



New Zealand Woman's Ice Hockey League

## New Zealand Woman's Ice Hockey League Events Manual

**Approved by:** NZIHF  
**Version:** 9.2 (2024)  
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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 level 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 Woman.
- to provide a greater opportunity for female players to play elite level representative women's hockey.

## **INTRODUCTION**

The New Zealand Women's Ice Hockey League was established by the New Zealand Ice Hockey Federation, to promote and foster the game of women's ice hockey in New Zealand.

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 the approval of the New Zealand Ice Hockey Federation Management Committee.

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 NZIHF Management Committee.

# 1.0 PLAYING RULES / GENERIC INFORMATION

## 1.1 PLAYING FORMAT

### Regular season

Each team shall play against each other twice, depending on the number of teams in the competition as per the event schedule (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

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

### Finals

- Prior to the Finals game the New Zealand National Anthem is to be played.
- 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 NZIHF Management Committee and The NZWIHL Treasurer.

**1.5.4** Only persons nominated on a NZWIHL Official Team Sheet and Officials of the NZWIHL, 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 final's 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 Team Managers 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.

# **2.0 Team Members Eligibility/Administration**

## **2.1 Team Manager**

Every team must have a dedicated Team Manager 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. The Team Manager / Team GM is responsible to both the GM and to the Regional Association with regard to reporting.

## **2.2 First Aider**

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

## **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**

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 14 days before the first game of the season in the year of the competition. Players must compete in at least 2 of the 3 game weekends to be eligible to take place in the playoffs, however dispensation may be available at the discretion of the NZWIHL GM.

### **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 12:00 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 as 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) 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 Wellington Players**

- Suitably skilled players from the Wellington region are able and encouraged to participate in the NZWIHL, to aid in growth and development for the region.
- Funding to supplement the players travel may be incorporated into the yearly budget and spread evenly throughout the existing regions.
- It is preferred for players to be distributed throughout the regions to ensure development and equality for all players.
- However, if a player has previously played for a particular region and wishes to continue to do so – this can be approved by the NZWIHL GM on a case-by-case basis.
- Financial implications and the overall quality of the league is always the first priority.
- This section is reviewed on a yearly basis.
- When Wellington is able to produce a competitive team, this section is null and void.

### **2.4.6 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. The total number of import players shall be reviewed annually.

#### **(iii) Game Sheet**

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

## **3.0 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 Costs**

- Travel (to and from the tournament venue, local transport)
  - Flights (max 20 tickets per traveling team)
  - Rental of vans & trailers (if required)
- 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

### 3.2 NZWIHL License Agreement 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 License, must, in addition to any other requirements imposed by the Rules and subject to the NZIHF constitution, pay the NZWIHL an Entry License Fee as determined by the NZWIHL from time to time.

#### 3.2.1 Annual License Fee

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

The Annual License Fee amount for 2024 is \$25.00 + GST.

### 3.3 Hosting Fee

3.3.1 The hosting fee (spectator income) for all 2024 season games is set at \$0.00 per round.

3.3.2 Any changes to be approved by the NZIHF Management Committee

3.3.3 NZWIHL Licensee Agreement Holders must pay the NZWIHL the hosting fee within 14 Days of each round.

### 3.4 Other Income

- Any income from Trusts/Foundations, except those specifically approved by the NZIHF Management Committee, is not to be included.
- Any sponsorship incomes, except those approved by the NZIHF Management Committee, are not to be included.

### 3.5 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 budget is prepared for each NZWIHL season by the NZWIHL General Manager and approved by the NZIHF Management Committee

The Team fees are 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.

#### Team Fees / Payment structure for 2024 Season

In Principle, the below will outline the the payment schedule for each team:

June 2024	\$8,000
July 2024	\$8,000
August	\$11,000

## 4.0 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)
  - a. Save % - (Total Shots minus Goals Against divided by Total Shots On)
  - b. G.A.A. – (Total Goals Against divided by Total Games Played)

#### **4.3 GOALKEEPERS PARTICIPATION**

Goalkeepers must play a minimum of 40% of her 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

## **5.0 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 award 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:

- I. **Game Team MVP – for every game** – to be nominated by the Team Coaches during play, Host Team Manager to request names during second half of the 3<sup>rd</sup> period. To be presented at the conclusion of each game. Presenter to be nominated by the host.
- II. **Teams MVP\*** – to be named by the Team Managers and selected by the individual Team Coaches. Names to be provided to GM as requested.

- III. **League MVP\*** – to be nominated by the Team 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.
- IV. **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.
- V. **Best Defence\*** - to be nominated by the Team 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.
- VI. **Best Forward\*** - to be nominated by the Team 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
- VII. **Top Goalkeeper\*** – to be nominated by the Team 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 last game of the of the regular season

#### 5.1.2 Milestone Awards

A trophy shall be awarded to each individual player, coach, team official, referee or linesmen who reaches the below milestone games. Games counted will include both the regular season and finals rounds, irrespective of the region the games have been played for. The award or trophy shall be given to the player at the end of the season.

- 50 games
- 75 games
- 100 games

## 6.0 DISCIPLINARY MATTERS

The current NZIHF “Competition, Disciplinary, Tribunal & Suspension Regulations” apply. <https://www.nzicehockey.co.nz/policies-documents/>

The Disciplinary protocol is outlined in detail in the NZIHF Competition: Disciplinary, Tribunal & Suspension Regulations.

Disciplinary representatives will be present at NZWIHL games for supervision purposes. When one of them cannot attend, they will appoint a representative to act on their behalf.

The requirement to call disciplinary hearings will be carried out by the NZWIHL General Manager or NZIHF General Secretary or stand in person as nominated by the NZIHF General Secretary.

The Disciplinary process requires cooperation between all teams, managers, coaches and the NZWIHL 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).

For Pre-season Games normal suspension regulations apply.

Any other NZWIHL sanctioned Games fall under the umbrella of the NZWIHL Suspensions regulations. Penalties incurred in any NZWIHL Sanctioned Games must be served at NZWIHL

points eligible games; penalties incurred during NZWIHL games can't be served at other NZWIHL Sanctioned Games.

## 7.0 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.

- I. **Helmets**  
All Female Players must wear a helmet with a cage or full visor as per IIHF rule book.
- II. **Mouth Guards**  
Can be worn by all players during games.
- III. **Neck Guards**  
All players who are 20 years and younger, regardless of what event or tournament they are participating in, must wear a neck and throat protector – as per c rule book.
- IV. **Ear Protection**  
All players must wear ear protection, attached to their helmets.

### 7.2 CONCUSSION

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.

### 7.3 MEDICAL

Additionally, for the 2024 season, all teams are required to have the following items, personnel, and protocols in place at all home games:

- 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.

## **8.0 NZWIHL MEETINGS**

### **8.1 ANNUAL MEETING**

As part of the Finals weekend, Team and NZWIHL management shall meet to review the season. Dates and times of the meeting are to be determined by the GM and NZIHF.

### **8.2 REGULAR MEETINGS**

Apart from the annual meeting, the NZWIHL GM shall convene Zoom meetings with the Team Managers and player representative from each team 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 Team Managers 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 Team Managers and the NZIHF President by the GM.

## **9.0 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.

Appendix 1- 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.

<b>Count Time</b>	<b>Activity</b>
- 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 rosters 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 <sup>st</sup> Period (20 min stop time)
+28 minutes	1 <sup>st</sup> 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 <sup>nd</sup> Period starts (20 min stop time)
+69 minutes	2 <sup>nd</sup> 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 <sup>rd</sup> Period start (20 min stop time)
+110 minutes	3 <sup>rd</sup> Period finished / Team shake hands
	If draw after regular time – Overtime 5 minutes (IIHF Rule)
+113 minutes	Overtime starts 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.



## 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
9.0	11/07/2022	Michelle Cox, Carl McIntyre	Reformatted, new NZWIHL logo, Wellington players and Milestone awards added. Document changed in line with NZWIHL license agreement and supporting documents.
9.1	20/04/2023	Michelle Cox, Carl McIntyre	Adjust dates for 2023, update medical and concussion section
9.2	06/03/2024	Kelly Schultz	Date adjustments for 2024 7.3 update medical to outline mandatory requirements for 2024 Other changes to improve understanding and remove ambiguity.

## Team Officials and Ice Rink Contact details

Canterbury Inferno			
Position	First & Last Name	Email:	Mobile:
Regional Coordinator:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
<b>Ice Rink Details:</b>	Alpine Ice Centre 495 Brougham Street, Opawa, Christchurch Ph 03 366 9183 Email: <a href="mailto:info@alpineice.co.nz">info@alpineice.co.nz</a>		

Wakatipu Wild			
Position	First & Last Name	Email:	Mobile:
Regional Coordinator:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
<b>Ice Rink Details:</b>	Queenstown Ice Arena 29 Park Street, Queenstown 9300 Phone: Email:		

Auckland Steel			
Position	First & Last Name	Email:	Mobile:
General Manager			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
<b>Ice Rink Details:</b>	Paradise Avondale 150 Lansford Crescent, Avondale, Auckland 0600 Phone: 09 828 3800 Email:		

<b>DUNEDIN WOMANS THUNDER</b>			
<b>Position</b>	<b>First &amp; Last Name</b>	<b>Email:</b>	<b>Mobile:</b>
General Manager:			
Team Manager:			
Assistant Manager:			
Head Coach			
Assistant Coach:			
Marketing Manager:			
<b>Ice Rink Details:</b>	Dunedin Ice Stadium 101 Victoria Road, St Kilda, Dunedin Phone: 03 456 4556 Email: <a href="mailto:enquiries@dunedinicestadium.co.nz">enquiries@dunedinicestadium.co.nz</a>		

### **Wellington Association Woman's representatives**

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## **NZWIHL Contact Details**

### **NZWIHL General Manager**

**Name** Kelly Schultz  
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**Email** gm@nzwhl.com

### **NZIH Women's Portfolio Holder**

**Name** Tania Pimm  
**Phone** 027 455 0553  
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### **NZIH President**

**Name** Andy Mills  
**Phone** 027 244 3916  
**Email** president@nzicehockey.co.nz

### **NZIH General Secretary**

**Name** Carl McIntyre  
**Phone** 021 928 000  
**Email** secretary@nzicehockey.co.nz

### **NZWIHL Treasurer**

**Name** Paul de Vere  
**Email** PauldeVere@xtra.co.nz

**NZWIHL Statistician**

TBC

**Hydra System**

<https://stats.iihf.com/NZIHF/123/index.html>

**NZWIHL Website, Emails & Livestream**

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## NZWIHL Schedule 2024

<b>NZWIHL</b>		<b>2024</b>					
<b>Round</b>	<b>Game #</b>	<b>Dates</b>	<b>Teams</b>	<b>Location</b>	<b>Warm-up</b>	<b>Puck Drop</b>	<b>Game End</b>
A	1	22/6/24	AS v CI	Avondale	16:15	16:30	18:45
	2	23/6/24	AS v CI	Botany	16:15	16:30	18:45
B	3	29/6/24	DWT v WW	Dunedin	17:30	17:45	20:00
	4	30/6/24	DWT v WW	Dunedin	16:00	16:15	18:30
C	5	20/7/24	CI v DWT	Christchurch	16:30	16:45	19:00
	6	21/7/24	CI v DWT	Christchurch	16:30	16:45	19:00
D	7	17/8/24	AS v WW	Avondale	16:15	16:30	18:45
	8	18/8/24	AS v WW	Botany	16:15	16:30	18:45
E	9	23/8/24	WW vs CI	Queenstown	18:45	19:00	21:15
	11	24/8/24	WW vs CI	Queenstown	18:15	18:30	20:45
F	10	24/8/24	DWT vs AS	Dunedin	19:00	19:15	21:30
	12	25/8/24	DWT vs AS	Dunedin	16:00	16:15	18:30
<b>Semi Finals</b>							
<b>Round</b>	<b>Game #</b>	<b>Dates</b>	<b>Teams</b>	<b>Location</b>	<b>Warm-up</b>	<b>Puck Drop</b>	<b>Game End</b>
S1	13	9/14/2024	1st v 4th	Queenstown	15:15	15:30	17:45
S2	14	9/14/2024	2nd v 3rd	Queenstown	18:15	18:30	20:45
<b>Finals</b>							
BM	15	9/15/2024	LS1 v LS2	Queenstown	14:15	14:30	16:45
GM	16	9/15/2024	WS1 v WS2	Queenstown	17:15	17:30	19:45
AS - Auckland Steel / CI - Canterbury Inferno / DWT - Dunedin Womans Thunder / WW - Wakatipu Wild							