



# New Zealand Ice Hockey League Events Manual

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# INTRODUCTION

This document sets out the rules for the New Zealand National Ice Hockey League (NZIHL). All games are to be played according to the rules set out in this Events Manual first, followed by the Official International Ice Hockey (IIHF) Rule Book.

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

## Purpose

The NZIHL exists to promote and foster the game of ice hockey in New Zealand. The directive from NZIHF is to create commercial entertainment product while providing an environment for the development of New Zealand hockey players.

## Changes

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

## Amateur League

The NZIHL is strictly an amateur league, and no player shall be paid to play. Refer to Appendix 8 for the full NZIHL Amateur Player Policy and what teams may assist players with.

Any team found to be contravening the spirit of this clause will be subject to sanctions by the NZIHF.

# PART I – ADMINISTRATION OF THE NZIHL

## *1.1 Franchise License*

The NZIHL is a centrally governed league with the NZIHF retaining ownership of all commercial rights.

Any Member Regional Associations (MRA) wishing to become a Licensee and enter a Team in the Competition must apply for a Franchise License from the NZIHF. Only MRA's with voting rights under the NZIHF constitution may apply for a Franchise License.

There is no limit to the number of NZIHL Licenses a single MRA may hold.

## *1.2 Minimum Participation Standards*

MRA's must meet and maintain Minimum Participation Standards (MPS) as are outlined in the Licensee Agreement to be able to compete. Failure to meet the MPS may result in the Team being deducted competition points or their License being revoked.

## *1.3 Annual Licence Fee*

In addition to meeting the eligibility requirements as defined above, the MRA must pay the Annual Licence Fee to the NZIHL as outlined in the Licence Agreement to be permitted to compete in the Competition

## *1.4 League Meetings*

The NZIHL is governed by the New Zealand Ice Hockey Federation (NZIHF). The NZIHF have an Annual General Meeting in November each year at which the NZIHL annual accounts are presented.

The NZIHL General Manager will organise meetings, either in person or virtually, with teams as required throughout the year.

## *1.5 Finances*

The NZIHL operates a cost equalisation model for travel and accommodation for games. Below (1.6) is a detailed list of what is included.

Any NZIHF Licensee shall be responsible for its own operating costs excluded from the cost equalisation model, including but not limited to arena hire, security, insurance, equipment, uniforms, salaries, taxes, advertising, promotions, and meals.

## *1.6 Expenses Covered by the NZIHL:*

- Away Team Expenses
  - Flights or alternative form of travel to and from the game location
  - Ground transport at the game location (excludes travel to and from the home airport)

- Accommodation

The NZIHL will budget for a travelling group of 22 players and staff.

- Games Expenses
  - Ice time for Competition games
  - Officials costs as determined by the NZIHF Management Committee
    - Referee
    - Linesmen
    - Score Bench
    - Goal Judges
    - Referees/Linesmen travel costs

The NZIHL will not be responsible for any arena event expenses relating to the admission of spectators.

#### *1.7 Team Entry Fees / Payment Dates*

The NZIHL General Manager will recommend Team Fees and payment dates for approval at the AGM or by the Management Committee as required. Licensee's will be informed as soon as possible of the expected team fees and payments dates.

#### *1.8 Finals Compensation*

The NZIHL will own and operate the Semi-Final and Grand Finals Events, regardless of location, including all arena costs related to hosting these games. The host Licensee will be entitled to 20% of Ticket Revenue for hosting their respective Semi Final and/or Grand Final Games.

# PART II – PARTICIPATION IN THE NZIHL

## 2.1 Team Eligibility

All teams must be governed by a recognised MRA of the NZIHF and have a current Licence Agreement.

NZIHL teams:

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

## 2.2 Membership

All individuals holding an official position with a Licensee franchise must be a member of the respective Licensee MRA and the NZIHF.

- **Team Staff and Coaches** – all staff and coaches must, at a minimum, be a registered and paid associate member.
- **Players** – all players must have a full registered and paid junior or adult membership as defined in the NZIHF membership age classifications.

## 2.3 Team Structure

### General Manager

Every team must have a dedicated General Manager that is not a player. Every NZIHL License Agreement holder is to appoint a General Manager, and if possible, a Team Manager.

The General Manager is responsible for liaising with the NZIHL General Manager and their local MRA regarding all functions required for the successful completion of the NZIHL season. The General Manager should have full authorisation from their MRA board to act on their behalf. For the avoidance of doubt, the appointment should be made by MRA Board of Directors.

This General Manager is expected to:

- Assist the NZIHL with marketing initiatives
- Name a team according to the NZIHL License Agreement
- Ensure payments to the NZIHL are on time
- Ensure team plays in approved shirts, name bars, over pants & socks
- Advise the NZIHL General Manager of all travel arrangements and team composition
- Ensure smooth running of game and collection of statistics
- Ensure all on-ice and off-ice positions required for the game are filled
- Work with the Disciplinary Committee to arrange disciplinary hearings if required
- If required, provide proof of registration of all players and team staff, with their local MRA and the NZIHF

- Provide proof of signed contracts of all players and team staff, with the respective MRA. For the avoidance of doubt, team staff refers to any individual who represents the team in an official capacity.

### *Team Coaches*

Every team must have a Head Coach and an Assistant Coach. All appointments are to be made by the MRA or Team General Manager, with notification required to the NZIHL General Manager.

#### Head Coach

- The Head Coach must be a non-playing coach.

#### Assistant Coach

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

#### Coaches Registration

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

### *Team Naming*

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

Teams may name up to a maximum of 35 players to their official squad list. No further changes to the squad list are permitted after the 30<sup>th</sup> of June in the year of the competition.

All players must hold a full membership as per 2.2 above before they can be added to the squad list. Any team which adds players to their squad list that do not have a full membership may be deducted competition points. A team who plays a player without full membership will forfeit any such game 5:0. This rule will be enforced retroactively for the current season where required.

## *2.4 Player and Team Member Eligibility*

### *Transfers*

All players transferring between regions must have a signed “Association Transfer” (Refer to Appendix 10) form. This must be signed off by the NZIHF Selection Committee prior to competing in any sanctioned games.

Any player who transfers team during the season must play a minimum of four regular season games to be eligible to play in the Semi-Final and/or Finals.

### *Female Players*

Females are only allowed to play as a Goalie in the NZIHL.

### *Age Restriction*

The earliest a player is eligible to play is in the year they turn 16 years of age. No under-age dispensations will be granted.

### *Playoff Eligibility*

A player must have played a minimum of four regular season games to be eligible to play in the Semi-Final and/or Finals.

### *International Transfer Regulations*

All required transfers for players born outside of New Zealand must have a valid ITC which can be requested through the NZIHF Transfers & Eligibility Manager. No player is eligible to play in any games until an ITC has been approved by the IIHF and all costs are paid by the applying team. An IIHF fee is applicable and will be charged to the requesting team, and, depending on the player's original national association, there may also be an additional administration fee charged to the requesting team. These fees can be confirmed by the Transfers and Eligibility Manager.

Any Team who plays an individual who requires an ITC and who does not have an approved transfer in any sanctioned game, either exhibition game or Competition game, can be deducted Competition points and the MRA will be liable for a fine of CHF 5,000 (minimum) and up to CHF 150,000 (maximum) per game the Player played without an approved transfer as per IIHF regulations.

Player transfers need to be finalised by the 30th of June in the year of competition. Teams must submit all international transfer requests to NZIHF Transfer & Eligibility no later than the 15<sup>th</sup> June to allow time for IIHF processing prior to the June 30<sup>th</sup> deadline

### *Player Classifications*

Every player will be classified as one of the criteria outlined below. IIHF Player Transfer Regulations (ITC) apply to all players where required regardless of classification.

#### **A. New Zealand Players**

All New Zealand citizens are eligible to play in the NZIHL and will be classified as New Zealand Players if:

- i. The player can provide proof of citizenship,

AND

- ii. The player is eligible to represent New Zealand under current IIHF regulations at the world championship tournament immediately following the respective season.

#### **B. Import Players**

Any player who does not qualify as a New Zealand Player will be considered an Import Player in the first instance. The player may qualify under the Assimilated Player rule, Junior Assimilated Player rule, or Australian Assimilated Player rule that follow.

All import players must:

- i. Have a current Limited or Unlimited ITC

AND



- ii. Have no outstanding debt with a previous MRA, or IIHF Member National Association (MNA).

A maximum of two import Players may play for a team in any single NZIHL game. If a team names an Import Goaltender on the game sheet for a particular game, that Goaltender shall be counted as two Import Player spots.

### **C. Assimilated Players**

To be classified as an Assimilated Player, a player must:

- i. Have had an approved Unlimited ITC that came into effect prior to June 30<sup>th</sup> of the previous year,

AND

- ii. Have registered with NZ Ice Hockey in the previous season.

AND

Hold **one** of the following:

- iii. A current New Zealand 'work visa' or New Zealand 'student visa' that came into effect prior to June 30<sup>th</sup> of the previous year,

OR

- iv. A New Zealand resident visa,

OR

- v. New Zealand citizenship but be ineligible to play for New Zealand under current IIHF regulations.

A team may play two Assimilated Player in addition to the two Import Players in any respective game. However, in the event a team does not dress their quota of Import Players, a team may play an Assimilated Player/s in place of an Import Player/s. A team may never play more than four collective Import and Assimilated Players in any one game. If a team names an Assimilated Goaltender on the game sheet for a particular game, that Goaltender shall be counted as one Assimilated Player spot.

### **D. Junior Assimilated Players**

To be classified as a Junior Assimilated Player, a player must:

- i. Meet the Assimilated Player Classification as per point C above

AND

- ii. Be a Junior Player as per NZIHF 20 and Under Classifications

There is no limit on how many Junior Assimilated Players can be used in any single game.

#### **E. Australian Assimilated Player**

To be classified as an Australian Assimilated Player, a player must:

- i. Be eligible to represent Australia under current IIHF regulations

AND

- ii. Have a current Limited or Unlimited ITC

There is no limit to how many Australian Assimilated Players can be used in any single NZIHL game, however, Australian Goalies are excluded from the Australian Assimilated Player classification and will be considered an Import unless they meet one of the other criteria.

#### *Changes in Classification and Eligibility*

There will be no change in classification or eligibility after a player has been added to the Team squad list. Any change in a player's status from the previous season must be submitted, with associated documentation, to the NZIHL General Manager upon the player being named to the Team squad list. The team must receive approval of any status change in writing from the NZIHL General Manager before a player may play under their new classification.

# Part III - Competition Regulations

## Competition Format

### *3.1 Season Format*

#### **Regular Season**

The regular season shall consist of a double round robin with each team playing two 'home' and two 'away' games against each other team.

#### **Schedule**

In any given year, the Regular Season will start no earlier than the third weekend of March, and final series will be no later than the second weekend of September.

The Schedule will be released no later than three months prior to the opening game of the season.

#### **Playoffs**

The top four teams after the round robin will compete in the Semi Finals with 1<sup>st</sup> place hosting 4<sup>th</sup> place and 2<sup>nd</sup> place hosting 3<sup>rd</sup> place. The winner of each Semi Final will compete in the Grand Final.

### *3.2 Game Format*

All NZIHL games shall follow the below format:

- One x 10-minute on ice warm up
- Three x 20-minute stop-time periods
- One x 5-minute overtime period (if required)
- Game Winning Shots (if required)
- Ice cuts are required between all periods
- There shall be no ice cut prior to Overtime after period three

The NZIHL shall book ice slots for all games. Where there is a risk of insufficient ice time, for whatever reason, to complete a game within the allocated ice time available, Team Managers are to agree to a Reduced Ice Time process prior to the game commencing.

### *3.3 Overtime Format*

All overtime periods, except playoff series as outlined below, will be played for a total of five (5) minutes or until the first goal is scored. Where possible with ice rink facilities, and upon prior decision by the NZIHL General Manager, the three grand final games overtime format shall consist of a single 20 minute 3-on-3 overtime period, followed by penalties.

### *3.4 Game Winning Shots Procedure*

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

### *3.5 Insufficient Time to Play Overtime and/or Game Winning Shots*

If there is insufficient time to carry out overtime the teams can go straight to Game Winning Shots (the referee to decide). Should there not be enough time to do either, the game will be declared a draw with 1 point awarded to each team.

#### **Semi Final:**

The Semi Final rounds will consist of a two game aggregate series over a single weekend.

- i. In the Event of a draw in the first Semi-Final game there will be no Overtime played in this game.
- ii. There is no handshake between teams after Game 1, however the Captain of each Team will shake hands with the referee and between each other.
- iii. In case each team has won one game each, the aggregate score (for and against) from both games will determine the overall winner of the two game series.
- iv. Should the aggregate score result in a draw at the end of game two, overtime and shoot-out procedures will apply. Where possible, and by prior agreement between both teams, a 20-minute 3v3 overtime period will be played instead of the regular overtime format.

### **Finals:**

The competing team with the most points at the end of the regular season will host the Grand Final. The final will consist of a best of three series held over a single weekend.

- i. The NZIHL final format is based on a “win is a win” (regardless of if achieved in regular time, over time, or shoot out).
- ii. Where possible, and by prior agreement between both teams, a 20-minute 3v3 overtime period will be played where required during the final series instead of the regular overtime format.

## League Standing

### *3.6 Points System*

Points shall be awarded as follows:

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

### *3.7 Finals Qualification*

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

- i. ‘Head to head’ results between the tied teams shall determine the final placing between them
- ii. If still tied, total goal differential in games between the tied teams during the regular season shall determine the final placing between them
- iii. If still tied, total goal differential throughout the entire regular season shall determine the final placing
- iv. If still tied, the final determination shall be based upon the team who has scored the most goals throughout the regular season

Should three or more teams be tied at the end of the regular season, then a tie breaking formula

will be applied as follows, creating a sub-group amongst the tied teams. This process will continue until only two or none of the teams remain tied. In the case of two remaining tied teams, the tie breaking system for two teams outlined above will apply. In the case of none of the teams being tied, the criteria specified in the following respective step applies.

- **Step 1:**  
Taking into consideration the games between each of the tied teams, a sub-group is created applying the points awarded in the direct games amongst the tied teams from which the teams are then ranked accordingly.
- **Step 2:**  
Should three or more teams still remain tied in points then the better goal difference in the direct games amongst the tied teams will be decisive.
- **Step 3:**  
Should three or more teams still remain tied, then the highest number of goals scored by these teams in their direct games will be decisive
- **Step 4:**  
Should three or more teams still remain tied, then the results between each of the three teams and the closest best-ranked team outside the sub-group will be applied. In this case the tied team with the best result (1. points, 2. goal difference, 3. more goals scored) against the closest best ranked-team will take precedence
- **Step 5:**  
Should the teams still remain tied, then the results between each of the three teams and the next highest best-ranked team outside the sub-group will be applied.
- **Step 6:**  
Should the teams still remain tied after these five steps have been exercised then Sport considerations will be applied and the teams will be ranked by their positions coming into the Championship (i.e. seeding – for the NZIHL, the last years end of season standings shall be applied).

### *3.8 Finals Ice Time Requirement*

If ice time cannot be secured for a Semi or Finals series at the highest rank teams home arena, the games will move to the lower ranked teams home arena. If neither arena can provide the required ice time, the NZIHL General Manager will make the final decision on where the games will be played in the best interests of the league.

## Game Requirements

### 3.9 Pre-Game Requirements

- i. Every team must have at least 11 players on their game sheet (10 skaters, 1 goalie).
- ii. Teams with less than 11 players will not be allowed to compete and forfeit their game 0:5.
- iii. The maximum number of players allowed on the game sheet and bench is 20 skaters and 2 goalies.
- iv. Every effort should be made to play a game for the public even if players from opposing team or non-registered players are brought into the team. If opposing team players or non-registered players are required, this must be noted by an NZIHF official and the team will forfeit the game 0:5.
- v. If a team only has one eligible goalie available for a game, they may dress a second ineligible goalie to back up without penalty. The ineligible goalie may take part in warm up however they are not allowed to play and if they are required to play, the team will forfeit the game 0:5.
- vi. If one team is unable to compete at all (except for unforeseen weather conditions), the financial losses to the NZIHL will have to be covered by the defaulting team. The losses are to be determined by the General Manager and Management Committee.
- vii. All Import classified Players must be shown on the official Team and Game Sheets marked with an "I" (Import Player).
- viii. All Assimilated classified Players must be shown on the official Team and Game Sheets marked with an "S" (Assimilated Player)
- ix. All Junior classified Players must be shown on the official Team and Game Sheet marked with an "J" (Junior Assimilated Player)
- x. All Australian classified Players must be shown on the official Team and Game Sheet marked with an "U" (Australian Assimilated Player)
- xi. Only persons nominated on a NZIHL Official Team Sheet and Officials of the NZIHL are permitted on the players' bench.
- xii. All games are to be played according to the rules set out in this NZIHL Events Manual first. Any rules not specifically mentioned within are subject to current IIHF Rule Book.
- xiii. As permitted under the IIHF Rules and Regulations, the NZIHL may determine changes to the rules or set additional rules as necessary for the proper management of the NZIHL.
- xiv. Players owing money to the NZIHF or an MRA are not entitled to play unless an approved payment plan is in place.

- xv. Captains to shake hands with each other and game officials prior to the game commencing in the referee's circle. Teams are to shake hands after each game with each other and the game officials.
- xvi. If an ineligible player is played, the IIHF rules in respect of a result are to be applied (5-0 win with 3 points awarded to the non-offending team, no personal stats to be recorded).

### *3.10 Safety Equipment - Additional Safety Rules*

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

- i. Mouth Guards
  - a. Wearing a mouth guard is strongly recommended for all players.
  - b. Players must wear a mouth guard until they turn 20 years of age.
- ii. Neck Laceration Protection & Ear Protection
  - a. All Players, including Goalies, must wear certified neck laceration protection.
  - b. Players must wear ear protection attached to their helmets until they turn 20 years of age.
- iii. Face Protection
  - a. Players must wear, at a minimum, a visor that meets approved international standards. The visor shall extend down to cover the lower edge of the nose.
  - b. Players must wear a full-face protection until they turn 18 years of age.

### *3.11 Medical and Player Safety*

All players, team staff, and officials are required to follow the NZIHF Concussion Policy and related processes. Players suffering from a concussion are required to follow the Graduated Return to Play (GRTP) process outline in the Concussion Policy.

Any team or staff not following the concussion protocol may be subject to Disciplinary Procedures.

The NZIHF Concussion Policy and supporting documents can be found on the NZIHF website: <https://www.nzicehockey.co.nz/policies-documents/>

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. This medical staff member must be a credentialed physiotherapist, nurse, or doctor.
- A senior medical officer, capable of assessing and triaging player injury, or a spectator medical event. This medical officer must be a credentialed doctor, nurse, nurse practitioner, or paramedic.

## Player Safety

- i. The Player Safety protocol is outlined in detail in the NZIHF Competition: Player Safety, Disciplinary, & Suspension Regulations (<https://www.nzicehockey.co.nz/policies-documents/>)
- ii. All major plus a game misconduct penalties, or citings, will be first reviewed by the Panel for Player Safety
- iii. The Disciplinary process requires cooperation between all teams, managers, coaches and the NZIHL management structure. If a Tribunal is required, there is no guarantee that this will be held before a players next game
- iv. For the Auckland Mako games the full disciplinary protocol applies for the NZIHL, meaning any game suspension etc. received during a game playing with or against the Auckland Mako will need to be served during the teams next Mako, regular season, or playoff game. Penalties incurred during points eligible NZIHL games can be served at a Game vs the Auckland Mako team unless stated otherwise
- v. For pre-season games, normal suspension regulations apply
- vi. Any other NZIHL sanctioned games fall under the umbrella of the NZIHF Suspensions regulations. Penalties incurred in any NZIHL Sanctioned Games must be served in sanctioned NZIHL games; penalties incurred during NZIHL games cannot be served at other NZIHF Sanctioned Games.

# PART IV – STATISTICS & AWARDS

## Statistics

### *4.1 Statistics to be Recorded*

The game statistics will be recorded directly into the Hydra system. A copy of the paper game sheet is to be provided to the respective team managers.

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

### *4.2 Score Sheet to be Used*

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

## Trophies and Awards

### *4.3 Team Awards*

- i. The “Birgel Cup” shall be awarded to the team winning the Grand Final
- ii. In the case of the regular season or finals series being unable to be completed in their entirety, the Birgel Cup shall not be awarded



- iii. A trophy shall be awarded to the top placed team at the conclusion of the regular season, when the regular season has been played in its entirety
- iv. Gold medals shall be awarded for members of the team winning the Grand Final
- v. Silver medals shall be awarded for members of the team losing the Grand Final

#### *4.4 Individual Awards*

A medal or trophy shall be awarded for:

- Most Valuable Player of each team (Team MVP)
- Most Valuable Player in the Regular Season (League MVP)
- Most Valuable Player in the Finals (Finals MVP)
- Top Points Scorer in the Regular Season
- Best Defenseman in the Regular Season
- Dale Harrop Memorial Award for Top Rookie
- Top Goalkeeper in the Regular Season
- Individual Participation Awards (100/200/250 Games)

#### *4.5 Individual Awards Selection Process*

The process for the selection of awards is as follows, in the event of a tied vote the deciding vote shall be given by the NZIHL General Manager.

- i. Teams MVP
  - a. Decided by Team Manager and Coaches
- ii. League MVP
  - a. Voted on by Head Coaches – if a team selects a player from their own team, they must also select a player from an opposing team. In the event of a tied vote the deciding vote shall be given by the NZIHL General Manager
- iii. Top Points Scorer
  - a. Total points scored. In the event of a tie, goals are to supersede assists
- iv. Best Defenseman
  - a. Voted on by Head Coaches – if a team selects a player from their own team, they must also select a player from an opposing team. In the event of a tied vote the deciding vote shall be given by the NZIHL General Manager
- v. Top Rookie
  - a. Voted on by Head Coaches – if a team selects a player from their own team, they must also select a player from an opposing team. Voted on by the Team Managers after nomination by the Team Coaches. Only players that are eligible for a NZ Representative Team are eligible for this award. In the event of a tied vote the deciding vote shall be given by the NZIHL General Manager
- vi. Top Goalkeeper
  - a. Determined by Save Percentage. Goalkeepers must play a minimum of 40% of their Team's total minutes played to be eligible for an award
- vii. Finals MVP

- a. Selected by the Finals Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL General Manager.
  
- viii. 100 and 200 Club
  - a. Players, Coaches, Team Officials, Referees and Linesman having participated in their 100th or 200th game during the season. All regular season games and play-off games count towards the total games played in the NZIHL.
  
- ix. 250 Achievement Shield

Every Player who plays in their 250th in the NZIHL have their name added to the NZIHL Achievement Award shield and will keep this shield until another player reaches this milestone.

## Appendix 1

### Ice Rink Contact Details

BOTANY SWARM	
Ice Rink Details:	Paradise Botany 490 Ti Rakau Drive, Botany Downs, Auckland 2013 Phone: 09 273 2999 Email:

WEST AUCKLAND ADMIRALS	
Ice Rink Details:	Paradise Avondale 150 Lansford Crescent, Avondale, Auckland 0600 Phone: 09 828 3800 Email:

AUCKLAND MAKO	
Ice Rink Details:	N/A – Travelling team

CANTERBURY RED DEVILS	
Ice Rink Details:	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>

PHOENIX THUNDER	
Ice Rink Details:	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>

SKYCITY STAMPEDE	
Ice Rink Details:	Queenstown Ice Arena 29 Park Street, Queenstown 9300 Phone: <a href="mailto:info@queenstownicearena.co.nz">info@queenstownicearena.co.nz</a> Email:

## Appendix 2

### NZIHL Contact Details

#### NZIHL General Manager

Name: Paris Heyd

Phone: 027 498 1322

Email: [gm@nzihl.com](mailto:gm@nzihl.com)

#### NZIHL Treasurer

Name: Paul de Vere

Phone: 09 836 1253, 021 279 6085

Email: [treasurer@nzihl.com](mailto:treasurer@nzihl.com)

#### NZIHF President

Name: Andy Mills

Phone: 027 244 3916

Email: [president@nzicehockey.co.nz](mailto:president@nzicehockey.co.nz)

#### NZIHF General Secretary

Name: Carl McIntyre

Phone: 021 928 000

Email: [secretary@nzicehockey.co.nz](mailto:secretary@nzicehockey.co.nz)

#### NZIHF Referee in Chief

Name: Richard Button

Phone:

Email: [ric@nzicehockey.co.nz](mailto:ric@nzicehockey.co.nz)

#### NZIHF Player Safety

Name: Paris Heyd

Phone: 027 498 1322

Email: [gm@nzihl.com](mailto:gm@nzihl.com)

#### NZIHL Livestream, Website & Emails:

Name: Michael Domigan

Phone:

Email: [marketing@nzihl.com](mailto:marketing@nzihl.com)

#### NZIHL Social Media:

Name: Megan Kliegl

Phone:

Email: [megankliegl@hotmail.com](mailto:megankliegl@hotmail.com)

#### NZIHF Transfers and Eligibility:

Name: Kelly Schultz

Phone:

Email: [transfers@nzicehockey.co.nz](mailto:transfers@nzicehockey.co.nz)

## Appendix 3

### NZIHL Schedule

NZIHL 2025						
Round	Game #	Dates	Teams	Location	Warm-up	Puck Drop
M1	1	Friday, 14 March 2025	PHT v MAKO	Dunedin	18:45	19:00
	2	Saturday, 15 March 2025	PHT v MAKO	Dunedin	17:45	18:00
M2	3	Saturday, 22 March 2025	WAA v MAKO	Avondale	16:15	16:40
	4	Sunday, 23 March 2025	BSW v MAKO	Botany	16:15	16:40
01A	1	Friday, 28 March 2025	SCS v BSW	Queenstown	18:45	19:00
	2	Saturday, 29 March 2025	SCS v BSW	Queenstown	18:45	19:00
01B	3	Friday, 28 March 2025	PHT v WAA	Dunedin	18:45	19:00
	4	Saturday, 29 March 2025	PHT v WAA	Dunedin	17:45	18:00
02A	5	Saturday, 5 April 2025	BSW v PHT	Botany	16:45	17:10
	6	Sunday, 6 April 2025	BSW v PHT	Botany	16:15	16:40
02B	7	Saturday, 5 April 2025	CRD v SCS	Christchurch	16:15	16:40
	8	Sunday, 6 April 2025	CRD v SCS	Christchurch	16:15	16:40
03A	9	Saturday, 12 April 2025	WAA v CRD	Avondale	16:15	16:40
	10	Sunday, 13 April 2025	WAA v CRD	Avondale	17:00	17:25
04A	11	Friday, 9 May 2025	SCS v WAA	Queenstown	18:45	19:00
	12	Saturday, 10 May 2025	SCS v WAA	Queenstown	18:45	19:00
05A	13	Friday, 16 May 2025	PHT v SCS	Dunedin	18:45	19:00
	14	Saturday, 17 May 2025	PHT v SCS	Dunedin	17:45	18:00
05B	15	Saturday, 17 May 2025	BSW v CRD	Botany	16:45	17:10
	16	Sunday, 18 May 2025	BSW v CRD	Botany	16:15	16:40
06A	5	Friday, 23 May 2025	SCS v MAKO	Queenstown	18:45	19:00
	6	Saturday, 24 May 2025	SCS v MAKO	Queenstown	18:45	19:00
06B	17	Saturday, 24 May 2025	WAA vs PHT	Avondale	16:15	16:40
	18	Sunday, 25 May 2025	WAA v PHT	Avondale	17:00	17:25
07A	19	Saturday, 31 May 2025	CRD v BSW	Christchurch	16:15	16:40
	20	Sunday, 1 June 2025	CRD v BSW	Christchurch	16:15	16:40
M4	7	Saturday, 7 June 2025	CRD v MAKO	Christchurch	16:15	16:40
	8	Sunday, 8 June 2025	CRD v MAKO	Christchurch	16:15	16:40
08A	21	Saturday, 7 June 2025	WAA v SCS	Avondale	16:15	16:40
	22	Sunday, 8 June 2025	WAA v SCS	Avondale	17:00	17:25
09A	23	Friday, 13 June 2025	PHT v BSW	Dunedin	18:45	19:00
	24	Saturday, 14 June 2025	PHT v BSW	Dunedin	17:45	18:00
10A	25	Friday, 20 June 2025	SCS v CRD	Queenstown	18:45	19:00
	26	Saturday, 21 June 2025	SCS v CRD	Queenstown	18:45	19:00
10B	27	Saturday, 21 June 2025	BSW v WAA	Botany	16:45	17:10
	28	Sunday, 22 June 2025	BSW v WAA	Botany	16:15	16:40
11A	29	Saturday, 28 June 2025	CRD v PHT	Christchurch	16:15	16:40
	30	Sunday, 29 June 2025	CRD v PHT	Christchurch	16:15	16:40
12A	31	Saturday, 5 July 2025	WAA v BSW	Avondale	16:15	16:40
	32	Sunday, 6 July 2025	WAA v BSW	Avondale	17:00	17:25
13A	33	Friday, 11 July 2025	PHT v CRD	Dunedin	18:45	19:00
	34	Saturday, 12 July 2025	PHT v CRD	Dunedin	17:45	18:00
13B	35	Saturday, 12 July 2025	BSW v SCS	Botany	16:45	17:10
	36	Sunday, 13 July 2025	BSW v SCS	Botany	16:15	16:40
14A	37	Friday, 18 July 2025	SCS v PHT	Queenstown	18:45	19:00
	38	Saturday, 19 July 2025	SCS v PHT	Queenstown	18:45	19:00
14B	39	Saturday, 19 July 2025	CRD v WAA	Christchurch	16:15	16:40
	40	Sunday, 20 July 2025	CRD v WAA	Christchurch	16:15	16:40
<b>Semi Final 1</b>						
Round	Game #	Dates	Teams	Location	Warm-up	Puck Drop
S1	41	Saturday, 2 August 2025	TBC	TBC		
S1	42	Sunday, 3 August 2025	TBC	TBC		
<b>Semi Final 2</b>						
Round	Game #	Dates	Teams	Location	Warm-up	Puck Drop
S2	43	TBC	TBC	TBC		
S2	44	TBC	TBC	TBC		
<b>Final</b>						
Round	Game #	Dates	Teams	Location	Warm-up	Puck Drop
F1	45	Friday, 15 August 2025	TBC	TBC		
F2	46	Saturday, 16 August 2025	TBC	TBC		
F3	47	Sunday, 17 August 2025	TBC	TBC		

## Appendix 4

### Pre-Game Count-Down & Game Flow

The following is the game count-down and game flow procedure for all NZIHL games. All teams and the organiser are requested to follow these procedures and the times to ensure that the pre-game activities and the game begin and follow the scheduled time.

All times listed below are expressed as minutes before the actual game is scheduled to begin. Therefore, -30:00 is read as 30 minutes before the game is scheduled to begin.

The game flow cannot be accurately predicted but the guideline is to be followed as outlined, however between periods teams are required to return to their bench 3 minutes before the end of the period break. To ensure the next period can start without further delay after the scheduled 15-minute break.

CountTime		Activity
No groom post warm up	Groom post warm up	
-12	-25	10 min pre-game warm-up
n/a	-15	Warm up ends, pregame groom
	-7	Both team rosters to be announced
	-5	Starting line up to be announced
		Referee/Linesmen to be announced
	-2	Teams to assemble at the net
	0	Opening face off
	Approx.	
	30	Ice resurface
	45	2nd period starts
	75	Ice resurface
	90	3rd period starts
	120	Approximate game finish
If Overtime is required		
	123	Start 5 min golden goal overtime period
If Game Winning Shot are required		
	128	Start Game Winning Shots procedure

## Appendix 5

### Game Officials Remuneration

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

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

Game Officials Remuneration is subject to change.

## Appendix 6

### Team fees/payment dates for 2025 season

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

March 20 <sup>th</sup>	\$5,000
April 20 <sup>th</sup>	\$15,000
May 20 <sup>th</sup>	\$15,000
June 20 <sup>th</sup>	\$15,000
July 20 <sup>th</sup>	\$20,000

*A detailed payment schedule will be submitted to each team at the beginning of the season.*



## Appendix 7

### Reduced Ice Time Process

This process is to be applied if there is the possibility that a game must be shortened for an unforeseen reason outside of the travelling team's control. In the instance the respective teams cannot agree, the NZIHL GM or nominated representative will have the final say.

Both team managers are to agree this prior to game commencement. Once agreed it is the home team's responsibility to advise the referees and score bench accordingly.

For visiting teams sufficient time must be allowed for adequate preparation prior to game commencing and to catch their flight home. The following allowances must be made, notification of any potential issues of meeting the allowed times should be raised immediately with the opposing team and NZIHL GM.

Location	Arrival in city prior to warm up	Departure (flights only) game end to departure
Auckland – Avondale/Botany	1 hr 45 min	1 hr 45 min
Christchurch	1 hr 30 min	1 hr 30 min
Dunedin	1 hr 45 min	1 hr 45 min
Queenstown	1 hr 30 min	1 hr 30 min

#### Ice time reduction options

15 Minute Periods

Running Time

Forfeit Overtime

Forfeit Overtime

Forfeit Shootout

Play 15 min stop time

Period      1      2      3

Play running time

Period      1      2      3

Other as follows: \_\_\_\_\_

Game between Home \_\_\_\_\_

Visitors: \_\_\_\_\_

Date: \_\_\_\_\_

Location: \_\_\_\_\_

Signed:

Home Manager: \_\_\_\_\_

Visiting Manager: \_\_\_\_\_

Home Team Manager to provide copy to Statistician and NZIHL General Manager

## Appendix 8

### NZIHf Amateur Player Policy

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

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

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

The NZIHf General Secretary has the power to audit any of the teams, including interviewing any player or manager.

## Appendix 9

### Auckland Mako Participation in NZIHL

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

Key understandings for the Auckland Mako's participation:

- The team will consist primarily of Junior players aged 23 or younger
- Selected players will come from all regions
- The team will be supported by up to five Senior Players from other NZIHL teams in each game played
- The team will play in each of the current NZIHL teams
- The team plays under the NZIHL Events Manual and NZIHF Disciplinary rules
- The outcome of each game will not be recorded as part of the regular season of the NZIHL, however statistics will be recorded as Division 2
- Each NZIHL team will include these games as part of their home season and will provide ticket sales/marketing in line with their regular season games to maximise income during these games
- These games are not included in the regular NZIHL Budget to the teams
- There is no cost-sharing for the current NZIHL teams as well as a set spectator fee
- The host team will be invoiced \$2000 per Mako game to contribute towards the cost of playing the games

Selection:

- A selection of players will be done by the General Manager of the AIHA in conjunction with the U20 National Team Coaches.
- All communication will be done by the Mako Team Coordinator.
- There is no limit on how many Senior Players as it depends on their availability to play in these games.

Appendix 10

Regional Association Transfer Form

Esportdesk Registration #																														
Surname (or Family Name)																														
First Name (s)																														
Residential Address																														
Contact Telephone Number:																														
Association Transferring from:																														
Association Transferring To:																														
I, the above-named player, request the transfer as detailed above and hereby agree to abide by any conditions set down by the Regional Association																														
Signature of Player:																														
Regional Transfer Approval given, subject to the conditions listed hereunder:																														
Conditions Made:																														
Declaration to be signed by officials from both Associations. We accept the above conditions, if any, for the transfer of the above player.																														
Signature: (Association transferring from)																														
Signature: (Association transferring to)																														
Transfer to be signed by the NZIHL General Manager, NZ Ice Hockey Secretary or NZ Ice Hockey Registrar																														
Name:																														
Signature:																														
Date of approval:																														

Once completed, please return completed form to the NZIHL General Manager:  
[gm@nzihl.com](mailto:gm@nzihl.com)

## Appendix 11

### Playoff Hosting

The NZIHL Playoffs, Semi-Finals and Grand Final, will be controlled and administered by the NZIHL in collaboration with the host Team.

The host Team will provide volunteers and any necessary equipment as per a regular season home game. In return, the Licensee will receive 20% of gross ticket sales, and 12 tickets for sponsor or partner obligations. Any further tickets required to meet sponsor obligations will need to be purchased by the respect team.

The NZIHL will cover all expenses related to arena usage and marketing of the event. The host team will help with providing local knowledge, expertise, and connections in the promotion and sale of tickets to the games.

All other commercial opportunities will remain the right of the NZIHL, including all advertising opportunities. For clarity, all revenue outside of ticket sales will go back to the NZIHL.

## Document History

Version	Date	Approved by	Description
1.0	6 January 2025		Changes to Events Manual order Changes to playoff format and hosting responsibilities Update of award voting procedure to align with common practice Exclusion of goalies from the Australian Assimilated Import classification Addition of an emergency goalie clause General changes to wording to improve clarity