

2024 HAWAII TOURNAMENT SERIES

HONOLULU, HI

PRESENTED BY JAM ON IT

Aloha Challenge: April 26 - 28



Pacific Rim Championships: June 29 - 30



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

TOURNAMENT INFORMATION

CONTACT INFO:



JAM ON IT EVENT STAFF:

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Event Timeline: 2024 Aloha Challenge

April 5 - Payment/Registration Deadline - Teams must be paid in full, any unpaid teams will be replaced. The event may sell out before this date.

April 5 - Last day to change division, level or grade for a team entry (if available)

April 12 - 2 WEEKS OUT

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

April 19 - Schedule posted

April 25 - Practices and Challenge game times: 5:30pm, 6:40pm & 7:50pm (if available, this is not available for all events)

April 26 - Registration begins (7am) at the Honolulu Convention Center

April 26 - Games may begin as early as 8am and as late as 9pm

April 28 - Games may begin as early as 8am and as late as 6pm

* All times are subject to change



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Event Timeline - 2024 Pacific Rim Championships

June 8 - Payment/Registration Deadline - Teams must be paid in full, any unpaid teams will be replaced. The event may sell out before this date.

June 8 - Last day to change division, level or grade for a team entry (if available)

June 15 - 2 WEEKS OUT

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

June 22 - Schedule posted

June 28 - Practices and Challenge game times: 5:30pm, 6:40pm & 7:50pm (if available, this is not available for all events)

June 29 - Registration begins (7am) at the Honolulu Convention Center

June 29 - Games may begin as early as 8am and as late as 9pm

June 30 - Games may begin as early as 8am and as late as 6pm

* All times are subject to change

REGISTRATION/ROSTER POLICY:

THE FOLLOWING POLICY HELPS US ENSURE AN EXPEDITED, EFFICIENT & PAPERLESS CHECK-IN PROCESS. ROSTERS ARE MANDATORY.

COMPLETE ROSTERS THROUGH STACK TOURNEY (REGISTRATION SYSTEM). ALL TEAMS MUST COMPLETE ROSTERS BEFORE ARRIVING TO THE TOURNAMENT FOR CHECK IN. CHECK-IN WILL NO LONGER TAKE PLACE THE NIGHT BEFORE THE TOURNAMENT. COACHES CAN CHECK IN ACCORDING TO THE TIMES LISTED ON THE ABOVE TIMELINES.

TEAMS DO NOT NEED TO PRINT/BRING ROSTERS OR SCORESHEETS.

ROSTERS ARE CHECKED THREE DAYS BEFORE THE START OF THE TOURNAMENT. (EX: IF THE TOURNAMENT STARTS JULY 13TH, ROSTERS ARE CHECKED JULY 10TH). ROSTERS WILL LOCK THE DAY BEFORE THE TOURNAMENT @ 12PM. (EX: IF THE TOURNAMENT STARTS JULY 13TH, ROSTERS LOCK JULY 12TH @ 12PM).

TEAMS MUST HAVE AGE & GRADE VERIFICATION ON THEM DURING THE EVENT. IF PROTESTED AND YOU CANNOT PROVIDE THEM, YOU WILL FORFEIT. YOU NEED 1 OF EACH, AGE & GRADE.

- **AGE:** BIRTH CERT., PASSPORT, STATE ID, ETC.
- **GRADE:** REPORT CARD, SCHOOL ID, ETC.

TOURNAMENT RULES:

Sportsmanship

- Zero tolerance of unsportsmanlike conduct.
- If a spectator/parent is ejected from a game, their child may be removed as well and the team will be assessed a technical foul! Tournament director 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.

High School 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:
 1. Head to Head
 2. Point differential (between teams in tie) with a maximum of 13 points
 3. Point differential (all teams) with a maximum of 13 points
 4. 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.

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, 2023 & can be no older than 9 on August 31, 2024. Athletes in the 3rd grade as of October 1, 2023 wanting to play down can be no older than 8 on August 31, 2024.

3RD GRADE DIVISION

Athletes must be in the 3rd grade as of October 1, 2023 & can be no older than 10 on August 31, 2024. Athletes in the 4th grade as of October 1, 2023 wanting to play down can be no older than 9 on August 31, 2024.

4TH GRADE DIVISION

Athletes must be in the 4th grade as of October 1, 2023 & can be no older than 11 on August 31, 2024. Athletes in the 5th grade as of October 1, 2023 wanting to play down can be no older than 10 on August 31, 2024.

5TH GRADE DIVISION

Athletes must be in the 5th grade as of October 1, 2023 & can be no older than 12 on August 31, 2024. Athletes in the 6th grade as of October 1, 2023 wanting to play down can be no older than 11 on August 31, 2024.

6TH GRADE DIVISION

Athletes must be in the 6th grade as of October 1, 2023 & can be no older than 13 on August 31, 2024. Athletes in the 7th grade as of October 1, 2023 wanting to play down can be no older than 12 on August 31, 2024.

7TH GRADE DIVISION

Athletes must be in the 7th grade as of October 1, 2023 & can be no older than 14 on August 31, 2024. Athletes in the 8th grade as of October 1, 2023 wanting to play down can be no older than 13 on August 31, 2024.

8TH GRADE DIVISION

Athletes must be in the 8th grade as of October 1, 2023 & can be no older than 15 on August 31, 2024. Athletes in the 9th grade as of October 1, 2023 wanting to play down can be no older than 14 on August 31, 2024.

9TH GRADE DIVISION

Athletes must be in the 9th grade as of October 1, 2023 & can be no older than 16 on August 31, 2024. Athletes in the 10th grade as of October 1, 2023 wanting to play down can be no older than 15 on August 31, 2024.

10TH GRADE DIVISION

Athletes must be in the 10th grade as of October 1, 2023 & can be no older than 17 on August 31, 2024. Athletes in the 11th grade as of October 1, 2023 wanting to play down can be no older than 16 on August 31, 2024.

VARSITY DIVISION

Athletes must be in the 12th grade as of October 1, 2023 & can be no older than 19 on August 31, 2024.

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.
 - **ANY DEVIATION FROM THESE RULES MUST BE APPROVED BY A TOURNAMENT DIRECTOR**

PRACTICES & CHALLENGE GAMES

Practice and Challenge Games Information (IF AVAILABLE)

Practice Times

PRACTICES are offered for some tournaments. When available, they will be offered the evening before the first day of the tournament from 5-8:30pm unless otherwise noted (Ex: Tournament starts Friday July 10th, practices are offered Thursday July 9th from 5:30-8pm). Practices are one hour long and can be booked for full or half court.

Times: 5:30pm, 6:40pm, 7:50pm.

Half court: \$50/hour & Full court - \$100/hour

If you would like to request a practice time please email Brennan@jamonit.org your team name, grade, division and contact information along with: your 1st and 2nd practice time preferences and if you would like a full or half court.

Challenge Games

CHALLENGE GAMES give you an opportunity to play teams you probably won't during the tournament. Challenge or exhibition games are offered for some tournaments. When available, they will be offered the evening before the first day of the tournament from 5-8:30pm unless otherwise noted.

Times: 5:30pm, 6:40pm, 7:50pm.

\$60 per team: This covers the referees and score keepers.

If you would like to try and schedule a challenge game email Brennan@jamonit.org with the following information: Team name, grade, level & all divisions/levels your team could play the game against, as well as your first two time preferences for the game.

ZEROTOLERANCEPOLICY:

Jam On It has a **ZERO TOLERANCE POLICY** for fighting.

Parents, athletes and coaches are advised that any act of aggression will be met with severe consequences for team and club. Please know and understand that formal criminal charges will be pursued. In addition, the team will be suspended from any Jam On It competition both state and national indefinitely at Jam On It's discretion.

It is the coaches it is your responsibility to maintain their teams sportsmanship. We suggest you print this policy and distribute it to your parents and athlete's. This includes state and national competition, fighting will not be tolerated

SPECTATOR BEHAVIOR

Jam On It requires that all parents and spectators maintain good sportsmanship throughout the course of the event. We promote a great youth sports atmosphere, and we encourage everyone to cheer and get loud and support their son or daughters team. But do not let it get out of control. As an adult, please set a good example for all the children at this great event. If you are asked to leave the event, your son or daughter may be asked to leave with you. Your team may also forfeit the game. If a fight breaks out, the tournament supervisor will clear the court of all spectators if deemed necessary and no refunds will be given.

Jam On It will not tolerate any of the following:

- Cursing by any parents
- Yelling at game officials regarding calls
- Yelling or arguing with fans of the opposing team
- Any negative or derogatory comments towards opposing players

MISBEHAVIOR / EJECTIONS

1. Any coach ejected for fighting will be ineligible for the remainder of the tournament.
2. Athletes ejected for fighting are ineligible to participate in the team's next game. Additional penalties may be imposed
3. If a coach or athlete is ejected from a game for **unsportsmanlike behavior** (not fighting), he/she will be ineligible to participate in the next scheduled game
4. If a coach or athlete is ejected a second time, he/she will be ineligible for the remainder of the tournament
5. Coaches or athletes who leave the bench area to engage coaches, athletes or officials on the playing floor, they may be suspended by Tournament Director for any period up to the duration of the tournament.
6. The Tournament Director may impose suspensions or other penalties for misbehavior which occur at any time and at any location during the event.
7. Coaches and athletes who engage in misbehavior may be subject to additional disciplinary action. Penalties may include suspension from future events.
8. The Tournament Director has the final say on all suspensions