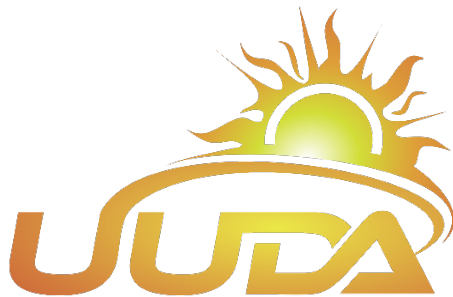


WELCOME TO THE UTAH HIGH SCHOOL SUPER NORTH REGIONAL TOURNAMENT

Boys Division

MAY 15-16TH 2015

GOLDEN SPIKE ARENA
OGDEN, UT



PRESENTED BY
UTAH ULTIMATE DISC ASSOCIATION AND USA ULTIMATE

Fields

Weber County Fairgrounds
1000 North 1200 West
Ogden, UT 84404

Directions:

- The fields are at the Weber County Fairgrounds (AKA, the Golden Spike Arena).
- There are signs for the exit in both directions from I-15. Look for Exit 346 to Harrisville, just north of Ogden.
- Exit going east towards the Defense Depot / Harrisville (towards the mountains).
- This should put you on Pioneer Road. West Pioneer Rd becomes W 400 North.
- Turn left (north) onto 1200 West.
- Turn right (east) into the fairgrounds.



Parking: Parking is available in multiple lots along Fairgrounds Road. Parking will depend on which lot is closest to your fields. See map above (“P”).

Bathrooms: Bathrooms are located at the pavilion, in between the baseball fields, and just off the parking lot by fields 6,7,&8. See map above.

Frisbee Central: Scores and Schedule, athlete food, and merchandise will be available. Spin is our sponsored merchandise retailer. We will have Super Regional discs, shirts, shorts, hats, and other things available for sale.

Medical

On-Site

There will be limited medical and first aid capability and resources at the fields.

Urgent Care

Summit Medical Clinic Family Practice and Urgent Care

150 North Washington Boulevard

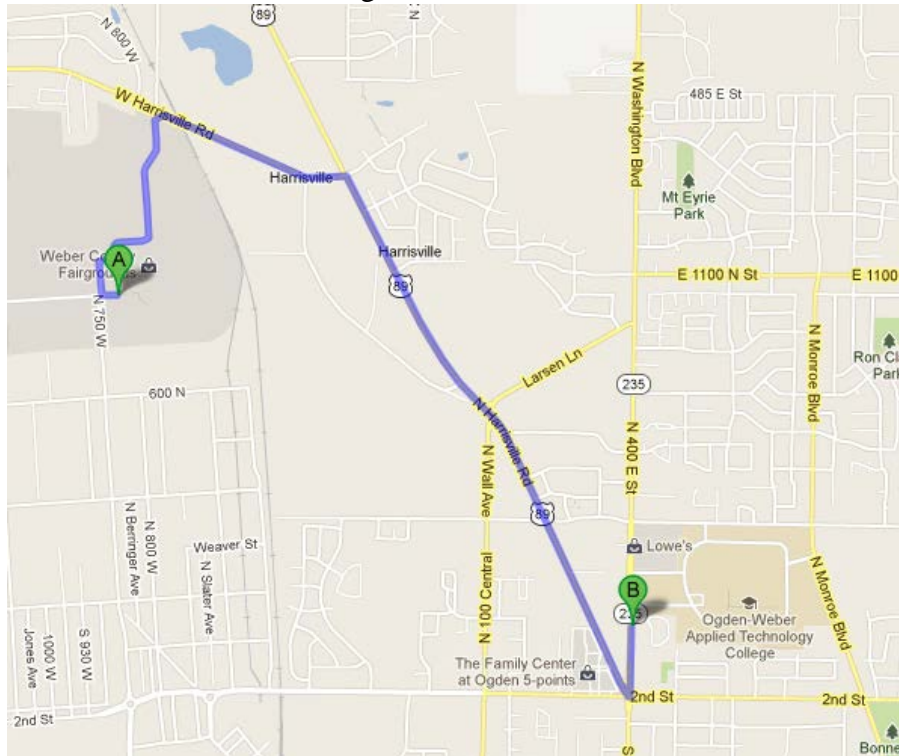
Ogden, UT 84404

(801) 782-0123

Sat-Sun 12pm-5pm

About 8 minutes away

From W/Fairgrounds Dr. take the 1st right onto W Harrisville Rd. Take the 2nd right onto U.S. 89. Turn left at Five Points onto 200 S St/2nd St. Take the 1st left onto S 400 E St/S Washington Blvd destination will be on the right

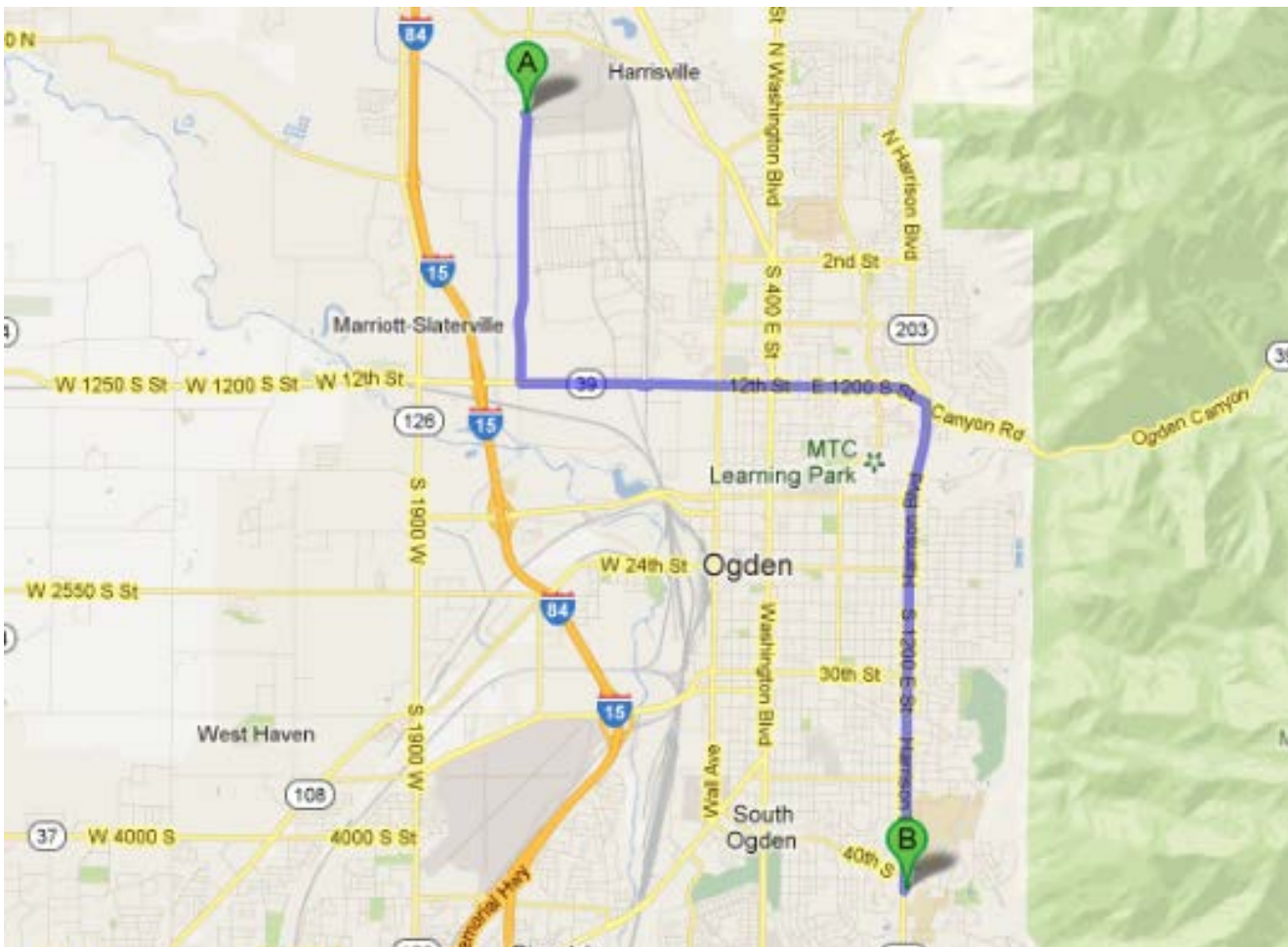


Hospital

Hospital (McKay-Dee Hospital Center)
4401 Harrison Boulevard
Ogden, Utah 84403
(801) 627-2800

The facility is about 20 minutes from the fields.

Head south on 1200 W St toward Bill Bailey Blve for 2.2 mi. Turn left onto W 1200 S St/W 12th St. Continue to follow W 1200 S St for 3.2 mi. Continue straight onto Canyon Rd for 0.1 mi. Turn right onto S Harrison Blvd. Destination will be on the right



Spirit of the Game

Excerpts from the *Official Rules of Ultimate: 11th Edition*

From the *Preface*: "The integrity of Ultimate depends on each player's responsibility to uphold the Spirit of the Game, and this responsibility should remain paramount."

From *Section 1. Introduction, item B*. "Spirit of the Game. Ultimate relies upon a spirit of sportsmanship that places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules, or the basic joy of play. Protection of these vital elements serves to eliminate unsportsmanlike conduct from the Ultimate field. Such actions as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions, or other 'win-at-all-costs' behavior are contrary to the Spirit of the Game and must be avoided by all players."

Spirit of the Game sets Ultimate apart from other competitive team sports. For over 30 years, Ultimate has flourished, reaching a highly competitive level, without the use of referees. In Ultimate, the honor system works. Sure, human nature rears its ugly head from time to time - just as in any sport, just as in life. Yet, one of the many beauties of Ultimate is how, even amid the most difficult of situations, utmost graciousness is allowed to meet that challenge head on. Through this balance, Ultimate players are free to demonstrate the most honorable and the most joyous sides of human nature in sport.

Most Ultimate players care deeply about Spirit of the Game. The organizational challenge for USAU is to foster an environment where the challenge does not become, "to see what I can get away with". Rather than dictate what Spirit of the Game is or should be, it is up to each player to do so for him or herself within the context of the teams he or she plays with and against.

SPIRIT RANKING GUIDELINES

We are utilizing a new spirit ranking system organized by the World Flying Disc Federation.

Each team will rank their opponent AND themselves in five categories (Rules Knowledge and Use, Foul and Body Contact, Fair-Mindedness, Positive Attitude and Self-Control, and Communication). Scores range from Poor = 0 to Excellent = 4. Sum up the points to determine the Spirit of the Game score for the opponent AND themselves. "10" is a good average score (i.e., 2 + 2 + 2 + 2 + 2 = 10).

Please use common sense! Especially after games which contain instances where the opposing team as displayed both positive and negative examples of spirit in the same category.

Also, one way to ensure a high positive attitude score.... cheer your opponent after the game! Invite them to play a quick game of ninja or create a short little song about their team name. Cheering your opponent is a great tradition in Ultimate that we want to see all tournament-long!

10-GAME SPIRIT SCORE SHEET

Your whole team should be involved in rating the other team! Determine the score in each of the five categories and sum up the points to determine the SOTG score for the other team. Most scores will be between 8-13 pts. A "10" is an good average score.

SCORING SCALE:

Poor = 0, Not so Good =1, Good = 2, Very Good = 3, Excellent = 4

1. Rules Knowledge and Use

Examples: They did not purposefully misinterpret the rules. They kept to time limits .When they didn't know the rules they showed a real willingness to learn

2. Fouls and Body Contact

Examples: They avoided fouling, contact, and dangerous plays.

3. Fair-Mindedness

Examples: They apologized in situations where it was appropriate, informed teammates about wrong/unnecessary calls. Only called significant breaches

4. Positive Attitude and Self-Control

Examples: They were polite. They played with appropriate intensity irrespective of the score. They left an overall positive impression during and after the game.

5. Communication

Examples: They communicated respectfully. They listened. They kept to discussion time limits.

Summing the results

Sum the score for every category to a final number and write it into these boxes (the end result should be between 0 and 20).

Your Team					Division				
Opponent 1	Opponent 2	Opponent 3	Opponent 4	Opponent 5	Opponent 6	Opponent 7	Opponent 8	Opponent 9	Opponent 10
(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)
(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)
(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)
(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)
(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)	(0-4)
Total	Total	Total	Total	Total	Total	Total	Total	Total	Total

Comments



Tournament Rules

Captains Meeting: The captains meeting will be at Frisbee Central at 3:45pm on Friday.

Rules: The tournament play will adhere to the *Official Rules of Ultimate: 11th Edition*.

Time Caps: Hard time caps go into effect at the conclusion of the point that is being played when the horn sounds. Hard cap is at 75 mins from the start of the round

Hard Time Cap: The horn will sound for a hard time cap. When hard time cap goes into effect (i.e., when the point being played when the horn sounds is concluded), the winner is the team with the higher score. If score is tied when hard time cap goes into effect, one more point is played to determine the winner. There will be **NO soft caps** at this tournament.

Late Starts: The horn will sound to start each round of play. Games must start within 10 minutes of the scheduled time. If one team fails to be able to start at that time, the captain of the aggrieved team is within his or her rights to assess one point every five minutes.

Bricks: We intend to put brick marks on every field. If for some reason your field does not have one, use a 20-yard brick.

Time Outs: Each team will be given three time outs per game (max of two per half). Each timeout should not exceed 70 seconds before the offense is set again. After the offense sets, the defense should not take more than 20 seconds to set and start play. No time outs are allowed after the hard cap horn.

Halftimes: Halftime will occur when the first team reaches 7. Halftime will be 5 minutes. Mirror the starting sides and the pull at the half.

Game Points: Games will be to 13. All games will have a point cap at 15.

Score Sheets: Please turn in your score sheets to Frisbee Central at the end of the day.

