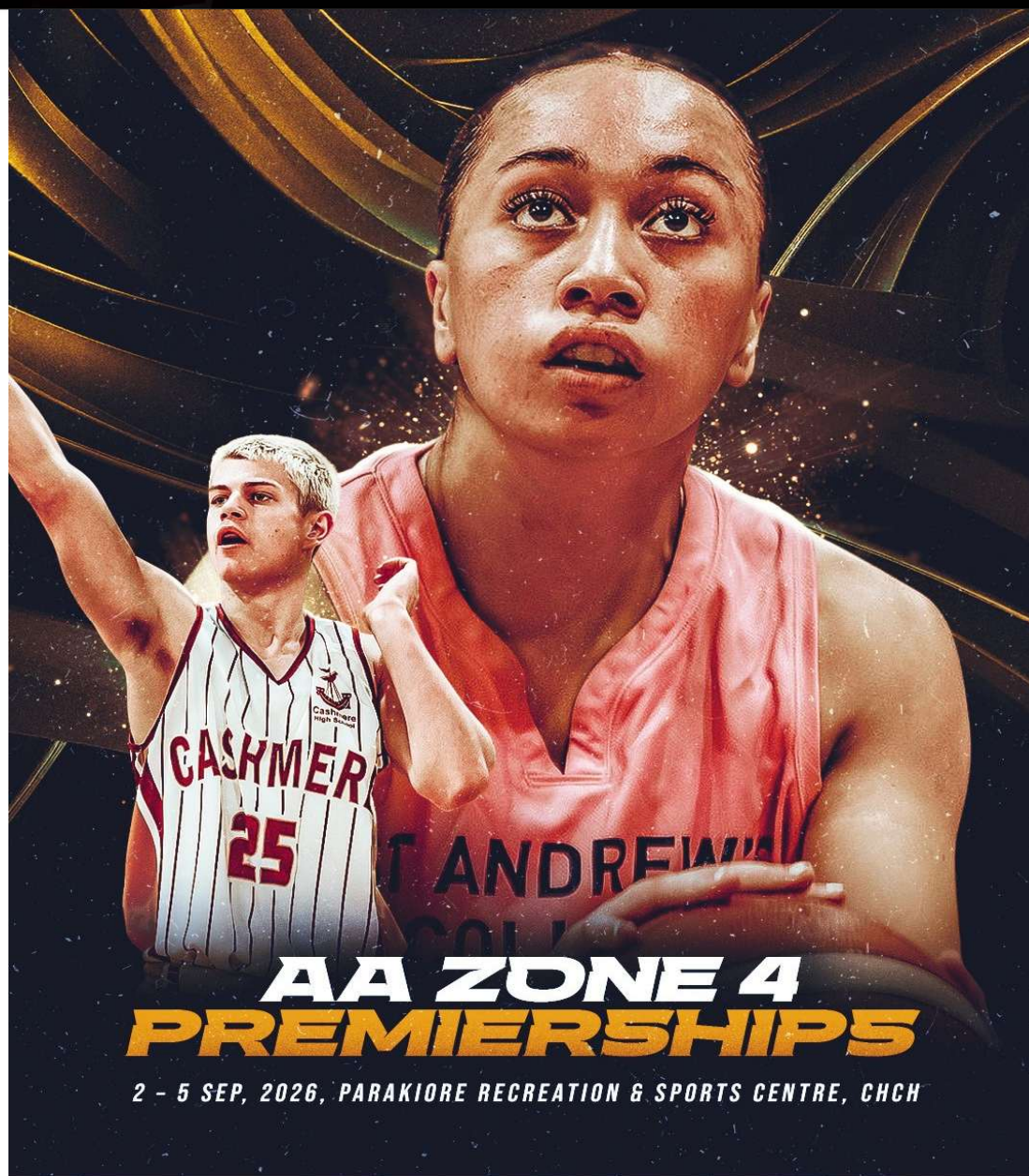


# 2026 Technical Meeting – AA Premierships Zone 4



# REMINDERS



Email through the following to [kieran@nz.basketball](mailto:kieran@nz.basketball)

- Team Contact Person
- Team Contact Phone Number

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

- Received your team roster, have checked and if any additions to your team are accompanied by an updated and signed SSNZ roster form – please note your added players will be **INELIGIBLE** to compete unless we receive an updated roster form.
- Teams have **until 5:00 PM on Monday the 31<sup>st</sup> of August** to make any changes. After this deadline, team lists will be final and no further changes will be permitted.  
(unless error from our end)
- Tasks needing to be signed off email [kieran@nz.basketball](mailto:kieran@nz.basketball)

# INTRODUCTIONS



On behalf of Basketball New Zealand and your hosts Canterbury Basketball, I would like to formally welcome teams and officials to the 2026 AA Premierships Zone 4.

## **Tournament Officials:**

### **Canterbury Basketball**

- Tournament Director – James Lissaman
- Floor Controllers – Canterbury Basketball Staff & Volunteers

### **Referees**

- Technical Commissioner – Carol Bathurst
- Referee Trainers – John Ihaka & Farishta Peterson
- Day 1, Upon arrival at the tournament, please have your referee introduce themselves to the Technical Commissioner – Carol Bathurst. She will work directly with your referee to appoint them to further games throughout the tournament.

### **Basketball New Zealand Tournament Lead (Offsite) – Kieran Thomas**

# VENUE AND GAME INFO



## • VENUE

- Venue address – Parakiore Recreation & Sport Centre, 50 Saint Asaph Street, Christchurch
- Parking: For spectators, 2 hours free, \$5p/h there after. Enter licence plate at machine. For team vans, contact Emily, [emily.howie@ccc.govt.nz](mailto:emily.howie@ccc.govt.nz)
- Venue open and closure times – 30mins pre first round and post last round.
- Venue entrances & door charge – No door charge.
- Tournament office location – Meeting Room 2 (near Court 1)
- Placement of noticeboard for tournament info – Near Tournament Office.
- Changing rooms and toilets – behind Tournament Office. Plenty of toilets around the venue.
- Aquarius Café – open 7am – 7pm all days.
- Video taping – away from impeding spectators, no on court or on team bench video taping.
- Clean up your benches – quick transitions, clean before you leave.
- Water fountains – near Court 1 and in foyer opposite reception.
- Evacuation Plan – follow venue staff instructions.
- Gathering points – outside main entrance – follow Parakiore staff

# VENUE AND GAME INFO



## MEDICAL

- Basic first aid – Physios are on site
- Blood kit - available at each scorebench
- Ice – kept in physio room/first aid room.
- Physio first point of call

## MEDICAL CONTACTS

- Active Health – upstairs, L1 at Parakiore.
- Hospital – Christchurch Hospital, 2 Riccarton Avenue, Christchurch (03 364 0640)

# COURT MAP

### Ground Floor

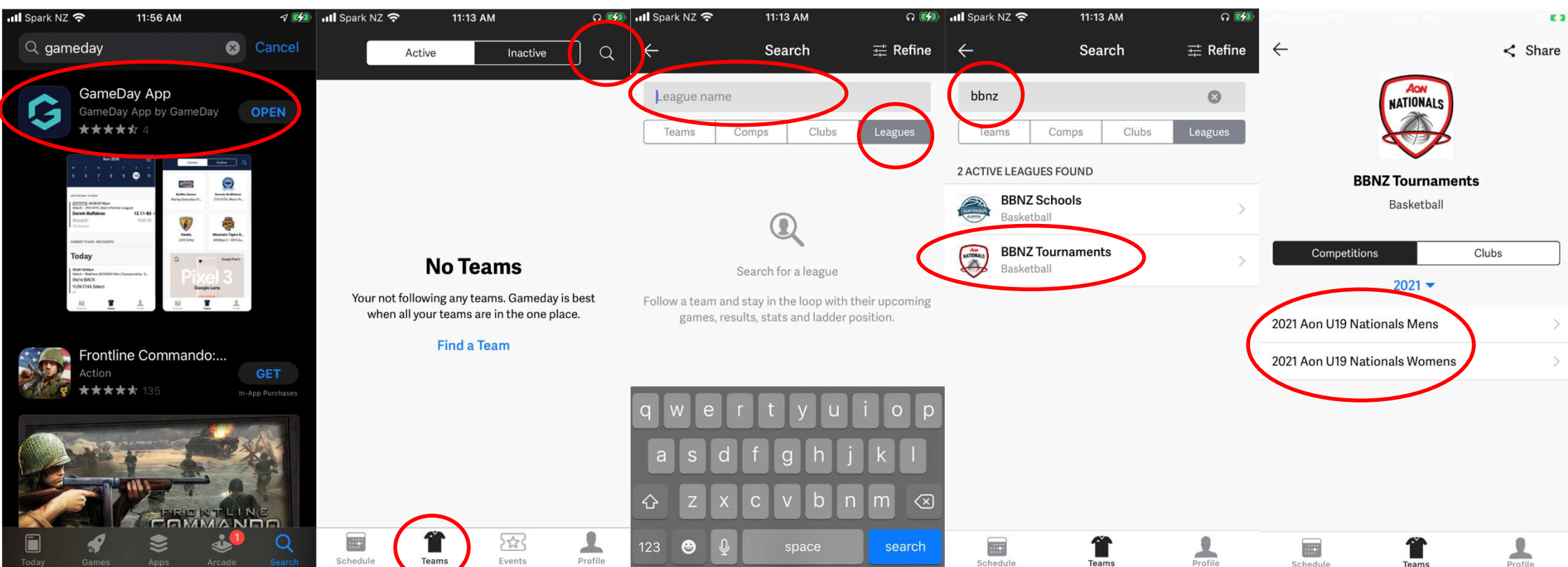


# FINDING INFORMATION



## WHERE TO FIND ALL INFO

- [www.nz.basketball](http://www.nz.basketball) all tourney info and link to online draw and results / Livestream
- **GAMEDAY APP – ALL DRAWS / RESULTS IN REAL TIME**



# COMPETITIONS INFO



- **The tournament will use Basketball New Zealand Regulations, FIBA Rules, Drug Free Sport New Zealand Policies and BBNZ's Match Fixing Policy.**
- **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 uniforms
  - Team B MUST sit to the right - Team B is to wear their dark coloured uniforms
- **ONLY Team members on the benches – i.e. 12 Players and 4 Team Management**

# COMPETITIONS INFO BALLS & SCORESHEET



## SCORESHEETS & BALLS

- Procedure for game balls – Referees will collect from, and take back to, the Control Desk
- 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. Email [kieran@nz.basketball](mailto:kieran@nz.basketball)
- Scorebench duty roster – teams be aware of your duties pre or post match!
- **UNIFORMS, TEAM LISTS AND NUMBERS**
  - Please make sure you check your Team List and numbers when filling out the iPad before Each Game - Playing Numbers Can Change
  - Online Database Can Incorrectly Fill Team List From Time To Time
  - Players who are not marked as “active” before the game, will not be allowed to take the court during that game

# COMPETITIONS INFO GLORY LEAGUE



## GLORY LEAGUE & BENCH

- Please take Scorebench duty seriously!
- This is the official scoresheet!
- Flyers at each scorebench
- No phones or distractions
- Ask Floor controller if you need 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 Fouler 9 Foul Type 10 Submit Game



We are here to help so please ask if you are needing assistance at the earliest.

# 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 for the 1-8 QF-SF-F's
- 3<sup>rd</sup> and 4<sup>th</sup> in each pool qualify for the 9-16 QF-SF-F's
- 5<sup>th</sup> and 6<sup>th</sup> in each pool qualify for the 17-24 QF-SF-F's

### **Girls: 13 Teams**

- 1 round robin – 3 pools of 3, 1 pool of 4
- 1<sup>st</sup> from each pool advance to 1-8 QF-SF-F
- 2<sup>nd</sup> and 3<sup>rd</sup> 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 4<sup>th</sup> Pool D play in a B5RR

# 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 – 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.

# REFEREE INFORMATION



- **Technical Commissioner**

- Carol Bathurst

- **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 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 – Compression Garments are 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 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.

- **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**

- BBNZ Staff will not be on-site during Winter Tournament Week.
- For any Judicial Matters, please reach out to both Claire as the Technical Commissioner, who will escalate it further if need be.

- **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)

Zero tolerance for inappropriate behaviour - working together we hope to avoid further actions:

- 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 and the school representative will be notified.
- 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 will be lodged by the FC or NP. The report will be sent to the offenders Association/School and BBNZ for future reference.



**ANY QUESTIONS??**

**Email**

**kieran@nz.basketball**