Year 6 & 7 Ultimate Frisbee

Wednesday 26th June 2019

Venue - Armitage Centre

Competition Pathway

1 SGO Area Events
Open to all schools in the area/borough with the winning school from each borough being invited to the School Games County Final

NB. An athlete can only represent their school in one event at the Greater Manchester School Games County Finals

2 Greater Manchester School Games County Final
This stage is organised in partnership with UK Ultimate and comprises of 10 schools representing each of the boroughs in Greater Manchester.

Teams

Year 6 and year 7 teams will compete separately and players must be from the respective year groups.
Squad must consist of between 6 and 8 players.
4 players on the pitch at a time, 2 girls and 2 boys.
Substitutions can happen at any time by 'high fiving' a player of the same gender at the side of the pitch.

Equipment and Playing

Frisbee
1/4 astro - 20-30m long and 10-15m wide
2 end zones 4-6m wide and a central zone of 12-18m
Games will be 15 minutes

Playing the Game - Scoring

Points are scored by catching a throw in the endzone furthest from where the team starts. To score, all contact points must be in the endzone when the disc is caught (i.e. one foot in and one foot out is 'out').

Playing the Game - Starting

At the start of the game each team will flip a disc, with one player calling whether they think they will land the 'same' way up or 'different'. If correct, they choose to play offence first or choose an end to start at. The other team will choose the other.
Every point will start with both teams lining up on the front of opposite endzones. The team with the disc (who have just scored the previous point) will 'pull' (throw) the disc to the other team to start play. This other team will pick up the disc and play from wherever it comes to rest, or wherever it left the 'central zone'. They keep possession even if they try to catch the 'pull' but drop it.

Playing the Game - Contact

The game is non-contact. Any contact which affects a player's ability to make a catch or throw is a 'foul'. Play resumes as is the foul had not occurred (e.g. a fouled catcher gets possession of the disc, a fouled thrower gets another throw).
Only one player from the opposing team is allowed to 'force' the thrower (stand close to them). All other opponents must stay 3m away unless actively marking another player in that space.
A marker must allow the thrower enough space to turn around on the spot.

Playing the Game - Violations

If the person committing the foul disagrees with the call, they can 'contest' it. If both players cannot agree, the disc goes back to the thrower and play restarts there.
Players cannot move when in possession of the disc, only 'pivot' on one leg. If a player is identified as moving ('travelling'), they must move back to where they started, but they retain possession.

Playing the Game - Throwing

Possession changes to the other team whenever a throw is incomplete (i.e. hits the floor, is caught/knocked to the floor by an opponent, is caught out of the pitch).

2019 School Games

Spirit Scoring

After every game, both teams will form one circle circle with alternating players from each team. A representative from each team will then comment how the teams played, and the Spirit shown.

Each team will then privately rate their opponents on five areas of fair play, sportsmanship and good conduct: Rules Knowledge & Use; Fouls & Body Contact; Fairmindedness; Positive Attitude & Self Control; Communication.

Each category is given a score from 0-4 with the 'Most Spirited' (highest scoring) team being announced at the end of the event. Remember that a score of 2 is still considered to be a 'Good' score. A score of 4 means that they did something REALLY well!

Main Differences to 'Full' Ultimate

There is no 'stall count' on throwers. However, players are encouraged to keep the game flowing.

The 'pick' call won't be used. However, players are expected to move safely in a way that won't cause their markers to collide with other players. If collisions do occur, a 'foul' may be called.

'Pulls' cannot be 'bricked'. If the 'pull' lands out of bounds, play will begin from the point on the central zone closest to where the disc leaves the central zone.

Fair Play

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

Health & Safety

Before all matches this must be read and adhered to:
Players can't play if they are barefoot or in unsuitable footwear.
No jewellery to be worn.
All loose clothing must be tucked in and shoelaces tied.
No chewing gum or sweets.
Players should bring plenty of drinks.
All players are advised to warm up appropriately before each match.
When not competing, players must remain off the court and not get in the way or distract officials
Medical supplies that players may need should be brought with them on the day i.e. asthma inhalers.
All team teachers must ensure their pupils are under adult supervision at all times, even when playing.
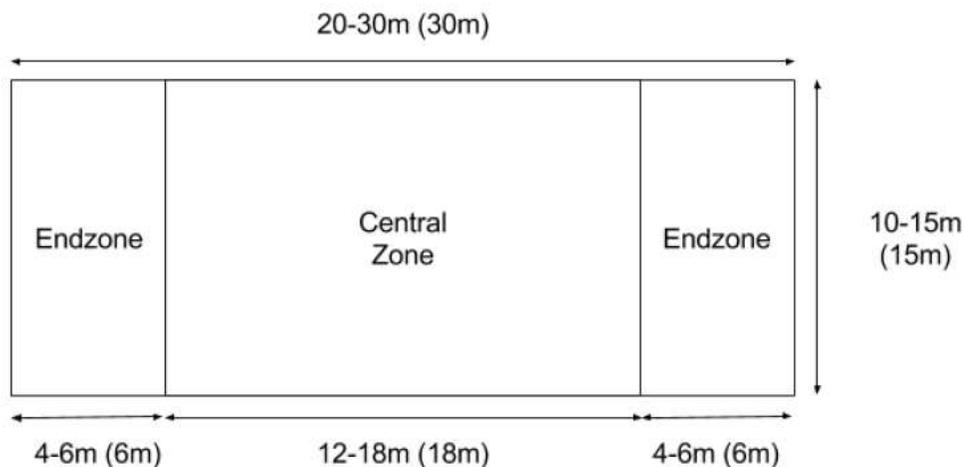Please ensure students have been briefed on health and safety.

Entry deadline Friday 14th June

If you enter past this deadline your school will not appear in pre-press material

SCHOOL GAMES

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MANCHESTER CITY COUNCIL

greater sport

20-30m (30m)

| Endzone | Central Zone | Endzone |

10-15m (15m)

4-6m (6m) 12-18m (18m) 4-6m (6m)

		Score				
		0	**1**	**2**	**3**	**4**
		Poor	**Not So Good**	**Good (Normal)**	**Very Good**	**Excellent**
Category	**Rules Knowledge and Use**	• They repeatedly broke the rules or weren't willing to learn them.	• They didn't know all the main rules and didn't try to learn them.	• They had good knowledge of the rules or were willing to learn them.	• They knew advanced rules and helped us to understand them.	• They knew advanced rules and clearly explained them if we didn't.
	Fouls and Body Contact	• They repeatedly fouled us or played dangerously.	• There was a bit too much body contact.	• There was very little or no body contact.	• They actively tried to avoid body contact.	• They changed their movements to avoid body contact.
	Fair-Mindedness	• They made several calls which were unfair and never listened to our points of view.	• They made a couple of calls which seemed unfair and didn't always listen to us.	• They only made fair calls and listened to our points of view.	• They were willing to accept that they were wrong and support our views.	• They often supported our calls and accepted our opinions.
	Positive Attitude and Self-Control	• They were often rude or aggressive towards us or each other.	• They were rude or aggressive towards us or each other sometimes.	• They were generally friendly, and positive during and after the game.	• They were very friendly and didn't get angry when things didn't go well for them.	• They were very friendly and celebrated with us when we did something well.
	Communication	• They refused to discuss calls or got angry in discussions.	• They didn't listen to us when discussing calls.	• They clearly explained their point of view and waited their turn when we spoke.	• They were polite during calls and provided examples to help us to understand their point of view.	• They were very polite during calls and helped us if we were struggling to explain ourselves.