



New Zealand Ice Hockey Federation



New Zealand Women's Ice Hockey League

Events Manual

2021

Approved by: **NZIHf**
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MISSION STATEMENT

The goals of the New Zealand Women's Ice Hockey League (NZWIHL) are:

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

INTRODUCTION

This document sets out guidelines for the New Zealand Women's Ice Hockey League (NZWIHL) 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 NZWIHL General Manager (GM). The GM will have the power to approve changes but only with a majority agreement of the Regional Team League Coordinators (Regional 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	NZWIHL Meetings
Section	9	Reporting
Section	10	Appendices

SECTION 1

PLAYING RULES / GENERIC INFORMATION

1.1 PLAYING FORMAT

Regular season

Each team shall play 'home' and 'away' games against the other teams depending on the number of teams in the competition (refer attachment 2 for schedule). All teams shall come together to play a finals weekend. The team with the most points at the end of the regular season (round robin) will be awarded the regular season trophy.

Finals

Semi-finals - will be played with rankings based on the regular season standings as follows – 1 vs. 4 and 2 vs. 3

Finals - The losing teams from the two semi-final games shall play off for the Bronze Medal. The winning teams from the two semi-finals shall play off for the Gold and Silver Medals. The winning team shall be named the New Zealand National Champion.

1.2 PLAYING ROUNDS

The draw and all playing rounds will be determined by the General Manager for the upcoming season.

1.3 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 overtime period, or the Game Winning Shots Procedure if the teams are still tied following conclusion of the overtime period
- No (0) Points for the team losing the game in regulation time

1.4 FINAL PLACING DETERMINATION

Regular season

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

Final

- The winning teams from the two semi-finals shall play off for the Gold and Silver Medals.
- The losing teams from the two semi-final games shall play off for the Bronze Medal.

1.5 PRE GAME REQUIREMENTS

1.5.1 The maximum player number on the **Team Game Sheet** and bench is 20 skaters and 2 goalies. (In line with the IIHF rules for Women) – Appendix 2

(a) Team sheets to be submitted 20 minutes before the start of the Warm up period to the score bench.

1.5.2 Every team must have at minimum 11 players on their Team Sheet (10 skaters, 1 goalie). See Appendix 2,

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

1.5.4 Only persons nominated on a NZWIHL Official Team Sheet and Officials of the NZWIHL (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 NZWIHL may determine changes to the rules or set additional rules as necessary for the proper management of the NZWIHL.

1.6 GAME FORMAT

1.6.1 All games in the round robin competition shall consist of three periods of 20 minutes stop time. Ice slots for games shall be booked for two and a half hours

1.6.2 All games in the finals competition shall consist of three periods of 20 minutes stop time. Ice slots for games shall be booked for two and a half hours

1.6.3 After each period an ice cut will be done. In the event of a draw after regular time the game will proceed with a five minute overtime (Sudden death / IIHF regulation for Overtime) and after this with the Game Winning Shots procedure. No ice cut after the third period if Overtime or Game Winning Shots are needed or after warm up. (Refer Appendix 1)

1.7 PRE GAME COUNTDOWN & GAME TIME DETAILS

See Appendix 1

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) 1. The breaks between periods may be reduced to the shortest time possible (to still allow for flood and some drying time, when necessary) 2. Reduce the last period of play to 15 minutes stop time 3. 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 Regional Coordinator and the Game Referee). The Referee is to advise the player benches and Score Bench.

1.9 YEAR OF THE LEAGUE

To be eligible to play in this league, the player must be 13 years or older on or prior to the first scheduled game of the competition.

SECTION 2

Team Members Eligibility/Administration

2.1 Team Coordinator

Every team must have a Regional Coordinator that is appointed by the Regional Association as a point of contact regarding the NZWIHL for the GM. This person is responsible to both the GM and to the Regional Association with regard to reporting. The name and contact details of the Regional Coordinator are to be confirmed by the Regional Association and provided to the GM. The Regional Coordinator can also be the Team Manager.

2.1.1

First Aider

Each host team must provide a qualified first aider to attend League games hosted at their rink

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. The name and contact details of the Management Team are to be confirmed by the Regional Association 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. All appointments are to be carried out by the Regional Bodies. Names and contact details are to be confirmed by the Regional Association and provided to the GM. Any change of coach requires the approval of the GM and Regional Body.

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 June in the year of the competition. Confirmation of entry is to be sent to the GM.

All **players** (NZ born, NZ Eligible and Foreign based players) must be registered to play with their Regional Association to be eligible to play in the NZWIHL. The latest date a player may register will be 1st of July in the year of to the competition.

2.4.2 Squad

The **Squad Sheet for Registration** and Hydra (Appendix 3) is to be submitted to the GM **four weeks** prior to the tournament starting.

(a) Squad list numbers are **unlimited**

(b) Squad lists are deemed as final from the start of the NZWIHL Competition - that being 4.30 pm on the Friday before the first round robin game unless special circumstances arise.

(c) The Squad list must contain the full name of the player; her birth date & jersey number for the current season, their height and weight, as well as their nationality.

2.4.3 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 as well as 2 Coaches and 1 Manager (Total of 20). 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 other possible exceptions have to be approved by the NZWIHL GM.

2.4.4 Player Classification

(a) Regional Players

- i. All New Zealand & Australian citizens are eligible to play in the NZWIHL and classified as Regional Players Proof of citizenship may be requested by the NZWIHL for any Regional Player.
- ii. Any Player obtains New Zealand or Australian citizenship during the season should be classified as regional player from the date on the citizenship is ratified and become official. Proof of this new citizenship must be provided to the NZWIHL GM and confirmation of the status change as Regional Player must be obtained from the NZWIHL GM before the player's appearance as Regional Player on the Game Sheet.
- iii. Any Player obtaining New Zealand or Australian citizenship during the off season is required to submit his proof of citizenship to the NZWIHL GM. Confirmation of the status change as Regional Player must be obtained from the NZWIHL GM before the player's appearance as Regional Player on the Game Sheet.
- iv. The NZWIHL GM 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 PLAYER

Any player who is not a citizen of either Australia or New Zealand does not qualify as a Regional Player and will be considered to be an "import player".

Player Eligibility for Regional and Import Players:

- The IIHF International Transfer Regulations (ITC) apply to all Player Classifications (if required)
- An International Transfer can be requested through the NZIHF President or designated person. There may also be an additional processing fee charged depending on the Federation of the country the applicant comes from.
- Players are not eligible to play in any games until an ITC has been approved by the IIHF and all costs paid.
- For a returning player no outstanding debt with a previous NZIHL team exists.

(c) 18 Years and Under – Import Players:

- 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 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 IIHF approved ITC or LOA.

(d) Age Requirements

- To be eligible to play in this league, the player must be 13 years or older on or prior to the first scheduled game of the competition. Younger players are not entitled to play
- It is desirable that each squad includes at least two players of U16 eligibility, and two players of U18 eligibility.

2.4.5 Team Composition

(i) Maximum Squad Size

There is no limitation to the squad size

(ii) Import Players

Maximum of 5 import players can play in any game

(iii) Game Sheet

A maximum 20 Players plus 2 Goaltenders can be named for any game.

SECTION 3

FINANCES

3.1 FINANCIAL MANAGEMENT

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

3.1.1 Costs

- Travel (to and from the tournament venue, local transport)
 - Flights (max 20 tickets per traveling team)
 - 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/Penalty Box
 - NZWIHL General Manager
- Accommodation
 - Purchased accommodation for visiting team(s) of a suitable standard for all rounds.
- Including 15 skaters, 2 goalies, 2 Coaches, 1 Manager

3.1.2 Income

- Any income from Trusts/Foundation, except those specifically approved by the NZWIHL Committee, is not to be included.
- Any sponsorship incomes, except those approved by the NZWIHL Committee, are not to be included.
- Spectator income in the form of a Gold Coin donation at each game can 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 NZWIHL 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 NZWIHL Budget.

The Team fees have to be paid as outlined below, to ensure the League has enough cash flow to pay for flight tickets and any other early bookings made by the league to secure cheaper quotes and prices.

15 th July	\$4505
15 th August	\$4505
15 th September	\$4505

SECTION 4

STATISTICS

4.1 STATISTIC TAKING

Games statistics will be updated live at each rink on the NZIHF Hydra system. If live updates are not available at the rink, statistics will be updated as soon as possible immediately after games.

4.2 STATISTIC TO BE RECORDED

The following statistics are to be kept for all NZWIHL 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)
 - Individual Player Plus/Minus
 - Individual Player Shots
 - 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 (on line Hydra score sheet). See Appendix 3

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 Competition. Gold Medals shall be awarded for members of the team winning the League. Silver Medals shall be awarded for members of the team in second place. Bronze Medals shall be awarded for members of the team in third place. An additional team trophy will be awarded to the Team with the most Regular Season round robin points.

5.1.2 Individual Awards

A Take Home 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 Competition
- Best Defenseman in the Competition
- Best Forward in the Competition
- Top Goalkeeper in the Competition.
- Most Valuable U18 Player in the League
- Most Sportswoman like Player

5.1.2.1 Individual Awards Selection Process

The process for the selection of awards is as follows:

Game Team MVP – for every game – to be nominated by the Team Coaches during play, Host Regional Coordinator to request names during second half of

the 3rd period. To be presented at the conclusion of each game. Presenter to be nominated by the host.

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

League MVP* – to be nominated by the Regional Coordinators/Managers through selection by the Team Coaches. In the event of a tied vote the deciding vote shall be given by the 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 the Competition. In the event of a tie, goals are to supersede assists.

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

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

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

The current NZIHF “Competition, Disciplinary, Tribunal & Suspension Regulations” apply. – <https://nzicehockey.co.nz/assets/Uploads/NZIHF-Competition-Tribunal-Suspension-Regulations-Version-3-2018-2022.pdf>

6.1 TRIBUNAL ORGANISATION

6.1.1 It is the responsibility of the Host Team Regional Coordinator, where the game infringement has taken place, to organise

6.1.2 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.

6.1.3 If a hearing is to be conducted as the result of a complaint to the NZWIHL 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.

6.2 TRIBUNAL MEMBER

- **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 Tribunal.
 - 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) or alternative communication tools such as Skype.

SECTION 7

PLAYER SAFETY

7.1 ADDITIONAL SAFETY RULES

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

- **Helmets**
All Female Players must wear a helmet with a cage or full visor – Rule 31 v. IIHF rule book 2018 –2022
- **Mouth Guards**
Can be worn by all players during games
- **Neck Guards**
All players who are 18 years and younger, regardless what event or tournament they are participating in, must wear a neck and throat protector – Rule 35 IIHF rule book 2018 – 2022

7.2 CONCUSSION

Prior to the season, all players must undergo a **Scat 3** test and have the results recorded and available during league games

Concussion Policy

NZIHf Concussion Policy applies

<https://nzicehockey.co.nz/assets/Documents/NZIHf-Concussion-Policy.pdf>

<https://nzicehockey.co.nz/assets/Uploads/ACC-Sports-Smart-Concussion-Guidelines.pdf>

SECTION 8

NZWIHL MEETINGS

8.1 ANNUAL MEETING

As part of the Finals weekend, the NZWIHL AGM 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 NZWIHL GM shall convene a phone conference with the Regional Coordinators on a regular basis as required (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.

**Pre-Game Count-Down & Game Flow Details
(for 2 hrs 30 minutes ice time availability)**

The following is the game count-down and game flow procedure for all **NZWIHL finals 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 cannot 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 faceoff 1 st Period (20 min stop time)
+28 minutes	1 st Period finished 13 min break - Ice Resurface, teams to dressing rooms
+39 minutes	Teams return to bench areas Starting line up on ice for face off 2. Period
+41 minutes	2 nd Period starts (20 min stop time)
+69 minutes	2 nd Period finished 13 min break- Ice Resurface, teams to dressing rooms
+80 minutes	Teams return to bench areas Starting line up on ice for face off 3. Period
+82 minutes	3 rd Period start (20 min stop time)
+110 minutes	3 rd Period finished / Team shake hands
	If draw after regular time – Overtime 5 minutes (IIHF Rule)
+113 minutes	Overtime start 5 minute stop time
+121 minutes	Overtime finished – if required coaches name 3 players for Shoot Out
+123 minutes	Shoot Out starts
+130 minutes	Game decided – Teams shake hands
End of Game	Teams line up on blue lines facing each other. Presentation of Game MVP's / Team's leaving the ice.

NZIHf HYDRA Squad Sheet

Appendix 3

Document History

Version	Date	Changed by	Description
1.0	27/12/2013	Kyle Matthews	Used NZJEL Events Manual as template for the NZWIHL events manual
2.0	4/10/15	Jan Goulding / Regions	In line with the NZIHL Manual plus add in from NZWIHL Meeting after the 2014 2015 season
3.0	1/10/2016	Brent Smith	Reformatted in line with V10.0 NZ Junior Leagues Events Manual
4.0	7/8/2017	Brent Smith	Minor date and rule clarification changes
5.0	26/9/2018	Brent Smith	Age clarifications, registration dates
6.0	12/10/2019	Brent Smith	New finals format changes
7.0	13/9/2020	Brent Smith	Reformatted
8.0	20/4/2021	Brent Smith	New finals format changes

**Team Officials and Ice Rink Contact Details
Season 2021**

Ice Rink Details Canterbury

Alpine Ice Centre
495 Brougham Street
Opawa
Christchurch
Ph 03 366 9183
Email: info@alpineice.co.nz

Ice Rink Details Auckland

Paradice Botany

Te Rakau Drive
Botany Downs
Auckland
Ph: 09 273 2999 ext 5
Email: Danielle@paradice.co.nz

Paradice Avondale

Lansford Crescent
Avondale
Auckland
Ph: 09 828 8286 ext 4
Email: info@paradice.co.nz

Ice Rink Details Southern

Queenstown Ice Arena

Queenstown
Ph: 03 441 8000
Email: info@queenstownicearena.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

NZWIHL Contact Details

NZWIHL General Manager

Name Brent Smith
Address 62 Aotea Terrace, Huntsbury, ChCh 8022
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Email brentsmith62@gmail.com

Dunedin Thunder Coordinator/Manager/Coach

TBA **Manager**
Email
Mobile

Barret Wilson **Head Coach**
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Angelique Mawson **Assistant Coach**
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Canterbury Devilettes Coordinator/Manager/Coach

Howard Whitman **Manager**
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Mobile 027 934 9818

Matt Sandford **Head Coach**
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Mobile 027 424 7770

Simon Cruickshank **Assistant Coach**
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Auckland Steel Coordinator/Manager/Coach

Manager
Email
Mobile

Geoffroy Boehme **Head Coach**
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Mobile 021 803 644

NZWIHL Schedule 2021

NZWIHL 2020 - SCHEDULE						Final			
Round Order	Game #	Game Dates	Home Team	Score	Score	Away Team	Location	Warm Up Start	Game Finish time
ROUND ROBIN									
A	1	7/08/2021	DND			QTN	DND	8.00	10.30
A	2	7/08/2021	CBY			AKLD	DND	10.45	13.15
A	3	7/08/2021	QTN			CBY	DND	16.30	19.00
A	4	7/08/2021	AKLD			DND	DND	19.15	21.45
A	5	8/08/2021	AKLD			QTN	DND	8.00	10.30
A	6	8/08/2021	DND			CBY	DND	10.45	13.15
SEMI FINALS			Determined by round robin points						
B	7	4/09/2021	CBY			DND	DND	8.00	10.30
B	8	4/09/2021	QTN			AKLD	DND	10.45	13.15
B	9	4/09/2021	DND			AKLD	DND	16.30	19.00
B	10	4/09/2021	CBY			QTN	DND	19.15	21.45
B	11	5/09/2021	AKLD			CBY	DND	8.00	10.30
B	12	5/09/2021	QTN			DND	DND	10.45	13.15
C	13	25/09/2021	2			3	QTN	15.30	18.00
C	14	25/09/2021	1			4	QTN	18.15	20.45
FINALS									
C	15	26/09/2021	Loser 1st semi			Loser 2nd semi	QTN	9.00	11.30
C	16	26/09/2021	Winner 1st semi			Winner 2nd semi	QTN	11.45	14.15
		26/09/2021	Presentations				QTN	14.15	14.45

Budget and Travel Details

Refer to NZWIHL Schedule and Budget 2021