

New Zealand Ice Hockey Federation



New Zealand Ice Hockey League

Events Manual

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FAIR PLAY 
AND RESPECT



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PART I – INTRODUCTION

This document sets out guidelines for the New Zealand National Ice Hockey League. All games are to be played according to the rules set out in this Events Manual first, followed by the Official IIHF Rule Book.

1. Purpose

The New Zealand Ice Hockey League has three stated goals:

1. To improve the quality of ice hockey in New Zealand
2. To increase public awareness of the sport's existence
3. Grow the number of participating teams without detriment to the quality of the game.

2. Changes

If during the League a need arises for any changes or alterations to these Rules, permission must be obtained from the National League General Manager (GM). The GM will have the power to approve changes and additions, but only with a majority agreement of the Regional League Coordinators (The Coordinators). In the case of disagreement the issue is to be decided by the NZIHF Management Committee.

PART II – PARTICIPATION IN THE NZIHL

3. Player Eligibility

3.1 Regional Membership

(a) All players must be registered to play with their Regional Association to be eligible to play in the NZIHL.

(b) All players must be registered to play with their Regional Association to be eligible to play in the NZIHL and may only be registered to play for only one team per season.

(c) Players may not transfer teams during an NZIHL season unless given a special dispensation by the Coordinators.

(d) Female players are allowed to play in this competition as goalkeepers only.

3.2 Age Requirement

Players must be 16 years of age or older at the start of the competition. Special circumstances may receive a dispensation from a majority of League Coordinators.

3.3 Player Classifications

(a) NZ PLAYER

All New Zealand born players are eligible to play in the NZIHL.

(b) NATURALIZED PLAYER

A foreign-born player will be considered to be a Naturalized Player if they fulfill the following conditions:

- they are a NZ citizen
- they hold a valid NZ passport
- they have received an approved International Transfer Card from the IIHF, or have obtained a letter of approval

(C) IMPORT PLAYER

Any player born outside New Zealand that does not qualify as a Naturalized Player will be considered to be an "import player".

- Any import player at the age of 18 years or over as of January 1st in the year of the competition must:
 - have received an approved International Transfer Card from IIHF or
 - have received a "letter of approval" from the IIHF before they are eligible to play in the NZIHL.
- If an import player is under the age of 18 as of the first of January in the year of competition, an ITC is not required. Instead the player will require a "letter of approval" from the IIHF. Upon reaching his 18th birthday the "letter of approval" substitutes for an ITC.
- An ITC can be requested through the NZIHL President. There may also be an additional processing fee charged depending on the Federation of the country the applicant comes from.
- Players may be named in the Squad without holding an ITC, but they are not eligible to play in any games until an ITC has been approved by the IIHF.

4. Team Eligibility

4.1 Current NZIHL teams

Team	Location
Botany Swarm	Botany Downs, Auckland
Canterbury Red Devils	Christchurch
Dunedin Thunder	Dunedin
Southern Stampede	Queenstown
West Auckland Admirals	Avondale, Auckland,

4.2 Team Applications

Applications to join the NZIHL are to be sent to the GM.

4.3 Team Structure

(a) Regional Coordinator

Every team must have a Regional Coordinator who liaises with the NZIHL GM and the team managers regarding all functions required to have successful Round Robin games and Finals.

This includes amongst other things:

- Coaches/Managers selection process and organization of appointments
- Input into the Rules & Regulations and Events Manual as produced/amended by the GM
- Input into the team(s) selection in your region
- Assistance to the GM/Marketing Committee with budget setting and marketing initiatives
- Coordinate and facilitate all trainings in conjunction with the Head and Assistant Coaches
- Name team squad according to the Rules & Regulations and/or Events Manual
- Ensure on time payments to the NZIHL
- Ensure team(s) has got the shirts, name bars, over pants & socks
- Advise GM of all travel arrangements and team composition
- Ensure all on-ice and off-ice positions required for the game are filled
- Post-game or other functions and entertainment
- Arrange possible any media interviews/stories/coverage and press releases
- Ensure smooth running of game and collection of statistics
- Arrange Disciplinary Hearing if required

(b) Team Management

Every team must have a dedicated Team Manager that is not a player. Every region is to appoint a Team Manager and if possible, an Assistant Manager.

(c) Team Coaches

Every team must have a Head Coach and an Assistant Coach. All appointments are to be carried out by the Regional Bodies and to be confirmed by the NZIHL Committee and any change of coach requires the approval of the NZIHL Committee. The GM has the casting vote if there is any disagreement.

(i) Head Coach

The Head Coach has to be a non-playing coach.

(ii) Assistant Coach

The Assistant Coach may be a player playing for that team.
The Assistant Coach may also act as the Assistant Manager.

(d) Team Composition

(i) Maximum Squad Size

The minimum squad allowance is 18 players and 2 goalies. The maximum squad allowance is 25 players and 3 goalies.

(ii) Import Players

A maximum of 5 import players are able to dress for each team in each game.

(iii) Naturalized Players

There is no upper limit to the number of naturalized players allowed on the squad.

(iv) Youth and Junior Players

Every squad must include at least two Youth aged players, eligible for the NZU18 team at the year of the tournament and at least three Junior age players (eligible for the NZ U20 team at the year of the Tournament). Special dispensation is required for any player under 16 years old at the start of the tournament. If a player is a NZU18 and NZU20 player he is only to be counted once. Hence, there must be 5 different players in total.

(e) Player Naming

A final squad list is required 3 weeks prior to the first game of the season. Any delay in naming the Confirmed Squad will attract a penalty payment of \$500 to be paid before the team's first Round game.

Once the Squad has been named no more changes are permitted except in the case of injury where medical evidence is produced. Any replacement in a Squad requires approval by the NZIHL Committee. The NZIHL Committee, in exceptional circumstances, may permit other exceptions.

(f) Traveling Team

When traveling during the Round Robin phase or finals the NZIHL will cover the cost of 15 players and two goalies. Additional players may be taken at the individual team's expense. The GM, prior to any travel having taken place, must approve exceptions.

PART III – ADMINISTRATION OF THE NZIHL

5. NZIHL Meetings

5.1 Annual Meeting

As part of the NZIHF AGM, the NZIHL Forum shall also meet. The Forum is composed of the NZIHF Delegates but could also include Coordinators and treasurer if invited. Dates and times of the AGM are to be determined by the NZIHF.

5.2 Regular Meetings

Apart from the annual meetings, the NZIHL GM shall convene a phone conference with the Coordinators on a regular basis (to be determined by GM).

5.3 Meeting Agenda

An agenda is to be prepared by the GM and to be distributed to the Coordinators at least two days prior to all regular meetings.

5.4 Meeting Minutes

Minutes of the meeting are to be kept and distributed to the Coordinators and the NZIHF President by the GM.

6. Reporting

6.1 Annual Report

A written Annual Report encompassing the season in its entirety, including a financial statement, is to be provided by the GM to the NZIHF President before the NZIHF AGM as required by the President.

6.2 Sponsorship-Funding Disclosure

All teams to provide a summary of sponsorship/funding received during year according to the template provided.

7. Finances

All costs/incomes are to be administered by the NZIHL Treasurer. Here is a detailed listing of what is included:

7.1 Costs

Travel (to and from the tournament venue, local transport)
Flights
Rental of vans & trailers
Ice time (no cost sharing with rinks)
Ice time during tournament games, excluding any ice time cost for trainings
Officials
Referees (game fees only)
Score Bench (game fees only)
Goal Judges
NZIHL General Manager
Regional Coordinators
Accommodation for visiting team(s) – of a suitable standard
Including 15 skaters, 2 goalies, x2 Coaches, x2 Managers & a Coordinator

7.2 Spectator Income

If there is a shortfall in the budgeted income for a round of play the Host Team will have to provide the shortfall (budget to be established on an annual basis by GM). An average is to be calculated over all home rounds. Payments are to be made within 2 weeks of the rounds completion. (The guaranteed income consists of \$3,750/round robin round and \$5,000 for final game.)

7.3 Team Fees / Payment Dates

Players are to pay the required fees by individual Teams as to cover the \$16,000 annual Team Fees. A payment of \$7,000 per Team is required to be deposited into the League bank account by May 1. The 2nd payment of \$4,500 is due on July 1 and a 3rd payment of \$4,500 by August 1. This amount may reduce based on League Funding received and is to be set by GM.

7.4 Budget

A budget is prepared for each NZIHL season by the GM.

8. *Playing Format*

8.1 Tournament Format

(a) Each team will play two 'home' and two 'away' games against each other team to complete two full Round Robins for a total of 16 games. In each Round one team will have a bye.

(b) The NZIHL final will consist of one game. The game will be played between the top two teams in points after the two Round Robins.

(c) See the 2011 Draw in Appendix 3.

8.2 Game Format

(a) All games in this competition shall consist of three periods of 20 minutes stop-time duration. There will be one ice cut before warm up. Warm up shall be 5 minutes in duration followed by team roster announcements before the immediate commencement of game play. Following the first period there shall be an ice cut before the second period and a second ice cut between the second and third periods with no ice cut after the third period if Overtime or Game Winning Shots are needed. or after warm up.

(b) Ice slots for games shall be booked for two-hours thirty minutes in duration.

(c) If, for whatever reason, there is not enough ice time available to complete a game (within the predicted ice time available) the breaks between periods may be reduced to the shortest time possible (to still allow for flood and some drying time). This is to be determined by the Game Referee. Should this still not leave enough time to complete the game, the last period shall be played with running time only (to be determined by the Local Coordinator and the Game Referee). The Referee is to advise the player benches and Score Bench.

8.3 Overtime Format

If the game is tied at the end of regulation time, a five-minute overtime period shall be played immediately after an intermission of three minutes. The teams will defend the same goals as in the third period. The game will end when the five minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure will apply.

All overtime periods of any NZIHL game shall be played with each team at the numerical strength of four (4) skaters and one (1) goalkeeper. Specific rules for this procedure are as follows:

1. If a team is penalized in overtime, the teams will play 4-on-3. Coincidental penalties do not affect the on-ice strength when assessed in overtime.
2. In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater.
3. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 4-on-4 or a 4-on-3 situation, as appropriate.
4. If there is a manpower advantage situation, which carries over from regulation time to overtime, the above criteria will be applied at the start of the overtime. Accordingly, if at the end of the regulation time, the teams are 5-on-4, overtime begins at 4-on-3.
5. When the regulation time ends with an on-ice manpower strength of 5-on-3, teams will commence the overtime with a strength of 5-on-3. With the expiration of penalties, due to continuous action, player strength may get to 5-on-5 or 5-on-4. At the first stoppage of play following, player strength must be adjusted to 4-on-4 or 4-on-3.
6. If at the end of regulation time teams are 3-on-3, overtime starts 3-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage player strength is adjusted to 4-on-3 or 4-on-4, as appropriate.
7. If at the end of regulation time teams are 4-on-4 with a player or players in the box serving non-coincidental penalties, overtime starts 4-on-4 and players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, teams are adjusted to 4-on-3 or 4-on-4, as appropriate.

8.4 Game Winning Shots Procedure

The following procedure will be utilized:

1. All shots to be taken to the 'home' end goal.
2. The procedure will begin with three different shooters from each team taking alternate shots. The players do not need to be named beforehand. Eligible to participate in the Game Winning Shots will be the four goalkeepers and all players from both teams listed on the official game sheet except as specified in article 3 below.
3. Any player whose penalty had not been completed when the overtime period ended is not eligible to be one of the players selected to take the shots and must remain in the penalty box or in the dressing room. Also, players serving penalties imposed during the game winning shots must remain in the penalty box or in the dressing room until the end of the procedure.
4. The Referee will call the two captains to the Referee Crease and flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his team will shoot first or second.
5. The goalkeepers from each team may be changed after each shot.
6. The shots will be taken in accordance with rule 509 of the IIHF Official Rule Book.
7. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
8. If the result is still tied after 3 shots by each team the procedure shall continue with a tie-break shoot-out by one player of each team, with the same or new players with the other team starting to take the tie-break shots. The same player can also be used for each shot by a team in the tie-break shoot-out. The game shall be finished as soon as a duel of two players brings the decisive result.
9. The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.
10. Only the decisive goal will count in the result of the game. It shall be credited to the player who scored and to the goalkeeper concerned.
11. If a team declines to participate in the game winning shots procedure the game will be declared as a loss for that team and the other team will be awarded 3 points for a win. If a player declines to take a shot it will be declared "no score" for his team.

8.5 Insufficient Time To Play Overtime and/or Game Winning Shots

If there is insufficient time to carry out overtime the teams can go straight to Game Winning Shots (the referee to decide). Should there not be enough time to do either, the game will be declared a draw with 1 point awarded to each team.

8.6 League Standings

(a) Points System

Points shall be awarded as follows:

- 3 points for the winning team at the conclusion of regulation time
- 1 point for both teams at the conclusion of regulation time if the game is tied
- An additional point earned for the team winning the game in a 5-minute overtime period, or the Game Winning Shots Procedure if the teams are still tied following conclusion of the overtime period
- 0 points for the team losing the game in regulation time

(b) Finals Qualification

The two teams with the highest points earned in round robin qualify for the final.

If tied, then match results between tied teams will determine placing.

If still tied, the goal difference between the tied teams will determine the placing.

The final determination is based on most goals scored in total including round robin games.

(c) Finals Ice Time Requirement

If the team at the top of the table is unable to secure the necessary ice time (4hrs) it will pass the opportunity to the second placed team to host the final if they can provide the required ice time. If neither team can provide the time the NZIHL would make the final decision on who would host the final that was in the best interests of the game. If the final is held at the 2nd placed team's location any potential loss to the guaranteed income will be shared between both teams.

8.7 Game Requirements

(a) Pre-Game Requirements

(i) Every team must have at least 11 players on their game sheet (10 skaters, 1 goalie).

(ii) Teams with less than 11 players will not be allowed to compete and forfeit their game 0:5.

(iii) Every effort should be made to play a game for the public even if players from opposing team or non registered players are brought into the team.

(iv) If one team is unable to compete at all (except for unforeseen weather conditions), the financial losses to the NZIHL will have to be covered by the defaulting team. The losses are to be determined by The GM, The Coordinators and The Treasurer.

(v) Non NZ Representative Team eligible players must be shown on the official Team and Game Sheets marked with an "I" (Import Player).

(vi) Each team must play a NZ team eligible goal tender for at least 1/3 of the regular season. This shall be calculated as minutes on the ice as a percentage of total minutes played by the team during the regular season.

1. This requirement does not apply to a one game final.
2. At the conclusion of the regular season, any team failing to comply with this requirement will have points deducted from total points earned during the regular season.
3. 3 points will be deducted for breaching this rule by 1 - 60 minutes.
4. A further 3 points will be deducted for breaching this rule by 61 -120 minutes and each 60 minute part thereafter.
5. Special circumstances can be considered and decided upon by the NZIHL committee.

(vii) Only persons nominated on a NZIHL Official Team Sheet and Officials of the NZIHL (i.e. GM, Regional Coordinators, etc.) are permitted on the players' bench.

(viii) All games are to be played according to the rules set out in this NZIHF Events Manual first. Any rules not specifically mentioned within are subject to **current** IIHF Rule Book, Case Book, Rule Emphasis and Rule Interpretation Bulletins.

(ix) As permitted under the IIHF Rules and Regulations, the NZIHL may determine changes to the rules or set additional rules as necessary for the proper management of the NZIHL.

(x) No Region, Association or team shall provide funding to foreign players for international travel, accommodation, food or a salary to play ice hockey in New Zealand. Regions, Associations or teams may provide funding to pay all costs to play ice hockey in New Zealand including ITC's, registration fees, ice time fees, playing fees, equipment and reasonable rates for coaching ice hockey.

(b) Safety Equipment - Additional Safety Rules

The following are additional rules relating to the wearing of safety equipment while playing ice hockey in the NZIHL:

- **Mouth Guards**
The wearing of a mouth guard is recommended for all grades at the NZIHF National Championships.

For players wearing a full face-cage, the wearing of mouth guards is not required.

For players wearing a visor, the wearing of mouth guards is compulsory. It is up to coaches and managers to ensure that players wear them correctly.
- **Throat and Face Cages**
 - In 2009 all players born in 1991 or after must wear a full face-cage and neck guard.
 - In 2010 all players born in 1992 or after must wear a full face-cage and neck guard.
 - In 2011 all players born in 1993 or after must wear a full face-cage and neck guard.
- **Players Visors**
Players in Senior Men's Championship shall wear, as a minimum, a visor that meets approved international standards. The visor shall extend down to cover the lower edge of the nose.

9. Disciplinary Matters

9.1 Definitions

(a) The **Appeals Committee** is a committee established to consider appeals from decisions of the Disciplinary Committee and shall consist of the President of the NZIHF, the General Manager of the NZIHL together with one other person appointed by the Executive Committee.

(b) A **Complaint** is a complaint in writing relating to a NZIHF or NZIHL ice hockey incident.

(c) The **Convenor** is the Regional Coordinator that convenes the hearing.

(d) The **Disciplinary Committee** is a subcommittee of the New Zealand Ice Hockey League delegated with the task of dealing with ice hockey and related disciplinary matters consisting of three registered members of the Federation including the chair as appointed by the Convenor.

(e) The **Executive Committee** is the Executive Committee of the New Zealand Ice Hockey Federation.

(f) The **NZIHF or Federation** is the New Zealand Ice Hockey Federation.

(g) The **NZIHL** is the New Zealand Ice Hockey League.

(h) The **Player** is the person required to appear before the Disciplinary Committee and may include a player (whether participating in a game or not), a team, a team official, or any member of the NZIHF.

9.2 General Principles Applicable To Disciplinary Matters

(a) The NZIHL, NZIHF Executive Committee, Disciplinary Committee, and Appeals Committee must act in good faith and in accordance with the principles of natural justice.

(b) The Disciplinary Committee and Appeals Committee must act in accordance with the rules set out in the NZIHL Rules first, followed by current International Ice Hockey Federation Official Rule Book.

(c) A player is suspended until such time that there has been a hearing and a decision made.

(d) A Disciplinary Hearing is a hearing of a sports association and not of a Court of Law.

(e) All Disciplinary Committee and Appeals Committee hearings and matters shall be dealt with as soon as is practically possible.

9.3 Hearing Required

A hearing of the Disciplinary Committee shall be conducted where;

(a) A Game Misconduct or Match Penalty is called by a Game Referee based on offences described in the current IIHF Official Rule Book that incur an automatic suspension and for the avoidance of doubt shall include any offence in which Match Penalties are called by a Game Referee.

(b) A complaint is received by the General Manager of the NZIHL, provided such a complaint is received within 7 days of the alleged incident.

9.4 Entry to the Disciplinary Committee Process

(a) Referee's Report

In any case where a penalty is called by a Game Referee that incurs an automatic suspension, the Game Referee shall provide a written report (Referee's Report) detailing the circumstances of the incident and the IIHF Rules relating to the infraction to the Convenor as soon as practicable and in any case no later than 2 hours after the time of the incident.

(b) Disciplinary Committee Convened

The Convenor shall, as soon as practicable, upon receipt of a report from a Game Referee, convene a hearing of the Disciplinary Committee. If possible this will be held before the Players' next scheduled game in the tournament or as soon as the tournament ends. The Player and any witnesses are asked to remain until the hearing has concluded before traveling home. If this is not possible the hearing will have to take place via a Conference Call as soon as practical.

(c) Complaints to the GM

Complaints received by the General Manager of the NZIHL will proceed into a hearing if considered necessary by a NZIHL Coordinators majority. These will be held as soon as possible and can be conducted electronically (e.g. by Conference Call) if the Player concerned has returned to their region.

9.5 Committee Organisation

(a) It is the responsibility of the Host Team Regional Coordinator to organise the hearing.

(b) The Coordinator becomes the Convenor. The Convenor is not the chair of the meeting but his/her role is to establish a committee that consist of 3 people including a chair person. All Disciplinary Committee members must be NZIHF members.

(c) If a hearing is to be conducted as the result of a complaint to the NZIHL GM it is for the GM, or a representative appointed by the GM, to convene the meeting. The Disciplinary Committee selection in this case is up to the GM or appointed person.

9.6 Committee Members

(a) Every team participating in a round of play is to name a Disciplinary Representative. This person is not to be charged any entrance fee and is to be available for any possible hearings. This person is not to be an official team member of any team.

(b) If no person is available, the Host Region is to supply a replacement person for the Disciplinary Committee.

(c) If there is not enough time for a hearing before the infringing players' team leaves the Host Region, a hearing is to be organised in the Host Region with the infringing player and any potential witnesses to join the hearing using audio conference. The NZIHF audio conference number is to be used.

9.7 Hearing Procedures – Disciplinary Committee

(a) The Disciplinary Committee shall have power to regulate and establish its own procedures generally observing the procedures stated in these Rules.

- (b) The Committee shall ensure that any Player required to attend a hearing:
- i) Receives proper notification of any charges of an alleged infraction.
 - ii) Has the opportunity to be heard in answer to any charges of an alleged infraction.
 - iii) Has the opportunity to present evidence in respect of any alleged infraction.
 - iv) Has the right to be represented or assisted by a single representative of his or her choice.
 - v) Receives a fair and impartial judgement on any disciplinary matter.

9.8 Notice to Player

(a) Written Notice of Hearing

The Convener or the Disciplinary Committee Chair Person shall advise the Player in writing of the date, place, and time of the hearing of the Disciplinary Committee. Such notification shall be provided to the Player as soon as possible. A minimum of 4 hours prior to the start of the hearing is deemed appropriate.

(b) Verbal Notice of Hearing

In urgent cases (i.e. player/team leaving town), verbal notification to the Player as soon as is practical will suffice.

(c) Substance of Allegation

The Convener or Disciplinary Chair Person shall provide to the Player copies of all relevant written material including the Game Referee's report, the game report, any statements or reports from other match officials, players, witnesses, and any medical attendants in the event that an injury has been sustained as a result of any incident.

This material shall be provided to the player:

- no later than 2 hours prior to the start of the hearing; or
- where time restrictions prohibit this, as soon as practical in good faith

9.9 Player to Advise Outline of Case

As soon as possible, but prior to the start of the Disciplinary Committee hearing, the Player shall provide the Disciplinary Chair Person with particulars of the case that will be presented on his or her behalf at the hearing including:

- a) the substance of any evidence to be presented to the Disciplinary Committee in answer to the charges.

- b) whether the Player intends to attend the hearing of the Disciplinary Committee with a support person or legal representation. Any costs of legal representation shall be the sole responsibility of the Player.

9.10 Abridgement / Extension of Time

The Disciplinary Committee shall have the power to abridge or extend any time limit if in its absolute discretion such is considered appropriate in the circumstances.

9.11 Adjournments

The Disciplinary Committee shall have the power to postpone or adjourn any disciplinary hearing.

9.12 Hearing in Absence of Player

The Disciplinary Committee will try to ensure that hearings do not take place in the absence of the Player, but nothing in these Rules or otherwise shall prevent a Disciplinary Committee from hearing and determining proceedings in the absence of the Player if the Disciplinary Committee is satisfied that proper notice has been given to the Player of the date, time and place of the hearing in accordance with these Rules.

9.13 Conduct of Disciplinary Committee Hearings

At this meeting any period of suspension relating to the charge or alleged infraction against the Player will be heard and decided. Unless otherwise determined, the procedure of the Disciplinary Committee at any hearing shall be as follows:

- (a) The hearing shall be conducted by the Disciplinary Chair Person who shall explain the procedure to be followed.
- (b) The Disciplinary Committee shall consider the Game Referee's report, the game report, and any statements or reports from other Match Officials, players, witnesses or medical attendants (in the event that an injury has been sustained as a result of an incident).
- (c) The Disciplinary Committee shall then hear any evidence (submissions) to be adduced by or on behalf of the Player if he or she elects to give or call such evidence.
- (d) The Disciplinary Committee shall then hear any evidence (submissions) to be adduced in reply.
- (e) The Disciplinary Committee may question the evidence of any party or witnesses if it deems appropriate in the circumstances and may in its absolute discretion permit either party to question the evidence of the other party or any witnesses.
- (f) The Disciplinary Committee shall be entitled to receive such evidence as it thinks fit, including evidence in writing.
- (g) The Disciplinary Committee may determine to exclude from the hearing any witnesses other than the parties except when such witnesses are giving evidence or answering questions from the other party or from the Disciplinary Committee.

9.14 Hearing and Deliberations to be in Private

- (a) Hearings of Disciplinary Committees shall be conducted in private.
- (b) Deliberations of Disciplinary Committees on their decisions shall be in private.

9.15 Mandatory Suspension

Match Penalties

If a Match Penalty is assessed to a player in his teams' last game of the season or if the penalty carries on past the end of the season, the suspension shall carry forward to the next NZIHL season.

9.16 Record of Proceedings

(a) Hearings of a Disciplinary Committee shall be recorded by minutes taken by a Secretary or by such other means considered appropriate by the Disciplinary Committee.

(b) Any minutes or other records of the proceedings and all the papers associated with the hearing shall be held by the Convenor and copies shall be made available to a Player only on appeal against a decision of the Disciplinary Committee.

9.17 Notification of Decision

(a) The decision of the Disciplinary Committee shall be advised to all parties as soon as practicable after the conclusion of the hearing. The Disciplinary Committee may deliver a short oral decision at the conclusion of the hearing with its reasons to be put in writing and communicated to the parties at a later date or it may reserve its decision.

(b) All parties to a hearing before a Disciplinary Committee shall be entitled to a copy of any written decision issued by the Disciplinary Committee.

(c) Any Player adversely affected by a decision of the Disciplinary Committee shall be advised by the Disciplinary Committee of his or her rights of appeal and such advice shall be included in any written decision of the Disciplinary Committee and advised at the conclusion of the hearing if an oral decision is given.

9.18 Deficiencies in Process

No disciplinary matter heard by the Disciplinary Committee shall be reversed or held invalid by reason of any procedural defect, irregularity, omission, or other technicality provided there has been no miscarriage of justice.

9.19 Notice of Appeal

(a) Any Player wishing to appeal against a decision of the Disciplinary Committee shall file notice of appeal in writing within 7 days after the date on which the decision of the Disciplinary Committee is notified to the Player.

(b) Such notice of appeal shall state the grounds of the appeal in sufficient detail to inform the Appeals Committee of the issues the Player intends to raise at the appeal and shall:

- i) Provide the name and occupation of any support person or representative.
- ii) Provide the names of any witnesses proposed to be called and a written summary of evidence (submissions) each witness will give if permitted to do so.
- iii) Attach copies of any other documentation intended to be presented at the appeal hearing.
- iv) Provide an appeal lodgment fee of NZ\$200.

9.20 Record of Proceedings of Disciplinary Committee

Upon receipt of a notice of appeal, the Disciplinary Committee shall make available to the Player any records or minutes of the Disciplinary Committee hearing and forward a copy to the Appeals Committee.

9.21 Hearing Date

The Appeals Committee shall set a time, date and place for the hearing of the appeal which shall be notified to the Player no less than 72 hours prior to the hearing of the appeal.

An Appeal hearing may be conducted electronically by Conference Call.

9.22 Procedure for Appeals Committee

The Appeals Committee shall be entitled to adopt such procedure as it thinks fit in each particular case, but shall generally observe the procedures stated in these Rules and shall ensure that a Player appealing against a decision of a Disciplinary Committee:

- (a) Receives a proper notification of the hearing of the appeal.
- (b) Has the opportunity to be heard in support of the appeal.
- (c) Has the right to be represented or assisted by a representative of his or her choice.
- (d) Has the right to have the appeal determined by a fair and impartial Committee.

9.23 Rehearing During Appeal

(a) Conduct

An Appeals Committee hearing shall be conducted by reference to the record of prior proceedings before the Disciplinary Committee.

(b) Rehearing

The Appeals Committee may rehear the whole or any part of the previous evidence given before the Disciplinary Committee at its sole and unfettered discretion, and shall be entitled to hear and receive such further evidence on an appeal as it sees fit.

9.24 Powers of the Appeals Committee

An Appeals Committee shall have the power to:

- a) Uphold an appeal in which case all sanctions against a Player shall be removed; or
- b) Dismiss an appeal, in which case all sanctions against a Player shall remain in effect; or
- c) Determine that a different sanction is appropriate and impose such a sanction.

9.25 Hearings and Deliberations to be in Private

(a) Hearings of an Appeals Committee shall be conducted in private.

(b) Deliberations of an Appeals Committee shall be in private.

9.26 Notification of Decision

The decision of an Appeals Committee shall be advised to all parties as soon as practicable after the conclusion of an appeal. Where it considers appropriate, an Appeals Committee may deliver a short oral decision at the conclusion of an appeal with its reasons to be put in writing and communicated to the parties at a later date, or it may reserve its decision.

9.27 Record of Proceedings

Hearings of the Appeals Committee shall be recorded by minutes taken by the Secretary or by such other means as is considered appropriate by the Appeals Committee.

PART IV – STATISTICS & AWARDS

10. Statistics

10.1 Statistics Taking

At the end of each round of play, the NZIHL Statistician will update all statistics and send them to the NZIHF Web Master for placement on the NZIHF web site. The goal is to provide this information as soon as possible after every round but by latest, the beginning of the next round.

10.2 Statistics To Be Recorded

The following statistics are to be kept for all NZIHL games:

- Game results
- Team standings (wins, losses, ties and points)
- Point scorers (goals, assists and points)
- Goalkeeper statistics
 - Save % - (Total Shots minus Goals Against divided by Total Shots On)
 - G.A.A. – (Total Goals Against divided by Total Games Played)
- Penalty minutes (Penalties must be recorded as well as minutes)
- Individual goalies playing minutes

10.3 Goalkeepers Participation

Goalkeepers must play a minimum of 40% of his Team's total minutes played to be eligible for an award.

10.4 Score Sheet To Be Used

The IIHF or equivalent NZIHF score sheet is to be used for all games.

11. Trophies and Awards

11.1 Team Awards

- (a) A trophy shall be awarded to the team winning the League Final.
- (b) Gold medals shall be awarded for members of the team winning the League Finals.
- (c) Silver medals shall be awarded for members of the team losing the League Finals.

11.2 Individual Awards

A medal or trophy shall be awarded for:

- Most Valuable Player of each team (Team MVP).
- Most Valuable Player in the League (League MVP).
- Most Valuable Player in the League Final (Finals MVP).
- Top Points Scorer in the Regular Season.
- Best Defenseman in the Regular Season.
- Top Rookie in the League
- Top Goalkeeper in the Regular Season.

11.3 Individual Awards Selection Process

The process for the selection of awards is as follows:

- (a) Teams MVP*** – nominated by the Team Managers and selected by the individual Team Coaches.
- (b) League MVP*** – voted on by the Team Managers after nomination by the Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL GM.
- (c) Top Points Scorer*** –total points scored. In the event of a tie, goals are to supersede assists.
- (d) Best Defenseman*** - voted on by the Team Managers after nomination by the Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL GM.
- (e) Top Rookie*** –voted on by the Team Managers after nomination by the Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL GM. Only players that are eligible for a NZ Representative Team are eligible for this award.
- (f) Top Goalkeeper*** – determined by Save Percentage
- (g) Finals MVP** – selected by the Finals Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL GM.

* - selection to be taken after the Regular Season

APPENDICES

Appendix 1

Team Officials and Ice Rink Contact Details

CANTERBURY RED DEVILS

Team Manager: Craig Armstrong-Frey

Assistant Manager: Paul Barker

Head Coach: Janos Kaszala

Assistant Coach: Hamish Lewis

Ice Rink Details:

Alpine Ice Centre

495 Brougham Street

Opawa

Christchurch

Ph 03 366-9183

Email: info@alpineice.co.nz

BOTANY SWARM

Team Manager: Andy Guest

Assistant Manager: Sue Guest

Head Coach: Andreas Kaißer (Acting)

Assistant Coach: TBA

Ice Rink Details:

Paradice Ice Rink

Te Rakau Drive

Botany Downs

Auckland

Ph: 09 273 2999 ext 5

Email: botany.paradice@xtra.co.nz

SOUTHERN STAMPEDE

Team Manager: Pete Bradshaw

Assistant Manager: TBA

Head Coach: Stephen Reid

Assistant Coach: TBA

Ice Rink Details:

Queenstown Ice Centre

Queenstown

Ph: 03 331-8000

Email: QFUNC@xtra.co.nz

DUNEDIN THUNDER

Team Manager: Natalie Fraser

Assistant Manager: Graeme Wilson

Head Coach: James van Leuwen

Assistant Coach: TBA

Ice Rink Details:

Dunedin Ice Stadium

101 Victoria Road

St Kilda

Dunedin

Ph: 03 456 4556

Email: dunedinice@xtra.co.nz

WEST AUCKLAND ADMIRALS

Manager: Paul Terlesk

Assistant Manager: Bernie Gouldstone

Coach: Rodney MacMillan & Jonathan Albright

Assistant Coach: TBA

Ice Rink Details:

Paradice Ice Rink

Lansford Crescent

Avondale

Auckland

Ph: 09 828 8286 ext 4

Email: info@paradice.co.nz

NZIHL Contact Details

NZIHL General Manager

Günther Birgel

66C Panorama Road

Mt Wellington

Auckland 1060

Ph: 09 525 9083 (wk), 09 525 9029 (fx), 09 525 0029 (hm), 0274 947 332 (mob)

Email: guenther.birgel@fb.co.nz

Southern Stampede Coordinator

Niel Frear

Lake Hayes Estate

Queenstown 9304

Ph: 03 4423408 (hm), 0272231881 or 027 200 2098

Email: nielf@ihug.co.nz

Canterbury League Coordinator

Jake Lane

Ph: 027 22 99 296 (mob)

Email: lanequeenstown@xtra.co.nz & jake.stake@xtra.co.nz

West Auckland Admirals League Coordinator

Leesa Terlesk

28 Abbotleigh Avenue

Te Atatu

Auckland

Ph: 09 834 3086 (hm), 027 580 2010 (mob)

Email: terleskfamily@xtra.co.nz

Botany Swarm League Coordinator

Matthew Fuscic

14 Caulton Street

St Johns

Auckland 1072

Ph: 021 753 975 (mb)

Email: mattfuscic@gmail.com

Dunedin Thunder Coordinator

Dave Dunlop

Dunedin

Ph: (03) 208 6403 (hm), 021 445 840 (mob)

Email: dundale@woosh.co.nz

Treasurer/Secretary

Paul de Vere

8 Fairlea Road

Te Atatu South

Ph: 09 836 1253 (hm), 021 279 6085 (mb)

Email: pauldevere@xtra.co.nz or treasurer.nzihl@xtra.co.nz

Statistician

Andreas Kaißer

Ph: 021 2080 459 or 09 301 6110 (hm)

Email: andreas.kaisser@vodafone.co.nz

NZIHf Web Master

Jez Brown

Ph: 022 026 2358 (mb)

Email: jezbrown@yahoo.com

Marketing Manager

Vacant

NZIHf President

Grant Hay

25 Onslow Ave

Epsom

Auckland

Ph: 09 638 8503 (hm/wk), 09 638 8503 (fx), 027 4931 565 (mob)

Email: granth@woosh.co.nz

2011 Schedule

Round Codes	Game #	Game Dates	Teams	Location	Warm-up Start Time	Puck drops	Game finish time
01A	1	21-May-11	CRD vs BSW	Christchurch	4.35 pm	4.45 pm	6.45 pm
01A	2	22-May-11	CRD vs BSW	Christchurch	4.35 pm	4.45 pm	6.45 pm
01B	3	21-May-11	WAA vs DNT	Avondale	5.30 pm	5.40pm	8.00pm
01B	4	22-May-11	WAA vs DNT	Avondale	4.50 pm	5.00 pm	7.00 pm
02A	5	28-May-11	BSW vs STP	Botany	4.50 pm	5.00 pm	7.00 pm
02A	6	29-May-11	BSW vs STP	Botany	4.50 pm	5.00 pm	7.00 pm
02B	7	28-May-11	DNT vs CRD	Dunedin	6.30 pm	6.40 pm	8.45 pm
02B	8	29-May-11	DNT vs CRD	Dunedin	3.30 pm	3.40 pm	5.45 pm
03A	9	4-Jun-11	BSW vs DNT	Botany	4.50 pm	5.00 pm	7.00 pm
03A	10	5-Jun-11	BSW vs DNT	Botany	4.50 pm	5.00 pm	7.00 pm
03B	11	4-Jun-11	STP vs WAA	Queenstown	6.50 pm	7.00 pm	9.00 pm
03B	12	5-Jun-11	STP vs WAA	Queenstown	6.50 pm	7.00 pm	9.00 pm
04A	13	11-Jun-11	CRD vs STP	Christchurch	4.35 pm	4.45 pm	6.45 pm
04A	14	12-Jun-11	CRD vs STP	Christchurch	4.35 pm	4.45 pm	6.45 pm
04B	15	11-Jun-11	WAA vs BSW	Avondale	4.50 pm	5.00 pm	7.00 pm
04B	16	12-Jun-11	WAA vs BSW	Avondale	4.50 pm	5.00 pm	7.00 pm
05A	17	25-Jun-11	STP vs DNT	Queenstown	6.50 pm	7.00 pm	9.00 pm
05A	18	26-Jun-11	STP vs DNT	Queenstown	4.05 pm	4.15 pm	6.15 pm
05B	19	25-Jun-11	WAA vs CRD	Avondale	5.30pm	5.40pm	8.00pm
05B	20	26-Jun-11	WAA vs CRD	Avondale	4.50 pm	5.00 pm	7.00 pm
06A	21	1-Jul-11	STP vs BSW	Queenstown	6.50 pm	7.00 pm	9.00 pm
06A	22	2-Jul-11	STP vs BSW	Queenstown	6.50 pm	7.00 pm	9.00 pm
06B	23	2-Jul-11	CRD vs DNT	Christchurch	4.35 pm	4.45 pm	6.45 pm
06B	24	3-Jul-11	CRD vs DNT	Christchurch	4.35 pm	4.45 pm	6.45 pm
07A	25	9-Jul-11	BSW vs CRD	Botany	6.00pm	6.10pm	8.20pm
07A	26	10-Jul-11	BSW vs CRD	Botany	4.50 pm	5.00 pm	7.00 pm
07B	27	9-Jul-11	DNT vs WAA	Dunedin	6.30 pm	6.40 pm	8.45 pm
07B	28	10-Jul-11	DNT vs WAA	Dunedin	3.30 pm	3.40 pm	5.45 pm
08A	29	15-Jul-11	STP vs CRD	Queenstown	6.50 pm	7.00 pm	9.00 pm
08A	30	16-Jul-11	STP vs CRD	Queenstown	6.50 pm	7.00 pm	9.00 pm
08B	31	16-Jul-11	BSW vs WAA	Botany	4.50 pm	5.00 pm	7.00 pm
08B	32	17-Jul-11	BSW vs WAA	Botany	4.50 pm	5.00 pm	7.00 pm
09A	33	30-Jul-11	DNT vs BSW	Dunedin	6.30 pm	6.40 pm	8.45 pm
09A	34	31-Jul-11	DNT vs BSW	Dunedin	3.30 pm	3.40 pm	5.45 pm
09B	35	30-Jul-11	WAA vs STP	Avondale	4.10pm	4.20pm	6.35pm
09B	36	31-Jul-11	WAA vs STP	Avondale	4.50 pm	5.00 pm	7.00 pm
10A	37	6-Aug-11	DNT vs STP	Dunedin	6.30 pm	6.40 pm	8.45 pm
10A	38	7-Aug-11	DNT vs STP	Dunedin	3.30 pm	3.40 pm	5.45 pm
10B	39	6-Aug-11	CRD vs WAA	Christchurch	4.35 pm	4.45 pm	6.45 pm
10B	40	7-Aug-11	CRD vs WAA	Christchurch	4.35 pm	4.45 pm	6.45 pm
11	41	27 or 28 Aug	x1 Game 1vs2	to be determined			
12	42	3 or 4 Sep	SoO	Botany	4.50 pm	5.00 pm	7.00 pm

Appendix 4

Pre Game Count-Down & Game Flow

The following is the game count-down and game flow procedure for all NZIHL games. All teams and the organiser are requested to follow these procedures and the times to ensure that the pre-game activities and the game begins and follows the scheduled time.

All times listed below are expressed as minutes before the actual game is scheduled to begin. Therefore, -30:00 is read as 30 minutes before the game is scheduled to begin.

The game flow cannot be accurately predicted but the guideline is to be followed as outlined.

(for 2hrs30min ice time availability 20 min running stop time periods)

Count Time	Activity
-10	5 min pre-game warm-up
-5	Teams to go to their bench
	Both team rosters to be announced
-3	Starting line up to be announced
	Referee/Linesmen to be announced
-1	Teams to assemble at the net
0	Opening face off
Approx	
30	Ice resurface
45	2nd period starts
75	Ice resurface
90	3rd period starts
120	Approximate game finish If Overtime is required Start 5 min golden goal
123	overtime period If Game Winning Shot are required
128	Start Game Winning Shots procedure

Appendix 5

DOCUMENT HISTORY

Version	Date	Approved by	Description
1.0 Draft	Jan 2009	Günther Birgel	Rewrite of Events Manual with input by Jeff Bonazzo, Michael Parsons, Graeme Glass and approved by the Coordinators
1.1 Draft	1/3/2009	Günther Birgel	Incorporate changes as discussed at AGM
1.0 Rel	8/3/2009	Günther Birgel	Final check by Michael Parsons
1.1 Rel	10/3/2009	Günther Birgel & NZIHL Delegates	<ul style="list-style-type: none"> Add guaranteed spectator incomes Throat, Face Cage & Visor wear amendment Foreign goalies playing time clarification
1.2 Rel	4/4/2009	GB & NZIHL Committee/ Delegates	<ul style="list-style-type: none"> updated 8.3 (a – vi) rule – NZ goalie playing requirement added 8.3 (a – x) rule – financial support allowed for import players
1.3 Rel	20/5/2009	Jerome Raatland/GB	<ul style="list-style-type: none"> 8.3 b) year requirement updates
1.3a Rel	26/5/2009	GH/CR/G	Schedule update
1.3b Rel	17/7/2009	Coordinators	<ul style="list-style-type: none"> Amend rule 9.15 to read “Mandatory Suspensions” Appendix 2 updates
2.0 Draft	23/2/2010	GB	<ul style="list-style-type: none"> Update financial requirements for 2010 Amend Mouthguard & Visor rules according to NZIHF Nationals Events Manual Remove rule 9.15 (a) – Game misconduct in last 10 min of game Update contact details for NZIHL officials Add/modify rules 8.2 – 8.6 (allow for Overtime and Shoot Out rules)
2.0a Rel	27/3/2010	Graeme Glass	<ul style="list-style-type: none"> Change to WAA vs STP schedule
2.0b Rel	25/4/2010	Jerome Raatland	<ul style="list-style-type: none"> 8.3 Shoot out procedure update
3.0 Rel	6/4/2011	Coordinators & GM	<ul style="list-style-type: none"> 3.3 b&c update 7.3 update Appendix 1,2&3 updates
3.1 Rel	1/5/2011	Jeff Bonazzo	<ul style="list-style-type: none"> 8.2 Game Format added Section 8 renumbering Appendix 4 added Formatting and spacing changes