



BASKETBALL
New Zealand

INTRODUCTION

On behalf of Basketball New Zealand , your hosts Tauranga Basketball would like to formally welcome teams and officials to the 2026 U14 Northern Regionals

Tauranga Basketball

Tournament Director – Helen Richardson

General Manager – Mark Rogers

Venue Floor Controllers – Helen Richardson

Technical Commissioner – William Ohlson





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IMPORTANT REMINDERS

If you haven't yet, please do the following....

- Please send your referee details to the TC williamohlson@rocketmail.com
- Team Staff contact details should have been sent to BBNZ kieran@nz.basketball
- Please check your team roster on Game Day this cannot be changed after this has been sent out.
- Player eligibility to be finalised prior to the commencement of the tournament
- Player singlet numbers added into Game day, prior to first game on Wednesday
- If you are unsure of any of these reminders, contact your association to check





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VENUE AND GAME INFORMATION

Mercury Baypark – 81 Truman Lane, Mount Maunganui, Tauranga

- No door charge
- Tournament office Location: On right heading into entry to 6 Court Stadium
- Stadiums will be open **30 minutes** prior to the first round.
- Placement of notice board with Results outside tournament office in the venue.
- Clean Up your benches after games- quick transitions, clean before you leave
- Video Taping- no on court taping, only from the stands out of the way of spectators.
- Evacuation Plan- Leave the building immediately via the closest exit. – Please follow instructions from the venue staff. An evacuation plan is available in the H&S notes.

CAR PARK INFORMATION

Mercury Baypark – 81 Truman Lane, Mount Maunganui, Tauranga

- Car park is free of charge, Carpark on the Papamoa side of the venue





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DRAW STRUCTURE

Boys' A Grade: 12 Teams

1 round robin – 2 pools of 6

1st & 2nd from each pool qualify for 1-4 SF-F

3rd & 4th from each pool qualify for 5-8 SF-F

5th & 6th from each pool qualify for 9-12 SF-F

Boys' B Grade: 14 Teams

1 round robin – 2 pools of 7

1st from each pool qualify for the Grand Final

2nd from each pool qualify for the 3rd & 4th Playoff

3rd from each pool qualify for the 5th & 6th Playoff

4th from each pool qualify for the 7th & 8th Playoff

5th from each pool qualify for the 9th & 10th Playoff

6th from each pool qualify for the 11th & 12th Playoff

7th from each pool qualify for the 13th & 14th Playoff

Boys' C Grade and Girls' A & B Grade: 10 Teams

1 round robin – 2 pools of 5

1st from each pool advance to SFs-F

2nd & 3rd qualify for PLSF's, winners of PLSF's advance to the 1-4 SF-F

Losers PLSFs qualify for the 5-6th Playoff

4th & 5th from each pool qualify for 7-10 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**)



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COMPETITION INFORMATION

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

SITTING ON THE SCOREBENCH

- Team A MUST sit to the Left of the score bench
- Team B MUST sit to the Right of the score bench

TEAM BENCHES

- No more than 12 players entitled to play
- A maximum of 3 team management members to sit on each team bench





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COMPETITION INFORMATION

SCORE SHEETS AND BALLS

- Procedure for game balls: Referees will store and bring to games. Referees will collect the game balls the end of the games
- All games are scored on iPads, on Glory League.
- Score Duty Roster- teams please be-aware of your bench duties as rostered on in the draw . These assigned games will be directly after your game you have just played.
- On days Three and Four of the tournament, it is the loser of the previous match who is assigned to bench duty, so be prepared.

UNIFORM, TEAM LISTS AND NUMBERS

- Check every team list carefully on iPads before each game.
- Player numbers can change from game to game.





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MEDICAL INFORMATION

- **Basic First Aid** – basic first aid provided
- **Blood Kits** are available at tournament office
- **Ice available** – at tournament office

Note: Venue Controllers, Venue Staff and TCBA Staff are first aid qualified.

MEDICAL CONTACTS

- **Mount Medical Centre** – 257 Maunganui Road, Mount Maunganui – 07 575 3073
- **2nd Avenue Medical Centre** – 19 Second Avenue, Tauranga – 07 577 0010
- **Tauranga Hospital** – 829 Cameron Road, Tauranga – 07 579 8000





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REFEREE INFORMATION

UNIFORMS

- In the event of a colour clash- Team A will wear a light strip. However, we ask that 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. Bibs are available from the venue controllers table at both venues if needed
- Undergarments: All compression garments are allowed but all players on the team must wear the same color compression. Only compression garments are permitted, not t-shirts etc.

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. If a coach suspects their opponent is playing a zone defence, please approach the VC at your venue and ask for a Zone Buster





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REFEREE INFORMATION

Team management roles

- The Head Coach is the only team manager who can speak to the referee. In doing so this is to ask a question in a dead ball situation. They must accept the answer and move on.
- Team management can approach the score table in a dead ball situation.

Game Protests

- Once the scoresheet is signed (iPad score submitted) by the referees, then the final noted game score stands.

Referee Roster

- Please check the score bench and refs roster to make sure all games are covered by who they should be covered by, and that the refs roster for day 2 onwards will be done by William Ohlson on-site.

MOUTHGUARDS ARE COMPULSORY

- Team management to ensure all players are wearing a mouth guard
- Mouth Guards are available for purchase at each venue





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BEHAVIOUR

- Coach, Player and Supporter behaviour, as per the BBNZ code of conduct.
- Poor behaviour will not be tolerated
- Please respect all Referees, Staff, Volunteers and participating teams, players and management.
- Each person has an onus as a representative of the sport of basketball to behave appropriately

COACH INFORMATION

- No caps or Beanies
- No BBNZ Gear (While Coaching)
- Dress in association branded gear if possible.



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ANY QUESTIONS??



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GOOD LUCK TO ALL TEAMS
Safe Travels