

AA Zone 4 Premierships **Hosted by Canterbury Basketball Association- 2nd – 5th September**

Draw

BBNZ cannot guarantee that team requests will be catered for in the draw but have tried to accommodate where possible. Please be aware, as there are many teams making similar requests not all could be fulfilled.

Boy's 24 Teams

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

Girl's 13 Teams

- 1 round robin – 3 pools of 3, 1 pool of 4
- 1st from each pool advance to 1-8 QF-SF-F
- 2nd and 3rd in each pool qualify for PLQF's, winners of PLQF's advance to the 1-8 QF-SF-F's
- Loser of PLQF's plus 4th Pool D play in a B5RR

Seeding/Pools

Seeding of teams is taken from the 2025 AA Zone 4 Premierships and the 2025 AA Secondary School Championships final team placing. The result from external (non BBNZ) competitions and/or tournaments is not used in the seeding process.

Rules and Regulations

The playing rules shall consist of the rules of FIBA, BBNZ's Internal Regulations, Drug Free Sport New Zealand (DFSNZ) Policies, BBNZ's Match Fixing Policy and unless specifically changed in these rules.

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

Technical Meeting

There will be no technical meeting this year for the AA Zone 4 Premierships. Current team rosters will be sent out to schools in the week leading up to the tournament start date for review, with the final team rosters confirmed no later than 48 hours prior to the tournament start date. After this point, no further roster additions can be made.

As per BBNZ Regulations in Book 4 2.7(k) "For BBNZ Competitions (excluding BBNZ Leagues), once a Team's first game commences, only the playing roster confirmed 48 hours prior to the tournament tipping off for that team may participate in the remainder of that competition as players."

It is also worth noting that, if you have players attending another Winter Tournament week sport, and they will only participate in 1-2 days of competition for you, they still need to be on the signed roster form and registered on GameDay. Failure in doing, will result in them not being able to participate in the tournament.

Tournament Officials

- **Tournament Director** – James Lissaman- 027 526 1752
- **Floor Controllers** – Sam Strangman- 027 750 0043
 - Scott Kitto- 022 528 3397
 - Zach Hannen- 022 505 9724
- **Technical Commissioner** – Carol Bathurst- 021 132 8220
- **BBNZ Tournament Lead (Off-Site)**– Kieran Thomas– 022 035 0542

Score Bench Duty

Your team will be rostered to complete scorebench duty. Please provide four competent score bench personnel for your duty. Every effort will be made to assist teams when able. As Host, Franklin Basketball will cover the opening and closing games each day plus the semi-finals and finals.

In addition to this, the tournament will be using the GLORY LEAGUE Scoring app to score games. If your team is not familiar with the app, please have a look at the following resources.

Remember to upskill team management and parents on the latest scorebench rules. We suggest a minimum of 4 bench personnel when covering a scorebench duty. Always leave the iPads on charge, and do not use your phone while scorebenching. Adult supervision of players on a scorebench is required.

Scorebench Guide <https://nz.basketball/wp-content/uploads/2019/11/BBNZ-Scorebench-Guide-as-at-2020.pdf>
Glory League – scoring a game? <https://nz.basketball/wp-content/uploads/2020/10/GL-Scoring-Poster.pdf>

Referees

Every team must supply a referee for the tournament. This is a condition of entry and there will be penalties for those who fail to supply a referee. A referee's roster will be completed for the first day of the tournament, after which the Technical Commissioner (Carol Bathurst) will assess the referees on their confidence and capability and assign them to games for the rest of the tournament. When your referee first arrives at the venue, we request they introduce themselves to the Technical Commissioner.

Your referee will not be assigned a game while your team is playing but should be available for the rest of the tournament and may be required to do the game directly before or after when your team plays.

Uniforms

- Each team must bring two alternate uniforms to the tournament. Teams shall use numbers 0 and 00 and from 1 to 99.
- In the event of a uniform clash Team A wears their light-coloured uniforms and Team B is to wear their dark-coloured uniforms, unless both teams come to a mutual agreement.

Important Details

- Forfeit of Game - \$500 fine.
- Mouthguards are compulsory for all players, The No Mouthguard, No Play Policy is to be firmly enforced.
- Mouthguard Policy below, [BBNZ-Mouthguard-Policy-as-at-22-Dec-2021.pdf](#)
- Team Benches – Sitting at the scorebench; Team A **MUST** sit to the left and Team B **MUST** sit to the right. Please ensure all games start correctly with this procedure. Only the rostered players and team management are allowed to sit on the team bench. All supporters must sit in the stands.
- Scorebench - If there is a problem with the scorebench, only the coach may approach on a dead ball and then ask the referee to check the enquiry. Other management may approach the bench during the quarter times and at half time break. They **MUST NOT** approach the bench any other time to check the score sheet or query the scorebench.

Behaviour

At Basketball New Zealand, our values guide everything we do:

- MANA | Respect – We treat others with fairness, kindness and care. This creates a safe, supportive and inclusive space for everyone.
- TIKA | Integrity – We act with honesty and fairness. We take responsibility for our actions and always aim to do the right thing in our work and decisions.
- HONO | Connected – We stay connected by communicating clearly, working together, and backing each other to succeed. We're stronger when we support each other.

These values shape how we behave, and help us create a safe, inclusive and positive environment. This Code of Conduct sets out the standards of behaviour expected from everyone in basketball – players, coaches, referees, volunteers, staff and supporters.

By living our values and following our Code we can make sure basketball stays a sport where everyone feels welcome, respected, and safe. It also helps us protect the reputation of BBNZ and our wider basketball community.

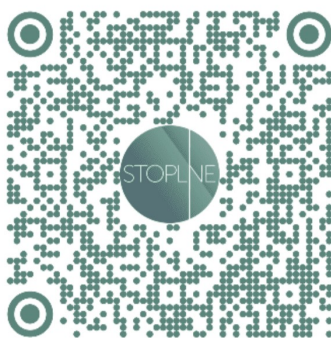
Please ensure that you read the [Basketball New Zealand Code of Conduct](#) & the [BBNZ Safeguarding Policy](#)

STOPline Reporting

Everyone involved in basketball has a role to play in keeping our game safe. If you have information that a child or young person has been harmed or is at risk of harm or abuse, it's important to take action.

There are several ways you can do this:

- If you can, raise it internally at your club or association – a Child Safeguarding Officer or Member Protection Officer, a committee member or your president.
- Contact Basketball New Zealand through our [website](#).
- Report to Basketball New Zealand's Integrity Unit via email integrity@australia.basketball
- Report via [STOPline](#), Basketball New Zealand's independent reporting hotline which at the discretion of the reporter may be made anonymously.
- Scan the QR code below for more information or to make a report:



Judicial

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

Online Draw and Results

The results can be viewed on the BBNZ website using the following link here.

<https://nz.basketball/competitions/schools/aa-premierships/>

Venue

- Parakiore Recreation & Sport Centre, 50 Saint Asaph Street, Christchurch

Tournament office in Meeting Room 2 (near Court 1)

Door Charge

No door charge

Parking

For spectators, 2 hours free, \$5p/h thereafter. Enter licence plate at machine.

For team vans, contact Emily, emily.howie@ccc.govt.nz

Traffic

Allow plenty of time to get to your games

Changing Rooms

Changing rooms are available at Parakiore Recreation and Sport Centre

Toilets and Showers

Toilets and showers are in and around the changing rooms

Glory League Video Recording

Parakiore Recreation & Sport Centre has Glory League video cameras installed, so all games scheduled at this venue will be recorded via Glory League. Once the game video has been finalised, all game participants will be emailed the game recording via the email they used to register into their team for the tournament on GameDay.

Video Taping

Please stay clear of spectator seating, access ways and off courts when setting up for any videotaping.

Evacuation

Assembly points are noted on signage by the emergency exit points. Evacuation points will vary depending on where you are in the arena.

Food and Drink

- No food, hot drinks, or high heeled shoes are allowed on the courts.
- Only water and sports drinks are permitted onto the court.

First Aid

- CBA staff are the first point of contact for first aid.
- Injury reporting – CBA document all injuries and teams to complete the appropriate injury report form. Injury reports will be available from CBA
- A blood kit is available at each scorebench.
- A basic first aid kit is available from the venue control desk
- CBA will have ice on hand if need be

Physio

Active Health - Consultation / Treatments

Important Contacts

- Active Health – upstairs, L1 at Parakiore. 20% discount for players.
- Hospital – Christchurch Hospital, 2 Riccarton Avenue, Chch (03 364 0640)

Good luck at the tournament, from the BBNZ team, and the Canterbury Basketball Association