



Easter SLAM

TOURNAMENT RULES AND REGULATIONS 2025

TOURNAMENT RULES & REGULATIONS

GAME BALLS:

All games use Molten BG3800, composite leather. Teams must provide their own warm up balls. The following sizes are to be used:

- **Girls U16 - U20: Size 6**
- **Girls U12 - U14: Size 5**
- **Boys U16 - U20: Size 7**
- **Boys U12: Size 5**
- **Boys U14: Size 6**

MOUTHGUARDS:

Mouth guards are compulsory for U12 - U18 grades and participants.

DRAW:

Game requests cannot be guaranteed, but we will try to accommodate where possible.

GAME TIMES:

- Warm Up Time (a maximum of) 10 minutes
- Playing time: 4 x 8 minute quarters – STOP CLOCK with 24 second clock
- 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)

GAME TIMES:

- 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

TEAM ROSTER:

Please ensure all your players are registered online throughgame day prior to the start of the tournament. 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. 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 any semi-finals or finals games. Players are eligible to play up a grade, but cannot play down a grade.

ie: 2010 aged player can play in the U18 grade but a 2009 player cannot play in the U16 grade.

ZONE DEFENCE:

No Zone defence to be played for U12-U16 Grades.

If you suspect a team is playing zone, please approach the Venue Controller and request a Zone Buster.

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SCORE BENCH DUTY:

Each team is to provide a minimum of two score bench volunteers to score their **OWN** games (3-4 in Total)

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 non-defaulting team, with a 20-0 result entered

POINTS:

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 point differential between the 3 teams.

AWARDS:

Medals will be handed out directly after each final. Medals will be presented to First Place and Second Place teams only.

TEAM BENCHES:

Sitting on the score bench, TEAM A must sit to the left and TEAM B sits to the right.

TEAM A (Home/Light) will be 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 count 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. NO team/manager trolleys to be wheeled on the counts at Eventfinda Stadium

UNDERGARMENTS:

Undergarments worn by players must be of compression material and design. Each team must wear all the same colour of undergarment.

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 risk to other players.

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PHYSIO:

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

No charge for ACC covered injuries.

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

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 found 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.**
- **Franklin Pool and Leisure will have their canteen open.**

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 carpark closest to the road.**

RESULTS AND DRAWS:

Results and Draws – Harboun Website

https://websites.mygameday.app/assoc_page.cgi?client=1-2857-0-0-0

VENUES:

Eventfinda Stadium (EFS)

Silverfield Lane, Wairau Valley, Auckland 0637

AUT Gym (AUT)

North Shore Campus, 90 Akoranga Drive, Northcote, Auckland 0627

The YMCA (YMCA)

North Shore, 5 Akoranga Drive, Northcote, Auckland 0627

Franklin Pool and Leisure Centre (FP)

29 Franklin Road, Pukekohe 2120

TOURNAMENT CONTACTS:

TOURNAMENT DIRECTOR:

Sue Woods

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SIDELINE BEHAVIOUR - CODE OF CONDUCT FOR PLAYERS, COACHES, OFFICIALS AND SPECTATORS

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 teams 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 court 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

PLAYERS

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

PROTESTS

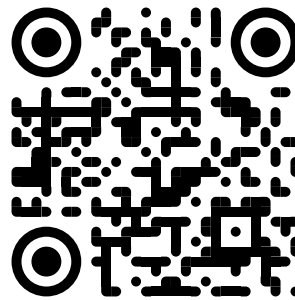
- Once the score has been finalised by the referees on the iPad the final score will stand. As per BBNZ guidelines you cannot protest a game result.
- More details are in the BBNZ Regulations Book 6 – Judicial Regulations Appendix A- on Pg 19 The link is here:

<https://nz.basketball/wp-content/uploads/2022/02/BBNZ-Regs-Bk-6-Judicial-Final-as-at-3-Feb-2022.pdf>

INCIDENT

- 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.



THANK YOU



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