

# SPIRIT CAPTAIN ROLE

Nov 2015

*Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.*

## Responsibilities of the Spirit Captain:

- Their responsibilities are **off the field**.
- Meet with the opposition Spirit Captain and field officials a few minutes before the games. This is a great way to start things off on a friendly note.
- Communicate with the other Spirit Captain if any Spirit problems arise. From experience, earlier rather than later is best, as this can avoid a game going “bad”, especially where the two teams have different viewpoints or expectations.
- Aid your team mates in resolving spirit issues off the field/between points and after games
- Enter or return scores promptly to tournament organizers or scorekeepers. Handing in Spirit score sheets within 20 minutes is really important for the system to work.
- Keep a personal copy of all spirit scores as a backup.
- If there are any serious Spirit issues throughout the game, **take a Spirit Time-out. If that doesn't help**, please talk to the Spirit Director or his or her assistant(s) as soon as possible after the game.
- (At international tournaments) Help your team be mindful of cultural differences. For example, there will be some communication/language barriers. Some cultures smile or are vocal/celebrate for different reasons.
- Ensure your team adheres to Rules Accreditation criteria
- The Spirit Captain should have passed the Advanced Rules Accreditation quiz in the last 18 months.

## Using the Spirit scoring system

- There are five principles of Spirit: 1) Rules knowledge, 2) Avoiding body contact, 3) Fair-mindedness, 4) Positive attitude, 5) Communication. You can download a 4-Games SOTG Scoring-Sheet 2014 on the WFDF website ([EN](#) | [IT](#) | [RU](#))
- Use the [Example Behaviors](#) sheet for guidance on scoring.
- Spirit scoring is a **team** effort! Encourage all players to hold up fingers to “vote” for the score they think should be given in each category. People with outlying opinions (0s, 4s or maybe 1s and 3s) should speak about why they feel this way. Other players can then adjust their score, and then an average is taken.
- Fun games after the game is over are great but should not contribute to the Spirit score.

- Do **not** give lower spirit scores out of retaliation or prejudice (e.g. Based on previous encounters with this team, or hearsay or reputation). If in doubt, the Spirit Captain should strongly encourage their teammates to justify the score by the Example Behaviors sheet.
- Remember: a “2” is a normal score. Normal total scoring is between 8-13
- Please clarify outlying scores of 0 or 4 with **comments**. This saves the Spirit Director and his or her assistant(s) a lot of time.
- Any spirit scores of 7 or lower, or 14 or higher, or 0s or 4s in several categories or over multiple games can result in conversations with the Spirit Director and the teams involved.
- If a team has several low scores and doesn’t improve, or has a particularly low score, the TRG (Tournament Rules Group) will be informed.
- A team that consistently give scores 15 or higher will be contacted by the Spirit Director, as that is considered a non-standard (unusually high) score and usually indicates that the scoring system is not being accurately employed.
- Remember that your final game will count towards the final average spirit scores, and may influence the prize for SOTG at the award ceremony, so please make an effort to submit that last score ASAP.

## BE CALM

In the heat of the game, remind your teammates to be calm:

- **Breathe.**
- **Explain** what you think happened.
- **Consider** what they think happened.
- **Ask** for advice.
- **Listen.**
- **Make the Call.**
- *(remember, players have **30 seconds** to resolve any issue before the disc goes back to the thrower)*



## Spirit Time-Out

- If a team’s **Spirit Captain** believes that either or both teams are failing to follow the Spirit of the Game, they may call a “Spirit of the Game Stoppage”. This can only be called:
  - After a call which stops the play or any other stoppage, prior to the disc being checked in.
  - After the end of a point and prior to the ensuing pull.
- During this stoppage, neither team may engage in tactical discussions.
- All team members of both teams will form one “Spirit Circle” in the middle of the field with both teams.
- Separately from the Spirit Circle, the two opposing captains and Spirit captains shall discuss all current issues with adherence to SOTG, determine actions to rectify those issues, and then convey the agreement to the Spirit Circle.

- SOTG stoppages do not affect time-outs available.
- Time taken for a SOTG Stoppage will be added to the game time to determine time caps for the game. The Spirit captain initiating the Stoppage will convey the start and end of the Stoppage to game officials for time-keeping purposes.
- After the timeout is over, teams can set up and game restarts as after a normal time-out.

## Spirit Circle

- Spirit Circles right after the last point are highly encouraged. They can be utilized to address Spirit issues, discuss game situations and/or compliment the other team on a great game. Be open, honest and candid, but not abusive. Use the opportunity to learn and educate.
- Remember: the perspective of the opposition captain may not entirely reflect his team's collective impression of the game. What the captain says in a Spirit Circle may be different to the spirit score that his team votes on after the game.
- Immediately after the Spirit Circle is a good time for the Captains and Spirit Captains to meet briefly and share impressions on the game, to help advise one-another on what went right and what could be improved in the future.
- Please be mindful of cultural differences.