

St. Johnsbury Academy Invitational 2009

Captains' Meeting Notes

Introductions:

- Tournament Coordinator: Josh Seamon
- Tournament Directors: Amy Broome (SJA) and Zach Abramson (LI)
- Trainers: Chris Despins (SJA), Ryan Farley (LI – Sat) Sarah Garey (LI – Sun)
- Girls Division Score Keeper: Morgan McDonnell (802.535.8590)
- Open Division Score Keeper: James Ryan (802.748.9082)
- All Captains and Coaches

All teams

- Start and cap your games on time; others need to play after you
- If the TDs think there is danger from lightning, we will clear the fields. There will be no discussion. The word of the TD is final. 5 horn blasts signals that you must immediately clear the field. A second set of 5 horn blasts means that each team needs to send a representative to tournament central.
- Shower in the locker rooms at SJA, NOT at your host house.
- Important: clean up after yourselves when you move from field to field and at the end of the day.
- No cleats in any buildings please.
- Cursing or insults, including racial or gender slurs, will not be tolerated, either on or off the field.
- No disc spiking.
- If you're not in the game you cannot make a call or tell someone in the game to make a call.

Rules and Tie Breakers

- We are using the UPA Rules of Ultimate, 11th edition
- All divisions will start with pool play. There will then be cross over games for the Open A, Open B, and Open C divisions. Championship bracket play will then follow in all divisions. In the case of tied win-loss records, we will use the UPA Tie Breaker manual to determine placement.
- Each team has a copy of the rules in their team packet. Copies of the rules are also available at Tournament Central.

Scoring

- All games will be played to 15. Win by 2 until softcap. Hard point cap at 17.
- Report all scores by calling them into the scorekeeper for your tournament location.

Time Between Pulls, Halftime, and Time Outs

- The receiving team must be ready within 70 seconds after the previous goal. The pulling team must release 90 seconds after the previous goal, as per 11th edition rules. Everyone should be polite but firm.
- A five-minute halftime will be taken when the first team reaches 8 points.
- If neither team has reached the 8 points 20 minutes before the soft cap, a five-minute halftime will be taken at the end of the currently played point.
- Each team is allowed two timeouts per half. No timeouts can be taken after softcap or after a score of 14-14 is reached.

Time Caps and Hard Cap

- Time Cap times are listed on the schedules. Time Cap times must be adhered to regardless of the starting of the game.
- A time Cap is declared after **the current scoring attempt** is completed. Scorekeepers and coaches must make sure that all teams and players are aware of the Time Cap.
- When a Soft Time Cap is declared, the team to reach the score that is two higher than the current high score wins the game. **A team does NOT need to win by two** when a Time Cap has been declared. When a Hard Time Cap is declared and the active point is finished, the game is over unless the score is tied, in which case a final point will be played.
- There will be no Time Caps for the last rounds of games on Sunday.
- Immediately after a point is scored you are considered to be in the next point, even if the pull has not happened yet. (There is no time between points.) Half time is considered to be in the next scoring attempt.

Game play

- All games are mandatory and **MUST** be played. A team that fails to play a game will most likely not be invited to a future St. Johnsbury Academy Invitational.

Spirit of the Game Scores

- Please call in your spirit scores after each game to the scorekeeper for your division.
- Spirit scores range from 1 (terrible) to 5 (spectacularly wonderful).

Trainers

- A trainer will be stationed at Tournament Central all weekend

Team Boxes and Water

- Each team will get a large team box.
- Extra water will be available at Tournament Central

Saturday Night Dinner/Dance/Trade Night

- The event will take place in the center of the St. Johnsbury Academy Campus
- 4-8pm: Showers in the SJA lockers (SJA)
- 6-8pm: Dinner on Stowe Green
- 6-10pm: Bouncy Castles, Stowe Green [Yah, two of them.]
- 6-10pm: Video games outside The Black Box
- 7-10pm: Dance in The Black Box
- 7:30pm: All tournament picture, The Black Box
- 7:30 to 8pm: Players vs. Coaches, Stowe Green
- 8pm: Coaches and Parents social, Morse Lobby
- You will need to present a food ticket to gain access to the dinner line
- Tables will be available for anyone that is interested in trading gear

Bathrooms

- Use the bathrooms or the porto-potties, **NOT THE WOODS**. If you don't know where the bathroom is, please ask at tournament central.

Volunteers

- Any time you see a volunteer staff person, say thank you!