



NZAIHL / NZPIHL / NZMIHL / NZJIHL
EVENTS MANUAL

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Version: **V 10.0**
Issue Date: **March 2016**

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MISSION STATEMENT

The goal of the New Zealand Youth Ice Hockey Leagues (NZYIHL) 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. (NZAIHL, NZPIHL, 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 a majority agreement of the Regional Team League Coordinators (The Coordinators).

All games are to be played according to the rules set out in this Events Manual first, followed by the Official IIHF Rule Book.

The GM is to ratify any changes/additions with the Coordinators and in case of disagreement, the issue is to be decided upon by the NZIHF Management Committee.

This document consists of 10 Sections as detailed below:

Section	1	Playing Rules/Generic Information
Section	2	Team Members Eligibility/Administration
Section	3	Finances
Section	4	Statistics
Section	5	Trophies and Awards
Section	6	Disciplinary Matters
Section	7	Safety Equipment
Section	8	League Meetings
Section	9	Reporting
Section	10	Appendices

SECTION 1- Playing Rules/Generic Information

1.1 Playing Format

NZPIHL / NZMIHL / NZJIHL:

In principal each team shall play two 'home' and two 'away' games against each other team depending on the number of teams in the competition. One or more team(s) may have a bye during a round of play. All teams shall come together to play a final weekend in which each team shall play one game against each other team. At the end of the Round Robin, the points shall be tallied and the team with the most points shall be named the New Zealand National Champion. The final playing format will be decided at the NZYIHL AGM each year for the upcoming season based on the total amount of teams in the league as well as overall cost.

NZAIHL:

The Atom Ice Hockey League will be played in a weekend tournament format with cross ice hockey. The overall amount of weekends will be determined at each AGM.

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.
 - o 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.

1.4 Final Placing Determination

- Highest points earned at the culmination of the competition .
- If tied, then 'head to head' match results between the tied teams shall determine final 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 competition .

1.5 Pre Games Requirements

- 1.5.1 Every team must have at minimum 11 players on their Team Sheet (10 skaters, 1 goalie). See Appendix 2.
- 1.5.2 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 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 League will have to be covered by the defaulting team. The losses are to be determined by The GM, The Coordinators and The League Treasurer.
- 1.5.3 Non NZ Representative Team eligible players must be shown on the official Team Sheets and Score Sheets marked with an "I" (Import Player).
- 1.5.4 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.
- 1.5.5 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 League may determine changes to the rules or set additional rules as necessary for the proper management of the League.

1.6 Game Format

NZPIHL / NZMIHL / NZJIHL:

All 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.

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 or after warm-up.

NZAIHL:

The tournament format and detailed game format please see Appendix 1A

1.7 Pre Game Count-Down & Game Flow 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 Local Coordinator and the Game Referee). The Referee is to advise the player benches and Score Bench.

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 Association at NZIHF AGM in February of the year of competition and provided to the GM. 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 at NZIHF AGM in February of the year of competition 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 confirmed by the League Coordinator Committee. Name and contact details are to be confirmed by the Regional Association at NZIHF AGM in February of the year of competition and 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 is the 1st of January in the year of the competition. 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 July 31 at the year of the competition.

Each Region Coordinator shall submit a Squad List of players (minimum of 15 players) registered within their region to the GM not later than 4 weeks before the first round is played in the year of competition in their age group.

2.4.2 Age groups

U11 – To be eligible to play in this grade the player must have his 10th birthday within the year of competition or later.

U14 – To be eligible to play in this grade the player must have his 13th birthday within the year of competition or later.

U17 – To be eligible to play in this grade, the player must have his 16th birthday within the year of the competition or later.

U20 – To be eligible to play in this grade, the player must have his 19th birthday within the year of the competition or later. For the U20 age category each team is allowed to play a maximum of 5 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 20th 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 season attachment document for sex & age clarification.

2.4.3 Squad

The minimum Squad List allowance is 15 players and 2 goalies. Any Player can be nominated later to the team as long he/she has registered before the 31 July 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. See Appendix

2.4.4 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 possible exceptions have to be approved by the League GM.

For the Finals Round, the Travelling Team is increased to 21 (16 players, 2 goalies, 3 management).

2.4.5 Player Classification

(a) NZ PLAYER

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

(b) NATURALIZED PLAYER

A foreign-born player will be considered to be a Naturalized Player if they fulfil the following conditions:

- they hold a valid NZ passport and unlimited ITC or LOA; or
- they are eligible to represent New Zealand according to the IIHF; or
- they hold an Australian passport and approved ITC.

(c) IMPORT PLAYER

Any player born outside New Zealand that does not qualify as a Naturalized Player will be considered to be an “import player”.

- Any import player must have received an approved LOA or International Transfer from IIHF
- An LOA or 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 Regions exists.

(d) PERMANENT RESIDENT PLAYER (PRP)

- Players will be classed as a PRP player if they hold a Permanent Residency and approved LOA / ITC
- Players will be classed as a PRP player if they have an approved LOA proof they have applied for permanent residency and have played Ice Hockey in New Zealand for the last three years. All Players who are playing in the NZAIHL or NZPIHL are only required to have an approved LOA.

2.4.6 Team Composition

a. Maximum Squad Size

There is no limitation to the squad size

b. Import Players

Maximum of 4 import players can play in any game

c. Permanent Residency Players (PRP)

A maximum of 4 PRP players in addition to 4 import players can play in any game (more PRP players are allowed but this will reduce the allowance of import players accordingly).

d. Naturalized Players

There is no limit to the number of naturalized players allowed to play in any game.

SECTION 3- Finances

3.1 Financial Management

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

3.1.1 Costs

- 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 only)
 - Score Bench (game fees only)
 - Goal Judges / Penalty Box
 - League General Manager (all costs)
- Accommodation
 - For U13 NZPIHL: There is no cost as hosted by home team except for Finals Round
 - For U16 NZMIHL: There is no cost as hosted by home team except for Finals Round
 - For U20 NZJIHL: Accommodation for visiting team(s) – of a suitable standard.
- Including 15 skaters, 2 goalies, 2 Coaches, 1 Manager / except in the Final Round Robin when each traveling team is allowed 16 skaters

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 in part-payment 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.

1. Part payment is due 4 months before the start of the competition of \$4,000.
2. Part payment is due 1 month before the start of the competition of \$4,000, if applicable.
3. Part payment is due after half of the playing rounds have been played of \$4,000, if applicable.
4. Final payment of the outstanding amount is due 4 weeks before the Final Round. This amount may be reduced, based on League Funding received and is to be set by the GM and the Treasurer after discussion with the League Coordinator.

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 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.

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 competition
- Best Defenseman in the competition

- Best Forward in the competition
- Top Goalkeeper in the competition

5.1.2.1 Individual Awards Selection Process

The process for the selection of awards is as follows:

Game Team MVP – for every game to be nominated by the Team Coaches during play. Host Coordinator to request names during second half of the 3rd period. To be presented at the conclusion of each game. Presenter to be nominated by host.

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.

* - selection to be made after the second period of the last game of the Final Round

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 :

- **Mouthguards** – 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 to IIHF specifications in all League games.
- **Visors** – Players aged over 18 shall wear, as a minimum, a visor that meets approved international standards and a mouthguard. The visor shall extend down to cover the lower edge of the nose.

SECTION 8- NZIHL Meetings

8.1 Annual Meeting

As part of the NZIHF AGM, the League Forum shall also meet. Dates and times of the AGM are to be determined by the NZIHF.

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).

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 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

Appendix 4

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 minor typo changes, changes to NZYIHL

