



Seventh-day  
Adventist Church™

North New Zealand  
YOUTH MINISTRIES

SDA DISCIPLESHIP TOURNAMENTS

# VOLLEYBALL

26 - 28 OCTOBER 2024

Saturday night to Monday

## PALMERSTON NORTH

B&M Centre, Arena 4  
Pascal Street

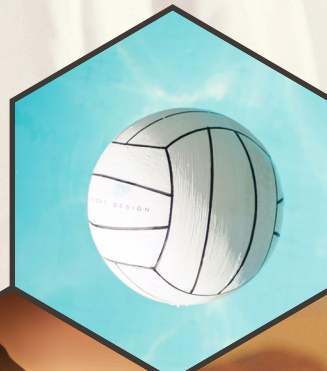
**16+ AGE LIMIT**

Registrations close  
7 October 2024

Register your team at

[www.adventist.org.nz](http://www.adventist.org.nz)

AdventistYouthNNZ



Whatever  
you do, do it all for the  
glory of God  
1 Corinthians 10:31



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Touch

Basketball

Badminton

VolleyBall

Soccer

## Be part of the Sporting Legacy of the SDA Church

The 5 annual Sports Tournaments run by the North NZ Conference have a long and rich legacy of discipleship. They provide a forum for young people to show excellence, have fun, make connections, and shine for God's Glory. We love seeing the churches use this time by mentoring and encouraging their young people to be better connected to God and grow as disciples of Jesus. This happens during training, transport, games, fellowship, meals, team worships, and the extreme pressure that comes with playing sport. We also aim to provide opportunities for Adventist young people to grow healthy Christian relationships with each other and to celebrate being a valuable part of our church. The Conference will continue to organise the safest, fairest and best-planned Tournaments to ensure these objectives are met.

Our dream is that every young person becomes a disciple of Jesus who connects, grows and multiplies.

Our for each team is that they use their time together to connect with other young people, have fun, and learn how to glorify Christ in every area of their lives.

### Youth Ministry Team

North New Zealand Conference of the Seventh-day Adventist Church  
47 Ben Lomond Crescent,  
Pakuranga Heights, Auckland 2010  
09 262 5620

[KeliPepa@adventist.org.nz](mailto:KeliPepa@adventist.org.nz)

[ValmarieYoung@adventist.org.nz](mailto:ValmarieYoung@adventist.org.nz)



# REGISTER ONLINE

[www.adventist.org.nz](http://www.adventist.org.nz)

### Team Grades

There are 2 grades for our Seventh-day Adventist Discipleship Tournaments:

**Championship Grade:** For the teams who wish to play **For His Glory** through excellence and competition.

- Women
- Men
- Mixed

**Social Grade:** For the teams who wish to play **For His Glory** through fun and fellowship.

- Women
- Men
- Mixed

**Please note:** The above options will be based upon the number of teams that register in that division, we may need to consolidate or alter grades based on viable numbers. Your team will be consulted if this is necessary.

**Please note: Should you or anyone in your team have any cold or flu-like symptoms please do not attend.**

### Fee & Application

**\$300 per championship team.**

**\$290 per social team**

This cost covers the venue, refs, tournament running expenses, medals, awards, team packs, equipment, and security.

**The cut-off date for ALL applications and payments is Monday, 7 October 2024.**

**Any player changes in successfully registered teams must then be emailed to Valmarie Young at [ValmarieYoung@adventist.org.nz](mailto:ValmarieYoung@adventist.org.nz) by 5pm 21 October 2024.**

Team acceptance will be by acknowledgment of your successful Application Form by the North New Zealand Conference Youth Ministries.

All payments are by credit/debit card only.

### 16+ Age Limit

**A player must be 16 years or older at the time of the event.** All the SDA Youth Sports Tournaments have an age limit of 16+ for players. This has been set to ensure the safety, fairness and duty of care requirements for young people playing at this level of competition. This age limit policy also means that we meet our Church's Safe Place Policies (the tournaments are not currently set up to meet the requirements for under 16s) and the wishes of our churches (who indicated in a survey last year that they do not want to play against under 16s in our Youth Tournaments). Thank you for taking note of this age limit and protecting the standard of our Tournaments. If a team does use an under 16 player, they forfeit that game and the under-age player will be asked to leave the court.

# CODE OF CONDUCT

## Rules

All SDA Sports Tournament games are played under official code rules (e.g. FIBA, Touch NZ, Volleyball NZ, FIFA) with the following conditions/amendments stated in this document (designed for providing the safest, clearest and fairest regulations for the Seventh-day Adventist Discipleship Tournaments).

## Players

- A player must be registered with only ONE team throughout the whole tournament. Playing an unregistered player (or a registered player from another team from any other grade) will result in the disqualification of that player from the game and the default of that game.
- Each team is to be made up of regular attenders of a SDA Church (for at least 3 out of 4 weeks every month over the last 5 months) and/or SDA members on the church roll. A church pastor must sign off your application to ensure your team is made up of regular attenders who are actively involved in such programs as Pathfinders, Worship services, Small groups, AYS, Sabbath school, Community service, Bible Studies, Cell groups, or Youth Week of Prayer, etc.
- Each team is allowed to include 2 non-regular attenders. This concession is not designed to help you stack your team to win but to ensure you can use this sporting event as an opportunity to reach out to non-Adventist friends. (NOTE: You are not allowed to include current Representative players or ex-Representative players from the last 12 months as your non-SDA guest players).
- Each team must be affiliated to the local Church Youth Group and the local Church Pastor will be asked to check and endorse their team(s).
- **A player must be 16 years or older. All of the SDA Sports Tournaments have an age limit of 16+ for players. This is due to concerns of safety, fairness and legal requirements for duty of care for children playing at this level of competition. Thank you for taking note of this age limit and protecting the standard of our Tournaments. If a team is found to have used an under-16 player, they will forfeit that game and the breach will be reported back to your Church Pastor and/or Youth Leader, which may result in suspensions of future tournaments.**
- The tournament committee reserves the right to check the names submitted for each team and to remove names/teams from the final draw if necessary.
- For the purpose of accountability and transparency, a list of every team and their registered players will be sent out to the teams prior to the tournament. This will aid any Teams who question whether another Team has played an unregistered player or a player from another grade.

## Team Changes

A request for any player changes must be in writing and approved by the local Church Pastor OR Youth Leader. **All changes must be emailed to the Conference office, to Valmarie Young at ValmarieYoung@adventist.org.nz before 5pm of 21 October 2024 before the Tournament.**

## Uniforms

Because each player has chosen to represent their Church, family and God to the best of their ability, we believe that this is reflected in both the spirit in which they play and the uniform they wear (attitude and action).

In both Grades in 2019 (Championship and Social), failure to wear the correct registered team uniform will forfeit the ONE bonus tournament point per game (which applies to teams in both Championship and Social Grades).

- Teams must wear their registered uniform colours for singlets and shorts. NOTE – Singlets and shorts should be the same colour/shade and have identical trimmings.
- **Numbers must be clearly visible on the front and back of all tops. No chalk or tape or permanent marker may be used to number or convert numbers on a player's shirt. For the Basketball Tournament, numbers should be 4-6 inches high on the front and 6-8 inches high on the back of the singlet/shirt.**
- Adequate footwear must be worn. No jandals, slip-ons or bare feet allowed.
- No track pants.
- Players who wear a T-shirt underneath their playing shirt must ensure that it is the same solid colour as their singlet.
- Players who wear skins under their playing shorts must ensure they are the same colour as their shorts or plain black.
- **Each team in the Championship grade will receive a bonus tournament point per game for correct uniform of all team players. This will be marked by refs at the beginning of each game. Teams in the Social grade do not receive points for uniform.**



## Team Management

Each team must have a captain and/or coach with them for every game. This person is to be aware of any medical problems of players in the team, organise first aid requirements for their team, implement the rules of the competition (and ensure all players know and understand the Tournament Regulations), and supervise their players.

**Please Note:** Only one coach pass will be given to each team and therefore only one person will be able to be court-side with the team during their games.

## Conduct

Any player, coach, spectator who fails to abide by the tournament rules and venue regulations will be asked to leave, and the team may forfeit their game and/or their place in the competition.

Teams are responsible for their team's personal effects. Tournament staff will not be held responsible for any loss or damage to personal effects. We encourage teams to ensure security measures for these items.

A Player or Spectator will be suspended from the tournament or disciplined if they:

- Use offensive or inciting language
- Insult or manhandle a referee, Tournament official or Tournament helper
- Are sent off the field/court by a referee for any reason
- Damage the fields/venue
- Are found to be drunk or have drugs
- Act in an unsportsmanlike or violent manner with any member of the public or opposing team

If the incident involves fighting, the individuals involved will be asked to leave and face the possibility of a tournament ban for a year. Team involvement in a fight will default the game and incur suspension from the rest of the tournament.



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## First Aid

All teams are responsible for the first aid requirements of their players. Adequate first aid coverage includes a first aid kit, band aids, strapping and ice packs, and a designated person who can drive any lightly injured player to the local Emergency Room. Any major emergencies should be directed to an ambulance by calling 111. PLEASE NOTE – in addition to your first aid responsibilities, a trained First Aid person will also be on hand in an advisory capacity to help you assess any injuries (they will NOT provide strapping for players). Details of the local emergency room will be supplied before the Tournament.

The following are some first aid items to be mindful of:

- **Fingernails** - Fingernails must be well trimmed to avoid personal and opposition injury.
- **Blood** - Should an injury occur which results in bleeding, that individual will leave the field/court immediately, or as instructed by a referee, and must not return to play until the flow has been stopped and/or covered with a dressing.
- **Jewellery and Headwear** - Watches, chains, necklaces, bracelets (excluding medic-alert bracelets), anklets, bandannas and hats must be removed prior to commencement of a game. We also advise that all those with piercings be responsible in their choice of adornments in order to save themselves personal injury. If they risk injuring others then we reserve the right to have you either remove or cover them, failure to do so will result in the player being excluded from participation in the competition game.

## Playing Fields/Venues

- All venues and their immediate vicinity are considered smoke-free areas i.e. no smoking.
- Teams will be held responsible for any damage that they may incur during the tournament. Food, chewing gum and soft drinks are NOT permitted inside the playing area except drink bottles.
- Venue commissioners (floor controllers), Court Officials and tournament staff are in complete charge in respect to their job descriptions. Any player, coach, spectator who fails to abide by the tournament rules and stadium regulations will be asked to leave the stadium, and the team may forfeit their game and/or their place in the competition.
- Teams are responsible for their team's personal effects. Tournament staff will not be held responsible for any loss or damage to personal effects. We encourage teams to ensure security measures for these items.

## Disputes/Queries

Referees' interpretation of the rules and decisions are final.

In the case of an incident during a game, both team captains must report to the game referee.

Any complaints or disputes from a game must be in writing and handed in by the team captain (or youth leader) to the Tournament organiser (William Iererua) straight after a game. These will then be handled by the Tournament organiser for adjudication. *PLEASE NOTE: Disputes will not be entered into after the conclusion of the next official round on that field/court.*

## Communication

The Sports Tournament committee reserves the right to only dialogue with the nominated Team captain and/or local church Youth Leader. The Sports Tournament Committee reserves the right to speak with the Youth Leader and/or Church Pastor post tournament, if a matter is deemed necessary for follow up.

## Other Rules and Regulations

The Tournament Staff maintains the right to impose rules and regulations as deems appropriate to achieve the objectives of the SDA Sports Tournaments.

Any queries please contact Keli Pepa: 09 2625620 or 021 115 2499 or [KeliPepa@adventist.org.nz](mailto:KeliPepa@adventist.org.nz)

## Points/Results

### Championship Grade:

Please note, due to budget constraints there will be no prizes awards for teams outside of the existing shields for each championship division.

### Points per game:

**Correct Uniform = 1**

**Win = 4**

**Draw = 2**

**Loss = 1**

**Default = 0**

Ranking will be determined by Win, Loss, Draw & Uniform points at the end of the round robin before the semifinals. If teams are on same total competition points, points for and against will be used to determine ranking.

Each of the above points will be taken until all teams are clearly ranked.

All Grade semi-finals will be as follows:

1 vs 4

2 vs 3

The results of these semi-finals will determine the finalist for each graded category.

### Social Grade:

Teams in the Social Grade do not get points for winning or losing a game.

## Photo & Video Disclaimer

Any photograph/video taken at the event may be used on social media and or in future advertising by the North New Zealand Conference.

To ensure the privacy of individuals, images will not be identified using full names or personal identifying information without written approval from the photographed subject, parent or legal guardian.

A person attending a North New Zealand Conference event who does not wish to have their image recorded for distribution should make their wishes known to the photographer, and/or the event organizers, and/or contact North New Zealand Conference of the Seventh-day Adventist Church, Private Bag 76900, Manukau, Auckland 2241, in writing of his/her intentions and include a photograph. The North New Zealand Conference will use the photo for identification purposes and will hold it in confidence.

## COVID Considerations

We are working hard to run our events safely especially when it comes to Covid-19. We will be following the government guidelines.

To help us do this we ask that you take note of the following:

- **Should you have any cold or flu-like symptoms please do not attend.**
- **Conference staff reserve the right to ask any person with cold or flu-like symptoms to leave the event.**
- **Please use recommended hygiene practices of hand-washing, sanitising items of high touch, maintaining physical distance (where possible) and mask wearing.**
- **This is an open event for everyone to attend (regardless of vaccination status).**



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# VOLLEYBALL REGULATIONS

## Volleyball New Zealand rules apply

[www.volleyballnz.org.nz](http://www.volleyballnz.org.nz)

1. **Rules:** All games are played under the official Volleyball NZ rules (see **FIVB Rules and Regulations** under Refereeing at [www.volleyballnz.org.nz](http://www.volleyballnz.org.nz)) with any conditions/amendments specific for the SDA Tournament as stated in this document. The ball can touch any part of the body.
2. **Players:** A player must be registered with only one team throughout the whole tournament. Playing a non-registered player will result in disqualification of that player in a rostered game and the game will be defaulted.
3. **Team Management:** Each team must have a captain and/or coach with them for every game. This person is to be aware of any medical problems of players in the team, implement the rules of the competition, and supervise the players. Team management will also be responsible for their team's first aid requirements..
4. **Playing Venues:** All venues, carparks and immediate vicinities are smoke-free areas (i.e. no smoking). Any visitors wishing to smoke are asked to go offsite or move to the nearest public road side. Teams will be held responsible for any damage that they may incur during the Tournament.
5. **Uniforms:** No players are allowed to play without appropriate footwear and their correct team uniform (e.g. same shirt and shorts, numbers front and back on shirts, and no jandals/slip-ons, etc). See Rule Book under Refereeing at [www.volleyballnz.org.nz](http://www.volleyballnz.org.nz) for full uniform requirements for Volleyball Tournaments. **NOTE: Teams in Championship Grade will receive ONE BONUS competition point per game for correct uniform (this includes numbers on the front and back of shirts). Teams in Social Grade are bound by the same uniform rules as above.**
6. **Conduct:** If a Player or Spectator....
  - Uses offensive or inciting language
  - Insults or manhandles a referee or Tournament official
  - Is sent off the court by a referee for any reason
  - Damages the centre
  - Is found to be drunk or have drugs
  - Acts in an unsportsmanlike or violent manner with any member of the public or opposing team while in the centre confines (including the car park)
  - Is asked to leave the centre by a stadium official

That person is automatically suspended from the tournament. If the incident involves fighting the individuals involved will automatically be banned from the facility and any further tournaments for a period of time recommended by the Tournament staff. Team involvement will default the game and lead to subsequent suspension.

Any player, coach, spectator who fails to abide by the tournament rules and stadium regulations will be asked to leave the stadium, and the team may forfeit their game and/or their place in the competition.

Teams are responsible for their team's personal effects. Tournament staff will not be held responsible for any loss or damage to personal effects. We encourage teams to ensure security measures for these items.

7. **Match Ball:** All teams are advised that they must provide the match ball for their respective game. The 1st Referee will decide which ball is used if Team Captains can't.
8. **Game Time:** Each game will be best of 3 sets (i.e. if team wins the first 2 sets the game is finished). Each set is played to 17 points (and must be won by two points) The winner is the team winning the most sets or in the event of each team having won a set each then the winner is the team ahead in the 3rd set once the hotter sounds. Each game of 3 sets will be no more than 30 minutes. The hooter will sound indicating the end of the current game and the beginning of the next game. If the score is 19/19 then the winner of the next rally will win that set.  
There will be no time for warm up!
9. **Duty Teams: One bonus competition point will be awarded to teams who fulfil there duty requirements.** When your team is nominated to do duty as per the Draw, you must provide **a second referee with a whistle and 4 lines people**. You will receive the bonus competition point if you provide all of these 3 things (i.e. second ref, whistle and 4 lines people).
10. **Defaults:** A team defaults a game if 6 players are not present on the court within 5 minutes of the referee's signal for the first serve. If a team then turns up within 10 minutes of the referee's signal for the first serve, it is the referee's discretion whether they will allow the game to continue with a 10 point advantage against the late team.
11. **Referees:** In ALL cases referees decision is final. No one except the captain is to speak to the referee. The following penalties will apply:
  - One verbal warning (no points deducted)
  - 2nd warning (loss of point)
  - 3rd warning (player leaves court for duration of game, or team defaults the game).
12. **Disputes/Queries:** Referee's interpretation of the rules is final. In the case of an incident, query or dispute, both team captains must report to the game referee who will arbitrate.  
In the case of a dispute that has not being satisfactorily resolved using this process, a complaint must be made in writing by the team captain at the end of the game. This written complaint is to be given to the Tournament Organiser (Willie Iererua) for arbitration. The written complaint must include:
  - The names of the 2 teams involved,
  - The game the dispute occurred in,
  - The nature of the dispute (e.g. the opposing team has played under-16s or unregistered players, or there was an error in the recorded score from a game, etc).
 The Tournament Organiser will immediately follow up this complaint and let all parties involved know the decision.  
*PLEASE NOTE – no complaints will be accepted after the following game of a disputed game and complaints will only be accepted about another team which your team has just played. If a complaint is upheld, all points from that game will be forfeited by the team who has breached Tournament policy OR an appropriate resolution will be shared as determined by the Tournament Organiser.*
13. **Rally Point Scoring:** This will apply to all games including finals.
14. **Substitutes:** A team can play either "rotating sub" or as per Volleyball NZ rules (see **Rule Book** under Refereeing at [www.volleyballnz.org.nz](http://www.volleyballnz.org.nz)).
15. **Mixed Grade:** 3 men and 3 women on court at all time. NOTE – For Social Grade Mixed games, men can only spike from the 3m line. Front



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court spikes and jump serves will not be allowed by men, and will result in awarding a point to the opposing team. Social Mixed games will be played on a intermediate net height. For Championship Mixed games, men can spike and jump serve as per the usual rules. Championship Mixed games will be played on the mens net height.

16. **Ball Touching Net:** If the ball touches the net after being served and still goes over then the ball is still in play. If the ball touches the aerials then the ball is called out and the receiving team receives the point and the next serve.

17. **Points:**

Win = 4 points    Draw = 2 points

Loss = 1 points    Forfeit = 0 points

Correct Uniform = 1 point    Performing duty = 1 point

*NOTE – The rules and regulations which make up the Volleyball Regulations have been nominated as best ensuring the safest and fairest Tournament for all players. Please note that small additions or amendments are often made to keep building our Tournaments into the best possible avenue for playing for His glory. Please ensure all players, coaches and supporters are aware of these regulations.*



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