



A Spokane Hoopfest Program

December 15 & 16, 2018

Santa Slammer Winter Classic

...presented by Dick's Sporting Goods

- ✓ This event is licensed by the Amateur Athletic Union of the U. S., Inc.
- ✓ All participants must have a current AAU membership.
- ✓ AAU membership may not be included as part of the entry fee to the event.
- ✓ AAU membership must be obtained before the competition begins.
- ✓ Participants must visit the AAU web site www.aausports.org to obtain their membership.
- ✓ BE PREPARED! Non-Athlete memberships are no longer instant – please allow up to 10 days or possibly more for the membership to be processed.



This tournament is open to all boys and girls teams grades four through eight (no co-ed teams can participate). It is mandatory that the head coach, assistant coach (up to 2 per team) and rostered athletes must have a 2018-2019 AAU membership card.

Only the players listed on the team entry form are eligible to participate in this tournament. Game and/or tournament suspensions may be given to any team utilizing a player not properly registered. Roster changes will be accepted through Friday, December 7, 2018. Contact the League Office for further information regarding roster changes.

Spokane AAU Basketball has a grade level policy that is not subject to age-level exceptions. A player may play up a grade level, however cannot play down. Tournament teams not in our league will be required to submit grade level verification for the team roster. A player may only be rostered on one team, no exceptions!

Concussion Legal Requirements: Pursuant to Washington State Law HB1824, The Lysted Law, all AAU Member Clubs must adhere to the new reporting requirements.

Sudden Cardiac Arrest (SCA) Awareness: Pursuant to Washington State legislation RCW 28A.600, all coaches are required to complete an online course to familiarize themselves with the six (6) warning symptoms of SCA, and the three (3) steps that must be taken immediately to save a life.

Registration Deadline: November 26, 2018 to guarantee your team a spot in the tournament. Registration is available strictly online. Please go to our website: www.spokaneaau.com and on the home page you may click on 'Register Now'. I have attached instructions that explain the registration process.

Tournament Fee: \$350.00 (not including any AAU membership cards). Teams must pay online with a credit card - VISA or MasterCard. There is an additional online service transaction fee of \$10.55. We do not charge a gate fee.

Each team will receive no fewer than four scheduled games. All games are eight-minute quarters (with a stopping clock).

Awards: Awards will be presented to the first and second place teams in each grade level.

Locations: All Tournament games will be played in and around the Spokane area. The game locations will be posted on the schedule sent to the team coach or contact as well as online at: www.spokaneaau.com

Sportsmanship: Give Respect - Get Respect! Coaches, players, and spectators must exhibit good sportsmanship during the tournament by showing respect for teammates, coaches, opponents, officials, and support staff. Sportsmanship supports the values of the game and our goal is to promote healthy competition in a positive and safe environment. Coaches are ultimately responsible for the behavior of their players and spectators.

The Fine Print: Spokane AAU Basketball reserves the right to cancel play in a specific division, should a minimum number of teams fail to register for that division. In that unique situation, a team's entry fee will be refunded. **Refunds will not be issued under any other circumstances.**

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Below is the information required to complete your team's registration

Log-in Name
Account: Mailing Address
Email Address
Cell Phone # - available during tournament weekend

Section 1: Team Name
Grade Level (4 – 8)
Gender (no co-ed teams)

Section 2: **Must select whether the person creating the account is the head coach - or the team contact - or both**

If the person setting up the account is both - then no further information is required other than the head coach's current **AAU Card #**

If the person setting up the account is the team contact – then the following information is required for the head coach:

Coach's name
AAU Card #

Each team must have one assistant coach - and could add a 2nd assistant coach (**2 maximum**):
For each **assistant coach** – you must provide first/last name and current AAU Card #

Section 3: **Team Roster (information required for each player – minimum 5/maximum 12)**

- ✓ Player's Name
- ✓ Current AAU Card #
- ✓ Current Grade Level
- ✓ Date of Birth
- ✓ Current School Attending
- ✓ Jersey Number










Section 4: **Waiver – Liability Release and Voluntary Waiver, Concussion Compliance, Sudden Cardiac Arrest Compliance and Sportsmanship**
(must read and must acknowledge each section by clicking on each box provided)

Section 5: **Proceed to check-out or select to add another team (following the same process as above) When through registering team(s) – proceed to check-out – payment must be made in full Visa or MasterCard – only!**
The team fee is \$350 plus the online service charge of \$10.55

Questions - please contact the office for assistance: *phone:* 509.624-2414 or *email:* giff@spokanehoopfest.net

SANTA SLAMMER WINTER CLASSIC 2018 TOURNAMENT RULES

HIGH SCHOOL FEDERATION RULES WILL BE IN EFFECT, WITH THE FOLLOWING EXCEPTIONS AND POINTS OF EMPHASIS:

-  1. **Special Technical Foul Rule:** With any **technical foul, intentional foul or flagrant foul**, the award will be an automatic two (2) points for the opposing team and the ball out of bounds. A technical foul will count as a personal foul. The person committing the flagrant foul will be ejected from the game.
-  2. **No Press Rule** - when a team is 20 points ahead - it **cannot** full court press. The team may pick up its opponent after the ball has crossed the half court line. One warning will be given to the bench prior to a technical being assessed. 10 seconds of clock time in the backcourt when freely bringing the ball up court.
-  3. **Games** will consist of four 8-minute quarters with a minimum 5-minute pre-game warm-up depending on the length of the preceding game, a 2-minute halftime and 1-minute between quarters. Overtime periods will be 3 minutes - the game cannot end in a tied score. One 60-second time out per overtime, no carryovers. Games will **not** begin prior to their scheduled time. The 40-Point Mercy Rule will be implemented during the 2nd half of the game. The game clock shall run continuously for the remainder of the game except for an official's time-out, a charged time-out, time between quarters, or the administration of free throws.
-  4. **Participants (coaches and players)** will be disqualified from the "Game in Progress" if assessed a second technical foul. Any coach or player ejected from a game will be suspended from the entire next game. If a spectator is ejected, the same rules apply. **A suspended coach or spectator must leave the premises.** A suspended player may remain in the facility in the stands. Any individual assessed a third technical foul during the tournament will be disqualified from further tournament play, must leave the premises, and furthermore cannot return for the duration of the tournament
-  5. **Each coach is responsible** for his/her players, players' parents, and spectators. Technical fouls will be assessed to the team bench for parent/spectator inappropriate behavior. **The officials may eject any person, at any time, at their discretion.** Good Sportsmanship must prevail.
Give Respect – Get Respect!
-  6. **Grades 6, 7 and 8:** Girls will use the 30-second shot clock
Boys will use the 35-second shot clock
-  7. **If a team** is more than ten minutes late for a scheduled game time, the game will result in a forfeit. The final score will be (15 – 0).
-  8. **If a team forfeits** a game and furthermore is tied with any other team(s), said team will be seeded below the team(s) it is tied with.
-  9. **Tie Breaker Policy (This policy is implemented when two or more teams have the same record. If at any point in this process, the head-to-head record can break the tie, that rule will be immediately implemented.):**
 1. Best overall record
 2. Better record in head-to-head competition
 3. Better record against common opponents
 4. Fewest points allowed in games between the teams that are tied (including head-to-head games)
 5. Fewest points allowed in games against common opponents (including head-to-head games)
 6. Point differential in games between teams that are tied (including head-to-head games) - Point differential counted in any one game will be no higher than 15
 7. Point differential in games against common opponents (including head-to-head games). Point differential counted in any one game will be no higher than 15
 8. Coin toss