2023 Cup Circuit Information Packet



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What is the Cup Circuit?

The Cup Circuit is the Southeast's premier grassroots travel basketball circuit for boys and girls 3rd-11th grade teams sanctioned by US Amateur Basketball. All teams who play in any Cup **MUST be registered with US Amateur Basketball**.

The 2023 Cup Circuit consists of 9 total stops in Georgia, Florida and Alabama.



Our Georgia Cup Circuit has been around since 2013 and has quickly grown into the highest profile circuit for travel basketball in the South. We will continue to have our 4 Georgia Cup events, Georgia Cup I-III and Georgia Cup Finals.

This year, we are expanding our Cup Circuit to both Florida and Alabama. We will now have 4 Florida Cup events throughout the Spring and Summer, as well as our inaugural Alabama Cup in May.

Teams who participate in our Cup Circuit are also eligible for the US Amateur Basketball Boys & Girls National Championships at the end of the Summer.

What is US Amateur Basketball?

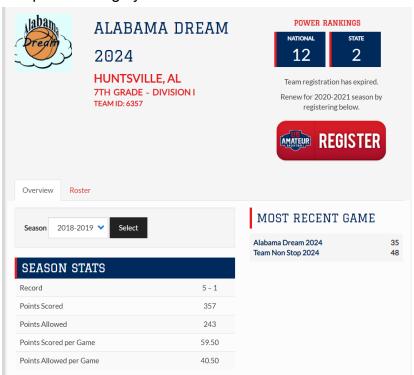
US Amateur Basketball provides a cohesive national basketball platform that brings together the top grassroots tournament operators from around the country. US Amateur Basketball's goal is to bring together these various tournament operators to standardize and increase the quality of tournaments being offered.

How do I register my team with US Amateur Basketball?

To register a team go to this <u>link</u> or click the 'TEAMS' tab at the top of usamateurbasketball.com.

Registering your team is \$30 per team/ per year and only needs to be done once (not each time you attend a US Amateur Basketball event). Registering your team allows you to:

- Gain access to great tournaments and events
- Allows you the opportunity to purchase inexpensive team insurance coverage
- Gain exposure and recognition through content partners
- Have your very own team site on USAmateurBasketball.com
- See where your team stands regionally and nationally with US Amateur Basketball's power rating system



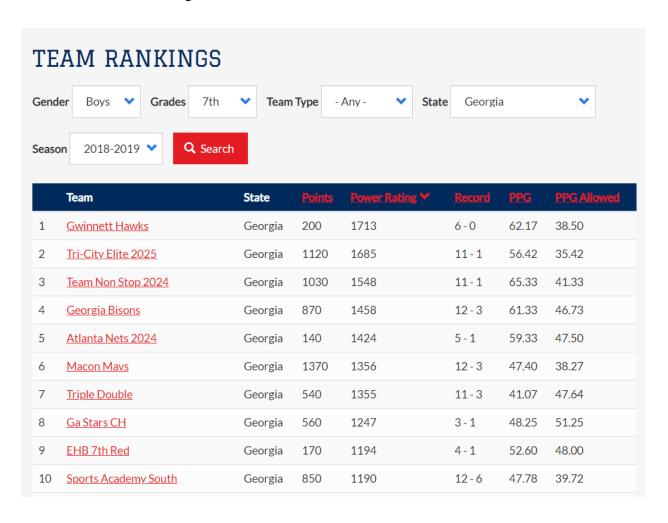
Pre-Event Information

Format

All Cup Circuit events are pool to bracket format with 3 scheduled games guaranteed.

Generally speaking, teams are placed in pools of 3-4 teams with the top 2 teams advancing to bracket play. Not every team advances to bracket play. Review tournament specific rules prior to each event as format can be different per tournament.

As the season progresses, teams are placed in pools based on their US Amateur Basketball Power Rating.



Schedule

Cup Circuit events generally start Friday night at 6pm and run through Sunday afternoon. (Some Cup Circuit events are only Saturday and Sunday so be sure to check the tournament specific event page for specific details)

We do take schedule requests on a first come, first serve basis. Teams who have a schedule request must put it in writing, and send it to the corresponding tournament director **IMMEDIATELY AFTER** registering. Schedule requests sent prior to registration or the week leading up to the event will NOT be accepted.

Please note, schedule requests will be honored as best as we possibly can but **ARE NOT** guaranteed. EVERY team should be prepared to play at any game time throughout the weekend.

Top team/First team listed on our HoopSeen App and Schedule is the home team and will wear the white/light color jerseys.

The Schedule will be released to your registered email address and posted on our HoopSeen.com website and specific event page by Wednesday evening prior to each event.

Age Group Rules

The Cup Circuit is sanctioned by US Amateur Basketball, therefore we use the official US Amatuer Basketball age group rules and restrictions. You can find the official webpage here:

Here are the age group rules for the 2023-2023 season:

Boys & Girls

3rd Grade - An athlete must be in the 3rd grade or below for the 2022-23 school year and cannot turn 11 prior to September 1, 2023. Age Exception: Athlete does not turn 10 before September 1, 2023.

4th Grade - An athlete must be in the 4th grade or below for the 2022-23 school year and cannot turn 12 prior to September 1, 2023. Age Exception: Athlete does not turn 11 before September 1, 2023.

5th Grade - An athlete must be in the 5th grade or below for the 2022-23 school year and cannot turn 13 prior to September 1, 2023. Age Exception: Athlete does not turn 12 before September 1, 2023.

6th Grade - An athlete must be in the 6th grade or below for the 2022-23 school year and cannot turn 14 prior to September 1, 2023. Age Exception: Athlete does not turn 13 before September 1, 2023.

7th Grade - An athlete must be in the 7th grade or below for the 2022-23 school year and cannot turn 15 prior to September 1, 2023. Age Exception: Athlete does not turn 14 before September 1, 2023.

8th Grade - An athlete must be in the 8th grade or below for the 2022-23 school year and cannot turn 16 prior to September 1, 2023. Age Exception: Athlete does not turn 15 before September 1, 2023.

9th Grade - An athlete must be in the 9th grade or below for the 2022-23 school year and cannot turn 17 prior to September 1, 2023. Age Exception: Athlete does not turn 16 before September 1, 2023.

10th Grade - An athlete must be in the 10th grade or below for the 2022-23 school year and cannot turn 18 prior to September 1, 2023. Age Exception: Athlete does not turn 17 before September 1, 2023.

11th Grade - An athlete must be in the 11th grade or below for the 2022-23 school year and cannot turn 19 prior to September 1, 2023. Age Exception: Athlete does not turn 18 before September 1, 2023. Unsigned seniors ARE allowed at some Cup Events 11th Grade division**

12th Grade - An athlete must be in the 12th grade or below for the 2022-23 school year and cannot turn 20 prior to September 1, 2023.

Check-In Process

All teams playing in a Cup Circuit event are required to check-in and provide required documentation for EVERY player on your roster. Here is what is **REQUIRED** at Check-In:

- Birth Certificate for every player
- Grade Report for every player
- Official US Amateur Basketball Roster Sheet (only players on this roster sheet are eligible for the event)
- Official US Amateur Basketball Score Sheets (recommend at least 7 for the entire weekend)

Event specific check-in instructions will be sent to all registered teams prior to the tournament. Please be sure to read these carefully as each Cup/Venue may have different instructions.

Teams who do not check-in will forfeit all games and be ineligible bracket play at the event.

Teams who are found to be playing an ineligible player either before or after check-in will forfeit all games in which that player was participating. An ineligible player may be a player who:

- Does not fit the age requirements listed above and on the US Amateur Basketball site
- Is not on the official team roster provided at check-in
- Played on other team in the same division (only 2 teams and must be on both rosters)
- Was disqualified due to ejection

Please note: While a player is allowed to play on 2 teams in separate divisions in an event (as long as they are on both rosters at check-in). A player may only play in ONE GAME at a time. A player can not play in 2 games going on at the same time.

2023 Cup Circuit Rules & Regulations

The National High School Federation Rules and Regulations (NHSF) will apply to all Georgia Cup games with the following exceptions:

Game Rules:

- I. No game may begin before the scheduled start time unless tournament director approves it
- II. All teams will receive at least 4 minutes to warm-up prior to the game (Subject to Change based on Gametime)
- III. Regulation Time
 - A. 3rd-6th Grade: 2 14 minute halves will use 28.5 intermediate size ball
 - B. 7th Grade and Up: 2 16 minute halves will use 29.5 ball
 - C. All Girls games will use a 28.5 intermediate size ball
- IV. Halftime will be 3 minutes
- V. Timeouts will be 3 full and 2 30 second per game
- VI. Overtime will be 2 minutes
 - A. Each Team will be given 1 timeout in Overtime. Timeouts DO NOT roll over to Overtime
 - B. Double Overtime:
 - 1. Sudden Death, No Timeouts
- VII. Clock will stop on all whistles
- VIII. Each team is responsible for their warm-up balls, home team will provide the Game Ball.
 - IX. Teams will be given a 10 minute grace period (subject to change by tournament director) to arrive after the official game start time. Teams

- that show up after the grace period will forfeit. Only 1 grace period will be allowed per team per event.
- X. Mercy Rule Once a team is ahead by 20 points, the clock will run continuously except during timeouts and injuries. If the point differential is reduced below 20, the clock will return to normal

Roster Rules:

- I. Rosters are allowed a maximum of fifteen (15) players
- II. Proof of age and grade is required for all players on roster.
 - A. Acceptable proofs of age are:
 - 1. clean photocopies of birth certificates
 - 2. adoption papers
 - 3. immigration papers
 - B. Proof of grade is a clean copy of any report card of the current school year or school document that indicates current grade level.
 - C. Teams are required to provide proof of age and grade at checkin and throughout the tournament. It also must be presented to the tournament director upon request.
- III. A player may only play on 1 team in a specific age group. A player CAN play for 2 teams in separate age groups as long as he meets eligibility requirements (ex. 7th grader playing 7th/13U and 8th/14U)
- IV. Coaches are responsible for the team meeting all eligibility requirements. If a player is found to be ineligible prior to the start of a sanctioned competition, the player will be expelled and the team will continue. After competition starts, if a player is found to be ineligible, he/she will be expelled and the team will forfeit all games in which the player's name or number appeared on the official score sheet or he/she participated in the game. Coaches who falsify documents will be suspended for the remainder of the season.
- V. No roster additions will be permitted after the team has begun play of its first tournament game within any tournament. The roster given at Check-In must include ALL players who are playing on the team at ANY point in the weekend.
- VI. A team may have no more than 3 bench personnel including managers or scorekeepers. All bench personnel must have their coaching credentials visible at all times while in the bench area. 3 Coaching passes will be given out at check-in and must be worn on the wrist for the entire weekend.

Grade/Age Divisions:

The Cup Series is grade based with age parameters and limitations determined by birth dates that allow players in each division to compete against other players currently at the same grade / age level. A player may qualify under the age exception rule if they have been advanced in grade due to academic excellence or parental preference. The following guide determines all eligible ages at grade levels.

Boys & Girls

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12th Grade - An athlete must be in the 12th grade or below for the 2022-23 school year and cannot turn 20 prior to September 1, 2023.

Uniforms:

- I. Player jerseys must have visible numbers on them. Preferred on the front and back. Numbers may be from 00-99.
- II. Teams must have dark and light jerseys
- III. Home team wears light and visitors wear dark jerseys
- IV. It is recommended that teams always bring both jerseys to a game

Protest:

- I. The team's Head Coach or the Club Director are the only people who can file a protest
- II. All roster protests must be filed in writing accompanied by a \$100.00 protest fee (refundable if the protest is upheld) and evidence of ineligibility with the Tournament Director PRIOR to protested game. If the protest is valid, the protested team forfeits all previous games. (See roster rules for acceptable proof of age and grade). We check all rosters, grade reports, and birth certificates at the beginning of each event. Protester must provide evidence of ineligibility.
- III. All non-roster protest must be filed in writing within one (1) hour of the conclusion of the contest and must be accompanied by a \$100.00 protest fee (refundable if protest is upheld). Official's calls/rulings are not grounds for a protest. Table Scoresheets are official scoring.
- IV. Tournament Directors ruling on protest are final

Tie-Breakers:

- I. Two Teams Tied: Head-to-head result.
- II. Three or more teams: Common Opponent Point Differential System will be used. Teams will receive a point differential per game up to a maximum of plus 15 points for a win and a maximum of minus 15 points for loss. The team with the highest point total will win the tiebreaker and the second highest number will be seeded second, etc. If two teams are tied with points, then revert back to head-to-head. If the teams are still tied, the team with the fewest

points allowed in ALL games played in pool play wins. A forfeit is scored as a 15-0 game

Sportsmanship and Unsportsmanlike Conduct Procedures

- I. Players, coaches, team representatives, spectators, and all other persons connected directly or indirectly with a team, as well as contest officials, shall adhere to the principles of good sportsmanship and the ethics of competition before, during and after all contests in which they participate and/or attend. Each participating team and its head coach shall be held strictly accountable for unsportsmanlike conduct on the part of its players, coaches and spectators.
- II. A player, coach, team representative or spectator who commits an act of malicious and hateful nature toward a contest official, opponent or any other person attending a tournament shall be guilty of unsportsmanlike conduct. This includes the use of profane language.
- III. If contestants participate in a bench and/or a bleacher-clearing fight, both teams will be suspended for the remainder of the tournament. This includes players (on the bench) coming off the bench and onto the court during any altercation.
- IV. Two (2) direct technical fouls or an ejection during a game on a player, coach, or team representative will result in their disqualification for the next game of the tournament. Fighting and gross unsportsmanlike behavior can be more than one game and is at the discretion of the Tournament Director.
- V. The player, coach, team representative, or spectator that is disqualified during the course of the game must immediately leave the competition area where he/she is not visible to the athletes, officials, or other spectators and must not have any further contact with or give instruction to athletes or other members of their staff for the remainder of the contest
- VI. A player, coach, team representative or spectator that is suspended may not be present in the competition area during the game.
- VII. A spectator that is removed/ejected from the game by any official or staff member will be forced to leave the facility and may not return to any game the remainder of the event. Failure to adhere could result in technical fouls/forfeiture for the affiliated team.

Refund Policy:

 No Refund will be provided once the initially published registration deadline has passed or the tournament is at capacity and has turned away other teams. Full refunds will be provided to teams who withdraw before the passed deadline or capacity limitation is met.

Useful Documents

Printable Blank HoopSeen Score Sheet

Cup Series Game Rules

Contacts/Social Media

HoopSeen Hotline: (470) 266-8862

Twitter:

@hoopseen

@hoopseenga

@hoopseenal

@hoopseenfl

@hoopseenw

@jrhoopseen

@usamateurbball

Instagram:

@hoopseen

@usamateurbasketball

@hoopseenw

Youtube:

HoopSeen TV

Cup Circuit Team Pre-Event Checklist

After registering your team for a Cup Circuit Event here is what each team needs to do:

| If it is your first Cup Circuit event of the year: |
|---|
| Register your team for US Amateur Basketball |
| Input each player into your US Amateur Basketball Team |
| Page/Roster |
| |
| If you have already been to a Cup Circuit event in 2023: |
| Update your US Amateur Basketball roster to include all players |
| participating in the event |
| |
| All Teams: |
| If your team is in need of Hotel rooms, be sure to book through our |
| Housing Partner. Hotel links can be found on each individual event |
| page as well as your confirmation email |
| Review the US Amateur Basketball Age Group Rules and be sure |
| that no player is ineligible for your team or age group |
| Print US Amateur Basketball Official Roster for Check-In |
| Print 7 US Amateur Basketball Score Sheets for event |
| Review and Familiarize yourself with our Cup Check-In Process |
| Review and Familiarize yourself and your parents with our Cup Rules |
| and Regulations as well as Code of Conduct |
| Download our HoopSeen App and Follow your team to check and |
| receive updates on the schedule |
| Check your email for Cup Pre-Event information and other important |
| updates prior to and during the event |

☐ Schedule will be out no later than the Wednesday evening prior

to the event

2023 Cup Circuit Rules & Regulations



The National High School Federation Rules and Regulations (NHSF) will apply to all Cup games with the following exceptions:

Game Rules:

- XI. No game may begin before the scheduled start time unless tournament director approves it
- XII. All teams will receive at least 4 minutes to warm-up prior to the game (Subject to Change based on Gametime)
- XIII. Regulation Time
 - A. Boys 3rd-6th Grade/Girls MS: Two 14 minute halves will use 28.5 intermediate size ball
 - B. 7th Grade and Up: Two 16 minute halves will use 29.5 ball
 - C. All Girls games will use a 28.5 intermediate size ball
- XIV. Halftime will be 3 minutes
- XV. Timeouts will be 2 full and 2 30 second per game
- XVI. Overtime will be 2 minutes
 - A. Each Team will be given 1 timeout in Overtime. Timeouts DO NOT roll over to Overtime
 - B. Double Overtime:
 - 1. Sudden death, No timeouts
- XVII. Clock will stop on all whistles
- XVIII. Fouls will be 1-1 at 7 fouls, double bonus at 10 fouls each half
 - XIX. Each team is responsible for their warm-up balls, home team will provide the Game Ball.
 - XX. Teams will be given a 10 minute grace period (subject to change by tournament director) to arrive after the official game start time. Teams

- that show up after the grace period will forfeit. Only 1 grace period will be allowed per team per event.
- XXI. Mercy Rule Once a team is ahead by 20 points, the clock will run continuously except during timeouts and injuries. If the point differential is reduced below 20, the clock will return to normal