

SAS AUSTRALASIAN SLAM

TOURNAMENT GUIDE



LAST UPDATED 05-06-2024

DIVISIONS

YOUTH			MASTERS	ADULTS	SOCIAL
UNDER 14	UNDER 16	UNDER 18	MEN 35+	PREMIER MEN & WOMEN	SOCIAL MEN & WOMEN
BOYS A B C GRADE	BOYS A B C GRADE	BOYS A & B GRADE	WOMEN 35+	A GRADE MEN & WOMEN	MIXED ADULT
GIRLS A & B GRADE	GIRLS A & B GRADE	GIRLS			

VENUES

EVENTFINDA STADIUM (EFS)

Eventfinda stadium, silverfield lane, wairau valley, Auckland

AUT GYM (AUT)

Aut gym, north shore campus, 90 akoranga drive, northcote, Auckland

YMCA

Ymca, akoranga drive, 5 akoranga drive, northcote, Auckland 0627

THE TRUSTS ARENA

The trusts arena, 65-67 central park drive, henderson, Auckland 0610

CODE OF CONDUCT

SIDELINE BEHAVIOUR

Players, Coaches, Officials and Spectators are expected to abide by the BBNZ Code of Conduct (link below).

A reminder of the roles everyone has in the SAS Slam over the weekend:

TEAM MANAGEMENT

- The Head Coach is by rule the only person on the team bench that is able to communicate with the referees during the game.
- This must be done in a courteous manner to obtain information but only when the ball is dead and the game clock is stopped.
- The Assistant Coach may only stand during the game if the head coach is seated and must only speak with their own team's players (not the referees).
- Team management can approach the score table in dead ball situations if they have any questions. If there are any concerns the Head Coach (as per above) needs to raise the matter with the referees at the next dead ball opportunity.

PLAYERS

- The on count captain is by rule the only player that is able to communicate with the referees during the game. This must be done in a courteous manner to obtain information but only when the ball is dead and the game clock is stopped.

- If a player or coach/manager is ejected from a game or venue for behavioural issues, they may be stood down for one game. Tournament management hopes that we will not have to enforce this rule.

PROTESTS

- Once the score has been finalised by the referees on the iPad the final score will stand. As per BBNZ guidelines you cannot protest a game result.
- More details are in the BBNZ Regulations Book 6 – Judicial Regulations Appendix A - on Pg 19
- The link is here: <https://nz.basketball/wpcontent/uploads/2022/02/BBNZ-Regs-Bk-6-Judicial-Final-as-at-3-Feb-2022.pdf>

INCIDENTS

- Should you wish to lodge an incident, please approach the venue controller. They will have an official game incident report form that can be completed. Incidence need to be addressed in writing, with the VC, within 20 minutes of the conclusion of the game.

Please respect all Referees, Staff, Volunteers and participating teams, players and management.

TOURNAMENT RULES AND REGULATIONS

GAME BALLS

- Game balls will be supplied.
- All games will use the Molten BG3800, composite leather.
- The following sizes will be used:
 - Girls U14: Size 5
 - Boys U14 and Girls U16-Adult: Size 6
 - Boys U16-Adult: Size 7

***TEAMS MUST PROVIDE THEIR OWN WARM-UP BALLS.**

PLAYERS

Mouth guards are preferred for all grades and participants.

DRAW

Team requests cannot be guaranteed, but we have tried to accommodate where possible.

GAME TIMES

- Warm Up Time (a maximum of) 10 minutes
- Playing time: 4 x 8 minute quarters
- Half Time: 3 minutes
- Quarter Time: 1 minute
- Extra Time/Overtime: 2 minutes (Game will continue with 2 minute overtimes until a winner is eventually found)
- Extra Period Intervals: 1 minute
- Time Outs: 2 in first half, 3 in the second half but only 2 in the last 2 minutes of 4th quarter.
- One per over time period - All time outs are 60 seconds long, 1 per overtime

TECHNICAL MEETING

The technical meeting is available for teams to attend via zoom. It is preferred for a coach and/or manager from each team to attend. The zoom link will be emailed to all team contacts.

AWARDS CEREMONY

The awards ceremony will be presented at the conclusion of the final day. If a travelling team needs to depart earlier, then the medals will be presented directly after their finals match.

AWARDS

- Medals: Gold for grade winners, Silver for runners-up
- Trophy: Grade Winner

TEAM ROSTER

Please ensure all your players are registered online through game day. Players need to be registered for Glory League scoring. All players named on the roster prior to the first game, may participate in the tournament. A minimum of 8 players are required for each team roster, maximum of 12. Player registrations close 5th September.

If a late addition or injury replacement is needed to be added to the roster, please inform the tournament organiser.

Players must play in a minimum of 2 games prior to playing in the semi-finals or finals.

Players are eligible to play up a grade, but cannot play down a grade. **ie: 2012 aged players can play in the U16 grade but a 2010 player cannot play in the U14 grade.**

TOURNAMENT RULES AND REGULATIONS

YOUTH AGE GROUP CLASSIFICATIONS 2024:

U14 age group for players born 2011 and 2012

U16 age group for players born 2010 and 2009

U18 age group for players born 2007 and 2008

ZONE DEFENCE

No Zone defence to be played for U14 grades and U16 Grades.
If you suspect a team is playing zone, please approach the Venue Controller and request a Zone Buster.

SCORE BENCH DUTY

Each team is to provide a minimum of two score bench volunteers to score their own game (Four Total).

SCORE BENCH DUTY

Points will be awarded as follows:

WINNER: 3 POINTS

LOSER: 1 POINT

IN THE EVENT OF TEAM TEAMS FINISHING ON THE SAME POINTS, THE TEAM THAT WON THE GAME BETWEEN THOSE TWO TEAMS WILL BE DECLARED THE WINNER.

IN THE EVENT OF A THREE WAY TIE, THE WINNER WILL BE DETERMINED BY POINTS DIFFERENTIAL BETWEEN THE 3 TEAMS.

FORFEIT

In the event that a team forfeits a game, zero points will be imposed to the defaulting team. Two points will be awarded to the nondefaulting team, with a 20-0 result entered.

TEAM BENCHES

Sitting on the score bench, TEAM A must sit to the left and TEAM B sits to the right. TEAM A (Home/White) listed first on the ipad, TEAM B (Away/Dark) listed second Only management, coaches and players are allowed to sit on the score bench.

RUBBISH

Please be considerate and ensure your team removes any rubbish from the bench and court area at the end of each game. Do not leave any rubbish in the changing rooms and please leave in a tidy state for the other teams.

UNDERGARMENTS

Undergarments worn by players must be of compression material and design.

Each team must wear all the same colour of undergarments.

JEWELLERY

All jewellery to be removed prior to playing a game, if it cannot be removed then it must be covered with tape so it is not a risk to other players.

PHYSIO

An experienced physio will be available onsite for players to access, treat and provide advice for your injuries. One will be located at both the Eventfinda Stadium and Trusts Anena.

No charge for ACC covered injuries.

Extra charges will be incurred for tape and materials. \$5-\$10 depending on what is used.

TOURNAMENT RULES AND REGULATIONS

VENUE CONTROLLER

Should you wish to log an incident, please approach the venue controller. They will have an official game incident report form that can be completed. An incident needs to be addressed in writing, with the VC, within 20 minutes of the conclusion of the game.

- A blood kit can be located at the VC desk or under each score bench.
- A basic first aid kit is available at the VC desk.
- Ice can be also found at the VC desk or where labelled in the foyer.

FOOD AND DRINK

No food and Drink is permitted on any courts.
Only water and sports drinks are to be consumed on the courts.

- AUT Gym has a Subway outlet located in the building by reception.
- Eventfinda Stadium will have their reception café open, coffee will be available from doors open.
- The Trusts Arena will have food trucks available outside the main doors.

SAS SLAM REFUND POLICY

- Team initial registration deposit of \$100 is non-refundable.
- Teams that default or withdraw from a game without reasonable justification will be declined entry the following year.
- Player refunds will be issued for teams that have been asked to move grades and refuse the alternative placement.

SAS SLAM COMPETITION GRADES

The tournament organiser reserves the right to move teams to an alternative grade other than the grade originally entered in the event that there are insufficient team entries in any particular grade. This action will be taken in order to create a viable and competitive grade.

SAS SLAM UNIFORM ORDERS

Once team registrations are closed, team managers will receive an unique team code and uniform instruction link to order their SAS Slam team uniforms directly from SAS Sport Ltd.

MERCHANDISE

Merchandise stalls will be available at Trust Arena and Eventfinda Stadium for the purchase of SAS Australasian SLAM gear.

DOOR CHARGE

There will be no door charges at any venue.

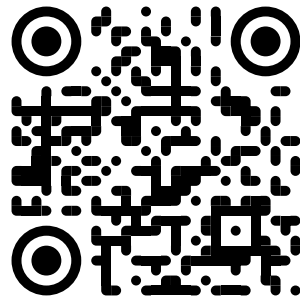
PARKING

Parking at all venues is free over the weekend.

- AUT North Shore requires you to park in carpark 2, this is the car park closest to the road.

RESULTS AND DRAWS

TOURNAMENT PHOTOS



THANK YOU



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