

# 2026 A North Island Premierships (A Nationals Qualifier)

# REMINDERS



**Please ensure you have completed the following tasks:**

- Emailed through the team contact person and phone number to Libby Peckham at [libby@nz.basketball](mailto:libby@nz.basketball)
- Checked and confirmed your team roster. Any changes/additions to your team must be accompanied by an updated and signed SSNZ roster form.
- Note: added players will be INELIGIBLE to compete unless we receive an updated roster form no later than 48 hours prior to the competition starting. Players must also be registered on GameDay.
- Team lists cannot be changed at your first game (unless a BBNZ error).

# INTRODUCTIONS



**Basketball New Zealand and Rotorua Basketball would like to formally welcome teams and officials to the 2026 A North Island Premierships.**

**BBNZ Lead** (offsite) – Libby Peckham libby@nz.basketball

## **Rotorua Basketball**

- Tournament Director – Sue Pene admin@rotorua.basketball
- Venue Controller (Unison Arena) – Tania Ambrose, Buffy Soloman
- Venue Controller (Sportsdrome): Roana Paterson

## **Referees**

- Technical Commissioner – Devina Banks
- Day 1 all referees to meet in the Referee Control Centre (next to Tournament Control Centre) to get ref roster (if not already posted) for the remainder of the tournament as Day 1 has gone out to schools. All referees will be required for the duration of the tournament.

# VENUE AND GAME INFO



## VENUE

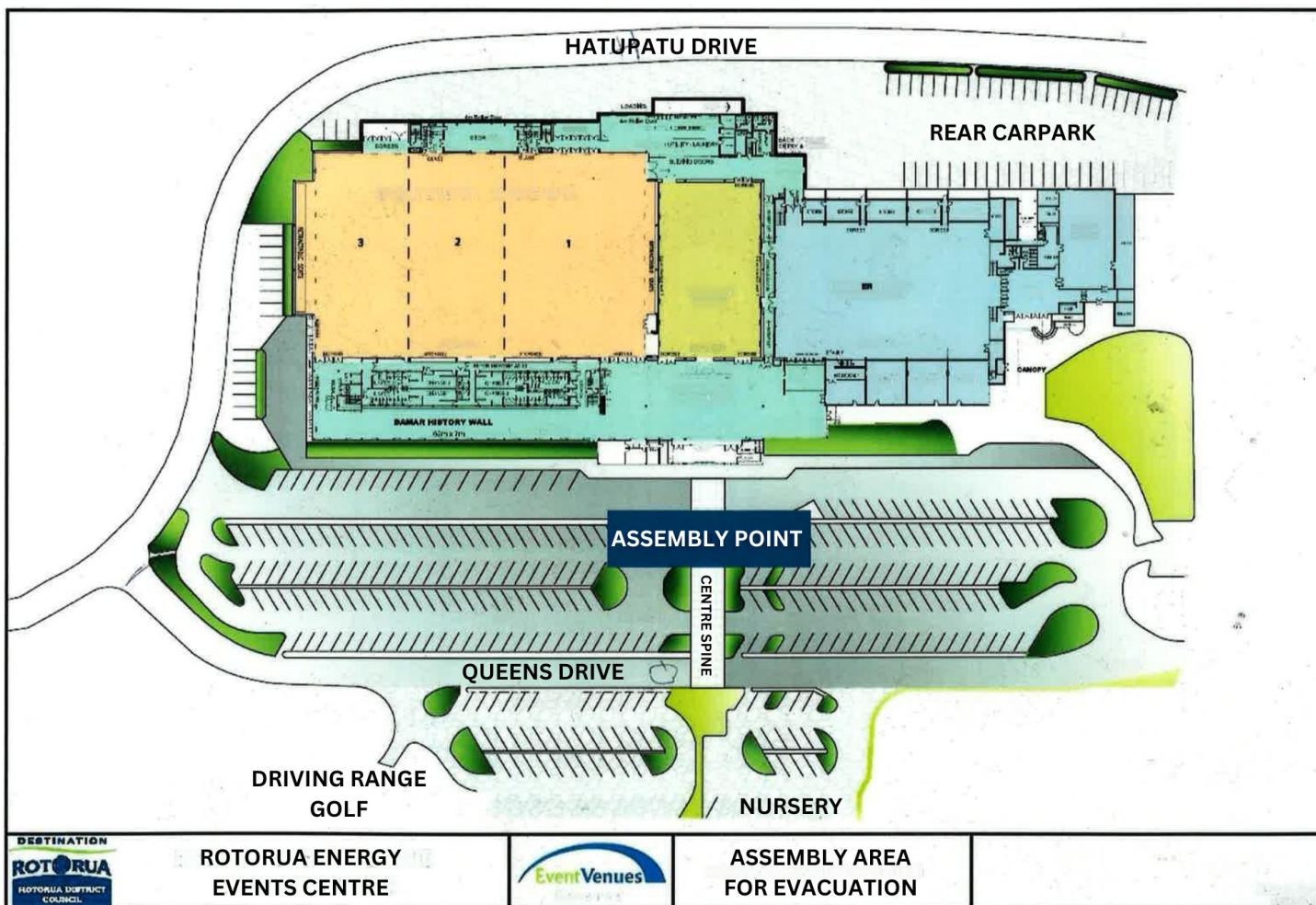
### Energy Events Centre, Rotorua

- No door charge
  - Venue open and closure times - 30mins pre and 30mins post
  - **Parking – Free onsite parking**
  - Tournament office location – Unison Arena
  - Placement of noticeboard for tournament info – **Tournament Office**
  - Changing rooms are available as well as additional public toilets for Men and Women
- 
- Mouthguards – available for sale for \$8 (Eftpos & Paywave available).
  - **Please clean up your benches before you leave, quick transitions.**
  - Evacuation plan – **Leave the building immediately via the closest exit. everyone is to meet in the car park after evacuating, see attached map for details. Safety Wardens & Security will direct.**

# EMERGENCY PROCEDURE



In case of Emergency the following assembly areas are:



## FIRE ACTION

IF YOU DISCOVER A FIRE  
OPERATE FIRE ALARM AND  
TELEPHONE THE FIRE SERVICE IMMEDIATELY

From a safe phone: (Dial 1 for outside line) - **DIAL: 111**

WHEN WARNED OF A FIRE LEAVE THE BUILDING IMMEDIATELY  
USING THE NEAREST EXIT WHICH IS:

**AT ANY ILLUMINATED FIRE EXIT**

YOUR ALTERNATIVE EXIT IS:

**AT ANY ILLUMINATED FIRE EXIT**

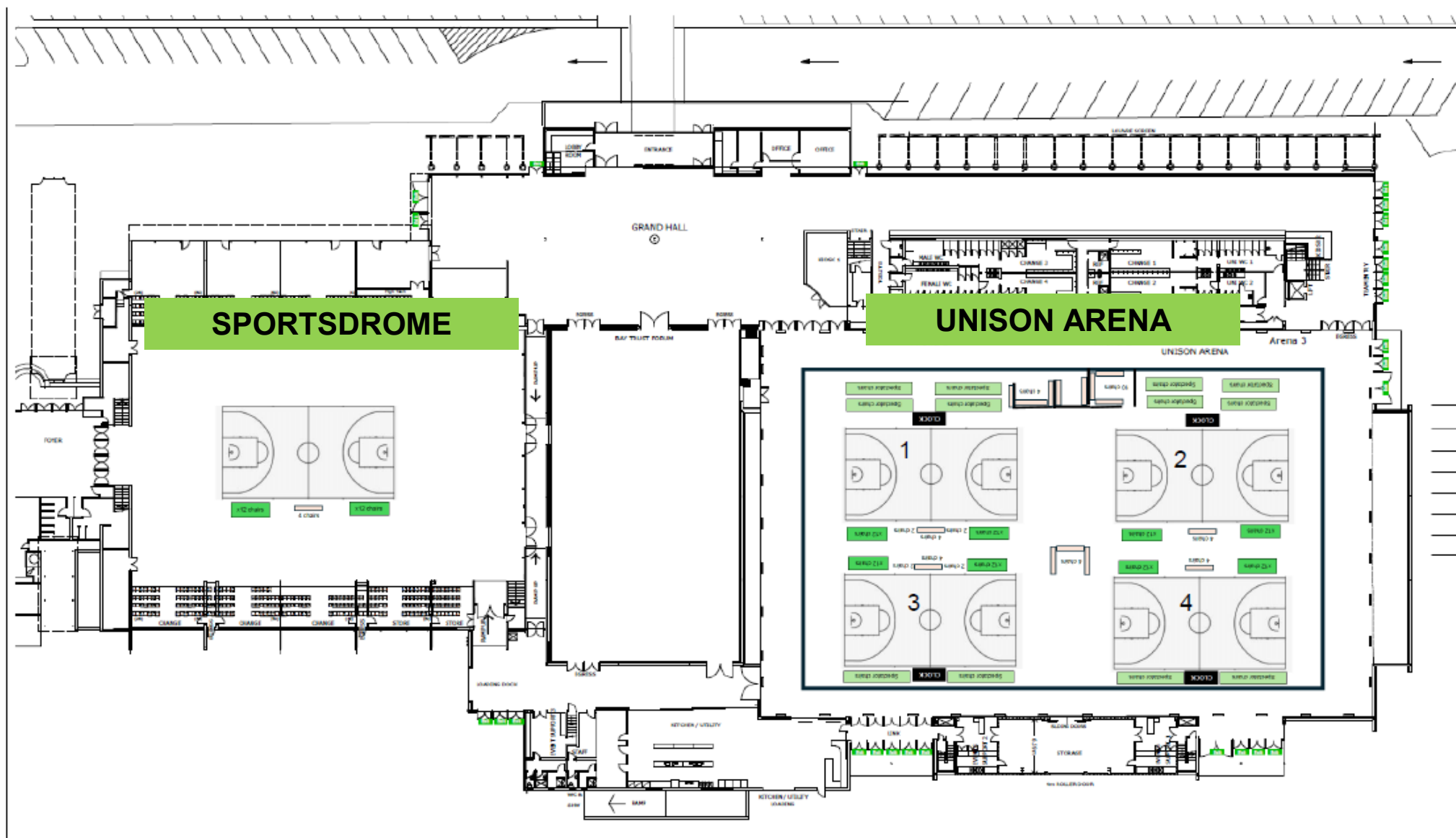
ASSEMBLE AT:

**OUTSIDE MAIN ENTRANCE DOORS  
IN CARPARK WALKWAY  
TO CLEARLY MARKED ASSEMBLY POINT**

**STAY AT THE ASSEMBLY POINT UNTIL THE 'ALL CLEAR' IS GIVEN  
WALK, DO NOT RUN, DO NOT USE LIFTS**

# VENUE INFO

## Energy Events Centre Arena



## MEDICAL

- **Basic first aid:** Venue Controller, Court Controllers & Control Centre
- **Peak Safety:** paramedic on duty 10am-8pm each day
- **Blood kit:** Floor Controllers Table
- **Ice:** Control Centre

## MEDICAL CONTACTS

- **Medical Centre:** Lakes Primecare, corner Arawa & Tutanekai St
- **Rotorua Hospital:** Arawa St
- **Dentist:** Emergency Dentist Rotorua – 07 808 1490

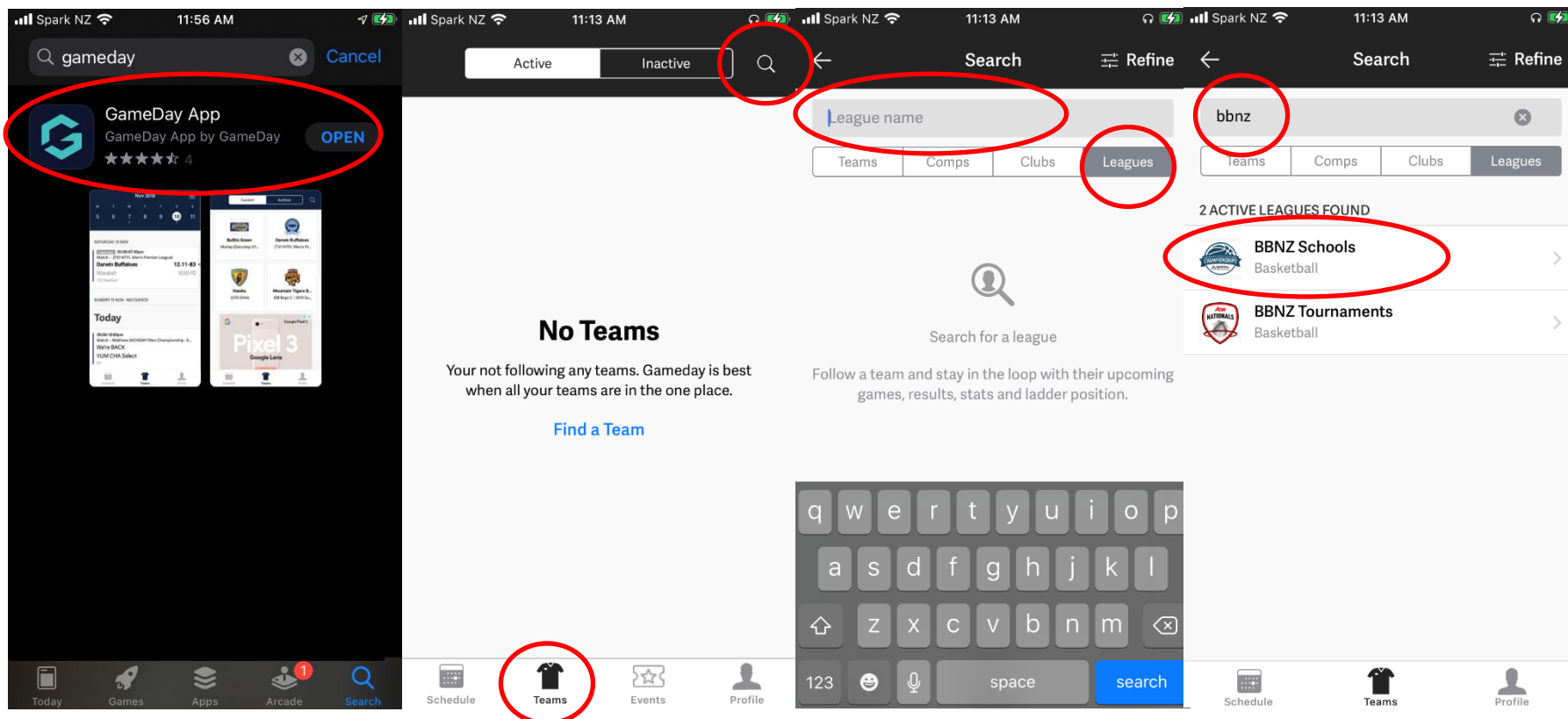
# FINDING INFORMATION



## WHERE TO FIND ALL INFO

[www.nz.basketball](http://www.nz.basketball) all tourney info and link to online draw and results

## GAMEDAY APP – ALL DRAWS / RESULTS IN REAL TIME



# COMPETITIONS INFO



## 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 AND IN THE EVENT OF A CLASH

- Team A MUST sit to the left - Team A is to wear their light-coloured uniform.
- Team B MUST sit to the right - Team B is to wear their dark-coloured uniform.
- Check with teams before hand if you can.

## TEAM BENCHES

- Team management and members only – no parents.

# COMPETITIONS INFO



## SCORESHEETS & BALLS

- Procedure for game balls – Referees will store and bring to games.
- Procedure for scoresheets – All Scoresheets will be done on Glory League (you can check the scoresheet at anytime on the ipads), scoresheets can be available on request. Either visit tournament office or available from BBNZ website [here](#).
- Score bench duty roster – teams be aware of your duties post match!

# COMPETITIONS INFO GLORY LEAGUE



## GLORY LEAGUE & BENCH

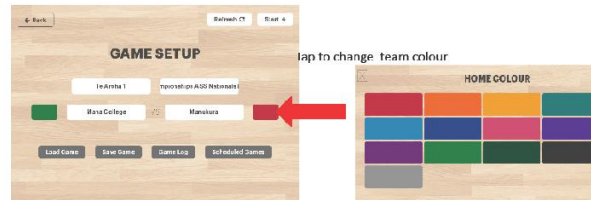
### • Please take Scorebench duty seriously!

- This is the official scoresheet.
- No phones or distractions.
- Flyers at each scorebench.
- Ask Floor controller if you need help.
- **Player and coach, supporter emails**
- Provide to us if not receiving videos.
- **Draw/ result website**
- Scoring leader widget being displayed from scorers on Glory League.

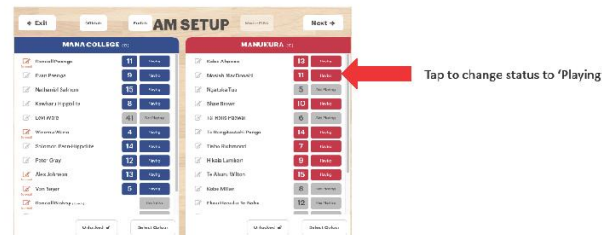
### SCOREKEEPER FIBA SCORING GAME SET UP



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? Follow These Steps



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



# COMPETITIONS INFO

## DRAW



### DRAW STRUCTURES

#### **Boys 24 Teams**

- 1 round robin – 4 pools of 6
- 1<sup>st</sup> and 2<sup>nd</sup> in each pool qualify automatically for the 1-8 QF's, SF's & F
- 3<sup>rd</sup> and 4<sup>th</sup> in each pool qualify for the 9-16 QF's, SF's & F
- 5<sup>th</sup> and 6<sup>th</sup> in each pool qualify for the 17-24 QF's, SF's & F

#### **Girls 9 Teams**

- 1 round robin – 1 pool of 4, 1 pool of 5
- 1<sup>st</sup> in each pool qualify for the 1-4 SF's
- 2<sup>nd</sup> & 3<sup>rd</sup> in each pool qualify for the PL SF's
- Winner of Preliminary SF's play in the 1-4 SF's
- Losers of PLSFs play for 5<sup>th</sup> & 6<sup>th</sup>
- 4<sup>th</sup> in both pools, plus 5<sup>th</sup> in Pool B play in the bottom 3 round robin

# CLASSIFICATION / STANDING OF TEAMS



## CLASSIFICATION OF TEAMS

- FIBA Rules will be used

## GAME POINTS

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

## CLASSIFICATIONS

- 2 way tie – head to head result between the teams
- 3 or more way tie – head to head result between the team 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 is applied after that.

# REFEREE INFORMATION



## TECHNICAL COMMISSIONER

- Devina Banks

## IMPARTIALITY OF REFEREES

- All referees are considered impartial.

## MOUTHGUARDS

- As per the BBNZ policy mouthguards should be worn at all times. We will be working with coaches and management on this and will only at a last resort, sub players out (which will not be occurring at the end of the game).

## 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 – no t-shirts or long sleeve tops. Compression tops or pants may be worn but they must be of the same dominant colour for the team.

## 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



## Referee info continued

### 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.
- Score bench – Manager or coaching staff can only approach the score bench in a dead ball situation. If there are issues with scores / fouls etc, please alert the referee asap.

### GAME PROTESTS

- There are no game protests.

### JUDICIAL

- For any Judicial Matters, please reach out to the Technical Commissioner and Tournament Director, who will escalate it further if need be.

# 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 send to the offenders Association/School and BBNZ for future reference. Where a written trespass notice is given, an incident report is not required.

**BE A GREAT  
SUPPORTER**

**Let them play**

These are KIDS

Refs are HUMAN

This is a GAME

THIS IS NOT  
THE NBA

Coaches are  
VOLUNTEERS

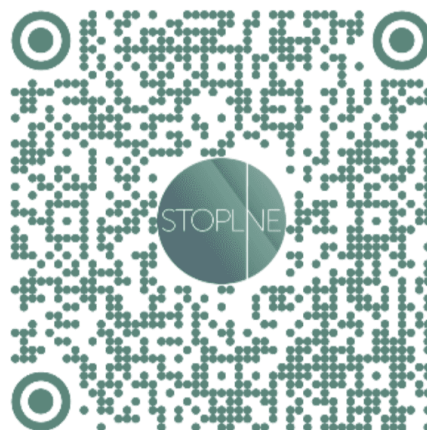


#LetThemPlay @BasketballNZ www.nz.basketball

# BBNZ CODE OF CONDUCT



- Basketball New Zealand has a new Code of Conduct & the Safeguarding Policy
- This is available to read on the BBNZ Website
- The Code of Conduct prohibits any abusive behaviour towards players, referees, spectators, officials. Any behaviour like this **will not be tolerated**
- StopLine is an independent, confidential disclosure service available to the basketball community 24 hours a day, 365 days a year. Feel free to contact StopLine at anytime is something doesn't seem right.
- Posters with the number/QR Code to do so will be up around the venue.



# AWARDS



At this year's A North Island Premierships, tournament sponsors Caltex, Bayleys and Nateva are supporting awards to recognise deserving athletes and teams who demonstrate outstanding sportsmanship. Recipients will be selected in conjunction with host association Rotorua Basketball.

- **Bayley's Altogether Better Award:**  
This award includes \$200 worth of fuel vouchers and goes to a school at the event that truly embodies being altogether better. We were looking for teams that embody the spirit of unity, teamwork and dedication.
- **Caltex Good Sport Award:**  
This award is all about celebrating someone here today who has gone above and beyond—helping others, giving back, and inspiring everyone around them with their incredible spirit.
- **Nateva Leadership Award:**  
This award recognises students who lift others up, lead by example, and show resilience. The winner will receive a 1L insulated water bottle.

## Medals/Trophies

As this tournament serves as a qualifying event for the Basketball New Zealand National Championships, no medals or trophies will be awarded.

The primary purpose of the tournament is to determine which teams will earn a place at Nationals, where national titles, championship honours, medals, and trophies are contested and awarded. By reserving these awards for the National Championships, Basketball New Zealand ensures that the pinnacle event of the competition pathway remains the ultimate goal for all participating teams.



**FROM ROTORUA  
BASKETBALL &  
BASKETBALL NEW ZEALAND  
GOOD LUCK TO ALL TEAMS!**

