

# New Zealand Ice Hockey Federation



## *New Zealand Ice Hockey League Events Manual*

Approved by: **NZIHL GM**  
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## ***PART I – INTRODUCTION***

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

### ***1. Purpose***

The New Zealand Ice Hockey League has four stated goals:

- To improve the quality of ice hockey in New Zealand
- To increase public awareness of the sport's existence
- Grow the number of participating teams without detriment to the quality of the game
- Develop New Zealand national team players

### ***2. Changes***

Changes to the NZIHL Events Manual can only be made by at least a 75% majority vote at the Annual General Meeting or "After Season Meeting". The General Manager will make the final decision on interpretation of the Event Manual.

### ***3. Amateur League***

The NZIHL is strictly an amateur league and no player shall be paid to play. However teams may assist players with;

1. Airfares
2. Accommodation
3. Transport
4. Food
5. ITC
6. Registration fees
7. Ice time fees
8. Playing fees
9. Equipment support
10. Reasonable rates for coaching ice hockey

Appendix 8 to be signed and returned to the General Manager prior to season start.

Any team found to be contravening the spirit of this clause will be subject to the disciplinary tribunal

## ***PART II – PARTICIPATION IN THE NZIHL***

### ***4. Player Eligibility***

#### **4.1 Regional Membership**

(a) All players must be registered to play with their Regional Association to be eligible to play in the NZIHL.

(b) Players may not transfer teams during an NZIHL season unless given a special dispensation by the GM.

(c) Female players are allowed to play in this competition as goalkeepers only.

(d) All players transferring between regions must have a signed “Association Transfer” form prior to any competition games. A copy must be provided to the NZ Registrar.

#### **4.2 Age Requirement**

At the latest, players must have their 16th birthday in the year the Championship is held. No under-age waiver is permitted.

#### **4.3 Player Classifications**

##### **(a) NZ PLAYER**

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

##### **(b) NATURALIZED PLAYER**

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

## **5. Team Eligibility**

### **5.1 Current NZIHL teams**

<b>Team</b>	<b>Location</b>
Botany Swarm	Botany Downs, Auckland
Canterbury Red Devils	Christchurch
Dunedin Thunder	Dunedin
Skycity Stampede	Queenstown
West Auckland Admirals	Avondale, Auckland,

### **5.2 Team Applications**

Applications to join the NZIHL are to be sent to the GM.

### **5.3 Team Structure**

#### **(a) Regional Coordinator**

Every team must have a Regional Coordinator who liaises with the NZIHL GM and the team managers regarding all functions required to have successful Round Robin games and Finals.

This includes amongst other things:

- Input into the Rules & Regulations and Events Manual
- Assistance to the GM/Marketing Committee with budget setting and marketing initiatives
- Name team according to the Rules & Regulations and/or Events Manual
- Ensure on time payments to the NZIHL
- Ensure team plays in approved shirts, name bars, over pants & socks
- Advise GM of all travel arrangements and team composition
- Ensure all on-ice and off-ice positions required for the game are filled
- Arrange possible any media interviews/stories/coverage and press releases
- Ensure smooth running of game and collection of statistics
- Arrange Disciplinary Hearing if required

#### **(b) Team Management & Staff**

Every team must have a dedicated Team Manager that is not a player. Every region is to appoint a Team Manager and if possible, an Assistant Manager. All Team staff must be registered with their Regional Association to be eligible to participate in the NZIHL.

#### **(c) Team Coaches**

Every team must have a Head Coach and an Assistant Coach. All appointments are to be carried out by the Regional Bodies and to be confirmed by the GM and any change of coach requires the approval of the GM.

##### **(i) Head Coach**

The Head Coach has to be a non-playing coach.

##### **(ii) Assistant Coach**

The Assistant Coach may be a player playing for that team.  
The Assistant Coach may also act as the Assistant Manager.

##### **(iii) Coaches Registration**

All coaches must be registered with their Regional Association to be eligible to coach in the NZIHL prior to the season commencing.

#### **(d) Team Composition**

##### **(i) Maximum Squad Size**

There is no limitation to the squad size

##### **(ii) Import Players**

Maximum of 4 import players can play in any game.

##### **(iii) Naturalized Players**

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

#### **(e) Player Naming**

3 weeks prior to competition start a squad list of up to 30 likely skaters plus up to 3 goalies is required.

NZ and Naturalized players must be registered with their local Association by 30 June. No player movement between Associations is permitted after 30 June.

All Import players must be named prior to the commencement of the season. Changes to Import players must be made prior to 30 June and must meet the usual ITC requirements.

Any other changes to the squad must be completed by 30 June.

#### **(f) Traveling Team**

When traveling during the Round Robin phase or finals the NZIHL will cover the cost of 15 players and two goalies, two coaches, 2 managers and the coordinator. Additional players and team staff may be taken at the team's expense.



## ***PART III – ADMINISTRATION OF THE NZIHL***

### ***6. NZIHL Meetings***

#### **6.1 Annual Meeting**

As part of the NZIHF AGM, the NZIHL Committee shall also meet. The Forum is composed of the NZIHF Delegates but shall also include the Committee. Dates and times of the AGM are to be determined by the NZIHF. The voting rights are according to the Constitution:

Chairperson (GM) – 1 vote + casting vote  
Deputy Chairperson (NZIHF President) – 1 vote  
Secretary/Treasurer – 1 vote  
Coordinators - 1 vote each

#### **6.2 Regular Meetings**

Apart from the annual meetings, the NZIHL GM shall convene a phone conference with the Committee on a regular basis (to be determined by GM).

#### **6.3 After Season Meeting**

After season finish (if possible within 2 months) a previous season catch up meeting is to be organized by the GM. As a minimum all team Coordinators and Head Coaches are expected to participate.

#### **6.4 Meeting Agenda**

An agenda is to be prepared by the GM and to be distributed to the Committee at least two days prior to all regular meetings.

#### **6.5 Meeting Minutes**

Minutes of the meeting are to be kept and distributed to the Committee and the NZIHF President by the GM.

#### **6.6 Finals TRIM Meeting**

A Trim meeting is to be held prior to the 1<sup>st</sup> Finals Game. The host team Coordinator to organize. Participants to be the Assigned Head Referee, Disciplinary Coordinator, Finals Teams Coordinators, Coaches and Managers.

### ***7. Reporting***

#### **7.1 Annual Report**

A written Annual Report encompassing the season in its entirety, including a financial statement, is to be provided by the GM to the NZIHF President before the NZIHF AGM as required by the President.

#### **7.2 Sponsorship-Funding Disclosure**

All teams to provide a summary of sponsorship/funding received during year according to the template provided.

## **8. Finances**

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

### **8.1 Costs**

Travel (to and from the tournament venue, local transport)

Flights

Rental of vans & trailers

Ice time (no cost sharing with rinks)

Ice time during tournament games, excluding any ice time cost for trainings

Officials costs as per Appendix 5

1. Referee
2. Linesmen
3. Referees/Linesmen travel costs (excluding local travel and accommodation)
4. Score Bench
5. Goal Judges

NZIHL General Manager (flight, accommodation & local travel costs)

Accommodation for visiting team(s) – of a suitable standard

Including 15 skaters, 2 goalies, x2 Coaches, x2 Managers & a Coordinator

### **8.2 Hosting Fee**

The hosting fee (spectator income) is set at \$4,000/round including Finals Game 1 & 2 (no charge if a 3<sup>rd</sup> game is required). If there is an additional one game play off round played between 2<sup>nd</sup> placed and 3<sup>rd</sup> placed team the hosting fee will be \$2,500. Any changes to be approved at the AGM. Teams will pay NZIHL the hosting fee within 14 days of each round.

### **8.3 Team Fees / Payment Dates**

The General Manager will recommend Team Fees and payment dates for approval at the AGM.

Team fees and payments dates are shown in Appendix 6.

Team Fees may be reduced if additional funding is received and is to be set by GM.

### **8.4 Finals Compensation**

The team hosting the 2<sup>nd</sup> round of the finals is to compensate the team hosting game 1 if

- A 3<sup>rd</sup> game is played and produces a profit and
- If the team hosting game 1 is unable to break even, i.e. makes a loss

The compensation is not to exceed the profit made. The compensation determination is to be established between the associated team coordinators. If no agreement can be reached the GM is to determine final figure.

This is applicable only if there is insufficient time, less than 2 weeks to market the finals game 1.

### **8.5 Budget**

A budget is prepared for each NZIHL season by the GM.

Include an allowance for the cost of the "After Season Meeting" (for Coordinator and Coach of each team to attend).

## **9. Playing Format**

### **9.1 Tournament Format**

(a) Each team will play two 'home' and two 'away' games against each other team to complete two full Round Robins for a total of 16 games. In each Round one team will have a bye.

(b) The Semi Final round will be between the second (2<sup>nd</sup>) placed team and the third (3<sup>rd</sup>) placed team in points after the two Round Robins. The second placed team will host the game at their home arena. The winner progresses to the Final series.

(c) The NZIHL final will consist of up to 3 games. Up to 3 games will be played between the top two teams. Game 1 will be played at the winner of the Semi Final game home arena. Game 2 and if required game 3 at the 1<sup>st</sup> placed team after round robin.

(d) The Finals format is based on a "win is a win" (regardless if achieved in normal time, over time or shoot out). I. e. if a team wins game 1 in normal time and the other team wins in over time or shoot out in game 2 both teams will have won a game and a 3<sup>rd</sup> game will be necessary.

(d) See the 2019 Draw in Appendix 3.

### **9.2 Game Format**

(a) All games in this competition shall consist of three periods of 20 minutes stop-time duration. There will be one ice cut before warm up. Warm up shall be 10 minutes in duration followed by team roster announcements before the immediate commencement of game play. Following the first period there shall be an ice cut before the second period and a second ice cut between the second and third periods with no ice cut after the third period if Overtime or Game Winning Shots are needed or after warm up.

(b) Ice slots for games shall be booked for two-hours thirty minutes in duration.

(c) Where there is the danger of insufficient ice time for whatever reason to complete a game (within the predicted ice time available) the breaks between periods may be reduced to the shortest time possible (to still allow for flood and some drying time. Prior to the game the 2 Coordinators (or Managers as a back-up) are to agree on a time frame and game time reduction process if required. See **Appendix 7** for the template to be used.

### **9.3 Overtime Format**

According to the current IIHF rules. All overtime periods, including Finals, will be played for a total of five (5) minutes or until the first goal is scored.

### **9.4 Game Winning Shots Procedure**

According to the current IIHF rules.

### **9.5 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.

### **9.6 League Standings**

#### **(a) Points System**

Points shall be awarded as follows:

- 3 points for the winning team at the conclusion of regulation time
- 1 point for both teams at the conclusion of regulation time if the game is tied
- An additional point earned for the team winning the overtime period, or the Game Winning Shots Procedure if the teams are still tied following conclusion of the overtime period
- 0 points for the team losing the game in regulation time
- 1 point for each team in case a game(s) had to be cancelled and can't be played at a later stage

## **(b) Finals Qualification**

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

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

Due to the fact that the three-point system does not allow a game to end in a tie, then the following tie breaking procedure is applicable when **three or more teams** are tied in points in a Championship standing.

Should three or more teams be tied on points, 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 game between the two would then be the determining tie-breaker as the game could not end as a tie. 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 in points and goal difference 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 in points, goal difference and goals scored 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 standing shall be applied).

### **(c) Finals Ice Time Requirement**

If a/both teams competing in the finals series is unable to secure the necessary ice time (3.5hrs) it will pass the opportunity to the other team to host the entire final series if they can provide the required ice time. If neither team can provide the time the NZIHL would make the final decision on who would host the final that was in the best interests of the game. Any potential loss of income to the NZIHL will have to be carried by the affected team(s).

### **(d) Finals National Anthem**

**Prior to the Finals game(s) the National Anthem is to be played.**

## **9.7 Game Requirements**

### **(a) 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 player's number 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.
- (v) 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 GM, the involved team Coordinators and The Treasurer.
- (vi) Non NZ Representative Team eligible players must be shown on the official Team and Game Sheets marked with an "I" (Import Player).
- (viii) Only persons nominated on a NZIHL Official Team Sheet and Officials of the NZIHL (i.e. GM, Regional Coordinators, etc.) are permitted on the players' bench.
- (xi) All games are to be played according to the rules set out in this NZIHF Events Manual first. Any rules not specifically mentioned within are subject to **current** IIHF Rule Book, Case Book, Rule Emphasis and Rule Interpretation Bulletins.
- (x) 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.
- (xi) Players owing money to the NZIHF are not entitled to play unless an approved payment plan is in place.
- (xii) . Captains to shake hands prior to game in referees circle. Teams are to shake hands after each game with other team and officials.
- (xiii) Players who either
  - a) change their registered association,
  - b) are not registered with the NZIHF before 30 June, or
  - c) have transferred from overseas during the season,must skate in a minimum of 6 regular season games with their new representative team to be eligible to play in the Finals. (Where 'Skate in' is defined as actively participating on ice play). Dispensation may be granted for a player unable to complete 6 such games due to an injury - the NZIHL GM will have the power to grant this.

(xiv) If an ineligible player is played the IIHF rules in respect of a result are to be applied (5-0 win for non-offending team, no personal stats to be recorded).

## **(b) Safety Equipment - Additional Safety Rules**

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

- **Mouth Guards**

Wearing a mouth guard is recommended for all players who do not wear a full face cage.

- Players to wear a mouth guard until the day they turn 20, if they are wearing a half visor.
- Players wearing a face-cage are not required to wear a mouth guard

- **Throat and Face Cages**

- .The NZIHL require players to wear a full cage and neck guard until the day they turn 18.

- **Players Visors**

Players in Senior Men's Championship shall wear, as a minimum, a visor that meets approved international standards. The visor shall extend down to cover the lower edge of the nose.

## **10. Disciplinary Matters**

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

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

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

The Disciplinary process requires cooperation between all teams, managers, coaches and the NZIHL management structure. Disciplinary rulings will be discussed and decided in a speedy process (teams will be notified at least 2 hours before game start times).

For Pre-season Games: Regional suspension regulations apply.

Skate of Origin (SoO) falls under the umbrella of NZIHL Suspensions regulations. Penalties incurred in SoO to be served at NZIHL games, Penalties incurred during NZIHL games can't be served at SoO games.

## ***PART IV – STATISTICS & AWARDS***

### ***11. Statistics***

#### **11.1 Statistics Taking**

The statistics will be recorded directly into the Hydra system. No additional capturing of stats will be required except keeping track of the Import goalie stats. This will be done by the GM.

A copy of the game sheet is to be provided to the GM and Disciplinary Commissioner (Jonathan Albright) after every game.

#### **11.2 Statistics To Be Recorded**

The following statistics are to be kept for all NZIHL games:

- Game results
- Team standings (wins, losses, ties and points)
- Point scorers (goals, assists and points)
- Goalkeeper statistics
  - Save % - (Total Shots minus Goals Against divided by Total Shots On)
  - G.A.A. – (Total Goals Against divided by Total Games Played)
- Penalty minutes (Penalties must be recorded as well as minutes)
- Individual goalies playing minutes

#### **11.3 Goalkeepers Participation**

Goalkeepers must play a minimum of 40% of his Team's total minutes played to be eligible for an award.

#### **11.4 Score Sheet To Be Used**

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

### ***12. Trophies and Awards***

#### **12.1 Team Awards**

- (a) A trophy shall be awarded to the team winning the League Final.
- (b) Gold medals shall be awarded for members of the team winning the League Finals.
- (c) Silver medals shall be awarded for members of the team losing the League Finals.

#### **12.2 Toa Kauhanga Riri Tio trophy**

- The "trophy" is to be defended at the holders 2<sup>nd</sup> home game
- The "trophy" is only available for grabs during regular season
- Each holder will be named on the trophy on a mini shield showing the year, the team name and # of defenses
- The GM to keep track of the above.

#### **12.3 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).
- Most Valuable Player in the League Final (Finals MVP).

- Top Points Scorer in the Regular Season.
- Best Defenseman in the Regular Season.
- Top Rookie in the League
- Top Goalkeeper in the Regular Season.

## 12.4 Individual Awards Selection Process

The process for the selection of awards is as follows:

**(a) Teams MVP\*** – nominated by the Team Managers and selected by the individual Team Coaches.

**(b) League MVP\*** – voted on by the Team Managers after nomination by the Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL GM.

**(c) Top Points Scorer\*** –total points scored. In the event of a tie, goals are to supersede assists.

**(d) Best Defenseman\*** - voted on by the Team Managers after nomination by the Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL GM.

**(e) Top Rookie\*** –voted on by the Team Managers after nomination by the Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL GM. Only players that are eligible for a NZ Representative Team are eligible for this award.

**(f) Top Goalkeeper\*** – determined by Save Percentage

**(g) Finals MVP** – selected by the Finals Team Coaches. In the event of a tied vote the deciding vote shall be given by the NZIHL GM.

**(h) 100 Club** – Players having played 100 games plus.  
(Selection/presentation after the Regular Season)



## **APPENDICES,**

### **Appendix 1**

#### **Team Officials and Ice Rink Contact Details**

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##### **BOTANY SWARM**

Regional Coordinator	Travis Crickard	+001 778 214 4558	<a href="mailto:traviscrickard@gmail.com">traviscrickard@gmail.com</a>
	Joe Rindelaub	021 152 1003	<a href="mailto:joel.rindelaub@gmail.com">joel.rindelaub@gmail.com</a>
Team Manager:	Philippa Kaiser	021 023 58484	<a href="mailto:philippa.kaiser@gmail.com">philippa.kaiser@gmail.com</a>
Assistant Manager:			
Head Coach:	Michelle Cox	027 221 4701	<a href="mailto:michellecox_11@yahoo.com">michellecox_11@yahoo.com</a>
Assistant Coach:	Corey McEwen	027 580 1259	<a href="mailto:mcewencorey@yahoo.com">mcewencorey@yahoo.com</a>

##### **Ice Rink Details:**

Paradice Ice Rink  
Te Rakau Drive  
Botany Downs  
Auckland  
Ph: 09 273 2999 ext 5  
Email: [botany.paradice@xtra.co.nz](mailto:botany.paradice@xtra.co.nz)

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##### **CANTERBURY RED DEVILS**

Regional Coordinator	Dave Fraser	021 881 863	<a href="mailto:davefrsr@gmail.com">davefrsr@gmail.com</a>
General Maanger	Jake Lane	027 229 9296	<a href="mailto:jake2018rds@gmail.com">jake2018rds@gmail.com</a>
Team Manager	Chris Egan	021 528 884	<a href="mailto:chrisegan@xtra.co.nz">chrisegan@xtra.co.nz</a>
Assistant Maanger	Graham Tappin	021 415 858	<a href="mailto:graham.tappin@cedra.co.nz">graham.tappin@cedra.co.nz</a>
Head Coach	Anatoly Khorozov	027 661 0061	<a href="mailto:khorozov@live.com">khorozov@live.com</a>
Assistant Coach	Robbie Banks	027 523 7483	<a href="mailto:banksr26@gmail.com">banksr26@gmail.com</a>

##### **Ice Rink Details:**

Alpine Ice Centre  
495 Brougham Street  
Opawa  
Christchurch  
Ph 03 366-9183  
Email: [info@alpineice.co.nz](mailto:info@alpineice.co.nz)

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##### **DUNEDIN THUNDER**

Regional Coordinator	Sharon Darling	027 352 0984	<a href="mailto:Sharon.Darling@contactenergy.co.nz">Sharon.Darling@contactenergy.co.nz</a>
Team Manager	Peter Huring	021 985 752	<a href="mailto:peterjaninehurring@xtra.co.nz">peterjaninehurring@xtra.co.nz</a>
Assistant Manager	Graeme Darling	027 488 3612	<a href="mailto:graemedarling@hotmail.co.nz">graemedarling@hotmail.co.nz</a>
	Janine Hurring		
Head Coach	Jeff Avery	021 295 3591	<a href="mailto:jeff.c.avery@gmail.com">jeff.c.avery@gmail.com</a>
Assistant Coach	Paris Heyd	027 498 1322	<a href="mailto:pheyd@dunedinicestadium.co.nz">pheyd@dunedinicestadium.co.nz</a>

##### **Ice Rink Details:**

Manager: Paris Heyd,  
Ph 027 498 1322 Ph: 03 456 4556 (wk)

Email [pheyd@dunedinicestadium.co.nz](mailto:pheyd@dunedinicestadium.co.nz),  
Dunedin Ice Stadium  
101 Victoria Road  
St Kilda  
Dunedin

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### **SOUTHERN STAMPEDE**

Regional Coordinator  
Team Manager            Niel Frear  
Assistant Manager  
Head Coach  
Assistant Coach

#### **Ice Rink Details:**

Queenstown Ice Centre  
Queenstown  
Ph: 03 331-8000  
Email: [QFUNC@xtra.co.nz](mailto:QFUNC@xtra.co.nz)

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### **WEST AUCKLAND ADMIRALS**

Regional Coordinator  
Team Manager            Tim Ellis            021 648 090    [tfellis@outlook.com](mailto:tfellis@outlook.com)  
Assistant Manager        Tim Ratcliffe        027 222 4409   [tim@ratcliffe.co.nz](mailto:tim@ratcliffe.co.nz)  
Head Coach                Csaba Kercso-Magos 021 052 5592   [csaba@camorrahockey.co.nz](mailto:csaba@camorrahockey.co.nz)  
Assistant Coach            Rodney McMillin 021 708 628   [topkiwinz48@gmail.com](mailto:topkiwinz48@gmail.com)

#### **Ice Rink Details:**

Paradice Ice Rink  
Lansford Crescent  
Avondale  
Auckland  
Ph: 09 828 8286 ext 4  
Email: [info@paradice.co.nz](mailto:info@paradice.co.nz)

## **Appendix 2**

### ***NZIHL Contact Details***

#### **NZIHL General Manager**

**Andreas Kaiser**

Ph: 021 208 045 9

Email: [newzealandkaiser@gmail.com](mailto:newzealandkaiser@gmail.com)

#### **Treasurer/Secretary**

**Paul de Vere**

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

Email: [pauldevere@xtra.co.nz](mailto:pauldevere@xtra.co.nz) or [treasurer.nzihl@xtra.co.nz](mailto:treasurer.nzihl@xtra.co.nz)

#### **NZIHF President**

**Andy Mills**

Mob: 027 244 3916

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

#### **NZIHF Referee in Chief**

**Ryan Hissong**

Email: [hissonggr@gmail.com](mailto:hissonggr@gmail.com)

Mob: 027 775 7416

#### **NZIHF Disciplinary Chairman**

**Chris Watson**

Email: [sparkeenz05@gmail.com](mailto:sparkeenz05@gmail.com)

Mob: 021 118 3363

#### **NZIHL Web Master**

**Anatoly Khorozov**

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#### **NZIHL Social Media**

**Logan Swinkels**

Email: [loganlights@gmail.com](mailto:loganlights@gmail.com)

Mob: 021 037 0162

## Appendix 3

	Round Codes	Game #	Game Dates	Teams	Location	Warm-up Start Time	Puck drops	Game finish time	
2	07B	27	Saturday, 18 May 2019	WAA @ CRD	Christchurch	4.30 pm	4.40 pm	7.00 pm	
	07B	28	Sunday, 19 May 2019	WAA @ CRD	Christchurch	4.30 pm	4.40 pm	7.00 pm	
1	01A	1	Saturday, 25 May 2019	CRD @ BSW	Botany	4.45 pm	4.55 pm	7.15 pm	
	01A	2	Sunday, 26 May 2019	CRD @ BSW	Botany	4.45 pm	4.40 pm	7.15 pm	
	01B	3	Friday, 24 May 2019	WAA @ DNT	Dunedin	6.50 pm	7.00 pm	9.00 pm	
	01B	4	Saturday, 25 May 2019	WAA @ DNT	Dunedin	5.20 pm	5.30 pm	7.30 pm	
	02A	5	Friday, 31 May 2019	DNT @ STP	Queenstown	6.50 pm	7.00 pm	9.00 pm	
	02A	6	Saturday, 1 June 2019	DNT @ STP	Queenstown	6.50 pm	7.00 pm	9.00 pm	
	02B	7	Saturday, 1 June 2019	CRD @ WAA	Avondale	4.30 pm	4.40 pm	7.00 pm	
	02B	8	Sunday, 2 June 2019	CRD @ WAA	Avondale	4.30 pm	4.40 pm	7.00 pm	
	03A	11	Saturday, 8 June 2019	STP @ CRD	Christchurch	4.30 pm	4.40 pm	7.00 pm	
	03A	12	Sunday, 9 June 2019	STP @ CRD	Christchurch	4.30 pm	4.40 pm	7.00 pm	
	03B	13	Saturday, 8 June 2019	WAA @ BSW	Botany	4.30 pm	4.40 pm	7.00 pm	
	03B	14	Sunday, 9 June 2019	WAA @ BSW	Botany	4.30 pm	4.40 pm	7.00 pm	
	04A	9	Friday, 14 June 2019	BSW @ STP	Queenstown	6.50 pm	7.00 pm	9.00 pm	
	04A	10	Saturday, 15 June 2019	BSW @ STP	Queenstown	6.50 pm	7.00 pm	9.00 pm	
	04B	15	Friday, 14 June 2019	CRD @ DNT	Dunedin	6.50 pm	7.00 pm	9.00 pm	
	04B	16	Saturday, 15 June 2019	CRD @ DNT	Dunedin	5.20 pm	5.30 pm	7.30 pm	
	05A	17	Friday, 21 June 2019	WAA @ STP	Queenstown	6.50 pm	7.00 pm	9.00 pm	
	05A	18	Saturday, 22 June 2019	WAA @ STP	Queenstown	6.50 pm	7.00 pm	9.00 pm	
	05B	19	Saturday, 22 June 2019	DNT @ BSW	Botany	4.45 pm	4.40 pm	7.15 pm	
	05B	20	Sunday, 23 June 2019	DNT @ BSW	Botany	4.45 pm	4.40 pm	7.15 pm	
2	06A	21	Saturday, 29 June 2019	BSW @ CRD	Christchurch	4.30 pm	4.40 pm	7.00 pm	
	06A	22	Sunday, 30 June 2019	BSW @ CRD	Christchurch	4.30 pm	4.40 pm	7.00 pm	
	06B	23	Saturday, 29 June 2019	DNT @ WAA	Avondale	4.45 pm	4.40 pm	7.15 pm	
	06B	24	Sunday, 30 June 2019	DNT @ WAA	Avondale	4.45 pm	4.40 pm	7.15 pm	
	07A	25	Friday, 5 July 2019	STP @ DNT	Dunedin	6.50 pm	7.00 pm	9.00 pm	
	07A	26	Saturday, 6 July 2019	STP @ DNT	Dunedin	5.20 pm	5.30 pm	7.30 pm	
	08A	29	Friday, 12 July 2019	CRD @ STP	Queenstown	6.50 pm	7.00 pm	9.00 pm	
	08A	30	Saturday, 13 July 2019	CRD @ STP	Queenstown	6.50 pm	7.00 pm	9.00 pm	
	08B	31	Saturday, 13 July 2019	BSW @ WAA	Avondale	4.45 pm	4.40 pm	7.15 pm	
	08B	32	Sunday, 14 July 2019	BSW @ WAA	Avondale	4.45 pm	4.40 pm	7.15 pm	
	09A	33	Saturday, 20 July 2019	STP @ BSW	Botany	4.45 pm	4.55 pm	7.15 pm	
	09A	34	Sunday, 21 July 2019	STP @ BSW	Botany	4.45 pm	4.40 pm	7.15 pm	
	09B	35	Saturday, 20 July 2019	DNT @ CRD	Christchurch	4.30 pm	4.40 pm	7.00 pm	
	09B	36	Sunday, 21 July 2019	DNT @ CRD	Christchurch	4.30 pm	4.40 pm	7.00 pm	
	10A	37	Saturday, 27 July 2019	STP @ WAA	Avondale	4.45 pm	4.55 pm	7.15 pm	
	10A	38	Sunday, 28 July 2019	STP @ WAA	Avondale	4.45 pm	4.40 pm	7.15 pm	
	10B	39	Friday, 26 July 2019	BSW @ DNT	Dunedin	6.50 pm	7.00 pm	9.00 pm	
	10B	40	Saturday, 27 July 2019	BSW @ DNT	Dunedin	5.20 pm	5.30 pm	7.30 pm	
	Semi		41	Saturday, 3 August 2019	SF: 2 v 3	2	4.30 pm	4.40 pm	7.00 pm
	Finals		41	Saturday, 10 August 2019	Game 1: 2 v 1	TBA			
		42	Saturday, 17 August 2019	Game 2: 1 v 2	TBA				
		43	Sunday, 18 August 2019	Game 3: 1 v 2	TBA				
Winter			Thursday, 29 August 2019	AUS v NZL	Queenstown	TBD			
			Friday, 30 August 2019	AUS v NZL	Queenstown				
			Saturday, 31 August 2019	AUS v NZL	Queenstown				

## 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 begins and follows 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.

***(for 2hrs30min ice time availability 30 min running time periods)***

<b>Count Time</b>	<b>Activity</b>
-10	10 min pre-game warm-up
-5	Both team rosters to be announced
-3	Starting line up to be announced
	Referee/Linesmen to be announced
-1	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 <b>If Overtime is required</b>
123	Start 5 min golden goal overtime period <b>If Game Winning Shot are required</b>
128	Start Game Winning Shots procedure

## Appendix 5

**Officials cost per game is as follows:**

**(3 men system)**

Referee	\$	75
Linesmen	\$	100
Score Bench	\$	40
Goal Judges	\$	<u>20</u>
<b>Total/game</b>	<b>\$</b>	<b>235</b>

## Appendix 6

**Team fees/payment dates for 2019 season**

May 1 \$6000  
June 1 \$6000  
July 1 \$7000  
Aug 1 \$7600 (if still required)

## Appendix 7 Reduced Ice Time Process

This process is to be applied if there is the possibility that the allocated ice time of 2.5 hrs will be insufficient e.g. if the visiting team has got a flight to catch, if the rink only grants a limited ice time, etc.

Both teams' Coordinators (Managers as back-up) are to agree this prior to game commencement.

Once agreed it is the home Coordinator's (Manager's) responsibility to advise the referees accordingly.

For visiting teams sufficient time must be allowed for to catch their flights. Following allowances should be made to get from the rink (including 20 min for the players to get changed and packed into the vans) to airport including the allowance to return the vans.

<b>Location</b>	<b>Total allowance (game end to departure)</b>
Auckland – Avondale/Botany	1 hr 30 min
Christchurch	1 hr 15 min
Dunedin	1 hr 45 min
Queenstown	1 hr 15 min

Ice time reduction options:

Forfeit Overtime if required

Forfeit Overtime & Shootout if required

Play running time Period 1 2 3

Play 15 min stop time Period 1 2 3

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

Game between Home \_\_\_\_\_ Visitors: \_\_\_\_\_

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

Home Coordinator (Manager): \_\_\_\_\_

Visiting Coordinator (Manager): \_\_\_\_\_

(provide copy to Statistician and GM)



## **NZIHf Amateur Player Policy**

### **New Zealand Ice Hockey Federation**

The New Zealand Ice Hockey Federation administers amateur leagues and no player shall be paid to play.

However teams may assist players with;

1. Airfares
2. Accommodation
3. Transport
4. Food
5. ITC
6. Registration fees
7. Ice time fees
8. Playing fees
9. Equipment support
10. 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 a 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.

Team coordinator(s), Managers & Coaches are expected to agree and sign this declaration to abide by the Events Manual before the season starts.

The NZIHf Council has the power to audit any of the teams, including interviewing any player or manager if they deem fit.

**Season Year:** ..... **Team:** .....

**Date:** ..... **Coordinator Signature:** .....



## Appendix 9

**DOCUMENT HISTORY**

Version	Date	Approved by	Description
1.0 Draft	Jan 2009	Günther Birgel	Rewrite of Events Manual with input by Jeff Bonazzo, Michael Parsons, Graeme Glass and approved by the Coordinators
1.1 Draft	1/3/2009	Günther Birgel	Incorporate changes as discussed at AGM
1.0 Rel	8/3/2009	Günther Birgel	Final check by Michael Parsons
1.1 Rel	10/3/2009	Günther Birgel & NZIHL Delegates	<ul style="list-style-type: none"> <li>• Add guaranteed spectator incomes</li> <li>• Throat, Face Cage &amp; Visor wear amendment</li> <li>• Foreign goalies playing time clarification</li> </ul>
1.2 Rel	4/4/2009	GB & NZIHL Committee/Delegates	<ul style="list-style-type: none"> <li>• updated 8.3 (a – vi) rule – NZ goalie playing requirement</li> <li>• added 8.3 (a – x) rule – financial support allowed for import players</li> </ul>
1.3 Rel	20/5/2009	Jerome Raatland/GB	<ul style="list-style-type: none"> <li>• 8.3 b) year requirement updates</li> </ul>
1.3a Rel	26/5/2009	GH/CR/G	Schedule update
1.3b Rel	17/7/2009	Coordinators	<ul style="list-style-type: none"> <li>• Amend rule 9.15 to read “Mandatory Suspensions”</li> <li>• Appendix 2 updates</li> </ul>
2.0 Draft	23/2/2010	GB	<ul style="list-style-type: none"> <li>• Update financial requirements for 2010</li> <li>• Amend Mouthguard &amp; Visor rules according to NZIHF Nationals Events Manual</li> <li>• Remove rule 9.15 (a) – Game misconduct in last 10 min of game</li> <li>• Update contact details for NZIHL officials</li> <li>• Add/modify rules 8.2 – 8.6 (allow for Overtime and Shoot Out rules)</li> </ul>
2.0a Rel	27/3/2010	Graeme Glass	<ul style="list-style-type: none"> <li>• Change to WAA vs STP schedule</li> </ul>
2.0b Rel	25/4/2010	Jerome Raatland	<ul style="list-style-type: none"> <li>• 8.3 Shoot out procedure update</li> </ul>
3.0 Rel	6/4/2011	Coordinators & GM	<ul style="list-style-type: none"> <li>• 3.3 b&amp;c update</li> <li>• 7.3 update</li> <li>• Appendix 1,2&amp;3 updates</li> </ul>
3.1 Rel	1/5/2011	Jeff Bonazzo	<ul style="list-style-type: none"> <li>• 8.2 Game Format added</li> <li>• Section 8 renumbering</li> <li>• Appendix 4 added</li> <li>• Formatting and spacing changes</li> </ul>
3.2 Rel	22/5/11	Günther Birgel	<ul style="list-style-type: none"> <li>• Update to 8.3 Overtime Format</li> <li>• App3 Schedule update to SoO game</li> <li>• App4 Pre Game count-down update</li> <li>• Appendix 6 payment schedule update</li> </ul>

4.0 Release	15/4/12	Günther Birgel	<ul style="list-style-type: none"> <li>• 3.3 (d) (ii) Import Players update</li> <li>• 3.3 (d) (iv) Youth and Junior players age requirement update</li> <li>• 7.1 Officials costs update</li> <li>• 7.3 Team Fees for 2012 update</li> <li>• 8.7 (b) Mouth Guards &amp; Throat and Face Cages wearing requirement update</li> <li>• 9 Disciplinary – align with new NZIHF rules</li> <li>• Appendices update</li> </ul>
4.1 Release	29/4/12	Günther Birgel	<ul style="list-style-type: none"> <li>• 8.7 (b) Mouth Guard rules update to align with IIHF Rule as published by P.Haxell</li> </ul>
5.0 Draft	14/10/12	GB & Committee	<ul style="list-style-type: none"> <li>• Updates according to meeting held on Oct 13 in Christchurch</li> </ul>
5.2 Draft	11/11/12	GB & Committee & Coaches	<ul style="list-style-type: none"> <li>• Updates after further feedback</li> </ul>
5.3 Draft	13/02/13	GB	<ul style="list-style-type: none"> <li>• Update to rule 10, Disciplinary Matters</li> <li>• Team fees payment dates</li> </ul>
5.4 Draft	3/3/13	Günther Birgel	<ul style="list-style-type: none"> <li>• 3. Amateur League update</li> <li>• Rule 5.3 (e) Player Naming update</li> <li>• 9.3 Overtime Format &amp; 9.3 Game Winning Shots Procedure aligned to IIHF rules</li> <li>• 9.7 (a) xi – removed</li> </ul>
5.5 Draft	17/2/13	GB & Committee	<ul style="list-style-type: none"> <li>• 4.3 (d) Assimilated Players 2013 season addition</li> <li>• 9.7 (b) Safety Equipment alignment with IIHF rules (Mouth Guards &amp; Throat &amp; Face Cages)</li> </ul>
5.7 Draft	17/3/13	GB & Committee	<ul style="list-style-type: none"> <li>• 4.3 (b) Naturalized Players add AU passport holders</li> </ul>
5.8 Draft	27/3/13	GB & Charlie Reid	<ul style="list-style-type: none"> <li>• Appendix 5 - Updated Officials pay to allow for 3 or 4 men system</li> </ul>
5.1 Rel	21/4/13	Anatoly K & GM	<ul style="list-style-type: none"> <li>• Purpose – change wording to “four” goals from three</li> </ul>
6.0 Draft		GB	<ul style="list-style-type: none"> <li>• In preparation of Nov 23 meeting</li> </ul>
6.0a Draft	4/2/14	GB	<ul style="list-style-type: none"> <li>• With feedback from above meeting</li> </ul>
1.2 Rel	24/3/14	GB & Committee	<ul style="list-style-type: none"> <li>• Updates according to AGM decisions</li> </ul>
1.3 Rel	1/5/14	KM	<ul style="list-style-type: none"> <li>• Update officials cost allowance</li> </ul>
1.4 Rel	21/5/14	GH JA	<ul style="list-style-type: none"> <li>• Reword “Reduce Ice Time Process”</li> <li>• Disciplinary Matters update</li> </ul>
2.3 Draft	4/3/15	GB	<ul style="list-style-type: none"> <li>• Updates according to Oct 14 meeting and AGM</li> </ul>
2015V1.0 Release	7/5/15	GB	<ul style="list-style-type: none"> <li>• Team payment amount update</li> <li>• Officials update</li> </ul>
2015V1.1 Release	1/6/15 12/6/15	GB AK	<ul style="list-style-type: none"> <li>• Rodney McMillin email address update</li> <li>• Correction Fees payment for 2015 and not 2014</li> </ul>

2016V1.0 Release	30/3/16	GB	<ul style="list-style-type: none"> <li>• Updates to points               <ul style="list-style-type: none"> <li>2.0</li> <li>4.1 (a) + (d)</li> <li>4.3 (d)</li> <li>5.3 (d) iii</li> <li>8.5</li> <li>9.6 (b)</li> <li>9.7 (a) xiv</li> <li>9.7 (b)</li> <li>10</li> <li>Appendix 1, 2, 3, 4, 6, 9</li> </ul> </li> </ul>
2017 V1.0 Update	20/02/17	PS	<ul style="list-style-type: none"> <li>• Updates to points               <ul style="list-style-type: none"> <li>4.3 (d)</li> <li>9.3</li> <li>Appendix 2, 3, 6, 9</li> </ul> </li> </ul>
2019 V3.0 update	14/05/19	PS	<ul style="list-style-type: none"> <li>• Remove points               <ul style="list-style-type: none"> <li>4.3(d)</li> <li>5.3(d)iii</li> </ul> </li> <li>• Update points               <ul style="list-style-type: none"> <li>5.3(c)iii</li> <li>9.1(c), (d) &amp; (e)</li> <li>9.7vii</li> </ul> </li> <li>• Update Appendix 1, 2 &amp; 3</li> <li>• Remove 9.7 A VIII</li> <li>• Rename 5.3 b</li> </ul>
			<ul style="list-style-type: none"> <li>•</li> </ul>