Seventh-day Adventist Church

North New Zealand
YOUTH MINISTRIES

SDA DISCIPLESHIP TOURNAMENTS

BASKETBALL

5-7 JUNE 2027

Saturday night & Sunday

AUCKLAND

Pulman Arena
90 Walters Road, Takanini

16+ AGE LIMIT

Registrations close
17 May 2027
Register your team at
www.adventist.org.nz

AdventistYouthNNZ
NNZYouth@adventist.org.nz

FOR HIS Glory



Touch | Basketball | Badminton | VolleyBall | Soccer

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

NNZYouth@adventist.org.nz

FOR HIS Glory

REGISTER ONLINE

www.adventist.org.nz

Team Grades

Our Seventh-day Adventist Discipleship Tournaments offer two team grades:

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.

- Men
- Mixed

Please note: : Team divisions will be finalized based on the number of registered teams. If adjustments or consolidations are necessary, we will consult with your team before making any changes.

Fee & Application

$550 per Championship team.

$500 per Social team

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

The cut-off date for ALL applications and payments is Monday, 17 May 2027.

Any player changes for successfully registered teams must be emailed to Lucao Faamoana at NNZYouth@adventist.org.nz by 5:00 PM on 24th May 2027.

Team acceptance will be confirmed upon acknowledgment of your successful application by the North New Zealand Conference Youth Ministries.

All payments must be made by credit or debit card only.

PLEASE NOTE: This year, when registering your team, we require the following information for each player:

1. Date of birth
2. Photo ID (passport, driver's license, or student ID)
3. A recent, high-quality head and shoulders photo

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 adhere to official code rules (e.g., FIBA, Touch NZ, Volleyball NZ, FIFA), with the additional conditions and amendments outlined in this document. These modifications are designed to enhance safety, clarity, and fairness in the Seventh-day Adventist Discipleship Tournaments.

Players

- A player may register with only one team for the duration of the tournament. Playing an unregistered player or a registered player from another team (in any grade) will result in the player's disqualification and the forfeiture of that game.
- Each team must be composed of regular attendees of an SDA church (attending at least three out of four weeks per month over the last five months) and/or SDA members on the church roll. A church pastor must sign off on the application to verify that the team consists of active participants in church programs such as Pathfinders, Worship Services, Small Groups, AYs, Sabbath School, Community Service, Bible Studies, Cell Groups, or Youth Week of Prayer.
- Each team is allowed to include two non-regular attenders. This allowance is intended to provide an outreach opportunity for non-Adventist friends, not to strengthen a team competitively. Note: Representative and ex-Representative players (within the last 12 months) cannot be included as non-SDA guest players.
- All teams must be affiliated with a local church youth group, and the local church pastor will be responsible for verifying and endorsing the team(s).
- Age Requirement: Players must be 16 years or older. This age limit is enforced due to safety, fairness, and legal duty of care requirements. Any team found using an underage player will forfeit the game, and the violation will be reported to the team's church pastor and/or youth leader, potentially resulting in suspension from future tournaments.
- The tournament committee reserves the right to review team rosters and remove ineligible names/teams if necessary.
- To ensure transparency, a complete list of teams and their registered players will be distributed before the tournament. This will allow teams to verify player eligibility.

Team Changes

Any player changes must be submitted in writing and approved by the local Church Pastor or Youth Leader. **All changes must be emailed to the Conference Office (Lucao Faamoana at NNZYouth@adventist.org.nz) by 5 PM on May 24, 2027, before the tournament.**

Uniforms

As representatives of their church, family, and faith, players are expected to reflect this commitment in both their conduct and their attire.

- Failure to wear the correct registered team uniform will result in a forfeiture of one bonus tournament point per game (applies to both Championship and Social Grades).
- Teams must wear their registered uniform colours for singlets and shorts. Singlets and shorts must be the same colour/shade and have identical trimmings.



- **Numbers must be clearly visible on the front and back of all tops. Numbers must be 4-6 inches high on the front and 6-8 inches high on the back. Chalk, tape, or permanent marker cannot be used for numbering.**
- Footwear: Players must wear appropriate sports shoes. Jandals, slip-ons, or bare feet are not allowed.
- No track pants.
- Undershirts: Any t-shirt worn under a playing shirt must be the same solid colour as the singlet.
- Compression gear: If worn under playing shorts, it must be the same colour as the shorts or plain black.
- **We encourage all teams to maintain a high standard of smart, clean, and tidy uniforms. We trust that every team recognizes the importance of presenting quality uniforms as a reflection of His glory.**

Team Management

Each team must have a designated captain and/or coach present at every game. This individual is responsible for:

- Being aware of any medical conditions among team members and ensuring first aid provisions
- Enforcing tournament rules and ensuring all players understand them.
- Supervising the team throughout the tournament.

Please Note: Each team will be issued one coach pass, allowing only one person to be courtside during games.

Conduct

All players, coaches, and spectators are expected to adhere to the tournament rules and venue regulations. Violations may result in game forfeiture or expulsion from the competition.

Grounds for Suspension or Disciplinary Action

A player or spectator may face suspension or disciplinary action for:

- Using offensive or inciting language.
- Insulting or physically confronting a referee, tournament official, or helper.
- Being sent off by a referee for any reason.
- Damaging the venue.
- Being found under the influence of drugs or alcohol.
- Engaging in unsportsmanlike or violent conduct.

Fighting Policy:

- Individuals involved in a fight will be immediately removed and may face a one-year tournament ban.
- If an entire team is involved, the team will forfeit the game and be suspended from the rest of the tournament.

First Aid

Each team is responsible for providing first aid for its players. This includes:

- A first aid kit (band-aids, strapping, ice packs).
- A designated person to transport injured players to an emergency room if needed.
- For major emergencies, dial 111 for an ambulance.

A trained first aid advisor will be on-site but will not provide strapping for players.

- Teams will be required to have their own First Aid gear.

Additional First Aid Considerations

- Fingernails: Must be trimmed to avoid injuries.
- Blood Injuries: Players must leave the field/court immediately if bleeding and may not return until the wound is covered.
- Jewellery & Headwear: Watches, chains, bracelets (except medical alert bracelets), anklets, bandanas, and hats must be removed before playing. Refusal to remove or cover hazardous piercings may result in game exclusion.

Playing Fields/Venues

- All venues are smoke-free zones.
- Teams are responsible for any damage they cause.
- Food, chewing gum, and soft drinks are not permitted inside playing areas (except drink bottles).
- Referees, floor controllers, and tournament staff have full authority. Disruptive individuals may be removed from the venue.
- Teams are responsible for their belongings. Tournament staff is not liable for lost or stolen items.

Disputes/Queries

- Referees' decisions are final.
- If an incident occurs, team captains must report to the referee immediately.
- Any disputes must be submitted in writing by the team captain or youth leader to the Tournament Organizer (Keli Pepa) immediately after the game.
- Disputes will not be considered after the next official round has started.

Here's a more professional yet concise version of your document while maintaining the original content:

Communication

The Sports Tournament Committee will only communicate with the nominated Team Captain and/or the local church Youth Leader. If necessary, the committee reserves the right to follow up with the Youth Leader and/or Church Pastor after the tournament.

Other Rules and Regulations

The Tournament Staff reserves the right to implement rules and regulations as needed to uphold the objectives of the SDA Sports Tournaments.

For any inquiries, please contact:

Keli Pepa

Phone: 09 262 5620 or 021 115 2499

Email: **KeliPepa@adventist.org.nz**

Points/Results

Championship Grade:

Due to budget constraints, prizes will only be awarded for existing championship division shields.

- **Correct Uniform = 1**
- **Win = 4**
- **Draw = 2**
- **Loss = 1**
- **Default = 0**

Ranking Criteria:

At the end of the round-robin stage, rankings will be determined by:

1. Total competition points (Win, Loss, Draw & Uniform points)
2. If tied, points for and against will be considered until rankings are clearly established.

Semi-Final Structure:

- 1st vs. 4th
- 2nd vs. 3rd

Winners will advance to the finals in each grade.

Social Grade:

Teams in the Social Grade will not receive points for winning or losing games.

Photo & Video Disclaimer

Photos and videos taken at the event may be used for social media and future advertising by the North New Zealand Conference.

To protect individuals' privacy:

- Full names or identifying information will not be shared without written consent.
- Anyone who does not wish to have their image used should notify the photographer, event organizers, or contact the North New Zealand Conference in writing at:

  North New Zealand Conference of the Seventh-day Adventist Church
  Private Bag 76900, Manukau, Auckland 2241

A photograph should be provided for identification purposes, which will be held in confidence.

COVID Considerations

We are committed to running our events safely and will adhere to government guidelines.

To ensure a safe event, please note:

- Do not attend if you have cold or flu-like symptoms.
- Conference staff reserve the right to ask symptomatic individuals to leave.
- Follow hygiene practices, including handwashing, sanitizing high-touch surfaces, and maintaining physical distancing where possible.
- This event is open to everyone, regardless of vaccination status.

Health & Safety

We recognize that some players may have health conditions (e.g., heart issues, pregnancy, asthma). Team captains, youth leaders, and pastors are responsible for deciding player participation. However, officials and the leadership team reserve the right to raise concerns if they deem it unsafe. Any health incidents will be the responsibility of the team captains and youth leaders.

BASKETBALL REGULATIONS

1. General Rules

Basketball New Zealand rules apply:

www.basketball.org.nz/Inside-Basketball/Officials/Rules

2. Score Sheets

- Score sheets will be available on the assigned court.
- Team coaches must check and confirm their score sheet at least 10 minutes before game time.
- Games will start on schedule, even if player numbers have not been recorded. Failure to verify details may result in a technical foul.

3. Scoring & Bench Duty

The Basketball Committee will provide a team for bench duty.

4. Score Bench Procedures

- Teams must request timeouts and substitutions at the score bench.
- Requests made from the players' bench will not be acknowledged.
- A team representative must sign off on the score sheet immediately after each game.

5. Referees

- Most referees will be provided by partnering Auckland Basketball Associations.
- Additional referees may be needed for social games (minimal pay provided).
- Interested referees can contact **KeliPepa@adventist.org.nz**.

6. Floor Controllers

Each court will have a Floor Controller, who is the first point of contact for game inquiries. Their responsibilities include:

- Ensuring teams and referees are ready on time.
- Enforcing tournament rules (e.g., uniform compliance).
- Managing the bench and game ball.
- Teams are expected to treat Floor Controllers with respect.

7. Game Duration

- All games (including semi-finals and finals) will be 45 minutes.
- Format: Two 20-minute halves (running clock), 1-minute halftime, 4-minute turnaround.
- Turnaround time may increase if COVID-19 restrictions remain in effect.

8. Player ID Requirement

- Each team must submit photo IDs for all new players (e.g., driver's license, student card, passport).
- IDs should include full name, photo, and date of birth.
- Teams can submit ID photos via text/email to Valmarie Young at the Conference Office.
- Returning players from last year's tournament do not need to resubmit IDs.
- A security-verified ID booklet will be used for venue entry. Players without a verified ID will not be allowed to enter.

9. Mixed Teams

- Teams must have at least two players of each gender on the court at all times (e.g., 2 males & 3 females or 2 females & 3 males).

10. Social Grade Rules

- Due to the increased skill level of Social grade players in recent years, we have decided that this year they will follow the same rules as the Championship level. Therefore, standard competition rules will apply to the Social grade.

11. Game Ball

- One official game ball per court.
- Men's & Mixed games: Size 7 ball.
- Women's games: Size 6 ball.
- Game balls are for official matches only.

12. Technical Fouls

- Players displaying unsportsmanlike conduct may receive a technical foul.
- A second technical foul will result in suspension from that game.

13. Additional Rules

- **3-Second Rule:** Offensive players cannot remain in the key for more than 3 seconds.
- **Jump Ball:** Games begin with a jump ball, with subsequent possessions determined by an alternating possession arrow.
- **Timeouts:** One timeout per team per half (none allowed in the last 2 minutes of each half).

TOURNAMENT STAFF CONTACT

Keli Pepa

Kelsey Ryan