



New Zealand Ice Hockey League

New Zealand Ice Hockey League Events Manual

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PART I – INTRODUCTION

This document sets out the rules for the New Zealand National Ice Hockey League (NZIHL). 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 New Zealand Ice Hockey Federation (NZIHF) is the body established to regulate, administer and market the Competition on a national level and to determine the rules and regulations from time to time in relation to the Competition, which are binding on Licensees and Players taking part in the Competition.

Purpose

The NZIHF established the Competition to promote and foster the game of ice hockey in New Zealand.

The long-term goal for the NZIHL is for it to be a commercially sustainable entertainment product that engages player and supporter interest in the sport of ice hockey in New Zealand through a structured, centralised administration offering central planning and policies to ensure consistency and quality, coupled with decentralised implementation and entrepreneurial delivery via the NZIHL Clubs.

Changes

Changes to the NZIHL Events Manual can only be made by the NZIHF Management Committee. The NZIHF Management Committee and NZIHL General Manager will make the final decision on interpretation of the Events Manual.

Amateur League

The NZIHL is strictly an amateur league, and no player shall be paid to play. However, teams may assist players with:

- Airfares
- Accommodation
- Transport
- Food
- ITC costs
- Registration fees
- Ice time fees
- Playing fees
- Equipment support
- Reasonable rates for coaching ice hockey

Refer to attached Appendix 8 for the full NZIHL Amateur Player Policy.

Any team found to be contravening the spirit of this clause will be subject to the disciplinary tribunal.

PART II – PARTICIPATION IN THE NZIHL

Player & Team Member Eligibility

4.1 REGIONAL MEMBERSHIP

- I. All players, Coaches, Managers and any other Team Support Staff must be registered to play / take part with their Regional Association to be eligible to play / take part in the NZIHL.
- II. Players may not transfer teams during an NZIHL season unless given a special dispensation by the NZIHL General Manager
- III. Female players are allowed to play in this competition as goalkeepers only.
- IV. All players transferring between regions must have a signed “Association Transfer” (Refer to Appendix 10) form prior to any competition games. A copy must be provided to the NZIHL General Secretary.

4.2 AGE REQUIREMENT

At the latest, players must have their 16th birthday in the year the Championship is held. No under-age waiver is permitted.

4.3 PLAYER CLASSIFICATIONS & ELIGIBILITY

The IIHF Player Transfer Regulations (ITC) apply to all Player Classifications as required to be eligible to play. All Player transfers need to be finalised by the 30th June in the year of competition by the IIHF for all player classifications to be eligible to play in the NZIHL

Any player who receives special permission by the GM as outlined under 4.1 to move between teams during the current season must play a minimum of 6 regular season games to be eligible to play in the Semi-Final and/or Finals.

It is intended that the player classifications and eligibility rules remain unchanged for the 2023 and 2024 seasons.

A. NEW ZEALAND PLAYERS

All New Zealand citizens are eligible to play in the NZIHL and classified as New Zealand Players as long as they fulfil all of the following criteria:

- a. be able to provide proof of citizenship which may be requested by the NZIHL GM at any time
 - b. are eligible to represent New Zealand under current IIHF regulations
- ii. Any Player who obtains New Zealand citizenship during the season, will remain as the status they were at the start of the season, and any change to their status will take effect from the next season. Proof of this new citizenship must be provided to the NZIHL General Manager and confirmation of the status change as assimilated Player must be obtained from the NZIHL General Manager before the player appearance as assimilated Player on the Game Sheet (indicated with an A on the team list/game sheet)
 - iii. Any Player obtaining New Zealand citizenship during the off season is required to submit his proof of citizenship to the NZIHL General Manager. Confirmation of the status change as assimilated Player must be obtained from the NZIHL General

- Manager before the players appearance as assimilated Player on the Game Sheet.
- iv. The NZIHL General Manager will inform all other teams of any Player Classifications during the Season immediately after the Status change has been acknowledged to the player and his team.

B. IMPORT PLAYERS

Any player who is not a citizen of New Zealand does not qualify as a NEW ZEALAND Player and will be considered to be an “import player” in the first instance. The Player may qualify under the Assimilated Player rule, Junior Non-Citizen Player rule or Australian Citizenship Player rule.

Player Eligibility for Import Players:

- i. The IIHF International Transfer Regulations (IT Regulations) apply (if required)
- ii. An International Transfer can be requested through the NZIHF President / Secretary or designated person of the NZIHF. There may also be an additional processing fee charged depending on the Federation of the country the applicant comes from.
- iii. Players are not eligible to play in any games until an ITC has been approved by the IIHF and all costs are paid by the applying team/association/club.
- iv. There must be no outstanding debt with a previous NZIHL teams/association's/clubs or foreign countries associations.

C. ASSIMILATED PLAYERS

The following points will outline the possible criteria to be classified as an Assimilated Player:

- i. Any Player who is / becomes a NZ Citizen but does not fulfil the requirements of being classified as New Zealand Player
- ii. Any Foreign-Player who has obtained the following type of Visa “Work Visa”, “Student Visa” for at least (minimum) 12 month or hold Permanent Resident Status and obtains an unlimited transfer to New Zealand.
- iii. All New Zealand citizenship holders who do not meet the criteria under (A) *New Zealand Players* are categorised as Import Players in their first year of participating in the NZIHL (Import Player rules and restrictions apply). The player only falls under the Assimilated Player category in their second playing season, as long as the player holds a continuous unlimited transfer with the IIHF, during their first import year and second Assimilated Player year.

Proof of this status may be requested at any time by the NZIHL GM.

D. JUNIOR NON-CITIZEN PLAYERS

A Junior Non-Citizen Player is someone that does not hold New Zealand Citizenship and is aged 20 years and under (per the NZIHF's membership definitions). To be eligible to play in the NZIHL as a Junior Non-Citizen Player, the individual must have competed in an NZIHF sanctioned domestic competition in the previous season (not including the year they wish to compete in the NZIHL). In addition, an unlimited ITC must be granted.

E. AUSTRALIAN CITIZENSHIP PLAYERS

All Australian Citizenship players that are eligible to represent Australia under current IIHF regulations are eligible to play in the NZIHL and are not considered to be import players. There is no limit on the number of Australian Citizenship players that can play. ITC requirements apply.

5.0 TEAM ELIGIBILITY

NZIHL teams:

Team	Location
Auckland Mako (Development Team)	Auckland
Botany Swarm	Botany Downs, Auckland
Canterbury Red Devils	Christchurch
Phoenix Thunder	Dunedin
SkyCity Stampede	Queenstown
West Auckland Admirals	Avondale, Auckland

5.1 TEAM STRUCTURE

A) Team Manager

Every team must have a team manager who liaises with the NZIHL General Manager and their local association staff regarding all functions required to have successful Round Robin games and Finals. The team manager must be appointed by an NZIHL Licensee and must have full authorization from their board to act on their behalf. For the avoidance of doubt, the appointment can only be made by the Club President and/or Club Board of Directors.

This includes amongst other things:

- Assistance to the NZIHL General Manager / Marketing Committee with budget setting and marketing initiatives
- Name a team according to the NZIHL License Agreement
- Ensure on time payments to the NZIHL
- Ensure team plays in approved shirts, name bars, over pants & socks
- Advise the NZIHL General Manager of all travel arrangements and team composition
- Ensure all on-ice and off-ice positions required for the game are filled
- Arrange where possible any media interviews/stories/coverage and press releases, in line with the NZIHL license agreement and player contracts
- Ensure smooth running of game and collection of statistics
- Work with the NZIHF Disciplinary Co-ordinator to arrange disciplinary hearings if required
- Provide proof of registration of all players and team staff, with their local association and the NZIHF
- Provide proof of signed contracts of all players and team staff, with their local association. For the avoidance of doubt, team staff refers to any individual who represents the team in an official capacity.

B) Team Management & Staff

Every team must have a dedicated Team Manager that is not a player. Every NZIHL License Agreement holder is to appoint a Team Manager and if possible, an Assistant Manager. All Team staff must be registered with their Regional Association and the NZIHF, at a minimum as an Associate Member, to be eligible to participate in the NZIHL and must sign the Team Officials agreement.

C) Team Coaches

Every team must have a Head Coach and an Assistant Coach. All appointments are to be carried out by the NZIHL License Agreement holder, with notification required to the NZIHL General Manager. Every team can, at any point during the Season, reappoint this position.

Head Coach

The Head Coach must be a non-playing coach.

Assistant Coach

The Assistant Coach may be a player playing for that team.

The Assistant Coach may also act as the Assistant Manager.

Coaches Registration

All coaches must be registered with their Regional Association prior to the season commencing and sign the Team Officials agreement, to be eligible to coach in the NZIHL.

D) Team Composition

Maximum Squad Size

There is no limitation to the squad size.

E) Import Players

A maximum of 2 import players may play for a team in any single NZIHL game. In the event that a team names an Import Goaltender on the game sheet for a particular game, that Goaltender shall be counted as 2 import player spots.

F) Assimilated Players

A maximum of 2 Assimilated Players are allowed to play in any single NZIHL game. In the event that a team names an Assimilated Goaltender on the game sheet for a particular game, that Goaltender shall be counted as 1 Assimilated player spot.

G) Junior Non-Citizen Players

There is no limit on how many Junior Non-Citizen Players can be used in any single NZIHL Game

H) Australian Citizenship Players

There is no limit on how many Australian Citizenship Players can be used in any single NZIHL Game

5.2 PLAYER NAMING

6 weeks prior to the official competition start a squad list must be supplied to the NZIHL General Manager.

All players hold a full membership with their local Association and the NZIHF, at the time of submission of the squad list or earlier. If pre-season games are played before the 6 weeks squad list submission Players must be registered on or before the first pre-season game. No Player may transfer teams during an NZIHL season unless given a special dispensation by the NZIHL General Manager under special circumstances.

All Import players must be named and have been finalized their ITC process before the 30th of June in the year of competition. Players can only play if their ITC process has been completed.

No further changes to the Squad list are permitted after the 30th June in the year of the competition.

Any team which plays a player that is not a full member with their local Association and the NZIHF, will forfeit any such game 5:0. This rule will be enforced retroactively for the current season where required.

5.3 TRAVELLING TEAM

When travelling during the Round Robin phase or finals, the NZIHL will cover the cost of 22 people. The NZIHL will also cover the additional cost for the traveling team taking a live stream commentator with them if available. Additional people may be taken at the team's expense.

PART III – ADMINISTRATION OF THE NZIHL

6.0 NZIHL MEETINGS

The NZIHL is governed by the New Zealand Ice Hockey Federation's Management Committee. The NZIHF shall publish the date of its AGM no less than 30 days prior to the meeting date.

The NZIHF Management Committee is made up of 6x delegates: 2x from Auckland, 2x from Canterbury and 2x from Southern. Delegates to the Management Committee are appointed by the regional clubs affiliated with the NZIHF.

All three NZIHF affiliated regions with NZIHL teams are evenly represented.

6.1 FINANCES

Any NZIHF Licensee shall be responsible for its own operating costs, including but not limited to facility rent, security, insurance, equipment, uniforms, salaries, taxes, advertising, promotions, and meals.

NZIHL income and expenses are to be administered by the NZIHL Treasurer. Below (6.2) is a detailed list of what is included.

6.2 EXPENSES COVERED BY NZIHL:

- Travel (to and from the tournament venue, local transport) and Flights
- Rental of vans and trailers or busses
- Ice time during tournament games, excluding any ice time cost for trainings
- Officials costs as determined by the NZIHF Management Committee
 - Referee
 - Linesmen
 - Referees/Linesmen travel costs (excluding local travel and accommodation)
 - Score Bench
 - Goal Judges
- NZIHL General Manager (flight, accommodation & local travel costs)
- Accommodation for visiting team(s) – of a suitable standard
 - Including 22 individuals + 1 Live Stream commentator
- For the Semi Final and Finals the traveling team is permitted to arrive one day ahead of the first game.

The Auckland Mako team is run out of Auckland but all costs will be associated with the NZIHF. Any profit above the hosting fee belongs to the host club. The Auckland Mako is not part of the cost sharing budget. No other team in the NZIHL is contributing to the cost for the Auckland Mako team.

6.3 NZIHL LICENSE AGREEMENT FEE

i) Entry Licence Fee

Any entity wishing to become a Licensee and enter a Team in the Competition, either by way of transfer of an existing Licence or a new Licence, must, in addition to any other requirements imposed by the Rules and subject to the NZIHF constitution, pay the NZIHL an Entry Licence Fee as determined by the NZIHL from time to time.

ii) Annual Licence Fee

The Licensee must pay an Annual Licence Fee to the NZIHL to be permitted to compete in the Competition, which fee will be set by the NZIHL.

The Annual License Fee amount for 2023 is \$1,000.00 + GST.

6.4 HOSTING FEE

- i. There will be no hosting fee (spectator income) charged this year.
- ii. The hosting fee for the Auckland Mako is \$2,000 per game.
- iii. The hosting fee for the Semi Final round will be \$4,000 per game.
- iv. The hosting fee for the finals will be \$10,000 (this includes all games of the best of 3 series)
- v. Any changes to be approved by the NZIHF Management Committee.
- vi. NZIHL License Agreement holders must pay NZIHL the hosting fee within 14 days if required.

6.5 TEAM FEES / PAYMENT DATES

The NZIHL General Manager will recommend Team Fees and payment dates for approval by the Management Committee. Team fees and payments dates are shown in Appendix 6.

6.6 FINALS COMPENSATION

There is no compensation (ie: ticket sales) for the away team participating in the Semi-Final series or Finals.

6.7 BUDGET

A budget is prepared for each NZIHL season by the NZIHL General Manager.

7.0 PLAYING FORMAT

7.1 LEAGUE FORMAT

i. **Round Robin**

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

ii. **Semi Final:**

The Semi Final round will be between the second (2nd) placed team and the third (3rd) placed team in points after the two Round Robins. The second placed team will host the game(s) at their home arena. The winner for progressing to the Final series will be determined over a 2-game series.

a. **Rules:**

- i. In the Event of a draw in the first Semi-Final game there will be no Overtime played in this game.
- ii. There is no handshake between teams after Game 1, however the Captain of each Team will shake hands with the referee and between each other
- iii. In case each team has won one game each, the overall scoring (for and against) from both games will determine the overall winner of the 2 game Series (i.e. the overall score after 120 minutes of play)
- iv. In case the overall score from both games is a draw the normal Overtime process applies as well as the shoot-out process after overtime, see 9.3 & 9.4.

b. **Final:**

- i. The NZIHL final will consist of up to 3 games (Best of 3 series). Up to 3 games will be played between the top two teams. All Final Games will be played at the 1st placed team's home venue after round robin.
- ii. The NZIHL final format is based on a "win is a win" (regardless if achieved in normal time, over time or shoot out). I.e., if a team wins game 1 in normal time and the other team wins in over time or shoot out in game 2 both teams will have won a game and a 3rd game will be necessary.

iii. **Season Draw**

- i. See the 2023 Draw in Appendix 3.

iv. **Auckland Mako**

- i. The Auckland Mako only plays one round robin against each other team in the league. The result of each game does not count towards the league standing. The individual statistics taken during these games do not count towards the overall individual awards. Each game is played in accordance with sections 8 and 9.

7.2 GAME FORMAT

- i. 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 10 minutes in duration followed by team roster announcements. The commencement of the game play will be either straight after the warmup or after a further ice cut after warm up.

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. No ice cut after the third period if the game progresses to Overtime or Game Winning Shots.

- ii. Ice slots for games shall be booked for two-hours thirty minutes in duration.
- iii. Where there is the danger of insufficient ice time for whatever reason 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). Prior to the game the 2 Coordinators (or Managers as a back-up) are to agree on a time frame and game time reduction process if required. See Appendix 7 for the template to be used.

7.3 OVERTIME FORMAT

All overtime periods, including the 2nd Game of the Semi Final and the Finals, will be played for a total of five (5) minutes or until the first goal is scored. Where possible with ice rink facilities, and upon prior decision by the NZIHL General Manager, the three grand final games overtime format shall consist of a single 20 minute 3 on 3 overtime period, followed by penalties.

7.4 GAME WINNING SHOTS PROCEDURE

The Game Winning Shots Procedure shall be in accordance with the current IIHF rules.

7.5 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.

8.0 LEAGUE STANDINGS

8.1 POINTS SYSTEM

- i. Points shall be awarded as follows:
- ii. 3 points for the winning team at the conclusion of regulation time
- iii. 1 point for both teams at the conclusion of regulation time if the game is tied
- iv. An additional point earned for the team winning the overtime period, or the Game Winning Shots Procedure if the teams are still tied following conclusion of the overtime period
- v. 0 points for the team losing the game in regulation time
- vi. 1 point for each team in case a game(s) had to be cancelled and can't be played at a later stage
- vii. If a weekend series is cancelled and unable to be rescheduled, each affected team shall be awarded a 5:0 win, with 3 points.

8.2 FINALS QUALIFICATION

The tie-breaking system for two teams is as follows:

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

Due to the fact that the three-point system does not allow a game to end in a tie, then the following tie breaking procedure is applicable when three or more teams are tied in points in a Championship standing.

Should three or more teams be tied on points, then a tie breaking formula will be applied as follows, creating a sub-group amongst the tied teams. This process will continue until only two or none of the teams remain tied. In the case of two remaining tied teams, the game between the two would then be the determining tie-breaker as the game could not end as a tie. In the case of none of the teams being tied, the criteria specified in the following respective step applies.

Step 1:

Taking into consideration the games between each of the tied teams, a sub-group is created applying the points awarded in the direct games amongst the tied teams from which the teams are then ranked accordingly.

Step 2:

Should three or more teams still remain tied in points then the better goal difference in the direct games amongst the tied teams will be decisive.

Step 3:

Should three or more teams still remain tied in points and goal difference then the highest number of goals scored by these teams in their direct games will be decisive

Step 4:

Should three or more teams still remain tied in points, goal difference and goals scored then the results between each of the three teams and the closest best-ranked team

outside the sub-group will be applied. In this case the tied team with the best result (1. points, 2. goal difference, 3. more goals scored) against the closest best ranked-team will take precedence

Step 5:

Should the teams still remain tied, then the results between each of the three teams and the next highest best-ranked team outside the sub-group will be applied.

Step 6:

Should the teams still remain tied after these five steps have been exercised then Sport considerations will be applied and the teams will be ranked by their positions coming into the Championship (i.e. seeding – for the NZIHL the last years, end of season standing shall be applied).

8.3 FINALS ICE TIME REQUIREMENT

If a/both teams competing in the finals series is unable to secure the necessary ice time (only required for Game 2 and 3 in the Final) (3.5hrs) it will pass the opportunity to the other team to host the entire final series 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. Any potential loss of income to the NZIHL will have to be carried by the affected team(s).

8.4 FINALS NATIONAL ANTHEM

Prior to each of the Finals game(s) the New Zealand National Anthem is to be played.

9.0 Game Requirements

9.1 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. The maximum player's number on the game sheet and bench is 20 skaters and 2 goalies.
- iv. 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. If opposing team players or non-registered players are required, this must be noted by an NZIHF official, and the players must provide written consent to play in the relevant game.
- v. 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 General Manager and Management Committee.
- vi. All Import classified Players must be shown on the official Team and Game Sheets marked with an "I" (Import Player).
- vii. All Assimilated classified Players must be shown on the official Team and Game Sheets marked with an "S" (Assimilated Player)
- viii. All Junior classified Players must be shown on the official Team and Game Sheet marked with an "J" (Junior Non-Citizen Player)
- ix. All Australian classified Players must be shown on the official Team and Game Sheet marked with an "U" (Australian Citizenship Player)
- x. Only persons nominated on a NZIHL Official Team Sheet and Officials of the NZIHL (i.e. General Manager, Regional Coordinators, etc.) are permitted on the players' bench.
- xi. 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.
- xii. 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.
- xiii. Players owing money to the NZIHF are not entitled to play unless an approved payment plan is in place.
- xiv. Captains to shake hands prior to game in referee's circle. Teams are to shake hands after each game with other team and game officials.
- xv. If an ineligible player is played the IIHF rules in respect of a result are to be applied (5-0 win with 3 points awarded, for non-offending team, no personal stats to be recorded).

9.2 SAFETY EQUIPMENT - ADDITIONAL SAFETY RULES

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

i. Mouth Guards

- a. Wearing a mouth guard is recommended for all players who do not wear a full face cage.
- b. Players to wear a mouth guard until the day they turn 20, if they are wearing a half visor.
- c. Players wearing a face-cage are not required to wear a mouth guard.

ii. Throat Protection, Face Cages & Ear Protection

- a. The NZIHL require players to wear a full cage until the day they turn 18.
- b. The NZIHL requires players to wear a neck guard until they turn 20.
- c. The NZIHL requires players to wear ear protection attached to their helmets until they turn 20.

iii. Players Visors

- a. Players in the NZIHL 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.

9.3 NZIHL MEDICAL AND PLAYER SAFETY CONSIDERATIONS

The NZIHF concussion policies and related processes apply. Refer to the NZIHF website for more details: <https://www.nzicehockey.co.nz/policies-documents/>

All team players and staff are to strictly follow the NZIHF concussion policy.

- Any team or staff not following the concussion protocol will be dealt with as per the NZIHF Disciplinary Protocols.

All teams must follow the NZIHF concussion policy and related processes, including the Graduated Return to Play (GRTP):

- 1) Player is removed from actively participating in the league competition
- 2) Player recovers
- 3) Player is re-added to roster once written clearance is received from a doctor

Additionally, for the 2023 season, all teams should make best endeavours to have the following items, personnel and protocols in place at their home rink. These items will be mandatory for 2024:

- AED
- Ferno Scoop for patient evacuation
- Medical supplies for treatment of wounds
- Clear plan for safe evacuation of injured players from the ice
- A team medical staff member present at home games. This medical staff member must be a credentialed physiotherapist, nurse, or doctor.
- All home teams to have a senior medical officer at home games, capable of assessing and triaging player injury, or spectator medical event. This medical officer must be a credentialed doctor, nurse, nurse practitioner, or paramedic.

10.0 Disciplinary Matters

- i. The Disciplinary protocol is outlined in detail in the NZIHF Competition: Disciplinary, Tribunal & Suspension Regulations.
- ii. Disciplinary representatives will be present at NZIHL games for supervision purposes. When one of them cannot attend, they will appoint a representative to act on their behalf.
- iii. The requirement to call disciplinary hearings will be carried out by the NZIHL General Manager or NZIHF General Secretary or stand in person as nominated by the NZIHF General Secretary.
- iv. The Disciplinary process requires cooperation between all teams, managers, coaches and the NZIHL management structure. Disciplinary rulings will be discussed and decided in a speedy process (teams will be notified at least 2 hours before game start times).
- v. For the Auckland Mako games the full disciplinary protocol applies for the NZIHL, meaning any game suspension etc. received during a game playing with or against the Auckland Mako will need to be served during the regular season games / playoffs / finals. Penalties incurred during points eligible NZIHL games can't be served at a Game vs the Auckland Mako team.
- vi. For Pre-season Games normal suspension regulations apply.
- vii. Any other NZIHL sanctioned Games fall under the umbrella of the NZIHL Suspensions regulations. Penalties incurred in any NZIHL Sanctioned Games must be served at NZIHL points eligible games; penalties incurred during NZIHL games can't be served at other NZIHL Sanctioned Games.

PART IV – STATISTICS & AWARDS

11.0 STATISTICS

The game statistics will be recorded directly into the Hydra system. No additional capturing of stats will be required.

A copy of the paper game sheet is to be provided to the NZIHL General Manager and Disciplinary Commissioner after every game.

11.1 STATISTICS TO BE RECORDED

- i. The following statistics are to be kept for all NZIHL games:
 - a. Game results
 - b. Team standings (wins, losses, ties and points)
 - c. Point scorers (goals, assists and points)
 - d. Goalkeeper statistics
 - i. Save % - (Total Shots minus Goals Against divided by Total Shots On)
 - ii. G.A.A. – (Total Goals Against divided by Total Games Played)

- e. Penalty minutes (Penalties must be recorded as well as minutes)
- f. Individual goalies playing minutes

11.2 GOALKEEPERS PARTICIPATION

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

11.3 SCORE SHEET TO BE USED

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

12.0 Trophies and Awards

12.1 TEAM AWARDS

- i. The “Birgel Cup” shall only be awarded to the team winning the League Final.
- ii. In the case of the regular season or finals series being unable to be completed in their entirety, the Birgel Cup shall not be awarded.
- iii. A trophy shall be awarded to the top placed team at the conclusion of the regular season, when the regular season has been played in its entirety.
- iv. Gold medals shall be awarded for members of the team winning the League Finals.
- v. Silver medals shall be awarded for members of the team losing the League Finals.

12.2 TOA KAUHANGA RIRI TIO TROPHY

- i. The Toa Kauhanga Riri Tio (“trophy”) is to be defended at the holder’s 2nd home game
- ii. The “trophy” is only available for contest during regular season
- iii. Each holder will be named on the trophy on a mini shield showing the year, the team name and number of defences
- iv. The NZIHL General Manager to keep track of the above.

12.3 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
- Individual Participation Awards for Players (100/150/200/250 Games)

12.4 INDIVIDUAL AWARDS SELECTION PROCESS

The process for the selection of awards is as follows:

In the event of a tied vote the deciding vote shall be given by the NZIHL General Manager.

- i. **Teams MVP**
 - a. Nominated by the Team Managers and selected by the individual Team Coaches.
- ii. **League MVP**
 - a. 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 General Manager.
- iii. **Top Points Scorer**
 - a. Total points scored. In the event of a tie, goals are to supersede assists.
- iv. **Best Defenseman**
 - a. 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 General Manager.
- v. **Top Rookie**
 - a. Voted on by the Team Managers after nomination by the Team Coaches. Only players that are eligible for a NZ Representative Team are eligible for this award.
- vi. **Top Goalkeeper**
 - a. Determined by Save Percentage.
- vii. **Finals MVP**
 - a. Selected by the Finals Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL General Manager.
- viii. **100/150/200 Club**
 - a. Players, Coaches, Team Officials, Referees and Linesman having participated in 100/150/200 games plus. (Selection/presentation after the Regular Season). All Regular Season Games, play-off and Final Games count towards the total games played in the NZIHL. Players who participate in the Auckland Mako Team or play against them count as well the total Games played in the NZIHL.

ix. **250 Club Award / Achievement Shield**

Every Player who achieves to play 250 or more games in the NZIHL will receive a special award and get their name on the NZIHL Achievement Award shield and will keep this shield until a further player will reach this milestone.

Appendix 1

Team Officials and Ice Rink Contact Details

BOTANY SWARM			
Position	First & Last Name	Email:	Mobile:
Regional Coordinator:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
Ice Rink Details: Paradise Botany 490 Ti Rakau Drive, Botany Downs, Auckland 2013 Phone: 09 273 2999 Email:			

WEST AUCKLAND ADMIRALS			
Position	First & Last Name	Email:	Mobile:
Regional Coordinator:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
Ice Rink Details: Paradise Avondale 150 Lansford Crescent, Avondale, Auckland 0600 Phone: 09 828 3800 Email:			

AUCKLAND MAKO			
Position	First & Last Name	Email:	Mobile:
Regional Coordinator:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
Ice Rink Details: N/A – Travelling team			

CANTERBURY RED DEVILS			
Position	First & Last Name	Email:	Mobile:
Regional Coordinator:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
Ice Rink Details:	Alpine Ice Centre 495 Brougham Street, Opawa, Christchurch Ph 03 366 9183 Email: info@alpineice.co.nz		

PHOENIX THUNDER			
Position	First & Last Name	Email:	Mobile:
Regional Coordinator:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
Ice Rink Details:	Dunedin Ice Stadium 101 Victoria Road, St Kilda, Dunedin Phone: Email:		

SKYCITY STAMPEDE			
Position	First & Last Name	Email:	Mobile:
Regional Coordinator:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
Ice Rink Details:	Queenstown Ice Arena 29 Park Street, Queenstown 9300 Phone: Email:		

Appendix 2

NZIHL Contact Details

NZIHL General Manager

Name: Andreas Kaisser
Phone: 021 208 0459
Email: newzealandkaisser@gmail.com

Treasurer

Name: Paul de Vere
Phone: 09 836 1253, 021 279 6085
Email: pauldevere@xtra.co.nz or treasurer.nzihl@xtra.co.nz

NZIHF President

Name: Andy Mills
Phone: 027 244 3916
Email: president@nzicehockey.co.nz or andy@opalcentre.co.nz

NZIHF General Secretary

Name: Carl McIntyre
Phone: 021 928 000
Email: secretary@nzicehockey.co.nz or cgmconsultancy@xtra.co.nz

NZIHF Referee in Chief

Name: Richard Button
Phone:
Email: ric@nzicehockey.co.nz

NZIHF Disciplinary Chairman

Name: Jason Power
Phone:
Email: disciplinarynzihf@gmail.com

NZIHL Livestream, Website & Emails:

Name: Michael Domigan
Phone:
Email: marketing@nzihl.com

NZIHL Social Media:

Name: Megan Kliegl
Phone:
Email: megankliegl@hotmail.com

Appendix 3

NZIHL Schedule

2023			<div>NZ IHL</div> <div>New Zealand Ice Hockey League</div>				
Round Codes	Game #	Game Dates	Teams	Location	up Start Time	Puck drops	Game finish time
1A	1	6/05/2023	WAA vs AMA	Avondale	16:45	17:00	19:15
1A	2	7/05/2023	BSW vs AMA	Botany	17:00	17:15	19:30
2A	3	13/05/2023	WAA vs CRD	Avondale	16:45	17:00	19:15
2A	4	14/05/2023	WAA vs CRD	Avondale	16:45	17:00	19:15
3A	5	19/05/2023	PHT vs SCS	Dunedin	18:45	19:00	21:15
3A	6	20/05/2023	PHT vs SCS	Dunedin	17:45	18:00	20:15
3B	7	20/05/2023	WAA vs BSW	Avondale	16:45	17:00	19:15
3B	8	21/05/2023	WAA vs BSW	Avondale	16:45	17:00	19:15
4A	9	26/05/2023	SCS vs AMA	Queenstown	18:45	19:00	21:15
4A	10	27/05/2023	SCS vs AMA	Queenstown	18:45	19:00	21:15
4B	11	27/05/2023	BSW vs PHT	Botany	17:00	17:15	19:30
4B	12	28/05/2023	BSW vs PHT	Botany	17:00	17:15	19:30
5A	13	2/06/2023	PHT vs WAA	Dunedin	18:45	19:00	21:15
5A	14	3/06/2023	PHT vs WAA	Dunedin	17:45	18:00	20:15
5B	15	3/06/2023	CRD vs BSW	Christchurch	16:30	16:45	19:00
5B	16	4/06/2023	CRD vs BSW	Christchurch	16:30	16:45	19:00
6A	17	9/06/2023	SCS vs BSW	Queenstown	18:45	19:00	21:15
6A	18	10/06/2023	SCS vs BSW	Queenstown	18:45	19:00	21:15
6B	19	10/06/2023	WAA vs PHT	Avondale	16:45	17:00	19:15
6B	20	11/06/2023	WAA vs PHT	Avondale	16:45	17:00	19:15
7A	21	16/06/2023	PHT vs BSW	Dunedin	18:45	19:00	21:15
7A	22	17/06/2023	PHT vs BSW	Dunedin	17:45	18:00	20:15
7B	23	17/06/2023	CRD vs AMA	Christchurch	16:30	16:45	19:00
7B	24	18/06/2023	CRD vs AMA	Christchurch	16:30	16:45	19:00
8A	25	24/06/2023	BSW vs AMA	Botany	17:00	17:15	19:30
8A	26	25/06/2023	WAA vs AMA	Avondale	16:45	17:00	19:15
8B	27	24/06/2023	CRD vs SCS	Christchurch	16:30	16:45	19:00
8B	28	25/06/2023	CRD vs SCS	Christchurch	16:30	16:45	19:00
9A	29	1/07/2023	BSW vs CRD	Botany	17:00	17:15	19:30
9A	30	2/07/2023	BSW vs CRD	Botany	17:00	17:15	19:30
10A	31	14/07/2023	PHT vs AMA	Dunedin	18:45	19:00	21:15
10A	32	15/07/2023	PHT vs AMA	Dunedin	17:45	18:00	20:15
10B	33	15/07/2023	BSW vs SCS	Botany	17:00	17:15	19:30
10B	34	16/07/2023	BSW vs SCS	Botany	17:00	17:15	19:30
11A	35	21/07/2023	SCS vs PHT	Queenstown	18:45	19:00	21:15
11A	36	22/07/2023	SCS vs PHT	Queenstown	18:45	19:00	21:15
11B	37	22/07/2023	CRD vs WAA	Christchurch	16:30	16:45	19:00
11B	38	23/07/2023	CRD vs WAA	Christchurch	16:30	16:45	19:00
12A	39	29/07/2023	BSW vs WAA	Botany	17:00	17:15	19:30
12A	40	30/07/2023	BSW vs WAA	Botany	17:00	17:15	19:30
13A	41	4/08/2023	PHT vs CRD	Dunedin	18:45	19:00	21:15
13A	42	5/08/2023	PHT vs CRD	Dunedin	17:45	18:00	20:15
13B	43	4/08/2023	SCS vs WAA	Queenstown	18:45	19:00	21:15
13B	44	5/08/2023	SCS vs WAA	Queenstown	18:45	19:00	21:15
14A	45	12/08/2023	CRD vs PHT	Christchurch	16:30	16:45	19:00
14A	46	13/08/2023	CRD vs PHT	Christchurch	16:30	16:45	19:00
14B	47	12/08/2023	WAA vs SCS	Avondale	16:45	17:00	19:15
14B	48	13/08/2023	WAA vs SCS	Avondale	16:45	17:00	19:15
15A	49	18/08/2023	SCS vs CRD	Queenstown	18:45	19:00	21:15
15A	50	19/08/2023	SCS vs CRD	Queenstown	18:45	19:00	21:15
Semi Final							
15S1	51	26/08/2023	TBA vs TBA	TBA	00:00	00:15	02:30
15S2	52	27/08/2023	TBA vs TBA	TBA	00:00	00:15	02:30
16F1	53	1/09/2023	TBA vs TBA	TBA	00:00	00:15	02:30
16F2	54	2/09/2023	TBA vs TBA	TBA	00:00	00:15	02:30
16F3	55	3/09/2023	TBA vs TBA	TBA	00:00	if required	
AMA - Auckland Mako / BSW - Botany Suarm (Auckland) / CRD - Canterbury Red Devils							
PHT - Phoenix Thunder / SCS - Skycity Stampede (Queenstown) / WAA - West Auckland Admirals							
Semi Final and Final's Ice time & Location to be confirmed and subject to change							

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 organizer are requested to follow these procedures and the times to ensure that the pre-game activities and the game begin and follow 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, however between periods teams are required to return to their bench 3 minutes before the end of the period break. To ensure the next period can start without further delay after the scheduled 15-minute break.

(for 2hrs30min ice time availability 30 min running time periods)

CountTime	Activity
-10	10 min pre-game warm-up
-5	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
123	Start 5 min golden goal overtime period If Game Winning Shot are required
128	Start Game Winning Shots procedure

Appendix 5

Game Officials Remuneration

Officials cost per game is as follows:	
(3-man system)	
Referee	\$110 (one)
Linesmen	\$80 each (two)
Score Bench	\$30 each (two)
Goal Judges	\$15 each (two)
Penalty Box Judges	\$15 each (two)
Total/game	\$390.00

Officials cost per game is as follows:	
(4-man system)	
Referee	\$110 (two)
Linesmen	\$80 each (two)
Score Bench	\$30 each (two)
Goal Judges	\$15 each (two)
Penalty Box Judges	\$15 each (two)
Total/game	\$500.00

Appendix 6

Team fees/payment dates for 2023 season

In principal the below will outline the payment schedule for each team:

April 1	\$10,000
May 1	\$10,000
June 1	\$15,000
July 1	\$15,000
Aug 1	\$Outstanding (if still required)

AS AT 26/04/2023 FINAL AMOUNTS TBC.

The detailed payment schedule will be submitted to each team at the beginning of the season

Appendix 7

Reduced Ice Time Process

This process is to be applied if there is the possibility that the allocated ice time of 2.5 hrs will be insufficient e.g. if the visiting team has got a flight to catch, if the rink only grants a limited ice time, etc.

Both teams' Coordinators (Managers as back-up) are to agree this prior to game commencement.

Once agreed it is the home Coordinator's (Manager's) responsibility to advise the referees accordingly.

For visiting teams sufficient time must be allowed for to catch their flights. Following allowances should be made to get from the rink (including 20 min for the players to get changed and packed into the vans) to airport including the allowance to return the vans.

Location	Total allowance (game end to departure)
Auckland – Avondale/Botany	1 hr 30 min
Christchurch	1 hr 15 min
Dunedin	1 hr 45 min
Queenstown	1 hr 15 min

Ice time reduction options:

Forfeit Overtime if required

Forfeit Overtime & Shootout if required

Play running time	Period 1	2	3
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Play 15 min stop time	Period 1	2	3
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Other as follows: _____

Game between Home _____ Visitors: _____

Date: _____ Location: _____

Home Coordinator (Manager): _____

Visiting Coordinator (Manager): _____

Team Manager(s) to provide copy to Statistician and NZIHF General Manager

Appendix 8

NZIHF Amateur Player Policy

New Zealand Ice Hockey Federation

The New Zealand Ice Hockey Federation administers amateur leagues, and no player shall be paid to play. However, teams may assist players with reasonable costs incurred in conjunction with the following:

- Airfares
- Accommodation
- Transport
- Food
- ITC
- Registration fees
- Ice time fees
- Playing fees
- Equipment support
- Reasonable rates for coaching ice hockey: If a player is employed by a company or person associated in any way with Ice Hockey, then the pay rate shall be no more than would be reasonable within the market for the services provided.

Any team found to be contravening the spirit of these clauses will be subject to the NZIHF disciplinary tribunal, and if found guilty shall forfeit (including historical games) in which any paid players were listed on rosters 0-5, as well as any punishment that the tribunal applies to the team, region or individuals.

Team coordinator(s), Managers & Coaches are expected to agree and sign this declaration to abide by the Events Manual before the season starts.

The NZIHF Management Committee has the power to audit any of the teams, including interviewing any player or manager if they deem fit.

Appendix 9

Auckland Mako Participation in NZIHL

The Auckland Mako team is run out of Auckland but all costs will be associated with the NZIHF. Any profit above the hosting fee belongs to the host club. The Auckland Mako is not part of the cost sharing budget. No other team in the NZIHL is contributing to the cost for the Auckland Mako team.

Key understandings for the Auckland Mako's participation:

- The team will be formed by Junior players aged 23 or younger
- Selected players can/will come from other regions as required
- The team will be supported by up to 5 Senior Players from other NZIHL teams in each game played
- The team will play in each of the current NZIHL teams home rink a 2-game series (total of 10 games)
- The team plays under the NZIHL Events Manual and NZIHF Disciplinary rules
- The outcome of each game will not be recorded as part of the regular season of the NZIHL, however for statistics reasons, we will separate the Hydra link stats to their own records
- Each NZIHL team will include these games as part of their home games in the 2022 season and will provide ticket sales/marketing in line with their regular season games to maximise income during these games
- These games are not included in the regular NZIHL Budget to the teams
- There is no cost-sharing for the current NZIHL teams as well as a set spectator fee

Selection:

- A selection of junior Players for the U23 team will be done by the U18 and U20 National Team Coaches and the General Manager of the AIHA.
- All communication will be done by the U23 Team Coordinator.
- The Senior Players will be selected by the current Men's National Team Coaches
- There is no limit on how many Senior Players as it depends on their availability to play in these games
- Important for this long list of Senior Players is their leadership skills and skillset to the game to support the U23 players before, during and after each game

Appendix 10

REGIONAL ASSOCIATION TRANSFER FORM

esportsdesk Registration #:																	
Surname (or Family name):																	
First Name(s):																	
Residential Address:																	
Contact Telephone No:																	
Association transferring from:																	
Association transferring to:																	
Declaration to be signed by two Officials of the Association the player is transferring to. We accept the above Conditions, if any, for the transfer of the above Player.																	
Signature: (Association transferring to)																	
Signature: (Association transferring to)																	
I, the above-named Player, request the transfer as detailed above and hereby agree to abide by any conditions set down by the Regional Association.																	
Signature of Player:																	
Regional Transfer Approval given, subject to the Conditions listed hereunder:																	
Conditions Made:																	
Transfer to be signed by the Association Registrar and any one of either the President, Vice President or Secretary.																	
Signature Assn. Registrar:																	
Signature Assn. Official:																	
Date of Approval:									2	0							

Once completed, please return completed form to the NZIHF General Secretary:
secretary@nzicehockey.co.nz

DOCUMENT HISTORY

Version	Date	Approved by	Description
1.0	18 April 2022	Carl McIntyre	Rewrite of Events Manual, in co-ordination with launch of new License Agreement, Player and Officials contracts.
2.0	31 October 2022	Carl McIntyre	Re-formatting of events manual. Changes made for 2023 season.
2.2	20 April 2023	Carl McIntyre, Andy Kisser	<p>4.3 (C) Added "and obtains an unlimited transfer to New Zealand" to definition for <i>Assimilated Players</i></p> <p>5.3 – Added inclusion of travelling commentator</p> <p>6.2 - Added inclusion of travelling commentator</p> <p>6.4 i – Hosting fee set to \$0.00, hosting fee is instead built in to team fees</p> <p>6.4 ii Hosting fee for Auckland Mako changed to \$2,000.00 per game instead of \$4,000.00 per round</p> <p>6.4 iii Hosting fee for semi-finals increased from \$3,000.00 to \$4,000.00</p> <p>5.4 iv Hosting fee for finals increased from \$8,000.00 to \$10,000.00</p> <p>9.2 ii – Added players must wear neck guards until they turn 20, in line with new IIHF rule</p> <p>9.3 – Added concussion section to events manual</p> <p>9.3 – Added medical section to events manual</p> <p>Appendix 5 – 4 man officiating system and costs updated</p> <p>Appendix 6 – dates and amounts updated for 2023</p>