



PANTHERS 3X3 BASKETBALL Carnival



DETAILS

WHO, WHERE, WHEN

Open to tamariki and rangitahi with physical and/or intellectual disabilities. Register a team of 4-5 players. Players do not need to know how to play 3x3 to register!

- Pioneer Recreation Centre, 75 Lyttleton St
- Friday 11th April 2025
- 4pm - 8pm (Kai from 7pm - 8pm)

Individuals looking to play in a team can email Alice, clubmanager@pioneer.nz.basketball

WHAT

The carnival is a fun, fully inclusive way to enjoy playing basketball. We have two grades, an open and a wheelchair grade* and hope to have pools within those grades to help keep games enjoyable.

We will have skills and warm up time as well as kai and korero at the end of the night.

**Bring your own chair or use one of ours! Players in wheelchairs or with walking aids are not required to play in the wheelchair grade, the rules are adapted in the open grade to allow you to play.*

UNIFORMS

We don't require your team to have basketball uniforms! Please come dressed up any way you choose.... we will have a prize for the best dressed team so start getting creative!

We will have bibs to use, we recommend all wearing the same colour or outfit to help identify teams.

CARNIVAL CULTURE

PIONEER VALUES

During the tournament each team will have some voting cards and we ask you to nominate players, coaches or supporters from the other teams or your own who exemplify the Pioneer core values.

During the kai and korero at the end of the night we will give out these awards.



WHANAUNGATANGA

Seeking kinship through shared experience. Creates a sense of whānau and community. People who seek to build relationships and friendships with others and welcome everyone into their whānau



MANAAKITANGA

Treating all people with respect, valuing all individuals and treating them with dignity. Respect builds relationships of trust, safety and wellbeing.



PONO

Acting with integrity. Honesty and strong morals influence all actions and words



HIRANGA

People who seek to better their own skills and performance. And who support others in their journey for development





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GAMES

- 12 minute games, 6 minute halves with 1 minute halftimes. 2 minutes between games
- Size 6 balls will be used, Brightly coloured or Low vision 'noisy balls' can be used on request
- Floor hoops will be available at the end of the court for the pool with the youngest/least experienced players
- Wheelchair basketball will be using 8 ft hoops, open grade will be 10ft
- Flags can be used by referees upon request
- Players may have a support person on the court with them
- Scores will be recorded but not displayed. Teams may only ask for score updates at halftime and at the end of the game
- Teams are not required to have a coach but you are very welcome to have one. Pioneer will have volunteers available on the night who can assist players and teams as needed
- Referees and referee supervisors will be supplied. For questions about refereeing please see a floor controller or referee supervisor. Do not approach the referees.



GAME RULES

- Travel, double dribble and other ball violations are called at referee discretion. In wheelchair basketball generally 1 bounce per push
- 1 point per basket within the 3point line
- 2 points per basket outside of the 3point line
- If fouled in the act of shooting the points will count, an extra 1 point will be given if the shot goes in
- After a change of possession the offensive team must take the ball outside of the 3 point line before scoring
- Wheelchairs and other walking aids are extensions of a body, therefore standard foul rules apply
- In the wheelchair league any side or rear contact is a foul
- If there is a 'dead ball' situation e.g out of bounds, travel, double dribble etc. The game will resume with a 'check' ball. This means the offensive player will pass the ball to the defensive player and they will pass it back. Once the offensive player touches it again play will resume.
- In the event of a 'jump ball' situation the defensive team will be awarded the ball
- Subs can occur at any stage, you do not have to wait for a dead ball situation

