



NZIHL EVENTS MANUAL

Approved by: **NZIHL Committee**
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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. *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). 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.

2. *Pre-Game Requirements*

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

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 NZIHL will have to be covered by the defaulting team. The losses are to be determined by The GM, The Coordinators and The Treasurer.

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

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.

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 are subject to current IIHF Rule Book, Case Book, Rule Emphasis and Rule Interpretation Bulletins.

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.

3. Safety Equipment

a) Additional Safety Rules

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

- **Mouthguards** – must be worn by all players at all time during games (goalies are exempted).
- **Throat and Face Cages**
 - In 2009 all players born in 1990 or after must wear a full face cage and neck guard.
 - In 2010 all players born in 1991 or after must wear a full face cage and neck guard.
 - In 2011 all players born in 1992 or after must wear a full face cage and neck guard
- **Visors** – All other players must wear at least a half visor worn to IIHF specifications.

4. Score Sheet To Be Used

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

5. NZIHL Finals Result Process

a) Sudden victory overtime period regulation

- i. If a playoff/finals game is tied at the end of three regular periods, a ten 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.
- ii. All unexpired penalties will remain in force.
- iii. Both teams will play with four skaters and a goalie only.
- iv. The puck will be faced off at centre ice.
- v. The game will end when a goal is scored; the scoring team will be declared the winner.
- vi. If no goal is scored in the overtime period then the “game winning shots procedure” will apply.
- vii. If either team declines to play in the overtime period, the other team will be awarded the game.

b) Game winning shot-out regulation

If no goal is scored in the overtime period then the IIHF Game Winning Shots Procedure will apply. The following procedure will be utilized:

- i. All shots will be taken at the 'home' end goal.
- ii. 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.
- iii. 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.
- iv. 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.
- v. The goalkeepers from each team may be changed after each shot.
- vi. The shots will be taken in accordance with rule 509 of the IIHF Official Rule Book.
- vii. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- viii. 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 opposite 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.
- ix. The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.
- x. 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 (2006 IIHF SPORT REGULATIONS).
- xi. If a team declines to participate in the game winning shots procedure the game will be declared as a loss for that team. If a player declines to take a shot it will be declared "no score" for his team (2006 IIHF Sport Regulations).

APPENDIX

Team Names: Botany Swarm (BSW)
 Canterbury Red Devils (CRD)
 Dunedin Thunder (DNT)
 Southern Stampede (STP)
 West Auckland Admirals (WAA)

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 can not 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 required
123	Start 5 min Golden Goal period If shootout required
128	Start shoot out

2010 DRAW

Game Dates	Teams	Location	Game #	Warm-up Start Time	Puck drops	Game finish time
5-Jun-10	CRD vs WAA	Christchurch	1	4.35 pm	4.45 pm	6.45 pm
6-Jun-10	CRD vs WAA	Christchurch	2	4.35 pm	4.45 pm	6.45 pm
5-Jun-10	DNT vs STP	Dunedin	3	6.35 pm	6.45 pm	8.45 pm
6-Jun-10	DNT vs STP	Dunedin	4	3.35 pm	3.45 pm	5.45 pm
12-Jun-10	DNT vs CRD	Dunedin	5	6.30 pm	6.40 pm	8.45 pm
13-Jun-10	DNT vs CRD	Dunedin	6	3.30 pm	3.40 pm	5.45 pm
12-Jun-10	BSW vs STP	Botany	7	4.50 pm	5.00 pm	7.00 pm
13-Jun-10	BSW vs STP	Botany	8	4.50 pm	5.00 pm	7.00 pm
19-Jun-10	WAA vs DNT	Avondale	9	6.00 pm	6.15 pm	8.15 pm
20-Jun-10	WAA vs DNT	Avondale	10	4.50 pm	5.00 pm	7.00 pm
19-Jun-10	CRD vs BSW	Christchurch	11	4.35 pm	4.45 pm	6.45 pm
20-Jun-10	CRD vs BSW	Christchurch	12	4.35 pm	4.45 pm	6.45 pm
26-Jun-10	STP vs CRD	Queenstown	13	6.50 pm	7.00 pm	9.00 pm
27-Jun-10	STP vs CRD	Queenstown	14	4.05 pm	4.15 pm	6.15 pm
22-Jun-10	BSW vs WAA	Botany	15	6.50 pm	7.00 pm	9.00 pm
27-Jun-10	BSW vs WAA	Botany	16	4.50 pm	5.00 pm	7.00 pm
2-Jul-10	STP vs WAA	Queenstown	17	6.50 pm	7.00 pm	9.00 pm
3-Jul-10	STP vs WAA	Queenstown	18	6.50 pm	7.00 pm	9.00 pm
3-Jul-10	BSW vs DNT	Botany	19	4.50 pm	5.00 pm	7.00 pm
4-Jul-10	BSW vs DNT	Botany	20	4.50 pm	5.00 pm	7.00 pm
10-Jul-10	CRD vs STP	Christchurch	21	4.35 pm	4.45 pm	6.45 pm
11-Jul-10	CRD vs STP	Christchurch	22	4.35 pm	4.45 pm	6.45 pm
6-Jul-10	WAA vs BSW	Avondale	23	6.50 pm	7.00 pm	9.00 pm
11-Jul-10	WAA vs BSW	Avondale	24	4.50 pm	5.00 pm	7.00 pm
24-Jul-10	DNT vs WAA	Dunedin	25	6.35 pm	6.45 pm	8.45 pm
25-Jul-10	DNT vs WAA	Dunedin	26	2.05 pm	2.15 pm	4.15 pm
24-Jul-10	BSW vs CRD	Botany	27	4.50 pm	5.00 pm	7.00 pm
25-Jul-10	BSW vs CRD	Botany	28	4.35 pm	4.45 pm	6.45 pm
31-Jul-10	WAA vs STP	Avondale	29	4.50 pm	5.00 pm	7.00 pm
1-Aug-10	WAA vs STP	Avondale	30	4.50 pm	5.00 pm	7.00 pm
31-Jul-10	DNT vs BSW	Dunedin	31	6.35 pm	6.45 pm	8.45 pm
1-Aug-10	DNT vs BSW	Dunedin	32	2.05 pm	2.15 pm	4.15 pm
14-Aug-10	WAA vs CRD	Avondale	33	4.50 pm	5.00 pm	7.00 pm
15-Aug-10	WAA vs CRD	Avondale	34	4.35 pm	4.45 pm	6.45 pm
14-Aug-10	STP vs DNT	Queenstown	35	6.50 pm	7.00 pm	9.00 pm
15-Aug-10	STP vs DNT	Queenstown	36	4.05 pm	4.15 pm	6.15 pm
21-Aug-10	CRD vs DNT	Christchurch	37	4.35 pm	4.45 pm	6.45 pm
22-Aug-10	CRD vs DNT	Christchurch	38	4.35 pm	4.45 pm	6.45 pm
20-Aug-09	STP vs BSW	Queenstown	39	6.50 pm	7.00 pm	9.00 pm
21-Aug-09	STP vs BSW	Queenstown	40	6.50 pm	7.00 pm	9.00 pm
4-Sep-10	x1 Game 1vs2		41			
5-Sep-10						
18-Sep-10	SI vs NI	South Island	42			