

New Zealand Ice Hockey Federation



NZJEL Events Manual



NZJEL
New Zealand Junior Elite Ice Hockey League

Prepared by: **Andreas Kaiser & Jeff Bonazzo**

Approved by:

Version: **V1.3 Draft**

Issue Date: **15 February 2010**



FAIR PLAY
AND RESPECT



TABLE OF CONTENTS

Table of Contents	2 – 3
Mission Statement	4
Introduction	4
1 Playing Rules/Generic Information	5
1.1 Playing Format	5
1.2 Playing Rounds	5
1.3 Points System	5
1.4 Final Placing Determination	5
1.5 Pre Games Requirements	5 – 6
1.6 Game Format	6
1.7 Pre Game Count-Down & Game Flow Details	6
1.8 Reduced Ice Time Rule	6
2 Team Members Eligibility/Administration	6
2.1 Team Coordinators	6
2.2 Team Management	6
2.3 Team Coaches	6 – 7
2.4 Team Players	7
2.4.1 Registrations	7
2.4.2 Age Groups	7
2.4.3 Squad	7
2.4.4 Travelling Team	7
2.4.5 Player Eligibility	8
2.4.6 Foreign Player Eligibility	8
3 Finances	8
3.1 Financial Management	8
3.1.1 Costs	9
3.1.2 Income	9
3.1.3 Individual Team Incomes	9
3.1.4 Team Fees / Payment Dates	9
4 Statistics	9
4.1 Statistics Taking	9
4.2 Statistics To Be Recorded	10
4.3 Goalkeepers Participation	10
4.4 Score Sheet To Be Used	10
5 Trophies and Awards	10
5.1 Types of Awards	10
5.1.1 Team Awards	10
5.1.2 Individual Awards	10
5.1.2.1 Individual Awards Selection Process	10 – 11

6	Disciplinary Matters	11
6.1	Disciplinary Issues Handling	11
6.2	Committee Organisation	11
6.3	Committee Members	11
6.4	Appeals	11
6.5	Game Misconducts	12
6.6	Match Penalties	12
7	Safety Equipment	12
7.1	Additional Safety Rules	12
8	NZJEL Meetings	12
8.1	Annual Meeting	12
8.2	Regular Meetings	12
8.3	Meeting Agenda	12
8.4	Meeting Minutes	12
9	Reporting	13
9.1	Annual Management Report	13
Appendix 1	Team Officials and Ice Rink Contact Details	14 – 15
Appendix 2	NZJEL Contact Details	16 – 17
Appendix 3	2010 Draw	18
Appendix 4	Pre Game Count-Down & Game Flow Details	19
Appendix 5	Team Sheet Template	20
Appendix 6	NZIHf Score Sheet Template	21
Appendix 7	Document History	22

MISSION STATEMENT

The goals of the New Zealand Junior Elite Ice Hockey League (NZJEL) are:

- to improve the quality and skill levels of youth ice hockey players in New Zealand;
- to increase the awareness of the sport's existence throughout New Zealand;
- to grow the number of participating youth;
- to provide a greater opportunity for youth level players to play elite level rep hockey.

INTRODUCTION

This document sets out guidelines for the New Zealand Junior Elite Ice Hockey League (NZJEL) and is to be adhered to at all times. If during the League a need arises for any changes or to alter any part there-of, permission must be obtained from the NZJEL General Manager (GM). The GM will have the power to approve changes but only with a majority agreement of the Regional Team League Coordinators (The Coordinators).

All games are to be played according to the rules set out in this Events Manual first, followed by the Official IIHF Rule Book.

The GM is to ratify any changes/additions with The Coordinators and in case of disagreement, the issue is to be decided upon by the NZIHF Management Committee.

This document consists of 10 Sections as detailed below:

Section	1	Playing Rules/Generic Information
Section	2	Team Members Eligibility/Administration
Section	3	Finances
Section	4	Statistics
Section	5	Trophies and Awards
Section	6	Disciplinary Matters
Section	7	Safety Equipment
Section	8	NZJEL Meetings
Section	9	Reporting
Section	10	Appendices

Note:

In 2010 this Events Manual applies only for the U16 age grade and is to replace the existing NZIHF Events Manual for the U16 age category.

SECTION 1- Playing Rules/Generic Information

1.1 Playing Format

Each team shall play two 'home' and two 'away' games against each other team depending on the number of teams in the competition. One or more team(s) may have a bye during a round of play. All teams shall come together to play a final weekend in which each team shall play one game against each other team. At the end of the round robin, the points shall be tallied and the team with the most points shall be named the New Zealand National Champion.

1.2 Playing Rounds

The draw and all playing rounds will be determined by the 15th of January in the year of competition by the General Manager and League Coordinators in a conference call for the upcoming season.

1.3 Points System

- Win - 2 points
- Draw - 1 points
- Loss - 0 points

1.4 Final Placing Determination

- Highest points earned at the culmination of the round robin.
- If tied, then 'head to head' match results between the tied teams shall determine final placing.
- If still tied, the goal differential in total throughout the round robin shall determine the placing between the tied teams.
- If still tied, the final determination shall be based upon the team who has scored the most goals in total throughout the round robin.

1.5 Pre Games Requirements

- 1.5.1 Every team must have at minimum 11 players on their Team Sheet (10 skaters, 1 goalie). See Appendix 5, p20.
- 1.5.2 Teams with less than 11 players will not be allowed to compete and forfeit their game 0:5.
 - i) 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.
 - ii) If one team is unable to compete at all (except for unforeseen weather conditions), the financial losses to the NZJEL will have to be covered by the defaulting team. The losses are to be determined by The GM, The Coordinators and The NZJEL Treasurer.
- 1.5.3 Non NZ Representative Team eligible players must be shown on the official Team Sheets and Score Sheets marked with an "I" (Import Player).
- 1.5.4 Only persons nominated on a NZJEL Official Team Sheet and Officials of the NZJEL (i.e. GM, Regional Coordinators, etc.) are permitted on the players' bench.

1.5.5 All games are to be played according to the rules set out in this Events Manual first, followed by the Official IIHF Rule Book. Any rules not specifically mentioned within this Events Manual are subject to current IIHF Rule Book, Case Book, Rule Emphasis and Rule Interpretation Bulletins.

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

1.6 Game Format

All games in this competition shall consist of three periods x 15 minutes stop-time. There will be an ice cut between the second and third periods with no ice cut after the first period. There will be no Overtime and no Game Winning Shots in this competition. Ice slots for games shall be booked for two-hours.

1.7 Pre Game Count-Down & Game Flow Details

See Appendix 4, p 19.

1.8 Reduced Ice Time Rule

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, when necessary). 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.

SECTION 2- Team Members Eligibility/Administration

2.1 Team Coordinator

Every team must have a Team Coordinator that is appointed by the Regional Association as a point of contact regarding the league for the GM. This person is responsible to both the GM and to the Regional Association with regard to reporting. Name and contact details are to be confirmed by the Regional Association at NZIHF AGM in February of the year of competition and provided to the GM.

2.2 Team Management

Every team must have a dedicated Team Manager that is not a player or designated Coach. Each Region is to appoint a Team Manager and if possible, an Assistant Manager. Name and contact details are to be confirmed by the Regional Association at NZIHF AGM in February of the year of competition and provided to the GM.

2.3 Team Coaches

Every team must have a Head Coach and an Assistant Coach. Both Coaches must adhere to the guidelines set out in the NZIHF National Coaching Protocol. The Head Coach must be 18 years of age or older

at the beginning of the competition. The Assistant Coach may also act as the Assistant Manager. All appointments are to be carried out by the Regional Bodies and to be confirmed by the NZJEL Coordinator Committee. Name and contact details are to be confirmed by the Regional Association at NZIHF AGM in February of the year of competition and provided to the GM.

2.4 Team Players

2.4.1 Registration

Each year, each Region is to register the number of teams the Region wishes to put forward into the competition. The closing date for registration is the 1st of January in the year of the competition. Confirmation of entry is to come from the President of each Regional Association and sent to the GM. Each Region Coordinator shall submit a finalised Squad List of players registered within that Region to the GM not later than the 1st of June in the year of the competition.

2.4.2 Age groups

U13 – To be eligible to play in this grade, the player must have his/her 12th birthday within the year of competition or later.

U16 – To be eligible to play in this grade, the player must have his/her 15th birthday within the year of the competition or later.

U19 – To be eligible to play in this grade, the player must have his/her 18th birthday within the year of the competition or later.

2.4.3 Squad

The minimum Squad List allowance is 15 players and 2 goalies. The maximum squad allowance is 25 players. A final Squad List is required to be submitted to the GM no later than the 1st of June in the year of the competition. Once the Squad List has been named no more changes are permitted.

Exceptions may be made if a team loses a player due to injury (medical evidence is to be produced). Any replacement in a Squad List requires majority approval by the NZJEL Coordinator Committee. Other exceptions may be permitted by the NZJEL Coordinator Committee.

2.4.4 Travelling Team

Every team is permitted to take 15 players and 2 goalies to a travelling round or to the Final round as part of their Travelling Team. It is acceptable for teams to take more players than the allotted 17 mentioned above but any cost involved shall be carried by the team. Any possible exceptions have to be approved by the NZJEL GM.

2.4.5 Player Eligibility

All New Zealand born players are eligible to play in the NZJEL. All players must be registered to play with their Regional Association to be eligible to play in the NZJEL and may only be registered to play for only one Region per season. Players may only transfer regions once per calendar year. Special circumstances may receive a dispensation from a majority of League Coordinators. Female players are allowed in this competition at all times.

Any player may be nominated for a higher age group or for more than one age group, as long as he/she is named on the Squad List for their own actual age group. At no time may any player be allowed dispensation to play for a lower age group.

2.4.6 Foreign Player Eligibility

The maximum number of 'Import Players' shall not exceed more than 3 players on the Squad. All players born outside New Zealand shall be considered to be an 'Import Player', with the following exceptions:

An 'Import Player' will be considered to be a 'New Zealand Born Player' if they are a New Zealand citizen, holding a valid New Zealand passport and have applied and paid for an 'International Transfer Card' (ITC) or have obtained a 'Letter of Approval' (LOA), if under 18.

If an 'Import Player' is under the age of 18 as of the first of January of the year of competition, an ITC is **not** required. Instead the player will require a LOA from the IIHF. Upon reaching his/her 18th birthday the LOA substitutes for an ITC.

Any 'Import Player' at the age of 18 years and over as of January 1st of the year in the competition, will require an ITC or at least have applied for an ITC and paid the NZIHF requested fee or have acquired a LOA before their 18th birthday.

An ITC can be requested through the NZIHF President. There may also be an additional processing fee charged depending on the National Association of the country the applicant comes from.

Players may be named in the Squad without holding a LOA or an ITC but they are **not** eligible to play in any games until one of the before has been applied for.

SECTION 3- Finances

3.1 Financial Management

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

3.1.1 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
 - NZJEL General Manager
 - Regional Coordinators
- Accommodation - no cost as hosted by home team except for Finals Round
- Including 15 skaters, 2 goalies, 2 Coaches, 1 Manager

3.1.2 Income

- Any income from Trusts/Foundations, except those specifically approved by the NZJEL Committee, is not to be included.
- Any sponsorship incomes, except those approved by the NZJEL Committee, are not to be included.
- Spectator income in the form of a Gold Coin donation at each game shall be collected and shall go back to the Host Region.

3.1.3 Individual Team Incomes

Individual team sponsorships or grants are acceptable to offset team costs. Grants received to cover items included in the NZJEL budget must be returned over to the League.

3.1.4 Team Fees / Payment Dates

Players are to pay their required fees to their Regional Association/Team. Regional Associations/Teams are responsible to cover the yearly annual Team Fees as determined in the NZJEL Budget.

A part-payment of \$2,500 per Team is required to be deposited into the League bank account by May 1 of the year of competition. The 2nd payment of the total outstanding amount is due on August 1. This amount may reduce, based on League Funding received and is to be set by GM and the Treasurer.

SECTION 4- Statistics

4.1 Statistics Taking

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

4.2 Statistics To Be Recorded

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

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

4.3 Goalkeepers Participation

Goalkeepers must play a minimum of 40% of his Teams' total minutes played to be eligible for a MVG award.

4.4 Score Sheet To Be Used

The IIHF or equivalent NZIHF Score Sheet is to be used for all games. See Appendix 6, p21.

SECTION 5- Trophies and Awards

5.1 Type Of Awards To Be Awarded

5.1.1 Team Awards

A trophy shall be awarded to the team determined to be National Champion at the culmination of the Final Round of the Round Robin. Gold Medals shall be awarded for members of the team winning the National Championship. Silver Medals shall be awarded for members of the team in second place after the Final round.

5.1.2 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).
- Top Points Scorer in the Round Robin including the Final Round
- Best Defenseman in the Round Robin including the Final Round
- Top Goalkeeper in the Round Robin including the Final Round.

5.1.2.1 Individual Awards Selection Process

The process for the selection of awards is as follows:

Teams MVP* – to be named by by the Team Coordinator Managers and selected by the individual Team Coaches. Names to be provided to GM as requested.

League MVP* – to be nominated by the Team Coordinators through selection by the Team Coaches. In the event of a tied

vote the deciding vote shall be given by the NZJEL GM. Names to be provided to GM as requested.

Top Points Scorer* – by statistics and is to be decided based on total points scored in Round robin including Final Round. In the event of a tie, goals are to supersede assists.

Best Defenseman* - to be nominated by the Team Coordinators through selection by the Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZJEL GM. Names to be provided to GM as requested.

Top Goalkeeper* – to be nominated by the Team Coordinators through selection by the Team Coaches. Statistics should be used as a guide including Save Percentage but should be decided upon by general play. In the event of a tied vote the deciding vote shall be given by the NZJEL GM. Names to be provided to GM as requested.

* - selection to be made after the second period of the last game of the Final Round

SECTION 6 -Disciplinary Matters

6.1 Disciplinary Issues Handling

All disciplinary issues are to be heard by the Disciplinary Committee. The New Zealand Ice Hockey Federation Disciplinary and Appeals Rules are to apply (current published version).

6.2 Committee Organisation

It is the responsibility of the Host Team Regional Coordinator, where the game infringement has taken place, to organise the hearing, if necessary.

6.3 Committee Members

- Every team participating in a round of play is to name a Disciplinary Representative. This person is to be available for any possible hearings.
 - This person is not to be an official team member.
 - If no person is available, the Host Region is to supply a replacement person for the Disciplinary Committee.
 - 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 to be used).

6.4 Appeals

Any appeal is to be lodged with the NZJEL General Manager. See Appeals Rules in the New Zealand Ice Hockey Federation Disciplinary and Appeals Rules (current published version) for guidance.

6.5 Game Misconducts

A Game Misconduct penalty given at any time during the game is subject to a playing suspension of the current game and the next game of his/her team in this competition. If a Game Misconduct is assessed to a player during his teams' last game of the season the penalty shall carry forward to the next season, regardless in which NZIHF National Competition the player is involved in.

6.6 Match Penalties

If a Match Penalty is assessed to a player in his/her 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 season, regardless in which NZIHF National Competition the player is involved in.

SECTION 7- Safety Equipment

7.1 Additional Safety Rules

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

- **Mouthguards** – must be worn by all players at all time during games (goaltenders are exempted).
- **Throat Guards** – all U19 players are to wear a throat protectors as per IIHF specification in all NZJEL games.
- **Face Cages** – all players must wear a full face cage worn to IIHF specifications in all NZJEL games.

SECTION 8- NZIHL Meetings

8.1 Annual Meeting

As part of the NZIHF AGM, the NZJEL Forum shall also meet. Dates and times of the AGM are to be determined by the NZIHF.

8.2 Regular Meetings

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

8.3 Meeting Agenda

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

8.4 Meeting Minutes

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

SECTION 9 Reporting

9.1 Annual Report

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

Team Officials and Ice Rink Contact Details

CANTERBURY U16s

Team Manager: Kasheen Kennedy

Assistant Manager: Gary Dalimore

Head Coach: Janos Kaszala

Assistant Coach: tba

Ice Rink Details:

Alpine Ice Centre

495 Brougham Street

Opawa

Christchurch

Ph 03 366 9183

Email: info@alpineice.co.nz

AUCKLAND U16s

Team Manager:

Assistant Manager:

Head Coach: Csaba Magos

Assistant Coach:

Ice Rink Details:

Paradice Botany

Te Rakau Drive

Botany Downs

Auckland

Ph: 09 273 2999 ext 5

Email: botany.paradice@xtra.co.nz

Paradice Avondale

Lansford Crescent

Avondale

Auckland

Ph: 09 828 8286 ext 4

Email: info@paradice.co.nz

SOUTHERN U16s

Team Manager: Ross Burns

Assistant Manager: tba

Head Coach: Larry Wheeler

Assistant Coach: Daniel Smith

Ice Rink Details:

Queenstown Ice Centre

Queenstown

Ph: 03 331 8000

Email: QFUNC@xtra.co.nz

Dunedin Ice Stadium

101 Victoria Road

St Kilda

Dunedin

Ph: 03 456 4556
Email: dunedinice@xtra.co.nz

Gore Multisport Complex
20 Wayland Street
Gore
9710
Ph: 03 203 9128
Email: multisports@goredc.govt.nz

NZJEL Contact Details U16 Age Group

NZJEL General Manager

Andreas Kaiser (Acting GM)

13 A View Road

Papakura

Auckland

2110

Ph: 09 580 5686 (wk), 09 296 8266 (hm), 021 208 0459 (mob)

Email: andreas.kaiser@goodmanfielder.co.nz

Southern Region League Coordinators

Lyndal Wheeler (Dunedin)

45 Galloway Street

Mornington

Dunedin

9011

Ph: 03 453 1351(hm), 027 478 4400 (mob)

Email: wheelerhome@xtra.co.nz

Sharon Burns (Queenstown)

2 Orbell Drive

Lake Hayes Estate

Queenstown

9303

Ph: 03 441 4120 (hm), 027 442 4716 (mob)

Email: srcburns@xtra.co.nz

Canterbury Region League Coordinator

Alison Reid

70 Northwood Boulevard

Northwood

Christchurch

8051

Ph: 03 323 7773 (hm), 021 244 7644 (mob)

Email:

Auckland Region League Coordinator

Sergei Strelets

Auckland

Ph: 09 (hm/wk), 09 (fx), 02 (mob)

Email: sergeistrelets@hotmail.com

NZJEL Treasurer/Secretary

Paul DeVere

Auckland

Ph: 09 836 1253 (hm), 09 837 2532 (fx), 021 279 6085 (mob)

Email: treasurer.NZJEL@xtra.co.nz

NZJEL Statistician

See General Manager details

NZIHF Web Master

Phillip Lyle

Auckland

Ph: 09 (hm/wk), 09 580 3510(fx), 027 355 5683 (mob)

Email: phillip.lyle@mercury.c.nz

NZIHF President

Grant Hay

25 Onslow Avenue

Epsom

Auckland

Ph: 09 (hm/wk), 09 (fx), 027 493 1565 (mob)

Email: granth@woosh.co.nz

2010 DRAW**2010 New Zealand Junior Elite League- U16**

Round #	Game Date	Location	Game #	Home	Visitor	Bye
1	12.06.2010	Christchurch	1	Canterbury	Auckland	Southern
1	13.06.2010	Christchurch	2	Canterbury	Auckland	Southern
2	19.06.2010	Avondale	3	Auckland	Southern	Canterbury
2	20.06.2010	Avondale	4	Auckland	Southern	Canterbury
3	02.07.2010	Gore	5	Southern	Canterbury	Auckland
3	03.07.2010	Gore	6	Southern	Canterbury	Auckland
4	17.07.2010	Avondale	7	Auckland	Canterbury	Southern
4	18.07.2010	Avondale	8	Auckland	Canterbury	Southern
5	31.07.2010	Dunedin	9	Southern	Auckland	Canterbury
5	01.08.2010	Dunedin	10	Southern	Auckland	Canterbury
6	14.08.2010	Christchurch	11	Canterbury	Southern	Auckland
6	15.08.2010	Christchurch	12	Canterbury	Southern	Auckland
7	28.08.2010	Christchurch	13	Auckland	Canterbury	Southern
7	28.08.2010	Christchurch	14	Canterbury	Southern	Auckland
7	29.08.2010	Christchurch	15	Southern	Auckland	Canterbury

Appendix 4

Pre Game Count-Down & Game Flow Details (for 2 hrs ice time availability)

The following is the game count-down and game flow procedure for all NZJEL 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 and after the actual game is scheduled to begin.

The game flow can not be accurately predicted but the guideline to be followed as outlined.

Count Time	Activity
- 15 minutes	10 minute pre-game warm up / count down on clocks begins Both teams are on the ice for their pre-game warm up
- 5 minutes	Warm up finished / Teams go to player bench Both team roster are announced
-2 minutes	Both teams line up on their blue line Captains of the team greet game officials and shake hands Teams Salute each other and go to benches Starting line on ice for game face off
0 minutes	Game starts / Opening face off 1 st Period
+25 minutes	1 st Period finished 5 minute break- Teams to benches
+29 minutes	Referee blows whistle Starting lineup on ice for face off
+30 minutes	2 nd Period start
+55 minutes	2 nd Period finished 15 minute break- Ice Resurface, teams to dressing rooms
+68 minutes	Teams return to bench areas Starting lineup on ice for face off
+70 minutes	3 rd Period start
+95 minutes	Game finished

