

BC School Sports Ultimate Provincial Championships
May 23rd & 24th, 2019
Surrey, BC



Tournament Package

BC School Sports Ultimate Provincial Championships

May 23 & 24, 2019



Newton Athletic Park
7395 128th Street
Surrey BC

Tournament Website: Live Results & Updates will be posted throughout the tournament

Welcome to the 1st Official BC School Sports Ultimate Provincial Championships. We are happy to be hosting thirty-two teams from around the Province! We are looking forward to a weekend of fun, spirit, and competition. Please see the event details below.

Registration:

Please ensure all teams are fully registered in STARS, rosters will be checked before the beginning of the tournament. Registration Link: <https://forms.gle/rMnfeFfi9Vxg2w7fA>

Team Entry Fee: \$400 (The school will be invoiced by BCSS, do not bring cheques with you to the event)

* Entry fees includes:

- Field rentals
- Awards
- Field Food
- Webcasting
- Medical
- 1 Tournament Program

* If you require additional programs please indicate how many on the registration form. There will be an additional cost of \$2.00 per program.

* Any changes to your registration information & additional orders must be completed by May20th, otherwise your school will be invoiced.

Tournament Contacts:

If you have any questions or would like some clarification before the event please contact the BCSS office either by phone at 604-477-1488 or by email at info@bcschoolsports.ca

On Site Contact:

Shannon Key

P: 604-819-9707

E: skey@bcschoolsports.ca

Coaches & Team Captains Meeting:

The coaches & team captains meeting will take place on **Thursday, May 23rd in the grandstand:**

AA: 8:30am

AAA: 10:00am

Medical:

There will be medical staff on site throughout the event. Teams are required to provide all consumable medical supplies (e.g. tape, band-aids) for their athletes.

On-site Food:

Food Trucks will be on site both days from 10:30am - 4:30pm.

Field Food:

There will be field food available throughout the tournament for competing student-athletes and coaches next to disc central.

Tournament T Shirts:

VC Ultimate will be on-site throughout the tournament selling Championship Disc's and apparel. Be sure to check them out at their booth!

Photography

Vancouver Sports Photography will be on site throughout the event taking photos. They will be offering wide-format team posters for \$25 +tax for whomever would like to purchase one.

Uniform Guidelines:

All teams attending Championships must have jerseys/shirts of matching colour and design. Numbered jerseys are permitted but are not required. Numbered jerseys should have numbers on the back and no two players should have the same number. Matching shorts are recommended but not required.

Disciplinary/Appeals Committee:

The disciplinary committee will be formed as deemed necessary to deal with any breaches of the Code of Conduct or Appeals made during the Provincial Championships. The committee will be made up of any 3 of the 5 BCSS Ultimate Tournament Committee members.

Webcasting:

We are thrilled to provide live webcasting of 2 fields throughout the tournament, The games will be streamed at:

www.bcss.tv

The semi-final and final games will have commentary along with the webcast! Let your schools, teachers and parents know they can catch the games live for free!

Awards & Spirit of the Game:

The Championship will present the following awards:

Team:

- AA & AAA Championship Banner
- Medals awarded to the 1st, 2nd, & 3rd place teams in each tier (AA & AAA)
(Teams will be awarded 30 medals, additional medals will be available at a cost of the school)
- Photo plaques will be awarded for each team competing in the tournament
- Consolation round winners
- Spirit of the Game winners

Berth Allotments:

AA Tier						
Kootenay	Okanagan	North Central	Northwest	Vancouver Island	Lower Mainland	Fraser Valley
0*	3	0**	2	2	6	3
AAA Tier						
Kootenay	Okanagan	North Central	Northwest	Vancouver Island	Lower Mainland	Fraser Valley
0	2	0*	0	2	7	5

* No teams were registered in the zone

** Teams were registered but the zone declined a provincial berth

Tournament Format:

There will be two tiers at the Championship Event each with 16 teams:

AA: 300 or fewer students in grades 11 & 12

AAA: 300 or more students in grades 11 & 12

Seeding:

- Seeding will be completed by the seeding committee.
- Top two teams from zone championship results will be separated into different groups for round robin play.

AAA Pools

Pool A	Pool B	Pool C	Pool D

AA Pools

Pool E	Pool F	Pool G	Pool H

Thursday: Round robin with four pools of four teams (based on seeding coming into the tournament). After round robin play, the top two teams in each pool will move into the Championship side of the draw (1-8), the bottom two teams in each pool will move into the Consolation side of the draw (9-16).

Friday: Teams will play out the Championship and Consolation sides of the draw.

Team Requirements: Teams must have a minimum number of nine (9) players on their team. There is no maximum number of players. All players must be registered with BC School Sports and be on the appropriate roster in STARS. Teams must field seven (7) players on the field at one time and be in accordance with the applicable gender ratio.

Gender Ratio:

- The gender ratio for BCSS Ultimate Championships is 4/3 (4 men and 3 women, or 4 women and 3 men)
- At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting the gender ratio for the first point. For the second and third points the ratio must be the reverse of the first point. For the fourth and fifth points the ratio must be the same as the first point. This pattern of alternating the ratio every two points repeats itself until the end of the game (half time has no impact on the pattern).

Tie Breaking Procedures:

Two Way Tie:

In the case of a tied record between two teams at the conclusion of the round robin; the head to head match up will be used to determine the higher ranking team.

Three Way Tie:

In the case of a tie between 3 teams, the record in the games between those teams will be considered.

- If teams are all 1-1 (a circular tie), point differential will be calculated for the games between the 3 tied teams.

Note: The outcomes of the tie breaker will be used to place all teams. If all teams are placed after the first tie breaker, then those seedings are used. We will not go back to head to head or previous tie-breakers after this process has begun.

Remaining ties will be broken by proceeding through the procedure.

- If this results in a tie, then points scored for each team in these games will be used.
- If this results in a tie then the total point difference for the teams in current pool games will be used.
- If this results in a tie then total point difference for all games played in the tournament will be used.
- If this results in a tie then total points scored for each team in all games in the tournament will be used.
- If this results in a tie then, if reasonable, at the sole discretion of the Tournament Director a game to 3 points will be contested between the remaining tied teams. If in the discretion of the Tournament Director, it is unreasonable to do so, a coin will be flipped to break the remaining tie.

Spirit of the Game (SOTG):

Ultimate relies upon a spirit of sportsmanship that places the responsibility of 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 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 "in-at-all-costs" behaviour are contrary to the Spirit of the Game and must be avoided by all players.

Coaches Information - Spirit of the Game - We ask that you provide a copy of this to every student-athlete on your team.

1. **The golden rule:** treat others as you would want to be treated. Spirited games result from mutual respect among opponents. Assume the best of your opponent. Give him or her the benefit of a doubt. You would want the same for yourself. But if you are thick-skinned, do not assume that your opponent is. Maybe you should think of this rule as, "treat others as you would have them treat your mother."
2. **Control:** SOTG takes real effort. SOTG is not just some abstract principle that everyone adopts and then games run smoothly without effort. Close calls are made in tight games. Hard fouls are committed. SOTG is about how you handle yourself under pressure: how you contain your emotionality, tame your temper, and modulate your voice. If you initiate or contribute to the unraveling of spirit, the concept falls apart quickly. If you act to mend things (or at least not exacerbate the situation) by following (1) above, the game heals itself.
3. **Heckling and taunting are different.** Ultimate has a long tradition of good-natured heckling. Heckles are friendly barbs, typically from non-playing spectators. Heckling can be fun, but taunting is unspirited and wrong. Harassing remarks after an opponent's foul call or close play are NOT heckling; they are abusive taunts which create unpleasant playing conditions and often escalate to acrimonious disputes.

4. **SOTG is compatible with championship play.** It is a fallacy to argue that the stakes are so important that some aspect of SOTG can be cast aside. Time and again, great teams and star players have shown that you can bring all your competitive and athletic zeal to a game without sacrificing fair play or respect for your opponent.
5. **Don't "give as you got." There is no "eye for an eye."** If you are wronged, you have no right to wrong someone in return. In the extreme case where you were severely mistreated, you may bring the issue up with a captain, tournament director, or even lodge a complaint with the governing body. If you retaliate in kind, however, a complaint may be filed against you. We recall point (1): treat others as you would have them treat you, not as they have treated you. In the end, you are responsible for you.
6. **Breathe.** After a hard foul, close call, or disputed play, take a step back, pause, and take a deep breath. In the heat of competition, emotions run high. By giving yourself just a bit of time and space, you will gain enough perspective to compose yourself and concentrate on the facts involved in the dispute (was she in or out; did you hit his hand or the disc; did that pick affect the play). Your restraint will induce a more restrained response from your opponent. Conflagration averted, you may resume business as usual.
7. **When you do the right thing, people notice.** When you turn the other cheek, you know you've done the right thing. You may not hear praise, there may be no standing ovation, but people do notice. Eventually, their respect for you and their appreciation of the game will grow.
8. **Be generous with praise.** Compliment an opponent on her good catch. Remark to a teammate that you admire his honesty in calling himself out of bounds. Look players in the eye and congratulate them when you shake their hands after a game. These small acts boost spirit greatly, a large payoff for little time and effort.
9. **Impressions linger.** Not only does the realization that your actions will be remembered for a long time serve to curb poor behaviour, it can also inspire better conduct. Many old-timers enjoy the experience of meeting an elite player who remembers their first rendezvous on the field and recalls the event in detail. A good first encounter with an impressionable young player can have considerable long term positive impact.
10. **Have fun.** All other things being equal, games are far more fun without the antipathy. Go hard. Play fair. Have fun.

Spirit of the Game Reporting:

Teams will receive SOTG score sheets for the tournament. Score sheets are to be turned in at Disc Central after your final game on Thursday. On Friday, SOTG sheets should be turned in after your second game of the day. It is important to consider that giving a score of 2 in any category is considered "Good" and is what we consider a typical Ultimate game. Going above or below that score means that something extraordinary (positive or negative) happened. The overall average should be around 10.

BC School Sports Ultimate Provincial Championships



2019 Spirit of the Game Score Sheet

Date

Your Team Name

Opponent Name

Your whole team should be involved in rating the other team. Circle one box in each of the five lines and sum up the points to determine the SOTG score for the other team.

1. Rules Knowledge & 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.

Poor Not Good Good Very Good Excellent

0*	1	2	3	4*
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2. Fouls & Body Contact

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

0*	1	2	3	4*
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3. Fair-Mindedness

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

0*	1	2	3	4*
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4. Positive Attitude & 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.

0*	1	2	3	4*
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5. Communication

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

0*	1	2	3	4*
----	---	---	---	----

Summing the Results

Sum the results of every category to a final number and write it in the box (it should be between 0 & 20)

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Spirit Score Total

*Comment Box

If you have selected 0 or 4 in any category ,please explain in a few words what happened. Compliments as well as negative feedback will be passed to the teams in the appropriate manner.

BC School Sports Ultimate Rules & Regulations:

This event is being played under the current **USAU 11th Edition Rule-set** except where amended below.

Here are the specific Tournament rules:

1. **Point Target** - Games have a Point Target of 13. Once a team reaches the Point Target they have won and the game is over. There is no need to win a game by 2 points (i.e. a game that is 13-12 is over).
2. **Championship Games** - All placement games (eg. 5th place, 17th place) are played under the same rules as other games in the tournament. There are 2 Championships games (AA & AAA). Championship games have a Point Target of 15.
3. **Half Time** - Games will have a "Mirror Half" after the first team reaches 7 in a normal game or 8 in a Championship game. There is no break at Half Time, but for the next pull teams will be the opposite (or mirror) of the pull that started the game. (i.e. If Red pulled to Blue from the North End zone at the Start of the game then Blue pulls to Red from the North End zone after Half Time).
4. **Soft Cap** - Games will have a Soft Cap 75 minutes after the scheduled start time of the game. Soft Cap will be indicated by an Air Horn, but team Captains should be aware of the time and work with the opposing team to put the Soft Cap into place at the appropriate time. Official time will be that shown by a cell phone and not a wrist watch. After 75 Min, the current point is completed and a new Point Target is created by adding 1 to the highest current score. The first team to reach this new Point Target will win the game. Example - If the score is 10-8 when the Soft Cap happens, then the point that is in progress ends and if the score is 11-8, the new Point Target for the game is 12. A new point is considered to have started as soon as the previous point has concluded.
5. **Hard Cap** - Games will have a Hard Cap 85 minutes after the scheduled start time of the game. Hard Cap will be indicated by an Air Horn, but team Captains should be aware of the time and work with the opposing team to put the Hard Cap into place at the appropriate time. Official time will be that shown by a cell phone and not a wrist watch. After 85 Min, the current point is completed and the team with the most points is the winner. If the game is tied after the current point, one more point will be played. A new point is considered to have started as soon as the previous point has concluded.
6. **Caps for Championship Games** - Final games will have a Soft Cap 90 Minutes and a Hard Cap 100 minutes after the scheduled start time.
7. **Time-outs** - Teams are given 1 time-out per half + 1 floater time-out per game. Teams can take a maximum of 2 time-outs per half, and a maximum of 3 time-outs per game. Time-outs should be limited to 90 seconds. No time-outs can be called during a Cap. Note that a Cap is not "on" until the conclusion of the current point. If the Cap is announced during a point, teams may still take a time-out during that point.
8. **Zone Defence** - Teams may use zone defence.
9. **Foot-blocks** - Foot-blocks are legal. If both Captains agree to ban them for a game that is okay.
10. **Setting Gender Ratio** - At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting the gender ratio for the first point. For the second and third points the ratio must be the reverse of the first point. For the fourth and fifth points the ratio must be the same as the first point. This pattern of alternating the ratio every two points repeats itself until the end of the game (half time has no impact on the pattern).



2019 BC SCHOOL SPORTS ULTIMATE PROVINCIAL CHAMPIONSHIPS



AA - Pool Play (Thursday)

Pool A					
	1.	2.	3.	4.	Placing
1.					
2.					
3.					
4.					

Pool B					
	1.	2.	3.	4.	Placing
1.					
2.					
3.					
4.					

Pool C					
	1.	2.	3.	4.	Placing
1.					
2.					
3.					
4.					

Pool D					
	1.	2.	3.	4.	Placing
1.					
2.					
3.					
4.					

AAA - Pool Play (Thursday)

Pool E					
	1.	2.	3.	4.	Placing
1.					
2.					
3.					
4.					

Pool F					
	1.	2.	3.	4.	Placing
1.					
2.					
3.					
4.					

Pool G					
	1.	2.	3.	4.	Placing
1.					
2.					
3.					
4.					

Pool H					
	1.	2.	3.	4.	Placing
1.					
2.					
3.					
4.					

Schedule - Thursday

	Field 1	Field 2	Field 5	Field 6	Field 9	Field 10	Field 11	Field 12
10:30	B1 v B3	A1 v A3	B2 v B4	C1 v C3	C2 v C4	D1 v D3	D2 v D4	A2 v A4
BREAK								
1:00	A1 v A4	B2 v B3	B1 v B4	C1 v C4	C2 v C3	D1 v D4	D2 v D3	A2 v A3
3:00	A1 v A2	D1 v D2	B1 v B2	C1 v C2	C3 v C4	B3 v B4	D3 v D4	A3 v A4

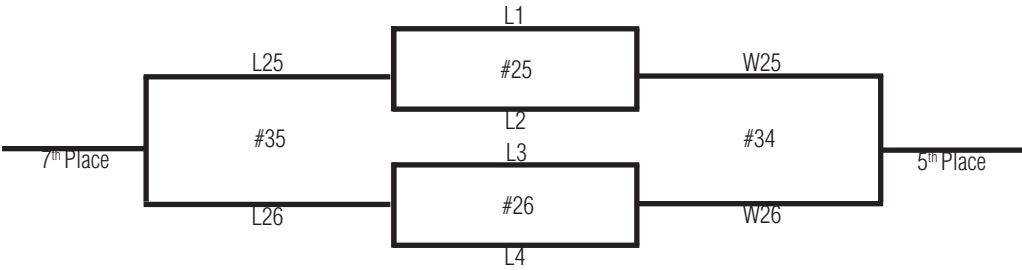
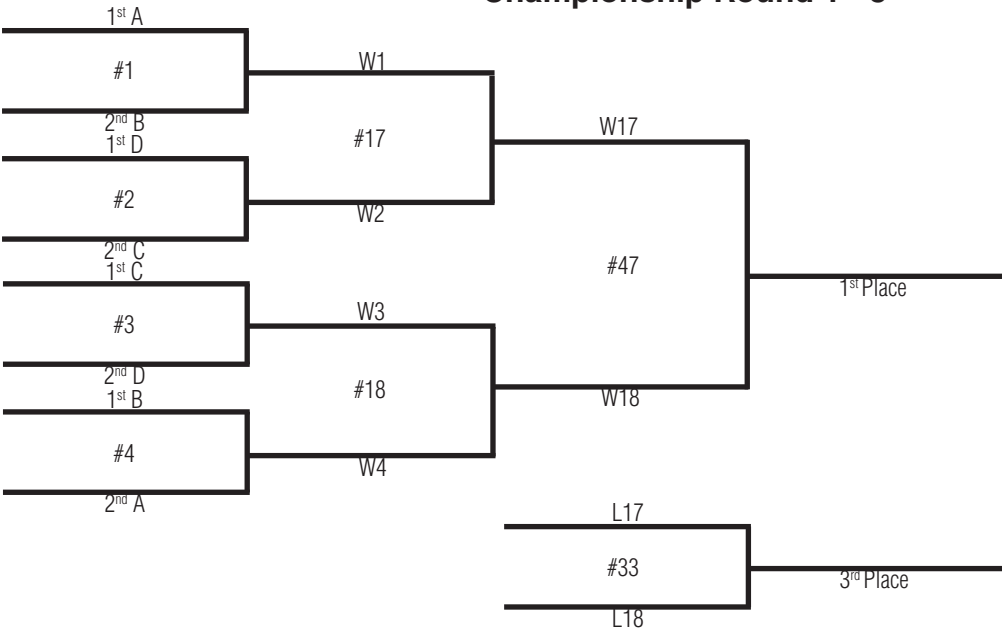
	Field 3	Field 4	Field 7	Field 8	Field 13	Field 14
9:00	E1 v E3	E2 v E4	F1 c F3	F2 v F4	G1 v G3	G2 v G4
11:00	F2 v F3	E2 v E3	F1 v F4	E1 v E4	H1 v H3	H2 v H4
BREAK						
1:30	H1 v H2	H3 v H4	F1 v F2	F3 v F4	G1 v G4	G2 v G3
3:30	G1 v G2	H2 v H3	E1 v E2	E3 v E4	H1 v H4	G3 v G4

Schedule - Friday

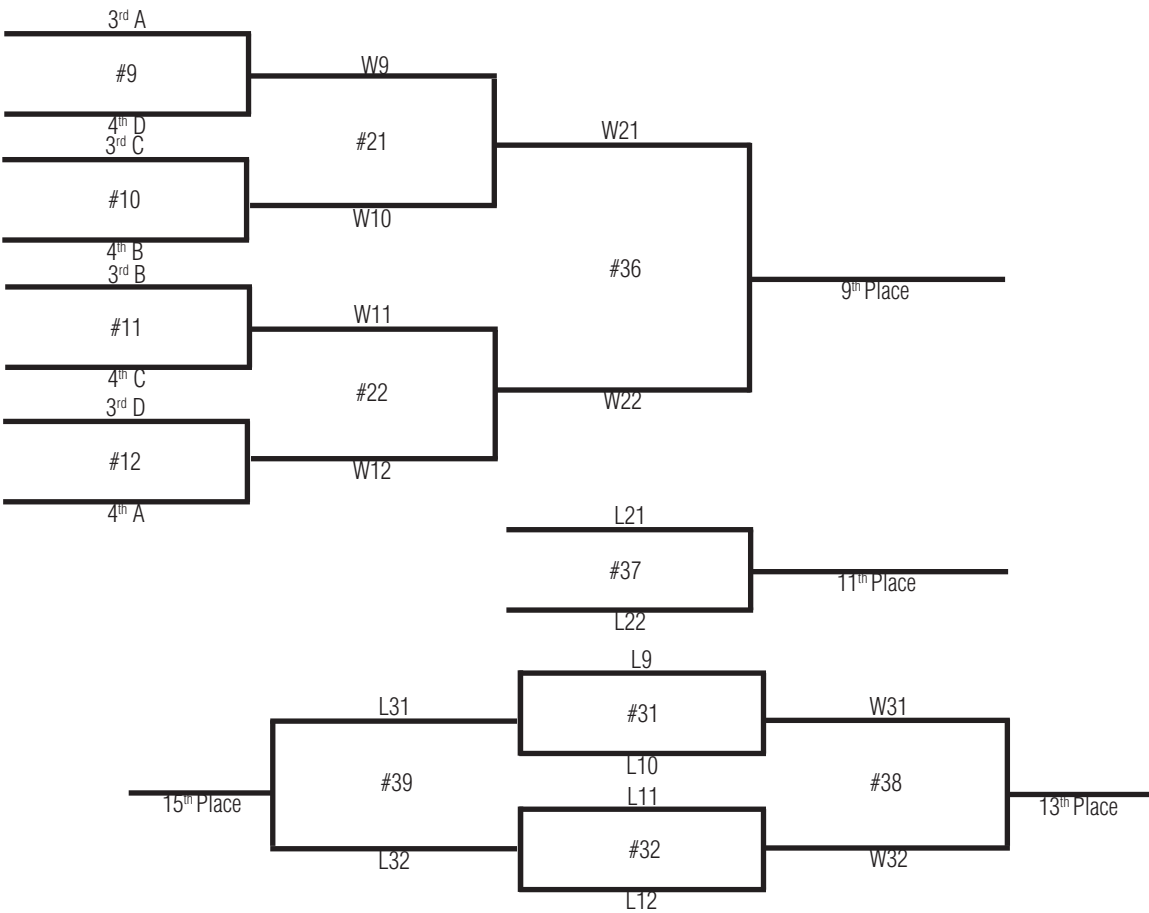
	Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10	Field 11	Field 12	Field 13	Field 14
9:00	1	2	5	6	3	4	7	8	9	10	11	12		
10:30	21	22			13	14	15	16	25	26	27	28		
12:00	17	18	19	20	29	30	31	32	23	24				
1:30	38	39	45	46	36	37	43	44	34	35	41	42		
3:20		47	48		40		33							

AAA Tournament Bracket:

Championship Round 1 - 8

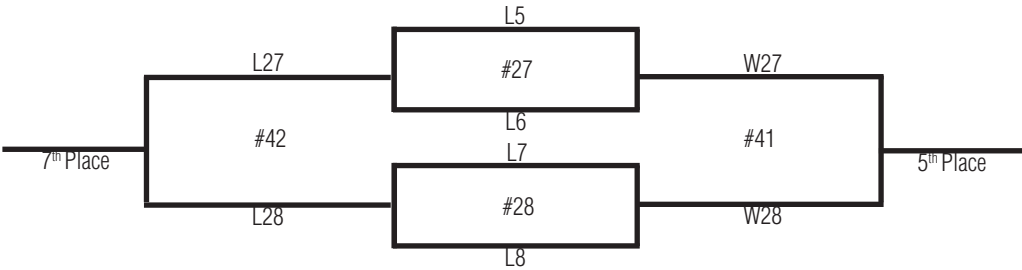
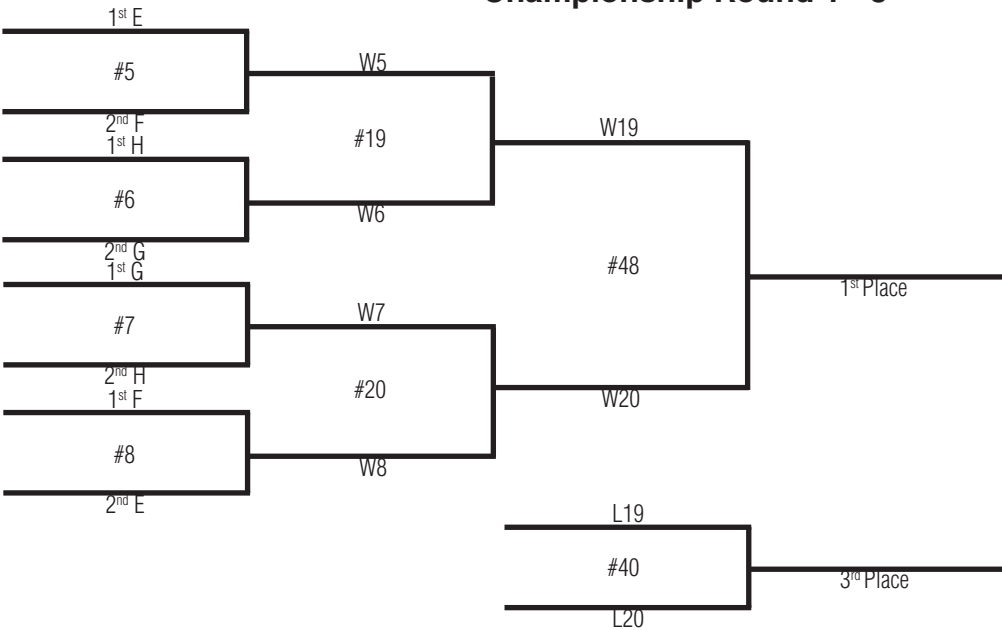


Consolation Round 9 - 16

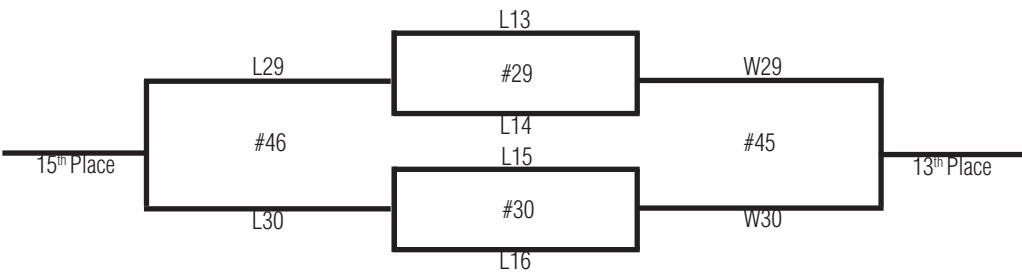
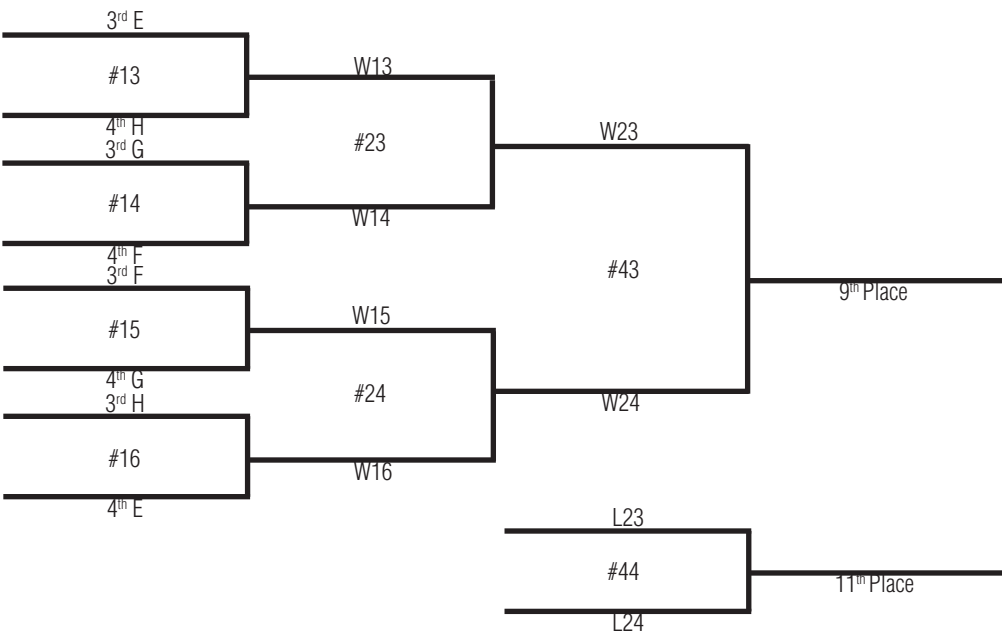


AA Tournament Bracket:

Championship Round 1 - 8



Consolation Round 9 - 16



Newton Athletic Park

7395-128 Street | Surrey, BC

www.sportsurrey.com

