

Draw**Boys' A Grade: 8 Teams**

- 1 round robin – 2 pools of 4
- All teams qualify for QFs, SFs, F

Boys' B Grade: 7 Teams

- 1 round robin – 1 pool of 7
- 1st-4th advance to SFs-F
- 6th & 7th qualify for the 5-7 SF
- Winner of 5-7 SF advances to the 5th-6th Playoff

9 Teams formats (Boys' C, Girls' A)

- 1 round robin – 1 pool of 4, 1 pool of 5
- 1st from each pool advance to SFs-F
- 2nd and 3rd in each pool qualify for PLSFs, winners of PLSFs advance to the SFs-F
- Losers of PLSFs qualify for the 5-6th Playoff
- 4th in each pool and 5th in Pool B will play in a 7-9 Bottom 3 Round Robin

Girls' B Grade: 10 Teams

- 1 round robin – 2 pools of 5
- 1st from each pool advance to SFs-F
- 2nd & 3rd in each pool qualify for PLSFs, winners of PLSFs advance to the 1-4 SFs-F
- Losers PLSFs qualify for the 5th-6th Playoff
- 4th & 5th in each pool qualify for 7-10 SFs, Finals

Seeding/Pools

Seeding of teams is taken from the 2025 U14 Regionals - Southern final team placings. The results 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, Sport Integrity Commission (formerly 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 8 minute stop clock quarters
- Half Time – 5 minutes
- Quarter Time Intervals – 2 minutes
- Extra Periods – 5 minutes
- Extra Period Intervals – 2 minutes

Special Rules Applying to U14s

As per BBNZ Regulations Book 3 Competition Regulation Page 10; 2.14 g.i. **the use of zone defences is banned.** The Zone defence rule can be found on the BBNZ Website [HERE](#). More information can be found [here](#).

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 zone defence, they approach the BBNZ's Tournament organisers.
- 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.

Tournament Officials

- Tournament Director – James Ranson (Basketball Otago)
- Venue Controllers – Aimee Lynch & Rilee Gould
- Technical Commissioner – TBC
- BBNZ Tournament Lead (offsite) – Libby Peckham: libby@nz.basketball | 022 373 2634
- BBNZ Community Officials Coordinator – Nate Kenah – 022 694 8983

Technical Meeting

The technical meeting is compulsory; we ask that the coach and manager of each team to attend. The meeting will be held on Monday 5th October at 6pm via Microsoft Teams. The meeting link will be emailed to team contacts.

Team Roster

Please ensure that all your players are registered with BBNZ and are eligible to compete in the tournament. Once the Technical meeting has concluded no changes may be made to team rosters, only those players listed on the score sheet for the first game may participate in the remainder of that Tournament as players. [BBNZ Internal Regulations F1.5].

Please note that by providing your roster to BBNZ, the Association has undertaken player eligibility checks to ensure each player listed in your roster is eligible to participate for your Association. The Association is responsible for the eligibility of its players at all times and will bear the consequences of any infractions of the Regulations governing Eligibility and Age of Players.

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, Rotorua 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. Adult supervision of players on a scorebench is required.

Scorebench Guide available [here](#).

Glory League – scoring a game? [GL-Scoring-Poster](#)

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 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 is to wear their light-coloured uniforms and Team B is to wear their dark-coloured uniforms, unless both teams come to a mutual agreement.

Important Details

- Boys will use a size 6 ball (Molten B6G3850)
- Girls will use the size 5 ball (Molten B5G3850)
- Forfeit of Game - \$500 fine.
- Mouthguards are compulsory for all players. The No Mouthguard, No Play Policy is to be firmly enforced.
- Mouthguard Policy: [BBNZ-Mouthguard-Policy-as-at-22-Dec-2021.pdf](#)
- Mouthguards – Edgar Centre has mouthguards for sale or Basketball Otago have limited stock.
- 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.
- There is no livestreaming for this tournament.

Behaviour at BBNZ Tournaments

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.

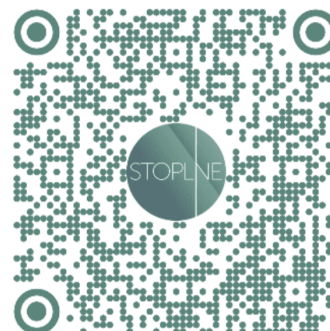
Please ensure that you read the [Basketball New Zealand Code of Conduct](#) & the [BBNZ Safeguarding Policy](#)

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 the Technical Commissioner and Tournament Director, who will escalate it further if need be.

On-line Draw and Results

The results can be viewed on the BBNZ website using the following link: [GameDay](#)

Awards

- Regional Championship Winner: championship trophy, medals
- Regional Championship Runner up: runner up trophy, medals

Venue

Edgar Centre, 116 Portsmouth Drive, South Dunedin 9012

Courts 1-6

- Tournament Office – Lounge 1
- Referees' Room – Lounge 2

Door Charge

No door charge.

Parking

There are plenty of carpark available and around the back of the stadium. Do not park in staff carpark.

Toilets/Changing Rooms

Toilets and changing rooms are available at Edgar Centre.

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 or hot drinks, high heeled shoes are allowed on the courts.
- Only water and sports drinks are permitted onto the court.

First Aid

- Venue Controller, Court Controllers & Control Centre are the first point of contact for first aid.
- Injury reporting – teams to complete the appropriate injury report form. Injury reports will be available at the venue control desk.
- A blood kit is available underneath Court 1 and 4 bench, or Tournament Office.
- Ice can be found in the Tournament Office or at the Edgar Centre front desk.

Important Contacts

- **Hospital:** 201 Great King Street, Dunedin Central Dunedin 9016
- **Dunedin Urgent Doctors & Accident Care:** 18 Filleul Street, Central Dunedin 9016
- **Physio:** Recovery Room, Level 1/43 Crawford Street, Dunedin Central 9016
- **Dentist:** Dentistry on Musselburgh, 84 Musselburgh Rise Left, Musselburgh, Dunedin 9013

Good luck at the tournament from BBNZ and Basketball Otago