- As most of you will know, we are starting early in order to fit in all the teams in our limited hall space. If you absolutely require a late start, you **MUST** let us know so that we can try to sort out the schedule accordingly - but be aware that it will be very hard to give late starts to more than a few teams, so do please only ask if really desperate.
- 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 dome (or the hall, on saturday morning!)

### **Injuries:**

Please report all injuries, mishaps and other problems to the TD desk - they will be able to contact first aid by radio. 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. Please inform the tournament directors ASAP of any accident requiring an ambulance or first aid response.

### **After the games:**

It is unlikely to be possible to do your post-game calls in the dome. There is some space available in the foyer of the main building and around the venue, though space may be more limited than in previous years and we must make an extra effort not to be loud or difficult around other users of the centre. 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 your 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 along with your scores.

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:**

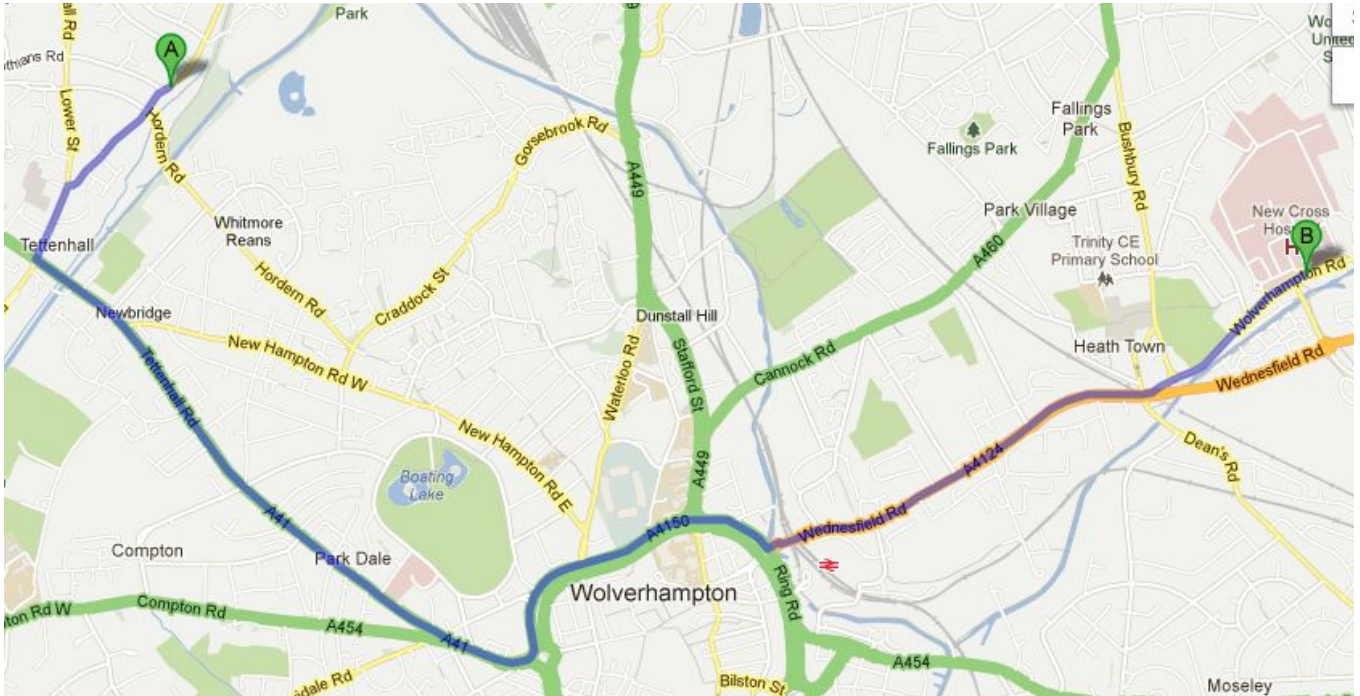
Please make sure your players are as familiar with the rules as possible. Experienced players and coaches should take time during the day to help newer players learn any rules they don't know. Try to do this on the sideline after the point rather than holding up a game if possible. There will be a copy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



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**

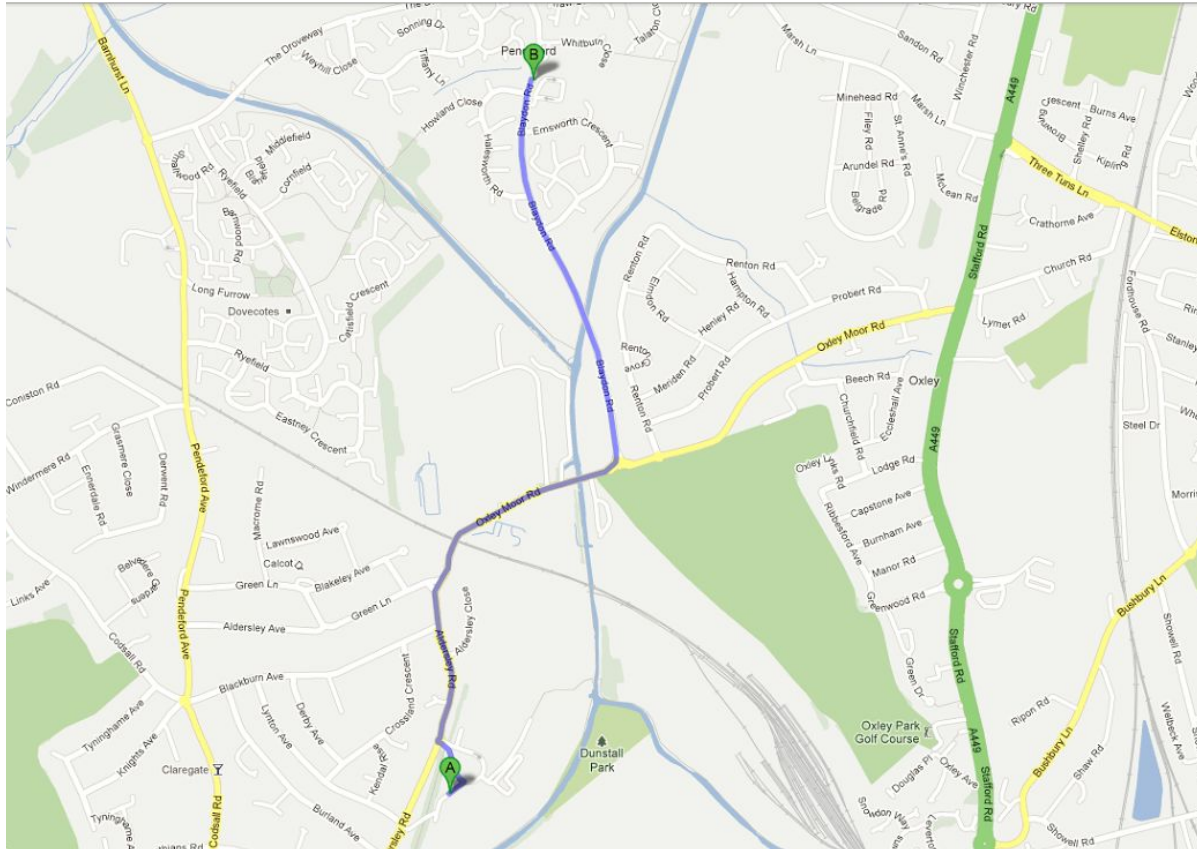
Destination will be on the left

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