

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. All teams play Friday

- 1.1. ALL requests not to play Friday will be declined.
- 1.2. The draw will not be adjusted to accommodate a team that is unable to play their Friday game[s].
- 1.3. Any teams that do not present for any of their games will lose by forfeit [see Game Regulations 15.0].

2.0. Team Refunds

- 2.1. A full refund is available up until the close of registrations January 01.
 - 2.1.0. Notification of a team refund must be received no later than January 01, 23:59.
- 2.2. Requests for team refunds received from January 02, 00:00, will be declined
 - 2.2.0. Uniforms will still be issued to teams
- 2.3. If the event is cancelled due to force majeure [eg. natural disaster, global pandemic, venue disruption, etc.]
 - 2.3.0. A partial refund may be considered, the amount determined by the date of the cancellation in relation to financial commitments incurred at that time.
 - 2.3.1. Uniforms will still be issued to all teams.

3.0. Individual Player Refunds

- 3.1. Apart from the conditions under clause 2.0. above.
- 3.2. No refunds for any individual player unable to play post January 01.
 - 3.1.0. These players are encouraged to swap their playing role with a replacement player.

4.0. Registration Night Uniform Pickup

- 4.1. Uniform pickup from 17:00 - 19:30, Thursday
- 4.2. If teams are unable to pick up their uniforms, their team representative must coordinate with an alternative representative who will act on their behalf.
 - 4.2.0. If a team fails to pick up their uniform, they will incur a handling fee of \$50.00.

5.0. Technical Meeting

- 5.1. Commences 19:30, Thursday.
- 5.2. Every team must have a representative present.

6.0. Coaches, Managers, and Player/Coach

- 6.1. All teams must furnish a coach.
- 6.2. Teams are not required to furnish a manager.

7.0. Division Playing Age Definitions

- 7.3. 13U - is an athlete 13 years or under as of the last day of the tournament.
- 7.4. 15U - is an athlete 15 years or under as of the last day of the tournament.
- 7.5. 17U - is an athlete 17 years or under as of the last day of the tournament.
- 7.6. 19U - is an athlete 19 years or under as of the last day of the tournament.

8.0. Rosters

- 8.1. Minimum of eight and maximum of 12 registered players.
- 8.2. Up until January 01, 23:59, players may be added at any time.
- 8.3. Any new players added after January 01, 23:59 will incur a registration fee of \$150.00, subject to availability of spare uniforms, email registration@hoopnation.basketball.

9.0. Roster Adjustments

- 9.1. Are editable up until January 01, 23:59.
- 9.2. Blank rosters will be filled by a default setting. Uniform sizes may not fit.
- 9.3. Any roster adjustments post January 01, 23:59 must be registered via email to registration@hoopnation.basketball, an admin fee of \$25.00 will be incurred for each individual adjustment.

10.0. Playing Restrictions:

- 10.1. Athletes can play in multiple divisions if they meet the age requirements.
 - 10.1.0. Athletes must complete full and paid for registrations for each division.
- 10.2. Academies, clubs and schools can register teams in multiple divisions but are limited to enter only one team per division in either boys or girls each:
 - 10.2.0. Example: *Academy A 19U Boys, 17U Boys and 17U Girls, 15U Girls, 13U Boys* **IS** permissible
 - 10.2.1. Example: *Academy A 17U Boys Team A and 17U Boys Team B* **IS NOT** permissible

11.0. Replacement Players:

- 11.1. Permitted only due to injury or family emergency.
- 11.2. Tournament controller must be notified of any replacement:
 - 11.2.0. This is done verbally through the tournament controller and then formalised in an email stating the player, the division, why they are to be replaced, and by whom.
 - 11.2.1. If a replacement player takes the court without notification to the tournament controller the team will forfeit the game(s) played.
 - 11.2.2. The replaced player forfeits the ability to return to play in the event.
- 11.3. A player can only be replaced by a non-registered player, and not from any existing roster.
 - 11.3.0. The replaced player forfeits returning to their original team.
 - 11.3.1. Registration fee for the replacement player \$50.
- 11.4. Uniform
 - 11.4.0. The replacement player can wear the replaced player's original uniform.
 - 11.4.1. A replacement uniform can also be purchased [if available] \$125.00.

12.0. Consents Agreed To Through Registration

- 12.1. Images:
 - 12.1.0. For your personal image(s) to be used by HoopNation and or our partners.
- 12.2. Personal Information:
 - 12.2.0. For your personal information 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.

13.0. You have read, understand, and agree to:

- 13.1. Game Regulations.