



North New Zealand
YOUTH MINISTRIES

SDA DISCIPLESHIP TOURNAMENTS

FOOTBALL

29 NOVEMBER 2026

Sunday 8:00am-4:00pm

AUCKLAND

Drury Sports Complex
20 Victoria St, Drury 2578

16+ AGE LIMIT

Registrations close

16 November 2026

Register your team at

www.adventist.org.nz



  AdventistYouthNNZ

NNZYouth@adventist.org.nz



**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

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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.

Minimum of teams notice: Please note that in order for this tournament to proceed, we will need a minimum of 10 team registered. If we do not reach this number all teams will receive a full refund and notice.

Fee & Application

\$290 per Championship team.

\$250 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 applications and payments is Monday, 16 November 2026.

Any player changes for successfully registered teams must be emailed to Lucao Faamoana at NNZYouth@adventist.org.nz by 5pm 23 November 2026.

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 breach 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). Our tournaments are designed to suit our unique tournament context. For example we are using futsal rules for our football tournaments, but being played outdoors. It is designed to suit the nature of our FOR HIS GLORY tournaments being friendly, fun, playable for all and Spirit led.

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 top end 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.
- These rules are put in place to make our church members actively involved but also have an avenue to reach others in their discipleship connections.

Team Changes

A request for any player changes must be in writing and approved by the local Church Pastor OR Youth Leader. **Any player changes for successfully registered teams must be emailed to Lucao Faamoana at NNZYouth@adventist.org.nz by 5pm 23 November 2026.**

Uniforms

Because each player has chosen to represent their Faith community 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, uniformity and team work. Please ensure every member of your team has the following.



- Adequate footwear (football boots or sneakers). No bare feet, jandals, Adequate footwear (football boots or sneakers). No playing in bare feet, jandals, slip-ons or rugby boots allowed. For safety reasons, 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.**

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
- Damage the venue
- Are found to be intoxicated or is under the influence of harmful 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 physical violence, the individuals involved will be asked to leave and face the possibility of a tournament ban for a year. Team involvement in an altercation as such, will default the game and incur suspension from the rest of the tournament.



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Playing 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. We encourage teams to be sensible and respect the property/venue,
- Any player, coach, spectator who fails to abide by the tournament rules and field regulations will be asked to leave the facility, 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 issue/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. Issues/Complaints will only be accepted about another team which your team has just played. If an issue/ 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

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. 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 or 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.



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RULES & REGULATIONS

NNZC 5-a-side Football Rules

1. In the event of the ball crossing the side-lines, the ball must be placed on the ground and kicked in.
2. Any player is allowed in the semicircle in front of the goal.
3. The goalkeeper must not kick the ball from his hands. In the event of this happening the referee will instruct the keeper to retake it either by throwing the ball, or placing the ball on the ground and kicking it. If the keeper re-offends in the same game a DIRECT free kick will be awarded to the opposition and will be taken from the edge of the arc.
4. All team members must wear the same uniform; the referee has the authority to make a player leave the field of play if this is not the case. The goalie may wear a different colour shirt.

Under no circumstances will on field or off field verbal/physical abuse be tolerated; the referee has the authority to order any player from the field of play and if the situation warrants it, to call the game to an end early. In ALL cases the referee's 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 field for duration of game, or team defaults the game).
5. A player must be registered with only one team during the whole tournament. In the event that a team uses non registered players or players from another team they will forfeit the game.
 6. No verbal or physical abuse towards the referee will be tolerated. The referee can order players or spectators from the immediate area of play and may call an end to the game if his instructions are not followed.
 7. There will be rolling substitutions, so once a player is subbed off they may re-enter the game at a later time. All substitutions must be made at the half way line. Before entering the field, the player being substituted has to leave the field first. A substitute can only be made when the ball is out of play.
 8. Fouls committed will result in a DIRECT free kick. Should a player intentionally or repeatedly foul other players, handle the ball or show disrespect to the Ref. this will result in a warning (Yellow Card). If a player continues to foul others or shows disrespect after receiving a warning they will be sent from the field of play and may take no further part in the game (Red Card). Any player who fouls with malicious intent (so as to cause injury), whether they have received a warning or not, will receive a Red Card. If a player receives a Red Card or is sent off, He/She will not be allowed to play the next game for their team.
 9. No Offside.
 10. Each team must provide a match ball.
 11. No bare feet or Rugby boots.
 12. A goal is scored when the whole ball crosses the goal line.

Game Time

Each game is composed of 2 fifteen minute halves, a one minute break, and a four minute transition allowance.

The Finals are thirty minute games with 2 fifteen minute halves. Each team will play a minimum of 4 games before the semi-finals. A team will default a game if they are not present on the field within 5 minutes of the referee's whistle for kick off.

The organising committee reserves the right to forfeit a team's chance to move through to the finals if they have defaulted too many games (2+) but still have accumulated enough competition points.

Mixed Grades

Teams in Mixed games must have no more than THREE male or female players on the field at all times.



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