

TERMS AND CONDITIONS

As agent responsible for registering your team[s] and players, you act on their behalf and you understand and agree to the following:

1.0. Team Refunds

- 1.1. There are no refunds for teams or individuals who withdraw.
- 1.2. If the event is cancelled due to force majeure [eg. natural disaster, global pandemic, venue disruption, etc.]
 - 1.2.0. A partial refund **may be** considered, the amount will be determined by the date of the cancellation in relation to financial commitments incurred at that time.
 - 1.2.1. Uniforms will still be issued to all teams.

2.0. Individual Player Refunds

- 2.1. There are no refunds for teams who withdraw.
- 2.2. If the event is cancelled due to force majeure 2.3 [above] applies.

3.0. Registration Night Uniform Pickup

- 3.1. Uniform pickup from 17:00 - 19:00, Thursday.
- 3.2. If teams are unable to pick up their uniforms, alternative pickup via the HN Store on Friday is available. Please come early as there maybe a delay to wait for an available member of staff to assist.

4.0. Technical Meeting

- 4.1. Will be hosted via Zoom, invite and scheduled date will be shared via email.
- 4.2. Teams must furnish a representative to attend.

5.0. Coaches, Managers, and Player/Coach

- 5.1. All youth teams must furnish a coach. Adult teams may have a player coach who must be identified in the score sheet.
- 5.2. Teams are not required to furnish a manager.

6.0. Team Entries Restrictions:

- 6.1. Academies, clubs, and schools can register teams in multiple divisions but are limited to enter only one team per division

7.0. Consents Agreed To Through Registration

- 7.1. Images:
 - 7.1.0. For your personal image(s) to be used by HoopNation and or our partners.
- 7.2. Personal Information:
 - 7.2.0. For your personal information, such as email or phone numbers, to be used to process and manage player and team registrations, to improve our services to you, to disseminate promotions to you, both ours and or partners.

8.0. No prize money

- 8.1. There is no prize money for Elite and A-League divisions.

9.0. Amendments To The Game Regulations and Event Management Regulations

- 9.1. HoopNation reserves the right to make amendments to any regulations without prior notification.
- 9.2. It is the responsibility of team managers to ensure that they keep themselves informed as HoopNation leads into the Classic. No changes will be made within 48 hours of the Classic's commencement.

QUOTIENT EXAMPLE

Results of the games played between the tied teams determine the quotient value. All other pool game results are excluded.

Team A (83) vs. Team B (82)

Team B (67) vs. Team C (65)

Team C (85) vs. Team A (79)

Quotient = (sum of scores made by team) divided by (sum of scores by opponents)

Team A = $(83+79) / (82+85)$

= $162 / 167$

= 0.970

Team B = $(67+82) / (83+65)$

= $149 / 148$

= 1.006

Team C = $(65+85) / (67+79)$

= $150 / 146$

= 1.027

Team C has the highest quotient value and breaks the three-way tie.

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Team A and Team B are now in a two-way tie which is determined by the winner of the game between tied teams, which in this example is Team A (83) vs. Team B (82).