

BASKETBALL

Contact Persons	Morgan Evangelio 0211446873 Sonny Santos 021644672 Migs Tolentino 02102398255 Email: sports.basketball@pistangpilipino.nz
Organised by	WFSA PNZ
Date and Time	24-25 October, 2026 Saturday 7:00am to 10:00pm Sunday 7:00am to 7:00pm
Venue	Akau Tangi Sports Centre 72 Kemp Street, Kilbirnie, Wellington

Categories

Open	Legends
9U	11U
13U	15U
17U	19U

Referee Decisions

All decisions made by the referee are final and binding. Protests will only be accepted if they pertain to matters of player eligibility.



BASKETBALL

General Rules

The games will be governed by FIBA International Rules, available on the official FIBA website (www.fiba.basketball). Local adjustments to these rules will be communicated once the final participant count has been confirmed.

Competition Format

1. Pool or Round-Robin Structure

The format of the competition, either pool play or round-robin, will depend on the number of teams in each division. Seeding will be based on the results of the previous year's Labour Weekend tournament.

2. Category/Groupings Format

Every category/grouping should have at least 3 current Federation club participations to proceed. Example: 9-Under basketball division (PCMST had 2 teams, and Waikato had 2 teams = 4 teams in total BUT only 2 Federation clubs, CANNOT GO AHEAD with only 2 clubs participating in all categories.

Pool Format

Teams within the same pool will compete in a single round-robin elimination.

- The team with the most wins in each pool will advance to the championship match. The winner will be declared Champion; the losing team will be Second Place.
- If there are three or more pools, semi-finals will determine the finalists.
- Second-place teams from each pool will compete for Third Place. In the case of three or more pools, the losing teams from the semi-finals will play for Third Place.

Points Awarding Category (Example Diagram Below)

- . Winning team = +2
- . Losing team = +1
- . Default team = 0



BASKETBALL

Tiebreaking Rules

- If two teams are tied, the winner of their head-to-head match will be ranked higher.
- If three teams are tied:
 - If one team has beaten the other two, that team ranks first.
 - If results are circular (Team A beats B, B beats C, and C beats A), the team with the highest point differential among the tied teams will rank first, and so on.

Round-Robin Format

All teams will play each other once in a single round-robin.

The top two teams will play for the championship.

The third and fourth-ranked teams will compete for Third Place.

Tiebreaking Rules

Head-to-head result

Points differential

Game Timing Rules

Pool Games – Separate Clocks per Court

Two halves of 20 minutes running time

Stop clock during the final 2 minutes of the second half

Maximum of two timeouts per team per half (40 seconds each)

Three-minute halftime

Tied games will proceed to an overtime period

Jump ball in mid court golden basket rulings. All penalties will continue and a time out for each team.

Semi-Finals and Finals

- Stop clock will be applied during the final 3 minutes of the second half
- If tied at the end of regulation, a jump ball to resume play and a golden basket will apply
- Individual and team fouls carry over from regulation

Fouls

- Each player is allowed up to 5 personal fouls per game



BASKETBALL

- Each team is allowed up to 7 team fouls per half

Unsportsmanlike Behaviour

- Two technical or unsportsmanlike fouls in a game result in ejection and suspension for the next game
- Three technical or unsportsmanlike fouls across the tournament result in disqualification from all remaining games
- Referees and tournament controllers may remove a player from play to prevent escalation

Disciplinary Process

- Ejected players must submit a written or email incident report within one week
- Tournament coordinators will review the incident and issue a formal tournament report with recommendations for disciplinary action to the incoming host city

Possible Disciplinary Actions

- Warning: Any repeat offense will result in disqualification
- Temporary Suspension: Player or team will miss the next tournament
- Indefinite Suspension: Player or team will be barred until cleared by future hosts



BASKETBALL

Overtime Rules

- In case of a tie at the end of regulation, a jump ball will start overtime
- The first team to score a point wins (“golden basket” rule)
- One timeout per team is allowed during overtime
- Team fouls from the second half carry over

Awards and Recognition

- Trophies will be awarded to the top three teams in each category
- Medals will be awarded only to members of the Champion team
- The Federation Basketball Shield will be awarded to the club, society, or group with the highest number of first-place finishes

Additional Rules

1. All participants must demonstrate good sportsmanship and play in the spirit of camaraderie.
2. Proper sports gear must be worn at all times.
3. Players are responsible for ensuring they are medically fit to participate.
4. Children and non-participants must remain off the court at all times for safety reasons.

Eligibility Requirements

- Each participant may represent only one club or group throughout the tournament.
- Spouses or partners of Filipinos must provide proof of shared residency (minimum of 3 months), such as joint utility bills or bank statements.
- Girls may play in boys' divisions from Under-9 to Under-15 with a one-year age allowance.
- Under-9 and Under-11 divisions must use a size 6 ball. Full-court defence is not allowed; defence must start at half-court.
- Coaches are advised to require mouthguards for players aged Under-9 to Under-15.
- A game cannot start with fewer than 5 players; teams are given a 3-minute grace period.



BASKETBALL

- Only team players, one coach, one assistant coach, and one manager are allowed on the bench. Only the coach may stand during the game. Repeated violations will result in technical fouls.
- Valid IDs (Passport or Drivers License or Birth Certificate) can be requested to show proof of birth for age-based categories

Defaulting Games

- If a team defaults a non-bearing game, an incident report must be signed by table officials, referees, and the opposing team's representative
- A default will result in a fine equal to the registration fee of two teams
- Unpaid fines will disqualify the member organisation from future events

Fighting and Protests

- Fighting is defined as a physical altercation between players
- Bench players and team members who enter the court during a fight will be disqualified
- Only the coach and assistant coach may leave the bench to assist officials
- Coaches who do not assist in restoring order will also be disqualified and subject to penalties upon review

FEES & REGISTRATION

\$380/Team -Early Bird up to 30 June 2026

\$400/Team-1 July 2026 to 15 September 2026

“Pay as you register”

