

HACKERS KING OF THE HILL (U10 and younger)

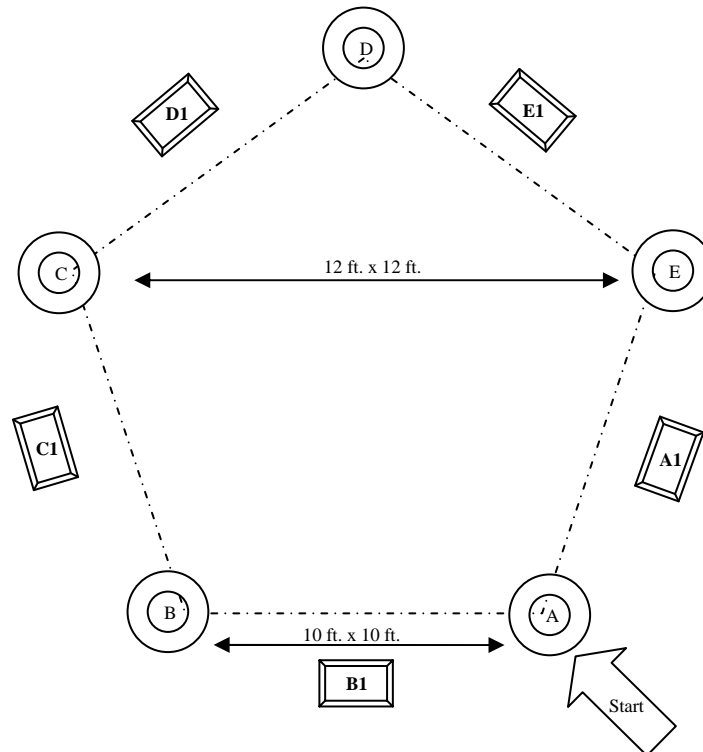
Hackers King of the Hill is a new event for Hackers players to participate in between and after their tournament games. Hackers King of the Hill is composed of three contests. The time duration for each of these contests per player will be very short. The player with the lowest cumulative score from all three contests is the Hackers King of the Hill. The winning players in each age division will receive a championship award and a Hackers King of the Hill t-shirt. This event is for all ages just like the Hackers 3v3.

Contest 1: Two-Player Passing Game

The first contest is a two-player passing game played on a 24 ft. x 22 ft. grid (see Field Diagram below). The two-player team with the lowest score is the winner. Each team must complete 11 passes moving in a clock wise direction and then must complete 10 passes moving in a counter clock wise direction. The team's score is composed of the elapsed time of the team to initiate its first pass until the completion of its last pass plus penalties.

Each player on the team is credited with the same score. See Appendix A for a description of the Two-Person Passing Grid Game, penalties and the scoring process. Each team in the first round will compete in an abbreviated version of the full grid game. The time allocated to each team in the first round is 30 seconds. Teams in the semi-final and the championship final will complete the entire grid game. Maximum time anticipated per team is three minutes for the semi-final round and the championship final. All but four teams will be eliminated in the first round. Two teams will be eliminated in the semi-final round.

Field Diagram:



Contest 2: One-Player Shooting Game

The second contest is a one player shooting game played on a 24 ft. x 22 ft. grid (see Field Diagram on page 1). The player with the lowest score is the winner. Each player must complete 6 shots moving in a clock wise direction and then must complete 5 shots moving in a counter clock wise direction. The player's score is composed of the elapsed time for the player to initiate/strike the first shot until the player strikes the last shot plus penalties. Read Appendix B for a description of the One Person Shooting Grid Game, penalties and the scoring process.

Each player in the first round will compete in an abbreviated version of the full grid game. The time allocated to each player in the first round is 30 seconds. Players in the semi-final and the championship final will complete the entire grid game. Maximum time anticipated per player is three minutes for the semi-final round and the championship final. All but four players will be eliminated in the first round. Two players will be eliminated in the semi-final round.

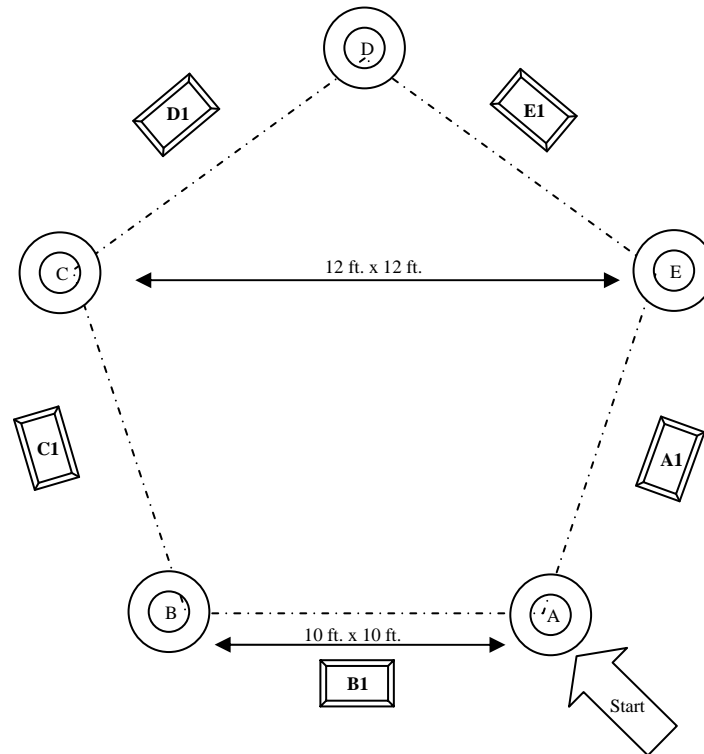
Contest 3: Twister

The third contest is the Twister, a one person dribbling game. The player must successfully navigate a serpentine course while dribbling. The player is competing against the clock. A three-point penalty will be added to the elapsed time for each time the ball goes outside the serpentine course.

Appendix A: Two Player Passing Game (U10 and Younger)

Refer to the following field diagram on. There are five points (A, B, C, D, & E). Each of the five points is surrounded by a 3 ft. diameter inner circle and a 6 ft. outer diameter.

Field Diagram:



First Game: Two-Person Passing Game Procedure

1. One of the two team players begins at point A (player 1) and passes to his/her teammate (player 2) located at point D.
2. Player 1 moves to point B after initiating the pass.
3. Player 2 (point D) receives the pass and then immediately passes to player 1 who has moved point B.
4. Player 2 moves to point E to receive the next pass from player 1.
5. This process continues in a clock wise direction until player 1 has returned to point A and completes a pass to player 2 at point D.
6. Player 1 then moves in a counter clockwise direction to point E.
7. Player 2 (point F) receives the pass then immediately passes to player 1 who has moved to point E. Player 2 moves to point C to receive the next pass from player 1.
8. This process continues in a counter clock wise direction until player 1 has returned to point A and completes a pass to player 2 at point D.

First Game: Two-Person Passing Game Scoring

- The team is competing against the clock.
- The team's time is the total elapsed time from the touch of the first pass to the trap of the last pass.

- In addition, any ball received between the inner circle and outer circle results in a penalty of three (3) seconds that is added to the elapsed time.
- Any ball received outside of the outer circle results in a penalty of six (6) that is added to the elapsed time.
- **Example:**
 - So if a team has a time of 90 seconds for the passing, but traps 5 balls between the inner and outer circles of five points they will be penalized 15 seconds.
 - If they have an additional 3 balls outside the outer circles, they incur an additional penalty of 18 seconds.
 - The total time is $90 + 15 + 18$ which equals 123 seconds. Penalties occur for any ball received outside the inner circle.
 - The goal is to receive all passes within the inner circle as there is no penalty added to elapsed time.
 - The first round is abbreviated. Each team will have 30 seconds to complete as many passes as possible.
 - An example is shown below. The team must complete the following passes.

CW	A-D; D-B; B-E; E-C; C-A; A-D; D-B; B-E; E-C; C-A; A-D
CCW	D-E; E-C; C-D; D-B; B-C; C-A; A-B; B-E; E-A; A-D

Please refer to the scoring example for the U12 and older game.

Appendix B: One Player Shooting Game

Second Game: One-Player Shooting Game Procedure

1. The player starts at point A.
2. The player shoots at a goal stationed at point D1.
3. After the player strikes the shot at point D1, they move in a clockwise direction to point B to shoot at a goal stationed at point E1.
4. The player continues in a clockwise direction until they return to point A and complete a shot at point D1.
5. After the player strikes the shot at point D1, they move in a counter clockwise direction to point E to shoot at a goal stationed at point C1.
6. The player continues in a counter clockwise direction until they return to point A and completes a shot at point D1.

Second Game: One-Player Shooting Game Scoring

- The player is competing against the clock.
- The player's time is the total elapsed time from the touch of the first shot to the touch of the last shot.
- In addition, any shot that fails to go into the inner goal adds penalties to the elapsed time.
- Any shot that misses the inner goal, but goes into the outer goal adds 3 seconds to the elapsed time.
- Any shot that misses both the inner and outer goals adds 6 seconds to the elapsed time.
- **Example:**
 - A player has an elapsed time of 70 seconds, and makes seven shots in the inner goal, makes four shots in the outer goal for a penalty of 12 seconds, misses six shots outside the outer goal for a penalty 36 seconds.
 - The player's total score is $70 + 12 + 36$ which equals 115 seconds.
 - The first round will be abbreviated.
 - Each player will have 30 seconds to complete as many shots as possible.
 - An example is shown below. The player attempts the following shots.

CW	A-D1; B-E1; C-A1; D-B1; E-C1; A-D1
CCW	E-C1; D-B1; C-A1; B-E1; A-D1

Please refer to the scoring example for the U12 and older game.