



NZPIHL / NZBIHL / NZMIHL / NZJIHL EVENTS MANUAL

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MISSION STATEMENT

The goals of the New Zealand Peewee Ice Hockey League (NZPIHL), New Zealand Midget Ice Hockey League (NZMIHL) and New Zealand Junior Ice Hockey League (NZJIHL) are:

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

INTRODUCTION

This document sets out guidelines for all New Zealand Youth Ice Hockey Leagues (NZPIHL, NZBIHL, NZMIHL, NZJIHL) 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 League General Manager (GM). The GM will have the power to approve changes but only with sign off from the NZIHF 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 sign off from the NZIHF Management Committee.

Given the change to the competition layout for 2020 there have been some changes to the manual.

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	League Meetings
Section	9	Reporting
Section	10	Appendices

SECTION 1- Playing Rules/Generic Information

1. Playing Format

The teams will play each other once in a round robin playoff and then there will be a bronze medal game and a gold/silver medal game. In the case of the U15s having 5 teams only 4 will be involved in the playoffs.

The playing format will be outlined in the schedule provided to each region and in the attached playing schedule in this Events manual.

2. 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 is earned for the team winning the overtime period, or Game Winning Shots Procedure if the teams are still tied following the conclusion of the overtime period.
- No (0) points for the team losing the game in regulation time.

3. Final Placing Determination

- Highest points earned at the culmination of the round robin competition determines placings for finals round.
- If tied, then 'head to head' match results between the tied teams shall determine placing for finals round.
- If still tied, the goal differential in total throughout the Round Robin 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.
- Medal placement is determined from the finals round results, i.e Bronze and Silver, Gold medal games.

1.4 Pre Games Requirements

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

1.4.2 Teams with less than 11 players will not be allowed to compete and forfeit their game 0:5.

- i) Every effort should be made to play a game even if players from opposing teams 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 League will have to be covered by the defaulting team. The losses are to be determined by The GM, and The League Treasurer.

1.4.3 Only persons nominated on an Official Team Sheet and Officials of the League (i.e. GM, Regional Coordinators, etc.) are permitted on the players' bench.

1.4.4 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.

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

1.5 Game Format

All U18s round robin games shall consist of three periods x 15 minutes stop time. Ice slots for these games shall be booked for two hours. All U18s playoff

games shall consist of three periods x 20 minutes stop time. Ice slots for these games shall be booked for two hours and 30 minutes.

All U15s round robin games shall consist of three periods x 15 minutes stop time. Ice slots for these games shall be booked for two hours.

After each period an ice cut will be done. In the event of a draw after regular time the game will proceed with a 5 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.

6. Pre Game Count-Down & Game Flow Details

See Appendix 1.

7. 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 12.5 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 Local Coordinator and the Game Referee). The Referee is to advise the player benches and Score Bench.

1.8 Concussion Policy

Purpose:

To keep Ice Hockey players safe and to adopt a policy alongside other full contact New Zealand Sporting Organizations and the IIHF.

Policy:

If a player shows any visible signs of a head injury/concussion, they are not to be allowed to continue playing for the remainder of that game. This is to be reported immediately at the time it happens by any Official (Referee or Linesmen) who witness the injury.

The player's name and the nature of their injury (dazed, dizziness, vomiting, unbalanced unconscious, etc.) are to be recorded in the game sheet. The Officials must also immediately inform the player's Coach and team Manager of this so that the player can be monitored and kept from taking to the ice again.

Any official, coach, manager or parent/guardian can make the call to the team manager. They will then liaise with the on-ice officials who will then have the authority to notify the coach/manager of their findings. This process is meant for the safety of the player involved and must be with good intent.

Alternatively if symptoms go un-noticed by a Match Officials but are noticed by his/her Coach or Manager, they must report the injury to the Manager to record on the game sheet, to ensure the safety and well-being of their own player. Whilst Officials and Coaches are clearly not trained physicians, they must make a judgment call on any obvious visible symptoms to ensure player safety.

Process:

Before the concussed (or suspected concussed) player can return to playing/practicing they must:

A. Get clearance from a medical doctor and provide a medical certificate from him/her before they can play or practice again or;

B. Sit a mandatory 3 week stand down before playing (or practicing) again. If player's name appears on the game sheet with an incident of concussion, they will then be notified of this by their League Director and/or Regional President. It is the Managers/Coaches responsibility to ensure the concussed player does not play or practice until these conditions are met.

Justification:

This policy works positively in three ways.

- * It stops players and/or team management from ignoring concussions, and not seeking medical attention.
- * It ensures the players spend a satisfactory time away from contact situations and avoid putting themselves at risk of injuring themselves further.
- * It minimizes the chance of players embellishing situations and making more of an incident to draw a more severe penalty on a member of the opposition. If they pretend to be injured and show symptoms of a head injury, they will not be further involved in the game thereby minimizing their own participation.

SECTION 2- Team Members Eligibility/Administration

2.1 Team Coordinator

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

2.2 Team Management

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

2.3 Team Coaches

Every team must have a Head Coach and an Assistant Coach. Both Coaches must adhere to the guidelines set out in the NZIHF National Coaching Protocol. The Head Coach must be 18 years of age or older at the beginning of the competition. The Assistant Coach may also act as the Assistant Manager. All appointments are to be carried out by the Regional Bodies and to be provided to the GM.

2.4 Team Players

2.4.1 Registration

Each year, each Region is to register the number of teams the Region wishes to put forward into the competition. The closing date for registration will be confirmed by the GM after consultation of the . Confirmation of entry is to come from the President of each Regional Association and sent to the GM.

All Players must be registered to play with their Regional Association to be eligible to play in the League. The latest date a player may register will be confirmed by the GM dependent on the competition dates.

Each Region Coordinator shall submit a Squad List of players (minimum of 11 players and 1 goalie) registered within their region to the GM not later than 2 days prior to the first round played in the year of competition in their age group.

2.4.2 Age groups

U12 – To be eligible to play in this grade the player must have his/her 11th birthday within the year of competition or later.

U15 – To be eligible to play in this grade the player must have his 14th birthday within the year of competition or later. Female exception applies see attachment document.

U18 – To be eligible to play in this grade, the player must have his 17th birthday within the year of the competition or later.

U21 – To be eligible to play in this grade, the player must have his 20th birthday within the year of the competition or later.

For the U21 age category each team is allowed to play a maximum of 6 over aged players in any given game. To be eligible to play an over aged player the following criteria apply:

- The player must have his 22nd birthday within the year of competition.
- The player was playing not more than 4 games in the past NZIHL season (based on the Game Sheet appearance)

See also the season attachment document for sex & age clarification.

2.4.3 Squad

The minimum Squad List allowance is 11 players and 1 goalies. (1.4.1) Any Player can be nominated later to the team as long he/she has registered before the applicable date, with their Regional Association. The Squad List must contain the full name of the player; his/her birth date; his/her jersey number for the current season as well as their nationality. Please see NZIHL Rule 5.3 e.

2.4.4 Travelling Team

Every team is permitted to take 16 players and 2 goalies as part of their Travelling Team, as well as 2 Coaches and 1 Manager (total of 21). It is acceptable for teams to take more players than the allotted 17 mentioned above but any cost involved shall be carried by the team. Any possible exceptions have to be approved by the League GM.

2.4.5 Player Classification

(a) NZ PLAYER

All New Zealand born players are eligible to play in the NZYHL

(b) NON NZ PLAYER

Any player born outside New Zealand will need to have a completed ITC.

An International Transfer Certificate 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.

For a returning player no outstanding debt with a previous Regions exists.

2.4.6 Team Composition

a. Maximum Squad Size

There is no limitation to the squad size

2.4.6.7 Dispensations

a. Underage Players

Underage Players will be given automatic dispensation once the Underage Dispensation form has been completed and emailed to the GM Youth Hockey

b. Overage Players

Overage Players will be given automatic dispensation once the Overage Dispensation form has been completed and emailed to the GM Youth Hockey & they meet the below criteria:

- The player has not been selected for a New Zealand representative team
- The player has not and will not be playing in the NZIHL during the current season
- Only **5 overage** players would be allowed per team

c. Overage Players who do not meet the dispensation requirements may submit an application to the GM Youth Hockey for consideration of the NZIHF Management Committee.

The NZIHF encourages even ice time for all players whether dispensated or not.

SECTION 3- Finances

3.1 Financial Management

All costs/incomes are to be administered by the League Treasurer and for 2020 the cost has been set at \$395 per player with each team being invoiced the cost of 18 players x \$395 = \$7,110. Here is a detailed listing of what is included:

3.1.1 Costs for players:

- Travel (to and from the tournament venue, local transport)
 - Flights
 - Rental of vans & trailers & fuel
 - Bus/Coach
- Ice time (no cost sharing with rinks)
 - Ice time during tournament games, excluding any ice time cost for trainings
- Officials
 - Referees (game fees)
 - Referees transport and accommodation cost need to be pre-approved by the GM. An Allowance of \$500 is to be built into each budget.

- Score Bench (game fees only)
- Goal Judges / Penalty Box
- League General Manager (all costs which includes travel & accommodation to the final round)
- Accommodation
 - For U15 NZBIHL
 - For U18 NZMIHL
 - All accommodation costs should be kept as low as possible.
- Including 16 skaters, 2 goalies, 2 Coaches, 1 Manager
- Other Cost:
 - A trophy and medal levy should be built into each budget of \$1,000.

3.1.1a Costs for Coaches & Managers:

- Travel (to and from the tournament venue)
 - Flights or Vans & fuel
- Accommodation
 - For U15 NZBIHL: Includes accommodation for 3 team officials
 - For U18 NZMIHL: Includes accommodation for 3 team officials

3.1.2 Income

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

The Team fees have to be paid as invoiced by the NZIHF, 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.

SECTION 4- Statistics

4.1 Statistics Taking

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

4.2 Statistics To Be Recorded

The following statistics are to be kept for all League 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. See Appendix 6.

SECTION 5- Trophies and Awards

5.1 Type Of Awards To Be Awarded

5.1.1 Team Awards

A trophy shall be awarded to the team determined to be National Champion at the culmination of the Final Round of the 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 after the Final round. Bronze Medals shall be awarded for members of the team in third place after the Final round.

A trophy shall be awarded to the team with the least number of penalty minutes at the culmination of the Final Round of the Competition (**The Fair Play Award**).

5.1.2 Individual Awards

A medal or trophy shall be awarded for:

- Most Valuable Player of each team (Team MVP).
- Most Valuable Player in the League (League MVP).
- Top Points Scorer in the Round Robin
- Best Defenseman in the Round Robin
- Best Forward in the Round Robin
- Top Goalkeeper in the Round Robin

Please note over age dispensated players are not eligible for end of season awards but are eligible for Game MVP awards during the season.

5.1.2.1 Individual Awards Selection Process

The process for the selection of awards is as follows:

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

League MVP* – to be nominated by the Team Coordinators / 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 Round Robin. In the event of a tie, goals are to supersede assists.

Best Defenseman* - to be nominated by the Team 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.

Best Forward* - to be nominated by the Team 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 Goalkeeper* – to be nominated by the Team 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.

SECTION 6 -Disciplinary Matters

6.1 Disciplinary Issues Handling

The New Zealand Ice Hockey Federation Disciplinary and Appeals Rules are to apply (current published version).

6.2 Game Misconducts

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

6.3 Match Penalties

If a Match Penalty is assessed to a player in his/her teams' last game of the season or if the penalty carries on past the end of the season, the suspension shall carry forward to the next season, regardless in which NZIHF National Competition the player is involved in.

SECTION 7- Safety Equipment

7.1 Additional Safety Rules

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

- **Mouth guards** – can be worn by all players during games (goaltenders are exempted).
- **Throat Guards** – all U18 players are to wear a throat protector as per IIHF specification as in all League games.
- **Face Cages** – all U18 players must wear a full face cage worn to IIHF specifications in all League games.
- **Visors** – Players aged 18 or older shall wear, as a minimum, a visor that meets approved international standards and a mouth guard. The visor shall extend down to cover the lower edge of the nose, however a mouth guard is mandatory in this case.

SECTION 8- Meetings

8.1 Annual Meeting

Shall be held during the Finals round with Coaches & Managers

8.2 Meetings

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

Prior to the start of the Weekend all team coaches, managers, captains and assistants are to attend a Trim meeting with the referees for the weekend to go over any particular areas of concern or areas the referees would like to cover.

If required the referees can call additional Trim meetings prior to the start of any games if they deem it necessary.

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 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 ice time availability)***

The following is the game count-down and game flow procedure for all League 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 on time and follows the schedule.

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
- 8 minutes	5 minute pre-game warm up / count down on clock begins Both teams are on the ice for their pre-game warm up
- 3 minutes	Warm up finished / Teams go to player bench Both team roster are announced
- 2 minute	Both teams line up on their blue line Captains of the team greet game officials and shake hands Teams salute each other go to goal then benches Starting line on ice for game face off
0 minutes	Game starts / Opening face-off 1 st Period
+22 minutes	1 st Period finished (15 minute stop time) 12 minute break- Ice resurface, teams to dressing rooms
+32 minutes	Teams return to bench areas Starting line-up on ice for face off 2 nd Period
+34 minutes	2 nd Period start (15 minute stop time)
+56 minutes	2 nd Period finished 12 minute break- Ice Resurface, teams to dressing rooms
+66 minutes	Teams return to bench areas Starting line-up on ice for face off 3 rd Period
+68 minutes	3 rd Period start (15 minute stop time)
+90 minutes	3 rd Period finished / Teams shake hands - Finished
+92 minutes	If required – Overtime start – Sudden death
+97 minutes	Overtime finished – If required coaches name 3 players for SO
+99 minutes	Shoot out starts
+110 minutes	Game decided / Team shake hands / Captain shakes hands with referees
End of Game	Teams line up on blue lines facing each other / Presentation of game MVP's / Team's leaving the Ice

Pre Game Count-Down & Game Flow Details (for 2 hrs 15 minutes ice time availability)

The following is the game count-down and game flow procedure for all League 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 on time and follows the schedule.

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
- 8 minutes	5 minute pre-game warm up / count down on clocks begins Both teams are on the ice for their pre-game warm up
- 3 minutes	Warm up finished / Teams go to player bench Both team roster are announced
- 2 minute	Both teams line up on their blue line Captains of the team greet game officials and shake hands Teams salute each other go to goal then benches Starting line on ice for game face off
0 minutes	Game starts / Opening face-off 1 st Period (15 minute stop time)
+22 minutes	1 st Period finished 12 minute break- Ice resurface, teams to dressing rooms
+34 minutes	Teams return to bench areas Starting line-up on ice for face off 2 nd Period
+36 minutes	2 nd Period start (15 minute stop time)
+58 minutes	2 nd Period finished 12 minute break- Ice Resurface, teams to dressing rooms
+70 minutes	Teams return to bench areas Starting line-up on ice for face off 3 rd Period
+72 minutes	3 rd Period start (20 minute stop time)
+100 minutes	3 rd Period finished / Teams shake hands
	If draw after regular time – Overtime 5 minutes (IIHF Rule)
+103 minutes	Overtime start 5 minute stop time
+110 minutes	Overtime finished – If required coaches name 3 players for SO
+112 minutes	Shoot out starts
+120 minutes	Game decided / Team shake hands
End of Game	Teams line up on blue lines facing each other / Presentation of game MVP's / Team's leaving the Ice

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 League 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 on time and follows the schedule.

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
- 10 minutes	7 minute pre-game warm up / count down on clocks begins Both teams are on the ice for their pre-game warm up
- 3 minutes	Warm up finished / Teams go to player bench Both team roster are announced
- 2 minute	Both teams line up on their blue line Captains of the team greet game officials and shake hands Teams salute each other go to goal then benches Starting line on ice for game face off
0 minutes	Game starts / Opening face-off 1 st Period (20 minute stop time)
+28 minutes	1 st Period finished 13 minute break- Ice resurface, teams to dressing rooms
+39 minutes	Teams return to bench areas Starting line-up on ice for face off 2 nd Period
+41 minutes	2 nd Period start (20 minute stop time)
+69 minutes	2 nd Period finished 13 minute break- Ice Resurface, teams to dressing rooms
+80 minutes	Teams return to bench areas Starting line-up on ice for face off 3 rd Period
+82 minutes	3 rd Period start (20 minute stop time)
+110 minutes	3 rd Period finished / Teams 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 SO
+123 minutes	Shoot out starts
+130 minutes	Game decided / Team shake hands
End of Game	Teams line up on blue lines facing each other / Presentation of game MVP's / Team's leaving the Ice

Please fill in the Players list in order of Defenders, Forwards to Goaltender in order of their player number and send a copy to sally.tappin@hotmail.com & gmjuniorhockey@gmail.com

Team Name: _____ Region: _____ Opponent: _____ Date: _____

Jersey Number	Position D / F / G	First Name	Last Name	Birth Date	Import	Height / Weight

NZIHf Score Sheet Template



NEW ZEALAND ICE HOCKEY FEDERATION OFFICIAL GAME SHEET

Event		Venue		Date		Start		Spectators		Game No.																				
Home Team (A) <small>(Jersey Colour)</small>												Penalties																		
No.	Family and Given Name (-BP + C/N)	Pos	L	SeG	V	Time	G	A1	A2	GS	P1	P2	P3	P4	P5	P6	N1	N2	N3	N4	N5	N6	Time	No.	Min	Offence	Start	End		
Team Manager:				Head Coach:										A. Coach:																
Visiting Team (B) <small>(Jersey Colour)</small>												Penalties																		
No.	Family and Given Name (-BP + C/N)	Pos	L	SeG	V	Time	G	A1	A2	GS	P1	P2	P3	P4	P5	P6	N1	N2	N3	N4	N5	N6	Time	No.	Min	Offence	Start	End		
Team Manager:				Head Coach:										H. Coach:																
Game Summary		Saves					Goalkeepers Records					Goalkeepers Statistics																		
Period	G A B	SOG A/B	PM A/B	PPG A/B	SHOF A/B	GKA1	GKA2	EGA	GKB1	GKB2	EGE	GKA	M/P	GA	GKB	M/P	GA	Time	GKA	GKB										
1																														
2																														
3																														
OWT											Start of Game					End of Game														
GW3											Timeout A:					Timeout B:														
TOIAL											Game Supervisor:																			
Referee			Linesman			Goal Judge			Video Official			Timekeeper			Sign. Here															
Scorekeeper			Linesman			Goal Judge			Timekeeper			Sign. Here																		
Sign. Manager B.			Sign. Manager A.			Sign. Scorekeeper			Sign. Timekeeper			Sign. Here																		
Notes			NO			YES			see reverse side																					

Overage Dispensation Form

Parent and Coach Permission for Age Dispensation to Play A Lower Age Grade New Zealand Ice Hockey Federation

The New Zealand Ice Hockey Federation requires this form to be completed for all players playing down an age grade in all NZIHF League Competitions. The purpose of the form is to inform the NZIHF Office and Junior Leagues General Manager of all players playing down an age grade, and for the coaches and parents to consider the risks of this. The NZIHF will consider any player the opportunity to play down an age grade, and requires notification before the player participates in any games in their determined and/or lower age grade.

Conditions are:

- The player has not been selected for a New Zealand representative team
- The play will has not and will not be playing in the NZIHL during the current season
- Only 5 overage players would be allowed per team

Player who do not meet the dispensation requirements should still submit this form to the GM Youth Hockey for consideration of the NZIHF Management Committee.

Player Name _____ Year of Birth _____

Age Grade of current participation (circle): U12 U15 U18 U20

Age grade player playing down to (circle): U15 U18 U20 NZIHL

Coach's Attestation: By signing below, I acknowledge that I have assessed the skill level and physical maturity of the player named above and have no issue with this player playing down in the age grade indicated.

Coach's Reasons: (use separate sheet if required): _____

Regional Coaches Name _____ Regional Location _____

Regional Coaches Signature _____ Date _____

Parent attestation: By signing below I am permitting my son/daughter to play down an age grade in NZIHF sanctioned ice hockey competitions. I am aware that ice hockey can be a dangerous sport and injury may occur from collisions between players or from being struck with the puck. I am aware that some grades are full contact leagues where body checking is a part of the game.

Parent Name _____

Parent Signature _____ Date _____

Send completed form by e-mail to the GM Junior Leagues, Debby Chiplin gmjuniorhockey@gmail.com and retain a copy for your records.

Underage Dispensation Form

Parent and Coach Permission for Age Dispensation to Play A Higher Age Grade New Zealand Ice Hockey Federation

The New Zealand Ice Hockey Federation is requiring completion of this form for all players playing up an age grade in all NZIHF League Competitions. The purpose of the form is to inform the NZIHF Office and Junior Leagues General Manager of all players playing up an age grade, and for the coaches and parents to consider the risks of this. The NZIHF will consider any player the opportunity to play up an age grade, and requires notification before the player participates in any games in their determined and/or higher age grade.

Player Name _____ Year of Birth _____

Age Grade of current participation (circle): U12 U15 U18 U20

Age grade player playing up to (circle): U15 U18 U20 NZIHL

Coach's Attestation: By signing below, I acknowledge that I have assessed the skill level and physical maturity of the player named above and have no issue with this player playing up in the age grade indicated.

Regional Coaches Name _____ Regional

Location _____

Regional Coaches Signature _____ Date _____

Parent attestation: By signing below I am permitting my son/daughter to play up an age grade in NZIHF sanctioned ice hockey competitions. I am aware that ice hockey can be a dangerous sport and injury may occur from collisions between players or from being struck with the puck. I am aware that some grades are full contact leagues where body checking is a part of the game.

Parent Name _____

Parent Signature _____ Date _____

Send completed form by e-mail to the GM Junior Leagues, Debby Chiplin
gmjuniorhockey@gmail.com and retain a copy for your records.

Document History

Version	Date	Changed by	Description
1.0	23/10/2008	Andreas Kaiser	Used NZIHL Events Manual as template for the NZJEL events manual
1.1	02/11/2009	Andreas Kaiser	Minor changes / attached 2010 schedule
1.2	16/11/2009	Jeff Bonazzo	Minor changes and corrections
1.3	15/02/2010	Andreas Kaiser	Adding Contact details from Southern Region Increased max. Squad to 25 Players Adjusted Game Countdown in Appendix 4
1.3.1	22/05/2010	Andreas Kaiser	<ul style="list-style-type: none"> ● Updated Appendix 5 Team Sheet ● Score Sheet example
2.0	02/03/2011	Andreas Kaiser	<ul style="list-style-type: none"> ● Update with 2011 dates and times ● Update Finance Section / payment plan
4.0	11/03/2011	Andreas Kaiser	<ul style="list-style-type: none"> ● Change of 2.4.3 (Squad) ● Change of 3.1.4 (Payments)
5.0	15/06/2012	Andreas Kaiser	<ul style="list-style-type: none"> ● Discipline Issues ● General Updates
6.0	15/06/2013	Andreas Kaiser	<ul style="list-style-type: none"> ● Points System (3 Points) ● Adding Game Winning Shots ● Budget adjustments for U20 League
7.0 & 7.1 & 7.2	28/05/2014	Jonathan Albright & Andreas Kaiser	<ul style="list-style-type: none"> ● Adjustment to all 3 Junior Leagues ● League name changes ● Ref to NZIHF Disciplinary documents
7.3	07/08/2014	Andreas Kaiser	<ul style="list-style-type: none"> ● Adjustment to Squad naming and update wording on some paragraphs
7.4	17/08/2014	Andreas Kaiser	<ul style="list-style-type: none"> ● Minor wording changes in 1.6
8.0	28/03/2015	Andreas Kaiser	<ul style="list-style-type: none"> ● Adjustment of age grades, U20 Game times and minor typo changes
11.0	26/05/2018	Andreas Kaiser	<ul style="list-style-type: none"> ● Change of age grades, some financial contributions added
12.0	14/05/2019	Debby Chiplin	<ul style="list-style-type: none"> ● Adjustment of game lengths, dates, addition of Fair Play Award and Dispensation process, addition of concussion policy
13.0	21/08/2020	Debby Chiplin	<ul style="list-style-type: none"> ● Adjustment to reflect change to 1 weekend of play for 2020

**2020 Contact Details
NZAIHL, NZPIHL, NZMIHL & NZJIHL**

NZBIHL NZMIHL & NZJIHL General Manager

Youth League General Manager

Debby Chiplin

Ph: 021 070 2654

Email: gmjuniorhockey@gmail.com

Treasurer/Secretary

Paul DeVere

8 Fairlea Road, Te Atatu South, Auckland

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

Email: pauldevere@xtra.co.nz

League Statistician

The NZIHF uses the HYDRA system; please contact the NZIHF Secretary or the General Manager of the league

NZIHF Disciplinary Coordinator

Jason Power

Ph: 027 224 3990

Email: jasonsonia99@yahoo.com

NZIHF President

Andy Mills

Ph: 027 244 3916

Email: andy@opalcentre.co.nz

2020 Team Officials and Ice Rink Contact Details

AUCKLAND

U15 White Head Coach: Michal Janousek
Mobile: 021 139 5673 Michal.Janousek@aucklandcouncil.govt.nz

U15 White Assistant Coach: AJ Spiller
Mobile: 021 065 5847 ajspiller20@gmail.com

U15 White Team Manager: Spencer Noonan
Mobile: 022 637 4567 spencernoonan.nz@gmail.com

U15 Blue Head Coach: Phillip Fourie
Mobile: 021 082 59392 phillipfourie84@gmail.com

U15 Blue Assistant Coach: Justin Daigle
Mobile: 021 063 2183 justindaigle27@gmail.com

U15 Blue Team Manager: Geoffroy Boehme
Mobile: 021 803 644 g_boehme@hotmail.com

U18 Head Coach: Cam Stephens
Mobile: 027 646 3391 coachcamhockey@gmail.com

U18 Assistant Coach: Kevin Simon
Mobile: 021 065 4059 kevinsimon.nz@gmail.com

U18 Team Manager: Mary Alice Simon
Mobile: 027 251 4869 Msimon133@gmail.com

Ice Rink Details:

Paradice Botany
Te Rakau Drive
Botany Downs
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Email: botany.paradice@xtra.co.nz

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

CANTERBURY

U15 Team Manager:
Mobile: 020 4005 5402

Yvette Hodge
yvette@fit24.co.nz

U15 Head Coach:
Mobile: 021 180 1849

Jesse Norcliffe
jessenorcliffe@hotmail.com

U15 Assistant Coach:
Mobile: 021 029 52690

Liam Kennedy
liam@4d-electronics.co.nz

U18 Team Manager:
Mobile 021 0256 8857

Neil Carey
neilcarey50@gmail.com

U18 Head Coach:
Mobile: 0275237483

Robbie Banks
banksr16@gmail.com

U18 Assistant Coach:
Mobile: 0275072966

Liam Dallimore
dally2211@xtra.co.nz

Ice Rink Details:

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

SOUTHERN

Queenstown

<u>U15 Team Manager:</u> Mobile: 027 644 3525	Rachel Evans rachel@shufflehub.co.nz
<u>U15 Head Coach:</u> Mobile: 021 050 4642	Sam Hutchins sammy1975@hotmail.com
<u>U15 Assistant Coach:</u> Mobile: 021 998 133	Steven Reid s.reid20@gmail.com

Dunedin

<u>U15 Team Manager:</u> Mobile	Kristalee Barton
<u>U15 Team Leader</u> Mobile:	Joni Simpson
<u>U15 Head Coach:</u> Mobile:	Jamie Linton linton.dist@xtra.co.nz
<u>U15 Head Coach:</u> Mobile	Mike Byck
<u>U15 Assistant Coach:</u> Mobile: 027 2243 990	Jason Power jasonsonia99@yahoo.com

Queenstown

U18 Team Manager:
Mobile: 027 644 3525

Rachel Evans
rachel@shufflehub.co.nz

U18 Head Coach:
Mobile: 021 177 8923

Trevor Lawrence
trevor.lawrence@contactenergy.co.nz

U18 Assistant Coach:
Mobile:

Dunedin

U18 Team Manager:
Mobile: 020 4075 9637

Rick Audas
rickaudas@gmail.com

U18 Team Leader:
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Jodie Lewis

U18 Head Coach:
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Paris Heyd
pheyd@dunedinicestadium.co.nz

U18 Assistant Coach:
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Mike Byck

U18 Assistant Coach:
Mobile

Jaydee Cabral
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U18 Assistant Coach:
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Bret Dougherty
bretdo@gmail.com

Ice Rink Details:

Queenstown Ice Centre
Queenstown
Ph: 03 331 8000
Email: QFUNC@xtra.co.nz

Dunedin Ice Stadium
101 Victoria Road
St Kilda
Dunedin
Ph: 03 456 4556
Email: dunedinice@xtra.co.nz

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

2020 League Age Categories overview

Eligible players for the U12 NZAIHL in the 2020 Season

Male & Female players born in: 2009 & younger

Eligible players for the U15 NZPIHL in the 2020 Season

Male & Female players born in: 2006, 2007, 2008 & younger

Eligible players for the U18 NZMIHL in the 2020 Season

Male & Female players born in: 2005, 2004, 2003 & younger

Eligible players for the U20 NZJIHL in the 2020 Season

Male players born in: 2001, 2002 & younger

Attachment 2

U15 NZMIHL 2020 Programme

Round Codes	Game #	Game Days	Game Dates	Home Team	Away Team	Warm-up Start Time	Game finish time	Location
A	1	THURS	1st Oct	Junior Thunder	Junior Stampede	10:00 AM	12:00 PM	Dunedin
A	2	THURS	1st Oct	Canterbury	Auckland Blue	4:15 PM	6:15 PM	Dunedin
A	3	THURS	1st Oct	Auckland White	Junior Thunder	6:30 PM	8:30 PM	Dunedin
A	4	FRI	2nd Oct	Junior Stampede	Auckland Blue	7:30 AM	9:30 AM	Dunedin
A	5	FRI	2nd Oct	Junior Thunder	Canterbury	9:45 AM	11:45 AM	Dunedin
A	6	FRI	2nd Oct	Auckland Blue	Auckland White	2:45 PM	4:45 PM	Dunedin
A	7	FRI	2nd Oct	Junior Stampede	Canterbury	5:00 PM	7:00 PM	Dunedin
A	8	SAT	3rd Oct	Auckland Blue	Junior Thunder	8:30 AM	10:30 AM	Dunedin
A	9	SAT	3rd Oct	Canterbury	Auckland White	10:45 AM	12:45 PM	Dunedin
A	10	SAT	3rd Oct	Auckland White	Junior Stampede	5:15 PM	7:15 PM	Dunedin
A	Bronze	SUN	4th Oct	3rd vs 4th		8:00 AM	10:00 AM	Dunedin
A	Gold/Silver	SUN	4th Oct	1st vs 2nd		10:15 AM	12:15 PM	Dunedin

U18 NZMIHL 2020 Programme

Round Codes	Game #	Game Days	Game Dates	Home Team	Away Team	Warm-up Start Time	Game finish time	Location
A	1	THURS	8th Oct	Junior Stampede	Junior Thunder	9:45 AM	11:45 AM	Dunedin
A	2	THURS	8th Oct	Junior Thunder	Canterbury	4:15 PM	6:15 PM	Dunedin
A	3	THURS	8th Oct	Auckland	Junior Stampede	6:25 PM	8:25 PM	Dunedin
A	4	FRI	9th Oct	Auckland	Canterbury	9:45 AM	11:45 AM	Dunedin
A	5	FRI	9th Oct	Canterbury	Junior Stampede	2:45 PM	4:45 PM	Dunedin
A	6	FRI	9th Oct	Auckland	Junior Thunder	5:00 PM	7:00 PM	Dunedin
A	Semi 1	SAT	10th Oct	1st Round Robin	4th Round Robin	10:00 AM	12:30 PM	Dunedin
A	Semi 2	SAT	10th Oct	2nd Round Robin	3rd Round Robin	5:15 PM	7:45 PM	Dunedin
A	Bronze	SUN	11th Oct	3rd vs 4th (after semis)		8:00 AM	10:30 AM	Dunedin
A	Gold/Silver	SUN	11th Oct	1st vs 2nd (after semis)		10:45 AM	1:15 PM	Dunedin