

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. No Refunds

- 1.1. There are no refunds for teams or individuals who withdraw at any time once payment is made.
- 1.2. Payments are non transferable between events [JSC and Classic].
- 1.3. If the event is cancelled due to force majeure [eg. natural disaster, global pandemic, venue disruption, etc.]
 - 1.3.0. 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.
 - 1.3.1. Uniforms will still be issued to all teams.

2.0. All Teams Play Day 1

- 2.1. Any requests not to play Day 1 will be declined.
- 2.2. Any teams that do not present for any of their games will lose by forfeit [see Game Regulations 15.0].

3.0. Draw Changes

- 3.1. Changes to the draw may be made without notification to teams.
- 3.2. It is incumbent upon the team manager to check for any late changes.
- 3.3. The draw can be considered 'final' post the completion of the Technical Meeting.

4.0. Team Registrations

May 26 team registrations open

- 4.1. Due to demand on our system when multiple teams attempt to register simultaneously, division capacity may become over subscribed.
- 4.2. Selection of teams is on a first in first served basis until the predetermined limit of the division has been reached.
- 4.3. Any teams that our system has accepted registration in error, having surpassed the predetermined division limit, will be declined registration, informed via email and a full refund issued.
- 4.4. Registration timestamp will determine finalised registration in these instances.
- September 1 team registrations [and uniform order adjustments] closed***
- 4.5. Editing team uniforms sizes, playing number and name is open until August 31, 23:59.
- 4.6. After this date, no editing to the team's uniform order is possible.
- 4.6
- 7. Adding players
 - 4.7.0. Players can be added to team rosters after August 31st as a limited number of spare uniforms will be available - uniforms will be generic without a team name or personalised player name or playing number.
 - 4.7.1. Cost to register youth after August 31st \$185, adult after August 31st \$210.

October 8 editing team's rosters online closed

- 4.8. Editing your team's roster against the uniforms that you have ordered is open until October 7, 23:59.

October 9 roster adjustments via info@hoopnation.basketball opened

- 4.9. Any roster adjustments from October 9th will incur a \$50 admin fee per player, these requests must go through info@hoopnation.basketball

5.0. Registration Night Uniform Pickup

- 5.1. Uniform pickup from 17:00 - 19:00, event eve.
- 5.2. If teams are unable to pick up their uniforms, alternative pickup via the HN Store on Day 1 is available. Please come early as there may be a delay to wait for an available member of staff to assist.

6.0. Technical Meeting

- 6.1. Will be hosted via Zoom, 18:30, Monday of the week of the event [invites will be via email].
- 6.2. Teams must furnish a representative to attend.

7.0. Coaches, Managers, and Player/Coach

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

8.0. Team Entries Restrictions:

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

9.0. Consents Agreed To Through Registration

- 9.1. Images:
 - 9.1.0. For your personal image(s) to be used by HoopNation and or our partners.
- 9.2. Personal Information:
 - 9.2.0. 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.

10.0. No prize money

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

11.0. Amendments To The Game Regulations and Event Management Regulations

- 11.1. HoopNation reserves the right to make amendments to any regulations without prior notification.
- 11.2. 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.

12.0. By registering for this event, you declare that you have read, understand, and agree to the following:

- 12.1. Game Regulations.
- 12.2. Terms & Conditions.