



Foot Locker

U16

NATIONALS

AUCKLAND 2024

PULMAN ARENA, AUCKLAND

JULY 16 - JULY 19



Introductions

On behalf of Basketball New Zealand and your hosts Auckland Basketball Services, I would like to formally welcome teams and officials to the 2024 Foot Locker U16 Nationals.

Auckland Basketball Services

Tournament Director – Jilly Harris

Volunteer Coordinator – Calvin Tipene

Basketball New Zealand

Basketball New Zealand Events Coordinator – Tori Williams

Basketball New Zealand Tournament Lead – Kathrynn Jelas

Basketball New Zealand Communications Advisor – Liam Collins

Basketball New Zealand Event Officials Lead – Lauren Fitzgerald

Technical Commissioner – Te Kirikauri Pene

Videographer/Photographer – Roshan Uelese



**Basketball New Zealand People Development Lead North Island
Tracey Wrigley
Introduction**

**Basketball New Zealand People Development Lead – North
Nicola Post
Introduction**



Important Reminders

IF YOU HAVEN'T YET, PLEASE DO THE FOLLOWING

- 1. Send Team Staff contact details into Tori - tori@nz.basketball**
- 2. Triple check your roster on GameDay/programme, this cannot be changed after tonight's meeting**
- 3. Add playing numbers to GameDay**
 - If they differ between light and dark, please leave off but let Tori/Kathrynn know**
 - If numbers change during the week, please tell Tori/Kathrynn in Tournament Office now**



Venue & Game Information

Pulman Arena – 90 Walters Road, Takanini, Auckland

- No door charge
- Venue open and closure times – 30 minutes pre and post games
- There is plenty of parking free of charge
- Tournament office location – Pulman Arena – Sideline of court 3
- Placement of noticeboard with tournament grids & draw – main foyer of Pulman Arena
- Changing rooms and toilets – 2 changing rooms with toilets and changing facilities in each, as well as additional 2 public toilets for Men and Women.
- Clean up your benches - quick transitions, clean before you leave
- The café will be open from 10am – 8.00pm each day
- Video Taping – no on court video taping, only from up in the stands out of the way of spectators – **NO LIVESTREAMING**
- Evacuation plan – Leave the building immediately via the closest exit. Everyone is to meet at the points located on the map – please follow instructions of venue staff.



Foot Locker U16 NATIONALS AUCKLAND 2024 PULMAN ARENA, AUCKLAND JULY 16 - JULY 19

BASKETBALL New Zealand | EVENT PARTNERS | Foot Locker | molten | Four Winds | THE NON FOUNDATION | HOSTED BY | ABS

PULMAN ARENA | GROUND FLOOR





Medical

MEDICAL

- **Basic first aid kits** – Ask Floor Controllers or Tournament Office
- **Blood kit** – Every score bench
- **Ice** – Tournament office and first aid room

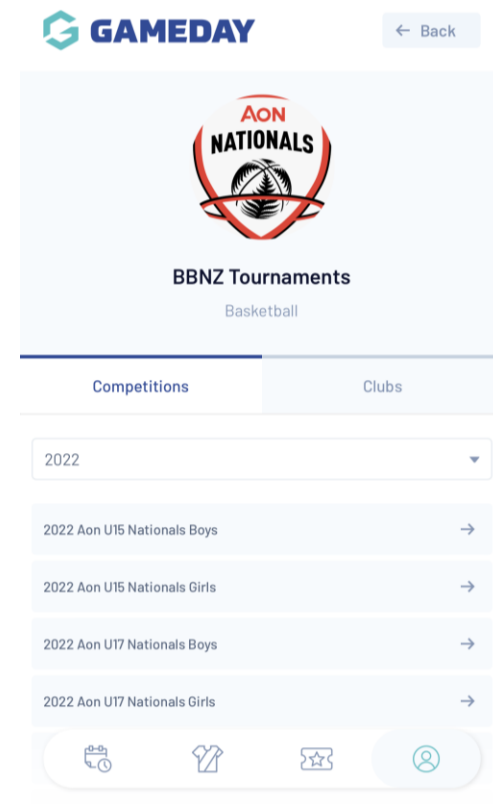
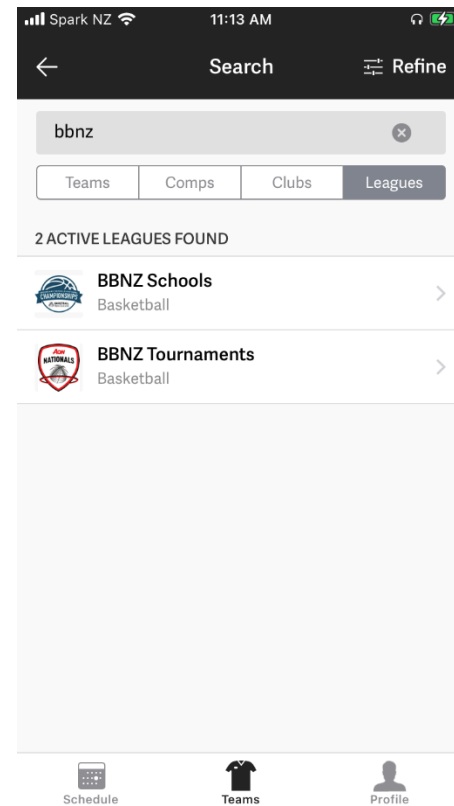
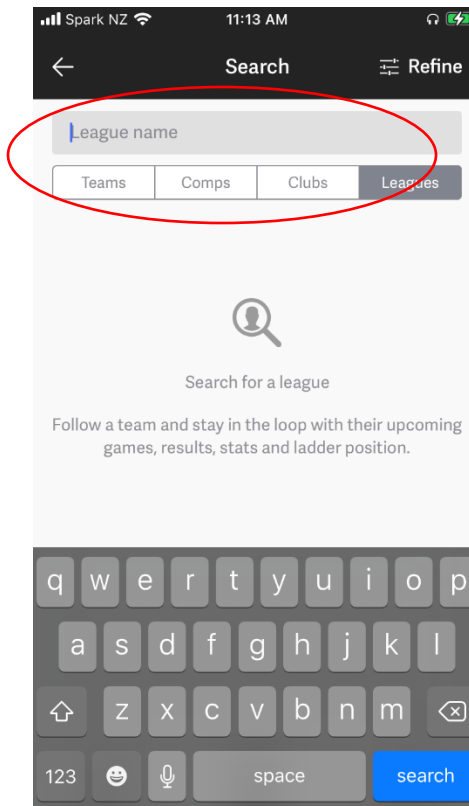
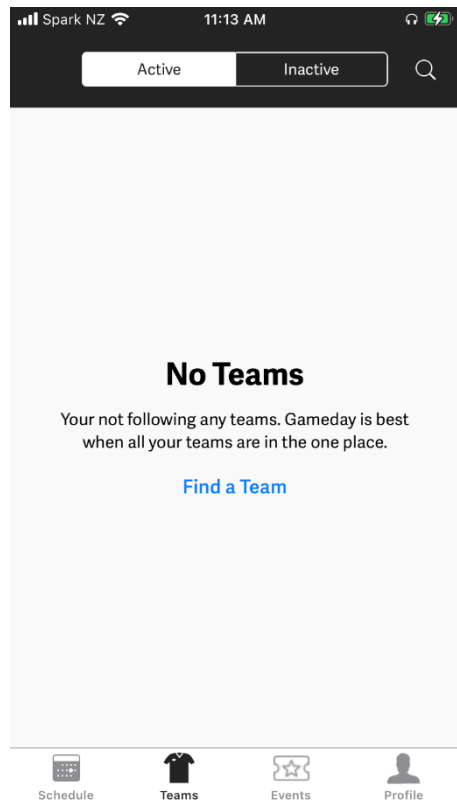
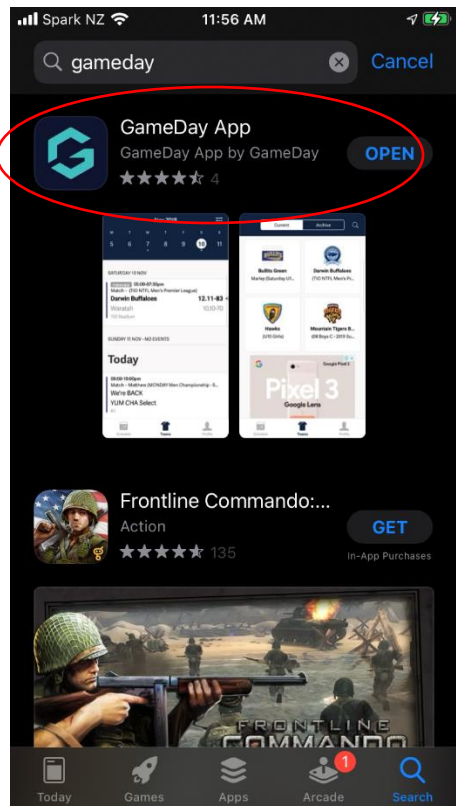
MEDICAL CONTACTS

- **Physio Action** – First Aid Room, Adjacent to Court 2
 - Daily 10am - 6pm
 - Please take own strapping, or gold coin donation for strapping
- Middlemore Hospital
 - 100 Hospital Road, Papatoetoe



Finding Information

- www.nz.basketball & @BasketballNZ – for all tournament information, link to online draw and results
- GameDay App – all draws/results loaded in real time





Competition Information

TIMES

- Warm Up - minimum of 10 minutes
- Playing Time - 4 x 10-minute stop clock quarters
- Half Time - 5 minutes
- Quarter Time Intervals - 2 minutes
- Extra Periods - 5 minutes
- Extra Period Intervals - 2 minutes

SITTING AT THE SCOREBENCH

- Team A MUST sit to the left
- Team B MUST sit to the right

TEAM BENCHES

- No more than 12 players entitled to play, including a captain.
- 1 head coach
- A maximum of 4 accompanying delegation members, including a maximum of 2 assistant coaches who may sit on the team bench.



Competition Information

SCORESHEETS & BALLS

- Procedure for game balls : Will be stored in Referee Office -referees will bring to games
- Procedure for scoresheets : All scoresheets will be done on Glory League (you can check the scoresheet on the ipads)
- Scoresheets can be emailed to team staff on request. Either visit tournament office or email tori@nz.basketball or kathrynn@nz.basketball
- Scorebench Duty roster – teams be aware of your duties post match!
 - First 2 days teams are assigned, second two days it's often loser of previous match, so please be prepared

UNIFORMS, TEAM LISTS AND NUMBERS

- Online database can incorrectly fill team list from time to time, check every team list carefully on Glory League before each game
- Playing numbers can change from game to game
- If you are on livestream, please let the BBNZ Tournament staff know of any number changes as soon as possible



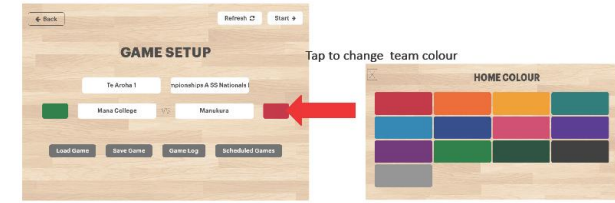
SCOREBENCH

- Using Glory League Scorekeeper App
- Please take scorebench duty seriously!
- This is the official scoresheet!!
- No phones or distractions
- Fyers at each scorebench
- Ask Floor Controllers if you need any help

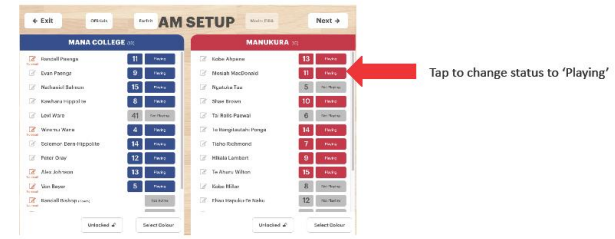
SCOREKEEPER FIBA SCORING GAME SET UP



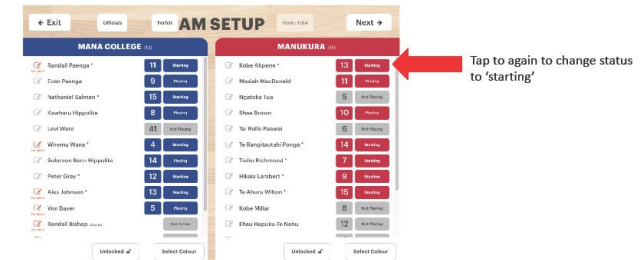
1. Ensure that each team is assigned different team colours



2. Tap in all active players



3. Tap in the starting five of each team



Scoring a Game With SCOREKEEPER LITE

1 Choose Game 2 Team Setup 3 Team Arrows 4 Start Game 5 Add Points 6 Choose Made/ Missed 7 Add Foul 8 Choose Foul Type 9 Foul Type 10 Submit Game

- 1 Choose Game**: Select the game then push Start >>>
- 2 Team Setup**: All players must be set to 'Playing'. Tap the 'Not playing' button to set a player to 'Playing'. Tap a number to change a player's number. push Next >>>
- 3 Team Arrows & Start**: Ensure teams are pointing in the correct direction. Push the flip button. When the players take the court, Tap the Start button.
- 5 Add Points**: When a 2pt, 3pt or 1pt Shot is Made, TAP the corresponding button. (Includes annotations for Orange Team PTS, Stripes FREE THROW, Blue Team, and FREE THROW).
- 6 Choose Made or Missed**: Tap the shooter's number.
- 7 Tap To Add Foul**: When the referee blows the whistle to signal a foul Tap the Foul Button on the bottom right of the iPad.
- 8 Choose the Foul**: Choose the player who fouled.
- 9 Choose Foul Type**: Tap the big 'FOUL' button, Unless the referee advises otherwise.
- 10 Submit Game**: Once the game is over, tap the Submit button up at the top right corner of the interface.

Next Quarter: Once you reach the end of the period, hit the right arrow.

Undo: If you make a mistake, tap the undo button. After you've Undone your Mistake, you can enter the correct event again.



Draw Structures

20 Boys Teams

- 1 round robin – 4 pools of 5
- 1-8 Quarter, semi, finals for 1st/2nd qualifiers in each pool
- 9-16 Quarter, semi, finals for 3rd/4th finishers in each pool
- 17-20 Bottom 4 round robin for 5th finishers in each pool

20 Girls Teams

- 1 round robin – 4 pools of 5
- 1-8 Quarter, semi, finals for 1st/2nd qualifiers in each pool
- 9-16 Quarter, semi, finals for 3rd/4th finishers in each pool
- 17-20 Bottom 4 round robin for 5th finishers in each pool



Competition Information

FIBA Rules will be used

GAME POINTS

- 2 points for a win
- 1 point for loss/default (fewer than 2 players on the court ready to play)
- 0 for forfeit of game & \$500 fine (20-0 scoreline)

CLASSIFICATIONS

- 2 way tie – win – loss record between the teams tied
- If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the classification.
- If the 2 or more teams have the same win-loss record of the games between them, further criteria will be applied
 - Higher goal difference – only in the games between them.
 - Further criteria is applied after that.



Live Streaming & Live Stats

Live Streaming

- The Livestream will be available to watch at nz.basketball/tv
- It will be password protected, please send this out only to supporters and family friends – do not post publicly
 - **Password is – bbnzu16**
 - Any facts or name pronunciations, please let us know before the game

Live Stats

- Livestats will be used for Semi Finals and Grand Finals only
- Link will be available on the BBNZ U16 website when it's set up



Awards Ceremony

will immediately follow the Boys Grand Final – please stick around!

What there are awards for:

- Champions of each gender x 15
- Runners Up of each gender x 15
- Third place of each gender x 15

- Finals Officials x 2

- Tournament Team for each gender x 5
- MVP of Tournament for each gender x 1
- Defensive Player of the Tournament for each gender x 1
- Foot Locker Defensive Player of the Tournament - One Per Gender (Coaches to vote in a 3,2,1 points system) After game by scanning QR code on scorebench - Only Coach Votes Count (Not Players)



Referee Information

BBNZ Event Officials Lead: Lauren Fitzgerald
Technical Commissioner: Te Kirikauri Pene

Mouthguards

- as per the BBNZ policy these must be worn at all times. We will be working with coaches and management on this and will only sub players out as a last resort

Uniforms

- In the event of a clash – team A will need to wear a light strip. However, we ask that both teams work together to ensure we do not have to resort to this rule. A clash is only similar colours not two dark or light shades
 - Undergarments – FIBA has recently changed the rules in regards to undergarments. All compression garments are now allowed, but all players on the team must have the same colour. Only compression garments are permitted, not T-shirts, etc.

Behaviour

- Coach, Player and Supporter behaviour. As per the BBNZ Code of Conduct, poor behaviour will not be tolerated. A reminder that we all have an onus to present the best possible image of our sport.



Referee Information Cont.

Team management roles – The technical rules are

- The Head Coach is the only team manager who can by rule speak to the referee. In doing so this is to ask a question in a dead ball situation.
- The Assistant Coach may only stand if the Head Coach is sitting and can only speak to their players (not the referees).
- Team management can approach the score table in a dead ball situation if any questions. However, if there is a concern, the Head Coach needs to raise this with the referees (in a polite manner in a dead ball opportunity). Please ensure that you raise concerns asap, as some errors are only correctable in a limited time period.

Game Protests

- Once the scoresheet is signed by the referees, then the final noted game score stands. There are no game protests, please be aware of the rules above when you have a score or bench concern.

Judicial

- For any Judicial Matter, please speak to a Basketball New Zealand Staff

Ejections

- Ejections due to a disqualifying foul will also be looked at (these differ to someone who has had a game disqualification as a result of 2 technical fouls or unsportsmanlike combo)



Zone Defence

NO TEAMS ARE ALLOWED TO PLAY ZONE DEFENCE AT THIS TOURNAMENT

- A Zone Buster has been appointed Jilly Harris
- It is acknowledged that zone rules can be subject to interpretation, and there are certain scenarios which can lead to teams inadvertently playing a zone. So coaches must understand the complexities of this rule.
- At BBNZ Tournaments, the process to ensure compliance with this policy is:
 1. If a coach feels that their opponent is playing a zone defense, they approach the person designated as the Zone Buster at that tournament.
 2. The Zone Buster will watch the play and determine if a zone is in fact being played.
 3. If the Zone Buster believes a zone is being played, they will instruct the referees to issue a warning to the coach of the team playing a zone in the first instance.
 4. Further violations will result in the Zone Buster instructing the referees to call a technical foul against the coach.



Coach Information

- **No caps or beanies**
- **No BBNZ Gear (while coaching)**
- **Dress in association branded gear if possible**

- **Coaches Code of Conduct (Book 6, Page 20)**
- **Coaches shall conduct themselves in a manner that reinforces their place as leaders and role models, and encourage positive communication between themselves and players, referees, administrators and the general public.**
- **Coaches are to approach referees in a courteous and reasonable manner.**
- **Head coaches shall not encroach onto the playing floor during the course of a game or move out of the coach's box while the game is in progress.**



Behaviour

- Floor controller (FC) or nominated person (NP) observes behaviour either after complaint is made or in passing.
- If the behaviour is deemed inappropriate, the FC or NP has a quiet word with the offender – either during or post-match.
- If the behaviour continues or the offender responds poorly after the quiet word, the FC or NP gives offender a final chance to calm down.
- If the behaviour persists, the offender is asked by the FC or NP to leave the premises for the day.
- If the offender returns within the period of exclusion or continues bad behaviour after the being asked to leave the premises, they are to be removed by security or police and trespassed.
- The team management of the offender will be notified of the incident and will be asked to speak with the offender. This could happen at any point through this process.
- An incident report must be lodged by the FC or NP. The incident report must be sent to the offenders Association/School and BBNZ for future reference. Where a written trespass notice is given, an incident report is not required.



ANY QUESTIONS?



**GOOD LUCK TO
ALL TEAMS!**