



2024 Aloha Region Junior National Bid Playoffs G11U

Location: Convention Center - Day/Time determined - depending on number of teams
Please submit entry form, SPORTS ENGINE ROSTER ONLY ACCEPTED and fees (one check per club) by the deadline below. Each team and individual player may play in only 1 age division of the Aloha Region National Bid Playoff. **Eligible teams must submit a copy of your Travel Policy to the Region for confirmation.**

Age Division: _____
 Team Name: _____
 Team USAV Code: _____
 Club Name: _____
 Club Representative: _____
 Email: _____
 Phone Number: _____

Event	Dates	Deadline	Late Entries
Age: 11U NATIONAL ONLY	February 3rd or 4th, 2024 (Dependent upon number of teams)	Must be received by January 27, 2024	All entries must be received by the deadline date. We will NOT accept any late entries. **NO REFUNDS AFTER DEADLINE**

Format dependent upon number of teams entered.

PENALTIES FOR NOT USING BIDS AS STATED BELOW :

Any team that forfeits any matches during the playoffs will assessed a \$150.00 fine. A team that does not use a GJNC bid (Open or National) which it has earned and accepted, may be subject to the following penalties:

- *IF a team earns - an Open bid at a NQ, earns and accepts an Open At-Large bid, or earns and accepts a National Bid (Regional or NQ) and subsequently does not participate in the GJNC, ALL teams from that club and ALL Adult Members listed on the NQ Official Roster and the Club Director will be suspended from participating in all NQs, Regional Qualification Events, and the GJNC for the following season; and,*
- *The Club must pay USAV the GJNC entry fee for the team.*
- *If the Club does not pay the GJNC Event Entry Fee by December 31st of that year, the suspension from competing in qualifying events will remain in force until the fee is paid in full.*

Aloha Region Team	\$300.00	
Total:	\$300.00	

USAV Aloha Juniors

Attach SPORTS ENGINE roster ONLY and
check to this

**Aloha Region Juniors
 P.O. Box 37042
 Honolulu, HI 96837**

Please check one only:

11U