

2025 U14 Southern Regionals Championships

John Auld - Tournament Director



Agenda



- Team contact Details & Roster Sign off
- Welcome & Introductions
- Game information
- Rules & Regulations
- No Game Protests
- Extra Details
- Referees Information
- General/Questions

Team Contact Details and Roster Sign Off

Before we start please ensure you have completed the following tasks

- That you have provided all the contact details for your team to David@nz.basketball.
- Have checked and if any additions to your team are signed off – please note your added players will be INELIGIBLE to compete unless we have received confirmation.

Welcome and Introductions

Introduction of the official party and those with lead roles in the tournament.

On behalf of **Southland Basketball Assn & Basketball NZ**, I would like to formally welcome teams and officials to the **2025 Under-14 Southern Regional Championships**.

Before we start I have a few tournament officials that I would like to introduce:

- Host association Tournament Director – **John Auld**
- Technical Commissioner – **Brian McKenzie**
- sReferee Trainer: **Carol Bathhurst, Rebecca Moon and Paula Wilkinson**
- BBNZ Representative – **David Huxford**

- CEO of Southland Basketball Assn – **John Auld**

Game Information

Game Information

Venue

- ILT Stadium Southland,, open from 6am weekdays, and 7am weekends. Teams can access the stadium 30 minutes prior to the first round of the day.
- No Door charge
- Parking is outside the stadium. Surrey Park Road, Glengarry, Invercargill

Medical

- Basic first aid / ice / blood kit located at the Main Reception. SLT Stadium Southland staff are trained in First Aid.
- First aid personnel located at the Main Reception..
- A&E & Southland Hospital is located at Kew Road, Kew, Invercargill
- Dentist - Lumino Invercargill, 52 Victoria Avenue, Avenal, Invercargill. Ph 03 218-3036

Game Information: Layout



Venue

- Tournament office/ control desk location
- Team information and noticeboard location
- Court layouts and court numbers
- Game may be moved to other courts if running late
- Evacuation Plan / Exit Doors Alarmed (*explain the evacuation plan and the assembly point(s)*)
- Sale of goods (*full service cafeteria on site*)

Game Information: Competition

- Results / draw / team sections (Results Board by the Tournament Office downstairs)
 - BBNZ Results website as well as at tournament
 - GAMEDAY APP – Search BBNZ Tournaments under Leagues on app
 - Procedure for game balls – referees pick up and drop off game balls from the tournament office, along with the score sheet/ipads. The game balls, scoresheets/ipads are to be returned at the completion of each game.
 - Score - bench duty roster – teams be aware of duties.
 - Procedure for scoresheets – we will be using Ipads for scoring for all round of games. Procedure can be found in front of the tournament office. Please check these before your next game.
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- Ceremonies
 - Awards – Held after the final games
 - Awards for – champions, runners up and finals referees

Draw Structure - Boys

Boys A Grade - 8 Teams

1 round robin, 2 pools of 4

All teams qualify for QF's. Then SF, F

Boys B Grade - 8 Teams

1 round robin, 2 pools of 4

All teams qualify for QF's. Then SF, F

Boys C Grade - 6 Teams

1 round robin, 1 pool of 6

3-6 RR play in prelim. Winners qualify for top 1-4 SF and F.

1st and 2nd RR qualify for top 4 SF, F. Losers of prelim play for 5-6.

Game Points: 2 points for win, 1 point for a loss or default, 0 for a forfeit

- 2 way tie - head to head result between the two teams
- 3 or more way tie - head to head result between the teams tied, if they have the same win/loss then points difference will be used (**ONLY IN GAMES BETWEEN THE TIED TEAMS**)

Draw Structure - Girls

Girls A Grade - 7 Teams

1 round robin, 1 pool of 7

Top 4 qualify for SF. F.

6-7 RR play a 5-7 SF. Winner plays 5th RR for 5-6. Loser finishes 7th.

Girls B Grade - 8 Teams

1 round robin, 2 pools of 4

All teams qualify for QF's. Then SF, F

Game Points: 2 points for win, 1 point for a loss or default, 0 for a forfeit

- 2 way tie - head to head result between the two teams
- 3 or more way tie - head to head result between the teams tied, if they have the same win/loss then points difference will be used (**ONLY IN GAMES BETWEEN THE TIED TEAMS**)

Rules & Regulations

- THE TOURNAMENT WILL USE BBNZ INTERNAL REGULATIONS, FIBA RULES, BBNZ'S MATCH FIXING POLICY
- SITTING AT SCORE BENCH TEAM A SIT TO LEFT OF SCORE BENCH AND WEAR LIGHT KIT
- SITTING AT SCORE BENCH TEAM B SIT TO RIGHT OF SCORE BENCH AND WEAR DARK KIT
- NO CHANGES CAN BE MADE TO YOUR ROSTER AFTER 5.00PM ON 30 SEPTEMBER 2025, WITH THE EXCEPTION OF PLAYER NUMBERS AS ONLY THE PLAYERS LISTED AT THE TECH MEETING CAN PARTICIPATE IN THE TOURNAMENT.
- TEAM MEMBERS ONLY ON BENCHES – 12 PLAYERS AND 3 MANAGEMENT
- CLEAN UP YOUR BENCH BEFORE LEAVING AND NO FOOD ON COURT
- CLASSIFICATION OF TEAMS; FIBA RULES WILL BE USING
 - 2 WAY TIE – HEAD TO HEAD RESULT BETWEEN THE TWO TEAMS
 - 3 OR MORE WAY TIE – HEAD TO HEAD RESULT BETWEEN THE TEAMS TIED, IF THEY HAVE THE SAME WIN/LOSS THEN POINTS DIFFERENCE WILL BE USED - POINTS FOR MINUS POINTS AGAINST (ONLY IN GAMES BETWEEN THE TIED TEAMS)
 - FURTHER CRITERIA WILL BE APPLIED IF THEY CANNOT BE SEPARATED IN THE ABOVE STEPS.
 - SCOREBENCH DUTY ROSTER – TEAMS BE AWARE OF DUTIES
 - PROCEDURE FOR SCORESHEETS/IPADS (WHERE THESE CAN BE FOUND BEFORE GAMES)
- GAME POINTS: 2 POINTS FOR A WIN, 1 POINT FOR LOSS/DEFAULT, 0 FOR FORFEIT AND FINE OF \$500
- WARM UP - MINIMUM OF 10 MINUTES
- PLAYING TIME - 4 X 8-MINUTE STOP CLOCK QUARTERS
- HALF TIME – 5 MINUTES
- QUARTER TIME INTERVALS – 2 MINUTES
- EXTRA PERIODS – 5 MINUTES
- EXTRA PERIOD INTERVALS – 2 MINUTES

No Game Protest

JUDICIAL/COMPLAINT INFORMATION

NO GAME PROTESTS

- BBNZ regulations as at Sept 2018 will be followed

Any complaints can be made directly or forwarded via the Host to the Judicial Officer –at tournaments@nz.basketball

Extra Details

Teams should have received:

- Draw with scorebench roster and Day 1 Refs roster
- Code of conduct – (refer to the BBNZ Code of Conduct on the BBNZ website)

Special Rules Applying to U14's

- Boys will use the size 6 ball. Girls will use the size 5 ball
- The use of zone defence is banned. All information can be found [here](#).
- Playing time is 4 x 8-minute quarters with stop clock

Procedure for Zone Defence At BBNZ Tournaments, the process to ensure compliance with this policy is:

- If a coach feels that their opponent is playing a zone defence, they approach the person designated as the 'Zone Buster' at that tournament.
- The 'Zone Buster' will watch the play and determine if a zone is in fact being played.
- 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.
- Further violations will result in the 'Zone Buster' instructing the referees to call a technical foul against the coach.

Referee Information

- Impartiality of referees – all refs are considered impartial. In some instances we have had to have referees officiate their own teams
- Mouthguards – this is responsibility of team management to ensure all players wear. If there are any issues with this, the referees will speak to the player and if they persist management for support. As a very last option the player may be subbed for a play phase.
- Uniforms In the event of a clash
 - Team A wears Light
 - Team B wears Dark
- Undergarments – no bulky tshirts or long sleeve tops. But they can wear compression tops and compression pants, but they must be of the same colour for the team
- Behaviour – players and coaches Each person has an onus as a representative of the sport basketball to behave appropriately.
- Team management roles – technically only the **Head Coach** can politely ask a question of a referee in a dead ball situation. (They then must accept the answer and move on). The Assistant Coach can only stand to speak to their players, if the Head Coach is seated. They cannot (technically) address the Assistant Coach. We encourage communication from referees with all parties however, if approach of coaching staff and bench is not appropriate, then they will enforce rules.
- Scorebench – Manager or coaching staff can only approach the scorebench in a dead ball situation. If there are issues with scores/fouls etc, please alert the referee asap.



Thank you