

Captain's Meeting Notes

Introductions:

Tournament Director: Josh Seamon (802.748.9857)

Volunteer Director: Melinda Shaw (413.320.6771)

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 JFK, 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. At all. Ever.
- If you're not in the game you cannot make a call or tell someone in the game to make a call.
- We are not playing with soft caps.
- DO NOT GO IN THE RIVER

Rules and Tie Breakers

- We are using USA Ultimate's Rules of Ultimate, 11th edition
- All divisions (Except Open B) will start with pool play. Championship bracket play will then follow in all divisions. In the case of tied win-loss records, we will use USA Ultimate Tie Breaker manual to determine placement.
- Copies of the rules are available at tournament central.

Spirit of the Game Scores

- All games will be played to 15, win by 2. Hard point cap at 17. Note: Hard cap can mean some games will be played to less than 15 points. See below for details.
- Submit all game and spirit scores immediately after each round online at bit.ly/pvi2014-scores

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 30 minutes before the hard 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 hard cap 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 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.
- 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 Pioneer Valley Invitational.

Trainers

- An athletic trainer or EMT will be stationed at Tournament Central all weekend
- Gary Elson (413.374.4309, all tournament except Noon-3pm Sunday)
- Riley Liptak (413.455.8978, Noon-3pm Sunday)

Team Boxes and Water

- Each team will get a large team box. Extra food will be available at Tournament Central.
- Extra water will be available at Tournament Central
- Please bring full water bottles each morning! Please!
- White bags are for recycling and black bags are for trash

Saturday Night Dinner/Dance/Trade Night

- The event will take place at the JFK Middle School (100 Bridge Road, Florence, MA)
- 5-8pm: Showers in the JFK lockers
- 6-8pm: Dinner on at JFK
- 6-10pm: Social Events, Bouncy Castles!
- 7-10pm: Dance
- 7:30pm: **All tournament picture, Dance**

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!

Hospitals

Cooley Dickinson Hospital is 10 minutes away at 30 Locust Street, Northampton, MA 01061.



Oxbow Marina

180 Island Rd
Northampton, MA 01060

1. Head **northeast** on **Island Rd** toward **Mt Tom Rd**

0.4 mi



2. Turn left onto **Mt Tom Rd**

1.3 mi

3. Continue onto **Conz St/Pleasant St**

236 ft



4. Turn left onto **Conz St**

0.5 mi

5. Continue straight onto **Old S St**

0.2 mi



6. Turn left onto **Main St/Massachusetts Rte 10 S**

Continue to follow Main St

0.2 mi

7. Continue onto **Elm St**

1.4 mi

8. Continue onto **Locust St**

Destination will be on the left

59 ft



Cooley Dickinson Hospital

30 Locust St
Northampton, MA 01061