

BCSS Ultimate Provincial Championships

Demonstration Sport

Information Package

May 24 & 25, 2018



Newton Athletic Park

7395 128th Street

Surrey, BC

Welcome to the Inaugural BC School Sports Ultimate Provincial Championships (Demonstration Sport). 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:

All competitors must be registered with BC School Sports and listed on the appropriate roster in STARS. Any student-athlete who is not registered is ineligible for participation and teams will face disqualification and fines. BCSS rules and eligibility requirements will be followed.

Registration Dates:

- April 4 - Team Registration Deadline (declare team & add minimum number of athletes to the team)
- April 18 - Roster Registration Deadline (add any additional athletes to the final roster)

Minimum Number:

Teams must have a minimum number of nine (9) student-athletes (4 boys and 5 girls) registered on their STARS Rosters to be eligible for competition.

Disc Orders:

Member schools can order Discs (Discraft Ultrastars, the official disc of Ultimate) through BC Ultimate. The cost is \$10/Disc + GST. BC Ultimate will deliver discs to the schools located in the Lower Mainland & Fraser Valley. For schools outside these areas there will be an additional shipping cost.

To Order:

Email outreach@bcultimate.ca with your School Name, Contact Information, and Number of Discs being ordered.

Berthing & Qualification:

Qualification for the tournament will happen at the zone level. Teams who win their Zone Championship will automatically have a spot in Championships (7 teams). The remaining spots will be determined using the following berthing formula:

$$\frac{\text{Total Number Schools with Registered Teams}}{\text{Total Number of Eligible Berths}} = \text{Berthing ratio}$$

* If a zone does not have any teams participating that berth will go back into the total number of eligible berths.

$$\frac{\text{Total Number of Schools with Registered Teams/Zone}}{\text{Berthing ratio}} = \text{Number of berths/zone}$$

Teams will be ranked by the tournament organizing committee

Qualification Tournaments must be completed by : **May 14th, 2018**

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: 301 or more students in grades 11 & 12

Thursday: Single game round robin with four pools of four teams (based on seedings coming into the tournament)

Friday: 8 Team Championship Quarter-final and 8 Team Consolation Quarter-final brackets

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

Gender Ratio:

- The gender ratio for BCSS Ultimate Championships is 4/3 (4 men and 3 women, or 4 women and 3 men)
- The receiving team will determine if the current point will be played with 4 men and 3 women or 4 women and 3 men. The pulling team must match the gender ratio of the receiving team.
- If the pulling team, cannot match the gender of all 7 players, then it must play with fewer than 7 players, matching the gender of as many players as possible.

Awards & Spirit of the Game:

BCSS will be handing out the following awards:

Team:

- Medals awarded to the 1st, 2nd, & 3rd place teams in each tier (AA & AAA)
- Plaques for the top 3 teams in each tier
- Plaques for consolation round winners
- Spirit of the Game Winners

Training & Teaching Manuals:

Ultimate Canada and BC Ultimate has developed a Sport Curriculum Outline and Teacher Training resource to aid in teaching ultimate to students. Schools new to ultimate along with those who have run a program for years can benefit from using these manuals.

[Click Here for Teaching Manuals](#)

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 “win-at-all-costs” behaviour are contrary to the Spirit of the Game and must be avoided by all players.

Spirit of the Game - Coaches, please share this with your athletes

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. **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.
4. **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.
5. **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.
6. **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.
7. **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.

8. **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.
9. **Have fun.** All other things being equal, games are far more fun without the antipathy. Go hard. Play fair. Have fun.

BC School Sports Ultimate Rules & Regulations:

This event is being played under the current **USAU 11th Edition Rules** 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, 16th place) are played under the same rules as other games in the tournament. There are two (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.

Ultimate Competing in a Different Tier Commitment Form:

Please scan and send form to info@bcschoolsports.ca

BCSS rule 28.4.0 outlines the tier classifications according to school population. In order to challenge themselves in a more competitive classification, to maintain traditional rivalries despite declining enrolment, to reduce travel incurred during local league competition, or for other reasons, teams may wish to compete with teams in a different tier classification.

Teams wishing to compete in a different tier classification may do so by informing their local association, and informing BCSS in writing using this form. The form must be completed and signed by the school's Head Coach, Athletic Director, and Principal and be submitted to BCSS by: **April 4th, 2018.**

Schools may only move up to a different tier (e.g. from AA to AAA). Schools are not permitted to move down.

School: _____ Provincial Zone: _____

Local Association: _____ Athletic Director: _____

Tier Classification by population (students in grades 11 , 12 & Secondary Ungraded)

- AA: 300 or fewer students in grades 11 & 12
- AAA: 301 or more students in grades 11 & 12

Tier in which team wishes to compete:

- AA
- AAA

Member School to fill out:

Head Coach: Name: _____ Signature: _____
Athletic Director: Name: _____ Signature: _____
Principal: Name: _____ Signature: _____

BCSS Office use:

BCSS Approval: Name: _____ Signature: _____
