Seventh-day Adventist Church™

North New Zealand

YOUTH MINISTRIES

SDA DISCIPLESHIP TOURNAMENTS

TOUCH

28 FEBRUARY 2027

Sunday 8:00am - 4:00pm

ROTORUA

Westbrook Fields, Devon Street,
Pomare, Rotorua

16+ AGE LIMIT

Registrations close
15 February 2027

Register your team at

www.adventist.org.nz

AdventistYouthNNZ

NNZYouth@adventist.org.nz

FOR HIS Glory



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

CONNECT **GROW** **MULTIPLY**

Touch | Basketball | Badminton | VolleyBall | Football

Be part of the Sporting Events

The five annual Sports Tournaments hosted by the North NZ Conference have a long-standing legacy of discipleship and community building. These events provide young people with opportunities to excel, have fun, build connections, and shine for God's Glory.

We love seeing churches use this time to mentor and encourage their youth, helping them grow in their faith—not just during the games, but also through training, travel, fellowship, meals, worship, and the challenges of competition.

Our goal is to create a safe and well-organized environment where Adventist young people can strengthen their faith, friendships, and sense of belonging in the church.

Our Vision:

We dream of every young person becoming a disciple of Jesus who connects, grows, and multiplies.

Our Goal for Each Team:

That they use this experience to connect with others, enjoy the journey, and learn to glorify Christ in all they do—both on and off the field.

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

KelseyRyan@adventist.org.nz

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FOR HIS Glory

REGISTER ONLINE
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.

- Men
- Mixed

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

- 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.

Fee & Application

$350 per Championship Team

$300 per Social Team

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

The cut-off date for ALL registrations and payments is Monday, 15 February 2027.

Any player changes in successfully registered teams must then be emailed to Lucao Faamoana at NNZYouth@adventist.org.nz by 5pm 22 February 2027.

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

All payments are by credit/debit card only.

PLEASE NOTE: When registering your team, we require the date of birth for each player. Please gather all this information before you start the registration process and avoid leaving it until the last minute.

16+ Age Limit

All the SDA Youth Sports Tournaments, with the exception of Badminton, 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 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 a player who is under 16, they forfeit that game, the under-age player will be asked to leave the court or field, and the breech will be reported back to your Church Pastor and/or Youth Leader, which may result in suspensions. **If the game is still in progress, the under 16 player must leave the court or field and ALL POINTS & SETS gained by the offending team up to that point in the game are forfeited.**

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 by the offending team.
- Each team is to be made up of regular attenders of an 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 programmes 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 (non-SDA guest players). 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).
- **All players must be 16 years or older.** All of the SDA Sports Tournaments have an age limit of 16+ for players. If a team is found to have used an under-16 player, they will forfeit that game, or if the game is still in progress, the under-age player will be asked to leave the court and points/sets gained by the offending team up to that point in the game will be forfeited.
- 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, before the tournament. Player changes should be emailed to Lucao Faamoana at NNZYouth@adventist.org.nz by 5pm 22 February 2027 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). Our SDA Sports Tournaments have uniform requirements designed for safety, fairness and celebration. Please ensure every member of your team has the following.



- Adequate footwear (soccer boots or sneakers). No bare feet, jandals, slip-ons or rugby boots allowed. No player will be allowed to play if they do not have adequate footwear.
- The same colour top and shorts as the rest of the team.
- **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 Touch Tournament, numbers should be at least 16+cm high on back of the shirt - please see TOUCH NZ rules (www.touchnz.co.nz) for more info.
- Teams in the Social Grade are permitted to wear non-traditional uniforms (e.g. dressed as All Blacks or Tall Ferns etc) which celebrate and reflect their social grading BUT they must meet all the safety and Tournament regulations for uniforms listed above.

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 Rule & Regulations), and supervise their players.

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.

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.

A player or spectator will be automatically 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 court by a referee for any reason
- Damage the venue
- Are found to be drunk or have drugs
- Act in an unsportsmanlike or violent manner with any persons while in the venue confines (including the carpark)
- Is asked to leave the venue by a tournament or venue official

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.

Playing Fields/Venues

- All venues and their immediate vicinity are considered smoke-free areas, i.e. No smoking or vaping. Any persons wishing to smoke/vape 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. Food, chewing gum and soft drinks are NOT permitted inside the playing area except drink bottles.
- 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.

Disputes/Queries

Referees' interpretation of the rules and decisions are final.

In the case of a dispute or query during a game, both team captains must report to the game referee who will arbitrate.

Any protests from a game must be in writing and handed in by the Team Captain to the Tournament Organiser (Keli Pepa) before the end of the following round. 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: Disputes will not be entered into after the conclusion of the next official round. 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.

Communication

The Sports Tournament Committee reserves the right to only dialogue with the nominated Team Captain and/or 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.

First Aid

AAll 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.

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

- 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 - watches, earrings, chains, necklaces, bracelets (excluding medic-alert bracelets), anklets – are worn at your own risk. 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.
- Headwear - caps, hats, sunglasses - must be removed prior to commencement of 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, the Event Coordinator, Keli Pepa, or by email to the NNZC Youth Department Conference Office, stating 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 any government guidelines. Please use recommended hygiene practices.

Other Rules and Regulations

The Tournament Staff maintains the right to impose rules and regulations as it 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

Points/Results

Championship and Social Grades:

Points per game:

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 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. We will award prizes for team spirit, participation, and other fun categories that make the Social Grade unique and special.

TOUCH REGULATIONS

Official General Rules

Touch New Zealand rules apply – see Rules under get Involved at **www.touchnz.co.nz** or basic outline below.

1. Championship Grade Points per game: Win = 4, Draw = 2, Loss = 1, Default = 0, Correct Uniform = 1.
2. Only 12 players can be registered to a 6-aside team. Minimum of 4 on the field. The mix ratio applies.
3. Hooter will start and finish game. The games will be 20 minutes one way.
4. Player complaints are to be in writing immediately after the game by the Captain/manager to the Administrator. In a disagreement the Module coordinators decision will be final.
5. You can play for one team only. Teams playing unregistered players will forfeit their points. All players must play in shoes. All players must be in team uniform.
6. Any player sent off in a game will incur an automatic 2-game suspension. Supporters/players involved in abusing officials will result in dismissal from the grounds. Any team involved in fighting will forfeit their involvement in the rest of the Tournament. Any unsportsmanship behaviour or continued breaking of the rules will result in appearance before the judicial committee.
7. Only players/managers and coaches are permitted in the sub box.
8. No bicycles are permitted on any part of the grounds. Children are the responsibility of their parents. Officials can have them removed from the grounds if causing damage to property or playing areas. No liquor or drugs are permitted at the park. No player under the influence of drugs or alcohol may participate in any game. Litter is the responsibility of the individual. Please use bins provided. Toilets and changing facilities are available beside field 3. Do not abuse.
9. It is against the rules to play touch while pregnant. No teams to take the field with long fingernails, watches, sunglasses or jewellery. All body piercing to be covered with tape or removed.
10. No Parking in front on the emergency exists.

Touch New Zealand rules apply

www.touchnz.co.nz

1. **Scoring:** A touchdown will be awarded when a player places the ball on or over the score line prior to being touched. A touchdown will be worth one point. The Dummy Half is not permitted to score touchdowns.
2. **Substitution Box:** Teams may interchange players at any time. Players coming on to the field may not do so until the player being replaced has come off. Substitutions must occur at or within the team's substitution box.
3. **Possession of the Ball:** A change of possession shall occur when:–
    - The ball goes to ground.
    - The Dummy half is touched while in possession.
    - The Dummy half places the ball in the Touchdown zone.
    - The 6th Touch occurs.
    - The player in possession steps on or over the boundary of the field of play.
    - A roll ball is performed incorrectly.
    - A tap is performed incorrectly.
    - At a change of possession play is restarted with a roll ball.
4. **Passing:** A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.
5. **The Tap:** The tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, tapping the ball with the foot a distance of not more than one metre and retrieving the ball cleanly. Any player from the attacking team may take the tap.
6. **The Penalty:** When a player/team is penalised the non-offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire ten metres from the mark until the ball has been tapped. Play restarts with a tap when the following infringements occur;
    - Forward Pass
    - Touch and Pass
    - Roll ball performed off the mark
    - Performing a roll ball prior to a touch being made
    - Defenders offside at the roll ball (5 metres)
    - Defenders offside at the tap (10 metres)
    - Deliberately delaying play
    - More than six players on the field
    - Incorrect substitution
    - Falsely claiming a touch
    - Using more than the minimum force to make a touch
    - Misconduct
7. **Roll ball:** A means of restarting play. Players must perform the roll ball on the mark while facing their opponent's defending score line and rolling the ball backwards between their legs a distance of not more than one metre. Players must not delay performing the roll ball.
8. **The Touch:** Players from both teams are permitted to affect the touch. A touch is contact with any part of the body, ball, clothing or hair. Minimum force is to be used at all times. The team in possession is entitled to six touches.
9. **Touch and Pass:** A player is not to pass the ball after a touch has been made.
10. **Dummy Half:** The dummy half is the person who picks up the ball after a team-mate has performed a roll ball.
11. **Offside/Onside:** After a touch has been made all defending players must retire 7 metres from the mark. Defenders cannot move forward until the dummy half has touched the ball.
12. **Sideline:** If a player with the ball touches or crosses the sideline s/he is deemed to be out of play and a change of possession occurs. Play restarts with a roll ball 5 metres in from where the player went out. If a touch is made before the player goes out, the touch counts.
13. **Obstruction:** Players of the attacking team are not to obstruct defending players from attempting to affect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.
14. **The Field of Play:** The field is 70m long (score line to score line) and 50m wide. Substitution boxes measuring 20m in length shall be situated on both sides of the field at halfway. The Touchdown zone is the area beyond the score line.
15. **Team Composition:** A team may consist of up to 12 players. A maximum of six (6) are allowed on the field at any one time. A minimum of four players are required for the match to be played.

16. **The Toss:** The captain winning the toss shall receive possession of the ball and a choice of direction and substitution box for the first half. The Referee will supervise the toss.
17. **Duration:** The match at Touch New Zealand Tournament level shall be 20 minutes each way with a 3 minute break at half time. Associations may alter the duration of matches to suit their particular requirements. The matches of the SDA Touch Tournament will be 20 minutes one way.
18. **Extra Time and the Drop Off:** When a match is drawn and a single winner is required, extra time is played and teams drop off players every two minutes until down to 3. The first team to score a Touchdown wins the match once both teams have had possession.
19. **Player Attire:** All team members must be correctly attired in team uniforms. Footwear with moulded soles is permitted. Bare feet, spikes and footwear with screw in studs are not permitted. Players are not to wear any item of jewellery that might be dangerous.
20. **The Referee:** The Referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The Referee may impose any sanction necessary to control the match. All officials, players and coaches involved in the match are under the control of the Referee.
21. **Foul Play will Not be Tolerated:** Any foul play (the Referee being the sole judge) will result in the offending player being penalised, sent to the sin bin for a period of time, or being sent from the field for the remainder of the match, depending on the severity of the offence.
22. **Mixed Teams:** A mixed team is made up of a ratio of male/female players. The team is not permitted to field more than three male players or not less than one male player at any time.
23. **Interceptions:** If there is an interception on a pass. The player who has intercepted the ball and has been touched. That particular touch will be counted as touch ZERO rather than touch one.