



PVIinvite.org/fyi





The Oxbow: Formed by the historic course of the Connecticut River, and painted into American art history by Thomas Coles in 1839 today the Oxbow is an iconic feature of the Pioneer Valley. We are so grateful to the Oxbow Marina for graciously allowing us to host our event at their amazing location!

VC ULTIMATE x PIONEER VALLEY



PINK GEO REVOLUTION HOODIE



Captain's Meeting Notes

Introductions:

TD: Josh Seamon (802-748-9857)

TD: Lee Feldscher (347-831-3800)

Scorekeeper: Moses (602-300-3951)

Please report your scores by texting them to Moses in this format: "F-M/Open/MS Team1 [score] Team2 [score]". Please fully identify your team!

All teams

- Start and cap your games on time; others need to play after you. Hard Cap goes on after 75 minutes.
- 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.
- Important: clean up after yourselves when you move from field to field and at the end of the day.
- **Drive under 15mph on Island Rd. at all times.**
- 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 or on the docks.
- Use the porta-johns, not the woods.
- Park only on the grass in designated areas.

Rules and Tie Breakers

- We are using [USA Ultimate's Rules of Ultimate](#).
- All divisions 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 the [USA Ultimate Tie Breaker manual](#) to determine placement.

Game and Spirit Scores

- All games will be played to 13, NO win by 2. Hard point cap at 13. (No game will be played to more than 13 points.)

NOTHING should be placed within 10 feet of ANY sideline

Remember to submit your physical spirit scoresheets to Lenna or Josh at the end of your games at Tournament Central!

Time Between Pulls, Halftime, and Time Outs

- The offense has 50 seconds to line up and 60 seconds to signal readiness, and the defense has 70 seconds to pull.
- A five-minute halftime will be taken when the first team reaches 7 points. If neither team has reached the 7 points 40 minutes before the hard cap, a five-minute halftime will be taken at the end of the currently played point.
- Each team is allowed one timeout per half. Timeouts last a maximum of 120 seconds.
- No timeouts in the last 10 minutes of any game.

Hard Cap

- Hard Cap is on 75 minutes into the round.
- A Hard 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
- Allison Brehm (608-732-6597)

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!
- Blue bags are for recycling and white bags are for trash. **Please also use compost buckets.**
- If your **water jugs** are empty please text Lee at 347-831-3800 and let him know the field number.

Bathrooms

- Use the porta-potties, **NOT THE WOODS**. If you don't know where the porta-potties are, please ask at tournament central.

Volunteers

- Any time you see a volunteer staff person, say thank you!

Make sure to stop by the VC ultimate tent for awesome tournament gear!



Hospitals

Cooley Dickinson Hospital is 10 minutes away at [30 Locust Street, Northampton, MA 01061](https://www.cdhs.net/30-Locust-Street-Northampton-MA-01061).

Prizes: There will be awards for 1st and Spirit in each of the three divisions. Awards will be presented directly to teams after each placement game concludes. There is no awards ceremony, but there will be a closing ceremony.

Ultimate in 10 Simple Rules

The Field: A rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 25 yards deep.

Initiate Play: Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.

Scoring: Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.

Movement of the Disc: The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.

Change of Possession: When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.

Substitutions: Players not in the game may only replace players in the game after a score and during an injury timeout.

Non-contact: No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

Fouls: When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.

Self-Officiating: Players are responsible for their own foul and line calls. Players resolve their own disputes.

Spirit of the Game: Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

Sponsorship

We are very excited to have VC Ultimate as the exclusive Apparel and Event Sponsor for the 2026 Fall Youth Invitational! We are thrilled to be working with VC to design, produce and offer a full line of official FYI apparel for the event.

Directions/Addresses

Playing Fields: Are at the Oxbow Marina at 180 Island Road, Northampton, MA.

From the South: Take I-91 to Exit 23. Turn right at the end of the ramp. Travel .8 miles on Route 5. Turn Right on to Island Road and **drive under 15 mph** to the end. Parking is on the left at the fields.

From the North: Same as above.

From Northampton Area: Take Route 9 East to Northampton Center. Turn Right on Pleasant Street / Route 5. Drive 2 miles south. Turn Right on to Island Road and **drive under 15 mph** to the end. Parking is on the left at the fields.

Remember to drive under 15 mph at ALL TIMES on Island Road!

Hospital: Cooley Dickinson, 30 Locust Street, Northampton, MA

From the Oxbow: Head northeast on Island Road. Turn Left on Route 5. Drive for 1.3 mile, Turn Left on Conz Street. Drive .5 miles, Turn Left on to Old South Street. Drive .1 mile, Turn Right on to South Street. Drive .2 miles, Turn Left on to Main Street / Elm Street. Drive 1.4 miles, Elm Street becomes Locust Street. Cooley Dickinson Hospital is on the Left.

PRIZES!

Prizes will be awarded for spirit and 1st in each of the three divisions!



Spirit of Coaching

Background: The role of the coach at all levels of Ultimate is unique in a sport that places on-field player authority above non-player influence. As non-players the coach's authority must not extend to the on-field officiating process. Coaches may be faced with situations where they are able to correct the self-officiating process and ensure the correct outcome to a given play. In this situation, coaches must not interfere in the officiating process, in order to ensure that players learn and take responsibility for officiating. Coach interference in the decision making process, even in the most egregious violations, will indicate to players that the coach and not the players have the ultimate responsibility for ensuring the inherent fairness of the game. Teaching players the rules and how to implement them should be done at practices or off of the field. It is the coach's responsibility to ensure that the players understand their own responsibilities as players and teach players how to handle those responsibilities.

Guidelines:

- Coaches should introduce themselves to the other coaches prior to a game and discuss concerns. This could potentially include the level of play, the level of intensity (e.g. spiking and rushing the field), and possible modifications to the captain's clause (e.g. prohibiting zone for new teams or footblocking).
- Because the potential for misperception is high, spiking is prohibited at the youth level unless otherwise agreed upon by the coaches or captains. Spiking in a disrespectful manner is never ok at any level.
- Coaches will not make calls from the sideline nor offer their opinion on a play. Coaches should encourage players to come to a resolution on their own, and if asked during a dispute coaches may offer rules clarifications. After a dispute a coach may talk to his or her own player about the dispute and offer opinions.
- Youth coaches will make an effort to educate parents about Spirit of the Game and work to create a sideline atmosphere that respects Spirit of the Game.
- Coaches will teach and give players opportunities to practice knowledge of the rules of Ultimate.
- Coaches will always exhibit respect for opposing players.
- Coaches will always exhibit respect for other coaches.
- Coaches will always exhibit respect for observer
- Coaches will model Spirit of the Game at all times

How to read the schedules:

A1 = The team ranked 1st in the A pool at the BEGINNING of pool play

1A = The team ranked first in the A pool at the END of pool play

All lower case letters are game names

Wa = The winner of game "a"

La = The loser of game "a"

The full tournament schedule is online at:

bit.ly/fyi2025-schedule

Tournament website: **PVInvite.org/fyi**

WFDF Spirit Scoring Rubric

Every team will rate every other team in each of the following areas after each game. Please make sure to return your spirit scoring sheets at the end of all of your games on Saturday and Sunday!

1. Rules Knowledge and Use

Examples: They did not purposely misinterpret the rules. They kept to time limits. When they didn't know the rules they showed a real willingness to learn

2. Fouls and Body Contact

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

3. Fair-Mindedness

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

4. Positive Attitude and 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.

5. Communication

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

Make sure to thank our amazing volunteers when you see them this weekend!

Field Map

[COMING SOON]

All games will be played at the Oxbow Marina in Northampton, MA located at [180 Island Rd, Northampton, MA 01060.](#)

Local Resources

Welcome! Teams, coaches, players, parents, family members & friends to the Pioneer Valley Invitational!

This section is designed to provide information for those traveling to the tournament. Please let us know if you have other questions.

Field Site:

The Oxbow: The main field site is a wonderful location at the Oxbow Marina Fields, 180 Island Road, Northampton, MA.

Places to Eat:

Northampton and the surrounding towns have more places to eat than you can throw a disc at.

However, May 17 and 18 is college graduation weekend. Do not plan to go to a popular restaurant without reservations, and we recommend avoiding downtown Northampton at meal time. Ask your host for local suggestions and call ahead. Some potential suggestions include:
In Florence:

- Great Wall, 176 Pine St
- Florence Pizza, 60 Main St

Near Easthampton:

- Red Rock Pizza, 15 College Highway, Southamptn

In Williamsburg:

- A1 Pizza, 35 Main St
- Panda Garden, 49 Main St

Trails, Hikes and Views:

- New England Trail, Mt Tom State Reservation (overlooking the Oxbow)
125 Reservation Rd, Holyoke, MA
Offers excellent views of the Pioneer Valley and the Oxbow

- Arcadia Wildlife Sanctuary
127 Combs Rd, Easthampton, MA 01027
Trails and wildlife viewing

- Fitzgerald Lake Conservation Area
95 North Farms Road, Northampton, MA
Trails and wildlife viewing

- Skinner State Park, Mt Holyoke Range
10 Skinner State Park Rd., Hadley, MA
Offering view of the Pioneer Valley and miles of hiking and mountain biking trails

Rail Trails:

- Manhan Rail Trail
Route 5, just south of the Oxbow
Accessible, 6-mile rail trail linking Northampton, Easthampton and Southampton

- Northampton Bike Path
Trailhead parking at Stop & Shop, 240 King St., Northampton
Trailhead parking at Vets Field, 90 West St., Northampton

Pay for Fun:

- Laser tag, Hampshire Mall, Hadley, MA
- Look Park, Florence, MA - Mini-golf, etc.
- Bowling, Route 5 north of the Oxbow, Northampton, MA

Culture and Other Cool Stuff

- Dinosaur Footprints Reservation
Route 5, a couple miles south of the Oxbow, Holyoke, MA
- Holyoke Heritage State Park
221 Appleton St., Holyoke, MA
- Smith College Art Museum
20 Elm St., Northampton, MA

And now an important message about stewardship:

We are making extra efforts this year towards minimizing waste and environmental impact at the Fall Youth Invitational.

FOOD: Please bring as little individually packaged food as possible. Beyond what we are offering at the main tent for free, please bring big bags and boxes to share, (especially without plastic packaging if possible). Please empty your pizza boxes in the compost bins and recycle the cardboard, etc..

DRINKS: Please refrain from the use of single use bottles and cases of gatorade or water, whenever possible. We will have plenty of water in coolers at the fields, and cold gatorade available continuously at tourney central. We hope to cut down on single use bottles at the tournament.

TRASH/RECYCLING: Please do a trash sweep of your sideline each time you switch fields during the day. At the end of each day, please bring trash/recycling bags to the dumpsters next to the main tent. Please do not leave anything on the fields, including windblown tents.

CARPOOLING: If you can drive together, please do. The fewer cars and fuel, the better.

Together we can make FYI an example of how large youth sporting events can minimize waste and protect our environment for the benefit of our community and all living things. Thanks for your support and efforts towards this goal.