

2025 HAWAII TOURNAMENT SERIES

HONOLULU, HAWAII

POWERED BY JAM ON IT

Aloha Challenge: March 22 - 23



Pacific Rim Championships: June 6 - 8



**Hawaii Convention Center
1801 Kalakaua Ave. Honolulu, HI 96815**



P.O. Box 52049
Sparks, NV 89435
www.jamonit.org

Event Timeline: 2025 Aloha Challenge

March 1 - Payment/Registration Deadline - Teams must be paid in full, any unpaid teams will be replaced. The event may sell out before this date.

March 1 - Last day to change division, level or grade for a team entry (if spots are available)

March 8 - 2 WEEKS OUT

- Double check you have proper age AND grade verification for all players and rosters are completed.

March 15 - Schedule posted

March 21 - Coaches check-in & ticket purchases (4pm-8pm) in the lobby area of the Honolulu Convention Center

March 22 - Registration begins (7:30am) in the lobby area of the Honolulu Convention Center

March 22 - Games may begin as early as 8am and as late as 9pm

March 23 - Games may begin as early as 8am and as late as 7pm

* All times are subject to change



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Event Timeline – 2025 Pacific Rim Championships

May 16 - Payment/Registration Deadline - Teams must be paid in full, any unpaid teams will be replaced. The event may sell out before this date.

May 16 - Last day to change division, level or grade for a team entry (if spots are available)

May 23 - 2 WEEKS OUT

- Double check you have proper age AND grade verification for all players and rosters are completed.
- Hotel deadlines

May 30 - Schedule posted

June 5 - Coaches check-in & ticket purchases (4:30pm-8:30pm) in the lobby area of the Honolulu Convention Center

June 6 - Registration begins (7:30am) in the lobby area of the Honolulu Convention Center

June 6-7 - Games may begin as early as 8am and as late as 9pm

June 8 - Games may begin as early as 8am and as late as 7pm

* All times are subject to change

TEAM CHECK - IN & ROSTERS

Jam On It - Mandatory Online Roster Deadline Policy

1. Rosters must be completed online prior to the deadline date to be properly verified
 - a. **ROSTER DEADLINE DATES ARE 3 DAYS PRIOR TO THE EVENT START DATE**
 - b. **No exceptions will be made - fines and/or penalties will be assessed**
 - i. **Teams are subject to technicals assessed pregame and/or forfeits.**
 - c. This will help expedite the check-in process at the event for all teams
 - d. **Click the tournament name via <https://www.jamonit.org/basketball-tournaments> then the roster button**
2. **All coaches must be on the roster and have a coaches band in order to sit on the bench**
 - a. Teams can receive up to two coaches bands (free) per team for those included on that team's roster. Additional bands may be purchased but coaches must be on the roster to be on the bench.
3. **Team books/binders with proof of age and grade for all players must be available upon request. If protested and you cannot provide this information within one hour, you will forfeit.**
 - a. Age verification: Birth cert., passport, state ID, etc.
 - b. Grade verification: Report card, school ID, school portal printout, etc.
4. If changes to rosters are needed beyond the first day of the event, **tournament directors will make decisions on a case-by-case basis** (exceptions will only be made in extreme circumstances).

ADMISSIONS & TICKETS

PURCHASE TICKETS HERE ONCE TICKET SALES OPEN: <https://www.jamonit.org/basketball-tournaments>

Pre-sale tournament band pricing (until 11:59pm the day before the start of event) equates to \$20/day. Ex: 2 day events = \$40 & 3 day events = \$60.

Tournament band pricing the first day of the event will be an additional \$5. Ex: 2 day events = \$45 & 3 day events = \$65.

Daily bands will be \$25/day.

Each team will be given 2 wristbands (free entry) to be used for coaches, managers, etc.

WE DO NOT REPLACE LOST OR STOLEN WRISTBANDS. ALL EVENTS ARE CASHLESS.

HOTELS

We are thrilled to announce our inaugural partnership with Connections Housing, a trusted name in conference accommodation logistics. For the first time, Jam On It has joined forces with Connections Housing as our exclusive housing partner to offer seamless convention hotel reservation services, ensuring your stay is as effortless as it is enjoyable.

Connections Housing, prioritizes your security and satisfaction, that's why we exclusively utilize the Passkey Reservation platform, offering the utmost in reservation security and efficiency.

No prepayment is required. Say goodbye to the hassle of non-refundable deposits; with Connections Housing, you won't find any upfront charges beyond those mandated by the hotel's deposit policy.

To distinguish our authorized offerings, be sure to look for our distinctive Partnership Seal. It's your assurance that you're booking through our official channels, safeguarding you from unauthorized or unreliable sources. Beware of unofficial sources offering room reservations which seem too good to be true or requiring prepayment or non-refundable deposits. Remember, when it comes to your convention accommodations, trust the seal, trust Connections Housing.



TOURNAMENT RULES:

Sportsmanship

- If a spectator, parent, coach or player is ejected from a game, their child may be removed as well and the team will be assessed a technical foul! Tournament director or committee makes final decision on when & if the parent and player can return!!

Quarters/Halves	Overtime Period	Halftime	Warm-Up	Ball Size
2 nd - 4 th : 14 minute stop clock halves 5 th -Varsity : 16 minute stop clock halves	First - 2 minutes, 1 minute afterwards	5 minutes	5 minute	B 2 nd -6 th & Girls: 28.5 B 7 th -Var: Regular

Age/Grade Verification

- It is the coach's responsibility to keep proper grade and age verification for all players with them at all times during the tournament.

NFHS Rules with the following exceptions:

- On ball 5-second count in the frontcourt only while dribbling and holding the ball.
- 10-second backcourt count when no shot clock is being used.

Time Outs

- 3 - full & 2 -30 second time outs per game. Time outs do not carry over into overtime. Each team will be given 1 full timeout if the game proceeds into overtime. No additional timeouts for double overtime and beyond.

Pressing/Mercy Rule

We care about protecting the integrity of the game. There is no reason to humiliate teams.

- Level 1 – **REFER TO LEVEL GUIDELINES FOR LEVEL 1 PRESSING RULES**
- Level 2 – **REFER TO LEVEL GUIDELINES FOR LEVEL 2 PRESSING RULES**
- Level 3 – **REFER TO LEVEL GUIDELINES FOR LEVEL 3 PRESSING RULES**
 - Definition of a press: After a team secures possession of the ball - the opposing team guards full court.

Fouls

- A player fouls out after the 5th personal foul
- Teams will shoot 1 & 1 on the 7th team foul of the half and 2 shots on the 10th team foul.
- If a coach or player is ejected from a game, it is at the tournament director's discretion if they can participate in the next game.
- If a coach or player is ejected twice in a tournament it is at the tournament director's discretion if they can participate in the rest of event.
- Coaches can stand following the first technical foul.

Free Throws

- The players lined up along the key may enter the lane on the shooters release of the ball.
- Maximum of 6 players are allowed in the lane along with the shooter at the top of the key.

Tie Breakers

- In the case of a tie, the following format will be used:
 - Head to Head
 - Point differential (between teams in tie) with a maximum of 13 points
 - Point differential (all teams) with a maximum of 13 points
 - Points allowed

Multiple Team Rules: please refer to multi team play rules

Protests

- \$100 cash protest deposit. Only if protest is valid, the team will receive a full refund of the protest fee.
- Protesting team must first provide proof of certifications prior to the accused team being investigated.
- All protests must be filed within one hour of protested games completion.
- Once contacted by the tournament staff, the accused teams must provide information within one hour of being notified.

Dunking or hanging on the rim outside of game time will result in a technical foul & an automatic two points
All Tournament Director decisions are final.

LEVEL GUIDELINES:

What Level Do I Choose? Level I, II, or III?

Jam On It Basketball Academy has developed a system for coaches to choose the proper level of competition to place their teams. We have had many calls and questions regarding coaches looking for direction in what level their teams should be in. To keep teams from “Sand Bagging” and to keep some kind of parity in the divisions, we needed to establish guidelines and special rules. **If both coaches agree, they may play by a specific level's rules for any given game.**

The main problems we have experienced are teams in level II that should be in level I, having unfair advantages. We have broken down the levels for you below.

Level I- Regular basketball, competitive all-star teams, top of division teams, elite teams, and made up of players from different schools.

- Regular Jam On It tournament rules
- **Teams can press the whole game unless the lead reaches 30 points**, teams may press again when the lead gets below 20
- Clock will run the last 4 minutes of the second half if a team is up by 30pts
- Any team with players that have grade exceptions

Level II- Competitive teams looking for better competition but are not close to the best in their region. Teams may have players from multiple schools. Because of a few older players they may have had to move up.

- Regular Jam On It tournament rules
- **Teams can't press in the first 8 minutes of the game** or if the lead reaches 20 points, teams may press again when the lead gets below 15
- Clock will run the last 4 minutes of the second half if a team is up by 30pts

Level III- Recreational teams, same school teams, or teams that play in rec leagues. Ex: recreation teams from the same rec league, nontraditional starters, players that may not have made their school teams

- **Teams can't press in the first half** or if the lead reaches 15 points, teams may press again when the lead gets below 10
- Clock will run the last 4 minutes of the second half if a team is up by 30pts.

NO Pressing Definition:

Once a team maintains team control in the back court during a live or dead ball situation, the defense must go behind the half court line. 1st violation will warrant a warning. Every violation after will warrant a team technical foul.

Important Division Note: Divisions with no level specified in the division name or combo divisions will play by level 2 rules.

We welcome your comments.

It is at the tournament director's discretion to make any exceptions.

TEAM ELIGIBILITY INFO:

Grade divisions consist of 24-month windows which determines athletes' participation in that division. If an athlete's age is outside the window for their grade, they must play in the grade division that is normal for their age. Athletes in grades above what is the norm for their age may play down if they meet the established criteria below. There are no exceptions outside of the criteria below. Players can always play up.

2ND GRADE DIVISION

Athletes must be in the 2nd grade as of October 1, 2024 & can be no older than 9 on August 31, 2025. Athletes in the 3rd grade as of October 1, 2024 wanting to play down can be no older than 8 on August 31, 2025.

3RD GRADE DIVISION

Athletes must be in the 3rd grade as of October 1, 2024 & can be no older than 10 on August 31, 2025. Athletes in the 4th grade as of October 1, 2024 wanting to play down can be no older than 9 on August 31, 2025.

4TH GRADE DIVISION

Athletes must be in the 4th grade as of October 1, 2024 & can be no older than 11 on August 31, 2025. Athletes in the 5th grade as of October 1, 2024 wanting to play down can be no older than 10 on August 31, 2025.

5TH GRADE DIVISION

Athletes must be in the 5th grade as of October 1, 2024 & can be no older than 12 on August 31, 2025. Athletes in the 6th grade as of October 1, 2024 wanting to play down can be no older than 11 on August 31, 2025.

6TH GRADE DIVISION

Athletes must be in the 6th grade as of October 1, 2024 & can be no older than 13 on August 31, 2025. Athletes in the 7th grade as of October 1, 2024 wanting to play down can be no older than 12 on August 31, 2025.

7TH GRADE DIVISION

Athletes must be in the 7th grade as of October 1, 2024 & can be no older than 14 on August 31, 2025. Athletes in the 8th grade as of October 1, 2024 wanting to play down can be no older than 13 on August 31, 2025.

8TH GRADE DIVISION

Athletes must be in the 8th grade as of October 1, 2024 & can be no older than 15 on August 31, 2025. Athletes in the 9th grade as of October 1, 2024 wanting to play down can be no older than 14 on August 31, 2025.

9TH GRADE DIVISION

Athletes must be in the 9th grade as of October 1, 2024 & can be no older than 16 on August 31, 2025. Athletes in the 10th grade as of October 1, 2024 wanting to play down can be no older than 15 on August 31, 2025.

10TH GRADE DIVISION

Athletes must be in the 10th grade as of October 1, 2024 & can be no older than 17 on August 31, 2025. Athletes in the 11th grade as of October 1, 2024 wanting to play down can be no older than 16 on August 31, 2025.

VARSITY DIVISION

Athletes must be in the 12th grade as of October 1, 2024 & can be no older than 19 on August 31, 2025.

International Eligibility Rules

If international teams have proof of grade, and follow the same Grade system as the US, they will play by the guidelines above. If they do NOT, they will play by the age rules listed below:

2nd Grade Division: An athlete can be no older than 8 on August 31, 2025.

3rd Grade Division: An athlete can be no older than 9 on August 31, 2025.

4th Grade Division: An athlete can be no older than 10 on August 31, 2025.

5th Grade Division: An athlete can be no older than 11 on August 31, 2025.

6th Grade Division: An athlete can be no older than 12 on August 31, 2025.

7th Grade Division: An athlete can be no older than 13 on August 31, 2025.

8th Grade Division: An athlete can be no older than 14 on August 31, 2025.

9th Grade Division: An athlete can be no older than 15 on August 31, 2025.

10th Grade Division: An athlete can be no older than 16 on August 31, 2025.

Varsity Division: An athlete can be no older than 18 on August 31, 2025.

MULTI-TEAM RULES:

- Players can play on two teams from the same club as long as they are not in the same grade division (or one division is boys and the other girls - through 5th grade) and the player qualifies for the age and grade requirements of both divisions.
 - Ex: A Jam On It 5th grader CAN play on both the Jam On It 5th and 6th grade team as long as they are in separate age groups. (Ex: 5th and 6th Grade divisions)
 - Ex: A Jam On It 5th grader may NOT play on both the 5th grade Level 1 team and the 5th Grade Level 2 team.
 - Ex: A Jam On It player may NOT play for a Jam On It team in the same event while playing with a team from another club.
 - Ex: A Jam On It Player is playing for a Jam On It girls 5th grade team and is also playing for the Jam On It boys 5th grade team (girls may play with boys through 5th grade).
 - Players must be listed on both rosters prior to the first game at check-in
 - A player must be present at the beginning of the game and may not join a game late as a result of playing in another division or for another team beforehand. If these rules are violated, both teams the player is associated with may be subject to a forfeit.

SPORTSMANSHIP POLICY:

Jam On It is dedicated to creating a safe, positive & respectful environment for all players, coaches, parents & spectators. We are committed to a winning atmosphere defined by respect, integrity & sportsmanship, ensuring a memorable experience for all. Our Sportsmanship Policy strictly prohibits fighting, bullying, aggressive behavior, racial slurs & discriminatory actions. **Keep in mind, you are being watched & recorded.**

Expectations & Consequences: Any display of aggression or unsportsmanlike conduct will lead to serious consequences for the individual(s) & team(s) involved. Such incidents may result in suspension from Jam On It events with the possibility of indefinite bans based on the severity of the incident. In extreme cases, Jam On It reserves the right to pursue formal criminal charges. Coaches are expected to share this policy with all athletes, spectators & other members of their organization, helping to promote sportsmanship at every level of competition. **COACHES, IT IS YOUR RESPONSIBILITY TO ENSURE YOUR ORGANIZATION ABIDES BY THESE EXPECTATIONS.**

Spectator Behavior: Jam On It values enthusiastic support from parents & spectators which contribute to a vibrant youth sports atmosphere. However, we do not promote any behavior which may contribute to a toxic atmosphere, including over-emotional or disruptive behaviors. Spectators are expected to set a positive example of respect & composure for all children present. Cheer for your child or team; you may not disparage or direct negative comments towards other children or the opponent. Should behavior become disruptive, the spectator may be asked to leave the event, in some cases their child may also be required to leave. In severe cases, the tournament director has the authority to clear the court or call the game if necessary, & no refunds will be issued.

The following behaviors are not permitted:

- Use of profanity by spectators, coaches or players.
- Yelling or aggression toward officials regarding calls, etc.
- Arguments with opposing fans.
- Negative or derogatory comments towards opposing players.
- Fighting between any members of the organization.
- Coaches, players or spectators leaving their bench or seating area to engage with opponents or officials.

Misbehavior & Ejections:

- **The tournament director or tournament committee has full discretion over suspensions & penalties for misconduct.**
- Coaches ejected for aggressive behavior will be disqualified for the remainder of the tournament
- Athletes ejected for aggressive actions will be ineligible for their team's next game, with additional penalties possible depending on the severity of their behavior.
- Ejections for unsportsmanlike conduct will result in suspension from their team's next game.
- Multiple ejections will lead to ineligibility for the rest of the tournament.

Additional Team Fees & Fines

Teams will be charged the following additional fees or be fined for the following circumstances listed below. These requests and issues take up our staff's time and force them to shift their focus from other important tasks regarding tournaments. If you meet deadlines and do things correctly, you should be able to avoid these fees and fines. Teams who do not pay any fees and fines will not be included in future tournaments.

- **Late Registration: \$100**

(any registration after the initial deadline which is usually 3 weeks prior to the tournament).

- **Late Division or Level Change: \$50**

(any team trying to change divisions after the schedule has been posted). Most of the time this is not possible, but sometimes it is.

- **No Show Forfeit: \$75**

(any team who intentionally forfeits by missing the game). This is in place to deter teams from not showing up which results in their opponent not receiving a game that they paid for. Fees can be used to help us schedule makeup games whenever possible.

- **Game Time Change Request: \$75**

(teams who requests that a game time for their team be changed once the schedule is posted). If even possible, this takes time and often causes more work for our staff as it is not as simple as just moving a game. If the event has started it results in us having to pay for the originally scheduled game as well as the game once moved, so this cost will be passed on. No changes are guaranteed.



Protest Form

Protest must be filled out during the hour following the game.

Once contacted you have one hour to provide verification or you will forfeit.

Only player eligibility and questions regarding legal players may be protested (not outcomes of the game)

Tournament Name: _____

Day: _____ Gametime: _____ Court Number: _____ Age/Division: _____

Team Filing Protest: _____

Coach Name: _____ Date: _____

Coaches signature: _____ \$100 protest fee received: _____

Team you are protesting: _____

Tournament Director Name: _____

Tournament Director Signature: _____

Description of protest (only what is written here will be protested):

Result of protest:



Frequently Asked Questions (FAQs) JAM ON IT TOURNAMENTS

(I) Log into your Member Portal in Stack Tourney (Team Primary Contacts)

How do I access the Member Portal after I've registered my team(s) in Stack Tourney? (ie. to view/edit past registrations, manage rosters or make payments)

- (a) Note - You must have an assigned role on a given competing team in Stack Tourney in order to be able to access your Member Portal. If you do not have an assigned role, please contact your team's primary contact who registered your team in order to be granted necessary permissions.
- (b) Navigate to the Jam On It portal ([linked here](#)) and log in via the user icon at top right. The system may prompt you to set your password and/or can reset password if need be.
- (c) Once logged in, click on the Portal icon next to Human icon top right to enter the Member Portal for access to your team(s) and actions looking to accomplish.

(II) Roster Management

How do I submit my team's roster? How do I make changes to an already submitted roster? What is the deadline to submit and/or make changes?

- **(a) Roster Submission Process** - Rosters are submitted via the online Roster Registration form for each JOI tournament your team is competing in. The Roster Registration form link can found in your confirmation email after you have completed your Team Registration. If unable to locate, our JOI Tournament Administrator can reshare with you.
- **(b) Review your Roster & Make Changes** - Rosters can be reviewed and edited by Team Primary Contacts via the Stack Tourney Member Portal. To access the Member Portal and update rosters, please follow the below steps. ([how to link](#) with visuals)
 - Navigate to JOI Stack Tourney web portal: ([linked here](#))
 - Log into Stack Tourney by clicking on the user icon at top right
 - Enter the Member Portal via the Portal icon button next to Human icon top right
 - Click on a Team under the My Teams Heading,
 - Select Add Player to my Team/Roster,
 - Select Form to allow you to Add Players to your Roster/Team,
 - Complete the form accordingly for your team
 - *Edits can be made via these steps up until the Roster Deadline

- **(c) Roster Deadline** - The roster submissions and edits for JOI tournaments are typically open up until the start of a given event. Please contact our JOI Tournament Administrator if any unique scenarios you'd like to discuss.

(III) Bulk Team Registration

How do I submit registrations for multiple teams that I will be entering into a JOI Tournament?

- When you click on a given JOI Tournament's registration form link, the first screen will ask the registering primary contact how many teams they will be registering. Please select the appropriate number of teams (this can be edited later on if need be). From there, the registration form will allow you to enter in registration details for each of your teams. Lastly, once completed, the system will allow you complete bulk payment all at once (or separate) for the group of teams you have registered.

(IV) Bulk Payment at a Later Date after Registration has already been Completed

How do I process payment for my team(s) that I registered previously?

- Please reference your team's previous registration confirmation email in your inbox
- Click the edit/resubmit link toward the bottom of that email
- Complete payment accordingly
- *If the primary contact is unable to locate, then our JOI Tournament Administrator can resend the payment link

(RESOURCES) Stack Tourney Training & Support Center

<https://stacksports.my.site.com/helpcenter/s/?b=0011T00002gwiUyQA>

CHECK YOUR GAME TIMES

Download the App!



iPhone



Android

It is the responsibility of all coaches to check the schedule to ensure they have the most accurate game times.

Changes will be made, check daily to stay up to date. The second or bottom team listed is the home team.



★ ALL UNDER ONE ROOF ★

www.JamOnIt.org