The Captains and Spirit Meeting for EYUC 2022

Additional questions? 2

Rules and Hand Signals 2

Anti-Doping 2

Volunteers 2

Check-in procedure 2

Additional pre-game procedures for streamed games 4

Exceptions 4

Game time, hard cap, halftime cap procedure 4

Mixed Ratio Rule A 4

Weather Delays: 5

Lightning 5

Heat 5

Field procedures 5

Restraining lines 5

Time limits between points 6

Timeouts 6

Disputes 6

Stoppages 6

Check-out procedure 7

Tournament Formats 7

U17 Mixed 7

U17 Open 7

U17 Women 7

Spirit of the Game 7

Preserve the Spirit of the Game 8

Scoring Spirit of the Game 8

Guidelines for Spirit scores 8

Self-scoring SotG 8

Spirit of the Game stoppage 9

Non-spirited games 9

Tournament Rules Group 9

Disqualification 10

COVID 10

Additional questions?

Be sure to fill out this form and we will answer your questions in the captains group

Form:

https://docs.google.com/forms/d/e/1FAIpQLSdGWxvL92vkMbUBLNZ9JoLjBkER43LG1rTxlM7x1ZzME3sU6A/viewform

Whatsapp group:

https://chat.whatsapp.com/EPqLTp7ba62819uWbBc4RJ

Rules and Hand Signals

We ask all players to read and to know the WFDF rules 2021. All players are encouraged to have a Standard WFDF Accreditation of the rules, captains and SOTG are encouraged to complete the Advanced WFDF Accreditation. All players should remember to use the hand signals.

Anti-Doping

We endorse the WFDF Anti-Doping rules. In fact, our Spirit of the Game prohibits all kinds of doping and is the strongest anti-doping rule.

Volunteers

EYUC 2022 is only possible because of the work put in by the TOC and countless volunteers both in front of and behind the scenes. These volunteers are here to allow all of you to have fun playing ultimate.
At no time and for no reason should any member of any team show disrespect towards tournament volunteers. The running of this event is the responsibility of the TOC and the EUF, not of the volunteers. Furthermore, we expect that you recognize the hard work that these volunteers are doing for your benefit. It shows great Spirit that you show them your appreciation by thanking them for a job well done.

Check-in procedure

As part of the check-in procedure a team representative shall report to the scorekeeper at the appropriate field at least 15’ minutes before their game is due to start.

Both captains should then flip discs to determine:

- the first possession and field position for their teams.
- the jersey colours. There is no home/away rule to determine the jersey colours.
- and with which gender ratio the game will start (Mixed division).

Both captains should also decide which game disc the teams will use. If the teams disagree, then the Eurodisc game disc will be used.

Teams are requested to have a Spirit circle 5 minutes before the game. The whole team must be involved in the pre-game Spirit circle, it is part of the game, it’s mandatory. The aim of this pre-game Spirit circle is to

prevent problems during the game through clear and explicit communication of the expectations on the various aspects of Spirit of the Game. If the teams have played each other before, they should address previously experienced issues and state how they will try to avoid these situations.
Please make sure that SOTG Circles need to be Covid safe. That means: no mixing of teams, make two half circles where the two teams face each other and can listen to each other.
The scorekeeper will blow the whistle 5 minutes before the game, calling the beginning of the Spirit circle. The scorekeeper will blow the whistle 3 minutes after the beginning of the Spirit circle to signal that the game will start in 2 minutes. Game will be delayed if the pre-game Spirit circle doesn't start on time.

Examples of things you can do and topics you can talk about in this pre-game Spirit circle:

- Introduce the team captains and Spirit captains so that everybody knows who will step in when discussions take longer than 15 seconds, or who to turn to on the sideline in SotG matters.
- Inform the opponent of your position and ideally agree on:
  [Rules Knowledge & Use]
    - Do you call all violations or only if the rule infraction has an impact on the outcome of the specific situation.
    - Which kind of violations are a no-go for you and are you going to call consequently?

  [Fouls & Body Contact]
    - Which level of contact is accepted?
    - Which kind of physical contact is not tolerated?
    - Is hand checking tolerated?

  [Fair Mindedness]
    - How do we handle contested calls?
    - To which level of calls are we used to?
    - Can we make calls in a consistent manner throughout the game?
    - Will we call offsides?
    - Will we enforce time limits?

  [Positive Attitude & Self Control]
    - What is important for us when the opponent makes a call?
    - How can we handle conflicts?

  [Communication]
    - Do we use hand signals?
    - Are there players that need a translator when discussing a call? Who is going to be the translator?
    - Do we know how to ask for input (other players/sideline/technology)?
    - Can we give and receive feedback on our behavior during the game?

The scorekeeper is responsible for giving signals to start the game and capping them when time runs out. Teams who don’t have seven players on the goal line when the signal to start play is given, shall be penalized according to the WFDF Championship Appendix. They will be assessed a timeout and the first point will be delayed 2 minutes.

Additional pre-game procedures for streamed games

We want to create a great product for the people watching at home. Streaming will start 15 minutes before the game. During this time we can broadcast earlier recorded material and live images.
Before the game please support our commentators by

- checking the commentator's roster of your team.
- adding ahead of the tournament useful information about your team to the provided roster.

In order to have also some material at the beginning of the stream

- team captains can introduce themselves to the commentator.
- anytime when you are ready - make the disc flip in front of the camera and the commentators.
- run your final warm up drills where the camera can see you.
- build the pre-game Spirit circle where the camera can see you.

Microphone

- if you want - answer a few questions of the commentator.

After the game

- hold the Spirit circle where the camera can see you.

Please be aware that only people on the roster will be allowed to access the field that is streamed. All others must be in the grandstand.

Exceptions

Games will start on time, unless a previous game has overrun its time on the same field. Teams then have to wait until the previous game is completed. If a game starts late because of another game playing extra time on the scheduled field and another field is unavailable, then the scorekeeper shall note the beginning time of the game and adjust all timings so that the game can run for its defined time.

Game time, hard cap, halftime cap procedure

Point cap is 15. Time cap is 80 minutes. When time is over, first finish the current point. If then no team has reached 15 points, 1 point is added to the highest score and this will be the new point limit, hard cap.
Halftime occurs after one team reaches 8 goals. If no team has reached 8 goals after 40 minutes, play continues until completion of the current point. If neither team has reached 8 goals, then 1 point is added to determine the new halftime target, halftime cap.
The halftime length is 7 minutes, included in the 80 minutes.

Mixed Ratio Rule A

EYUC 2022 is played with the Ratio Rule A (article A6.2.) for games in the Mixed division, so the "prescribed ratio" rule:
At the start of the game, after the first disc flip, an additional disc flip happens with the winner selecting the personnel 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 until the end of the game (half time has no impact on the pattern).

Additionally EYUC 2022 makes use of the "prescribed pull" rule A6.2.2:
A6.2.2.1. if the personnel ratio for a point has four (4) female players, a female player must undertake the pull at the start of that point.

A6.2.2.2. if the personnel ratio for a point has four (4) male players, a male player must undertake the pull at the start of that point

Weather Delays:

Lightning

• WFDF Officials, working with Tournament Organizers, will monitor local weather and make decisions on the suspension of a games

• Lightning suspension will be communicated by volunteers and using WhatsApp

• Games and game time will be stopped, players and officials will leave fields to cars, buses, trailers, buildings (not tents)

• Players will return once WFDF officials give the all clear

• Appropriate warm up time will be given before games resume

• Any delays may impact future game start times

• WFDF may act to shorten games, cancel games, play indoors or adjust schedule as needed due to extreme delays in the playing schedule

Heat

• WFDF Officials, working with Tournament Organizers, will monitor local weather and make decisions on the suspension of games

• In the case of extreme hot weather, play may be adjusted in the following ways:

• Additional stoppages may be added between points

• Play may be rescheduled to avoid playing in the hottest time of day

• Play may be suspended if conditions are too extreme

• Weather Delays will be announced on radio (fields), email (Team Administrators) & WhatsApp

Field procedures

The scorekeeper is responsible for scoring and time keeping, including the timing between points and on disputes. They are not available for rule clarification or settling of disputes. That's the responsibility of the players.
It is also the responsibility of all players in all teams to follow the scorekeeper's instructions with complete cooperation. The team captains are responsible for the behavior of their team.
Neither players nor player equipment should be in the NoGo-area around and in front of the scorekeepers. The team captains are responsible to keep that NoGo-area free.

Restraining lines

All players and the coaching staff should remain behind the 3 meter restraining lines all the time. Team captains and coaches are both responsible for that. On the streamed fields all players on the sideline must move behind the camera.

Non-playing support staff and supporters should also remain behind the 3 meter restraining lines. Equipment should be far behind those 3 meter restraining lines.

For Fields 7/8/9/10 Teams are not allowed to enter the area between the fields because it is not wide enough.

Time limits between points

A point starts when the previous goal is scored and acknowledged by the defending team. To indicate the time limits the scorekeeper will use the following signals

- 1 whistle at 45 seconds = a 15 seconds warning for the offence, the receiving team.
- 2 whistles at 60 seconds = a 15 seconds warning for the defense, the pulling team.
- 3 whistles at 75 seconds = play must start immediately.

If both teams are ready at any time before the final signal is given, then play can restart and all remaining scorekeeper signals are dispensed with.

- If the receiving team is not ready after 60 seconds = didn't raise a hand, the opposing team may assess a time-out against them, but only a second time. The opposing team first has to warn them when it has happened.
- If the pulling team is not ready after 75 seconds = didn't raise the disc, the opposing team may assess a time-out against them, but only a second time. The opposing team first has to warn them when it has happened.
- If a team wishes to assess such a time violation, they will call „Violation". The scorekeeper then starts the stopwatch for a time-out for the team, which was not ready on time.

Timeouts

Each team has 2 timeouts per half to be taken at any time. As soon as a player makes the „T"-sign with the disc, the scorekeeper blows the whistle, calls „Time-out (team name)" and starts the stopwatch.

- After 1 min 30 seconds the scorekeeper blows the whistle once and calls „30 seconds left".
- After 1 min 45 seconds the scorekeeper blows the whistle once and calls „15 seconds left".
- At the end of 2 minutes the scorekeeper blows the whistle once and calls „Time-out over". The offence sets up and stops moving within 15 seconds.
- At 2 minutes 15 seconds the scorekeeper blows the whistle once and calls „Start play". The defense now has 15 seconds to set up after the offence has stopped moving.

Disputes

If players start to dispute the scorekeeper starts the stopwatch.

- After 15 seconds the scorekeeper blows the whistle once and calls „15 seconds". Then the team captains should step in.
- After 45 seconds the scorekeeper blows the whistle once and calls „45 seconds". If the call is not resolved within those 45 seconds, the call will be considered contested.

Then the players involved should let the issue rest and continue playing as soon as possible, so the disc should be returned to the last non-disputed thrower.

- After 60 seconds the scorekeeper blows the whistle again and play should resume immediately.
- Every 15 seconds that the discussion still continues, the scorekeeper should blow the whistle again.

Stoppages

There are 3 cases when the game clock is stopped.

- Injury stoppage. An injury that takes longer than 30 seconds. In the case of a severe injury where medical assistance is needed Tournament Headquarters will be contacted by the scorekeeper.

- Technical stoppage. If there is a condition that endangers the players' safety or a broken or a folded disc, someone may call "Technical" to stop play. Game clock is stopped if the problem takes over 30 seconds to solve.
- Spirit of the Game stoppage. If a team captain, spirit captain and EUF officials, TRG member believe that either or both teams are failing to follow the SotG, he/she may call a Spirit of the Game timeout.

The game clock is then restarted once the disc is checked in and play resumes.

Check-out procedure

Before both teams enter the regular after-game Spirit circle, we encourage teams to first conduct a short circle with only their own team, where all players can discuss which topics should be touched in the Spirit circle. This own circle shouldn't take more than 3 minutes.
"To mitigate the risk of SARS-CoV-2 infection, during EYUC 2022 there won't be regular Spirit circles, instead both teams need to form a line facing to each other 1.5-2 m apart from each other. Instead of high- fives use fist bumps instead for instance.

The Spirit scores must be submitted to the scorekeeper after the game.

After the Spirit circle the captain must go to the scorekeeper, hand in the spirit sheet and check the game report with the final result. The result on the game report sheet in binding.

Tournament Formats

U17 Mixed

5 Teams; 2 rounds of Round robin, second round will be determined on monday

Placement games for 1st and 3rd Place

U17 Open

9 Teams; Round robin in one pool + placement games

U17 Women

6 Teams; Round robin in one pool. Upper and Lower power pool of 3 + round robin in those

Placement game for 1st, 3rd and 5th

Spirit of the Game

Spirit of the Game is very important to the TOC and the EUF. We will do everything possible to make this event a high level tournament, while always holding SotG as the highest rule. We all need to help prevent rude and ruthless behavior or even violent play. Any display of it will not be accepted. Spirit Captains are really important in keeping their team's SotG level at high. Tournament Spirit Director is there to assist in solving any SotG related issues.

Preserve the Spirit of the Game

Every ultimate player is responsible for the Spirit of the Game. The team captains and the Spirit captains have the duty to guide the team not only as sports coaches, but also in cases of Spirit related issues, such as disagreements, or bad feelings on and off the field. Please be aware that sometimes the team and spirit captains need to step in when their team members do not behave within the guidelines of Spirit of the Game.

After every game your team is supposed to gather shortly to discuss and score the Spirit of the Game during that game with the WFDF SotG Scoring System. The objectives of the WFDF SotG Scoring System are:

- to educate players on what Spirit of the Game is.
- to help teams improve specific parts of their Spirit.
- and to celebrate the Spirit of the Game by awarding a prize to the team that gets the highest score.

Scoring Spirit of the Game

Scoring SotG is a team effort. This helps in educating new players and reinforces the fundamentals of Spirit of the Game with the more experienced players. While scoring SotG can take upto 15 minutes the first few times, it will take only a few minutes after teams get used to it.
We need the SOTG Score right after the game. Scorekeepers will give you the scoring sheet and you need to return it to them. Don't leave the field with the sheet.

Scorekeepers are instructed not to allow teams to start their game, when that team is not in regular standing with the Spirit results. They will need an active GO from the SotG Director that all scores have been inserted. Meanwhile the standard penalties for delaying a game will be applied.

Guidelines for Spirit scores

The system was designed in accordance with the expectation that teams generally display normal, good Spirit. Therefore the baseline in each category is "Good" which equals 2 points.
For each game, for each category, determine if the other team was better than, worse than, or the same as just a regular game and score accordingly. See the flip side of the laminated sheet for several examples.
Focus on each question and answer that question only. Do not start with an overall score in mind and work backwards to get that score. Give a real score that reflects the items detailed on the sheet. There might be many times that nothing out of the ordinary occurred at a game. As such, each category should get 2 points.

- A final score of 10 points is considered normal, good Spirit.
- Do not give a team a higher score because they made funny remarks in the Spirit circle.
- Do not give a team a higher score because they did a nice game after the Spirit circle.
- Do not give lower Spirit scores out of retaliation or prejudice.
- If you give 0/ 4 leave a comment. Commenting on other aspects of the game is highly encouraged.
- The team needs to do the evaluation together.

Self-scoring SotG

After discussing your opponent, some self-scoring of Spirit of the Game is highly encouraged. Did everybody in your own team show good Spirit during the game ? The EUF challenges teams to do at least three times during the week a self- scoring of SotG.

Spirit of the Game stoppage

If one or both team captains, spirit captain, EUF official, TRG member have the feeling that the game becomes aggressive or non-spirited, he/she or they then can take a SotG timeout. Right after a call that stopped play or when a goal was scored, the person who initiated the SotG stoppage) must tell the scorekeeper that a SotG timeout will be taken. The scorekeeper then stops the game clock, because no game time will be taken for this action.
During this special, extra timeout the two captains and the two Spirit captains shall shortly discuss the course of the game and shall decide on actions to be taken during the rest of the game. Coaches also can be part of this discussion. A present TRG member can be asked to join intermediate.
During this talk both teams stand in one Spirit line without any conversation. After their talk the captains and the Spirit captains pass on their decision to their players. Then all players cheer each other for instance with fist bumps and play can resume.

Non-spirited games

In case a game involves a significant number of calls, especially when these remain disputed, the game should be brought to the attention of the Tournament Rules Group (TRG). The scorekeeper should contact Tournament Headquarters that will take care of sending an official. This person will have the authority to halt the game on the grounds of Spirit problems, first in the form of a Spirit of the Game timeout.
The TRG shall determine whether further action should be taken against teams or individuals.

Circumstances under which the scorekeeper should call for an outside official include:

- repeated incidents of violent, dangerous or ruthless behavior.
- repeated incidents of blatant disregard for opponents, spectators, rules or property.
- incidents of disregard for the authority of the scorekeepers.

Tournament Rules Group

	EYUC
Tournament Technical Director	Mark Kandall (GER)
Spirit Director	Henrietta (Heni) Papp (HUN)
Event Director	Dariusz Urbanik (POL)
Managing Director of Events	Felix Nemec (AUT)
Event Coordinator	Ted Beute (NED)

The Tournament Rules Group (TRG) will arbitrate on-field and off-field disputes between players, staff and members of the public. At EYUC 2022 the TRG is chaired by Mark Kendall. The TRG will meet daily to discuss any issues arising during the event, review SotG scores, upcoming games and make plans to communicate with teams on Spirit of the Games issues.

With the increased popularity and visibility of ultimate, it is more important than ever that our sport be presented in a positive way. EUF together with WFDF is working hard to improve the experience of players, staff and volunteers who attend any sanctioned EUF event.
The TRG will address formal requests, complaints or protests about any issue concerning on-field or off-field activities. Requests, complaints or protests may be brought to the attention of TRG by any team captain, Spirit captain or staff member. Requests, complaints or protests may be brought at any time during the period starting from the end of the Captains and Spirit Meeting to midnight on the final day of play at the tournament.
TRG members can and will be present at possibly difficult games during the tournament and might be asked for support in case of disputes.

Disqualification

The EUF applies the WFDF Code of Conduct. The TRG may, at its discretion, disqualify a player or even an entire team from any event or from the entire tournament, whenever that player or team:

- exhibits violent, obscene, abusive, disruptive or illegal behavior.
- cheats or otherwise attempts to create an unfair advantage for themselves or disadvantages others through circumvention of the rules.
- or otherwise causes substantial hardship, inconvenience or annoyance to staff, officials, players or spectators.

COVID

JJUC is bringing together some 1000 people from over 18 countries

The most common transmission of COVID is between players from the same team. If you are experiencing any active COVID symptoms please follow the guidance provided in the PPB page 23.
https://wfdf.sport/2022-jjuc-pbb/

To maximize the safety of your team, WFDF recommends that all team members test regularly during the course of JJUC.

Other mitigation measures include:

Wearing masks indoors & during public transportation, avoiding close contacts with participants outside of your team, frequent hand washing and keeping distance. Instead of Spirit circles, form Spirit lines and instead of high fives use fist or elbow bumps.