
Dunedin Ice Hockey Association

Rule Book

These rules were adopted by the Dunedin Ice Hockey Association on 06/11/2006

This is the official rule book of all in-house ice hockey games and leagues organized by the Dunedin Ice Hockey Association (DIHA). Except where stated in this rule book, all DIHA organized ice hockey games will follow International Ice Hockey (IIHF) regulations along with any New Zealand Ice Hockey Federation (NZIHF) modifications.

1 Definitions

- 1.1 League Committee: a group of people chosen by the Dunedin Ice Hockey Association committee to administer a particular competition.
- 1.2 DIHA: Dunedin Ice Hockey Association.
- 1.3 DIHA Committee: Dunedin Ice Hockey Association Committee.
- 1.4 IIHF: International Ice Hockey Federation.
- 1.5 League: a competition involving one or more games.
- 1.6 Game Officials: the referees, linesman, scorers and time-keepers of a game.
- 1.7 NZIHF: New Zealand Ice Hockey Federation.
- 1.8 Website: The Dunedin Ice Hockey Association Website, <http://www.dunedinicehockey.co.nz/>.
- 1.9 Slap Shot: Shot involving a wind up above the knee.

2 Game Rules

- 2.1 All DIHA organized ice hockey games will follow the IIHF Rule Book, with the following exceptions. Rules 210, 224, 225, 227, 600, 650 and 651 of the IIHF Rule Book are to be replaced with section 7 of this document, and Rule 420 is to be replaced with section 6.5 of this document.

3 Event Notice

- 3.1 All DIHA Leagues will provide an event notice in advance of all Leagues. The event notice will be published on the website and include the following details:
 - 3.1.1 The contact details for the League Committee.
 - 3.1.2 Dates of all games and days of the week they are held.
 - 3.1.3 A range of times in which the event will take place.
 - 3.1.4 Cost per player/team.
 - 3.1.5 Number of players allowed on a team.
 - 3.1.6 Average grade per team.
 - 3.1.7 Cost per game for casual players.
 - 3.1.8 Rules system being used (see section 6).
 - 3.1.9 Player grading restrictions – if applicable.
 - 3.1.10 Whether or not goalies count double for average grading purposes.
 - 3.1.11 Other player restrictions – age, attendance at a school or other institution.
 - 3.1.12 The teams who are competing or the number of teams who are invited to enter

4 DIHA Membership and Other Fees

- 4.1 All players wishing to compete in a DIHA organized competition must be registered as an associate or full member of the DIHA (this includes NZIHF registration).
- 4.2 No player will be allowed to play in a League until they have paid the full costs outlined in the Event Notice for that League.

- 4.3 Any player competing as a goalie may at the discretion of the League Committee be given a discounted deal on their competition registration costs. This will be recorded on the Event Notice.
- 4.4 Applications for refunds should be in writing and directed to the League Committee. No player will receive a refund from the League Committee if they register for a League and are then unable to play in all or part of it, except in exceptional or compassionate circumstances.

5 Player Dispensation

- 5.1 Players who are not eligible for the advertised league, as per the event notice, may apply to be accepted to play due to special circumstances.
- 5.2 If the League Committee is confident, in consultation with other players or officials who know the player, that their physical and playing ability is sufficient for the competition in which they are entered then special dispensation may be granted.

6 Playing Rules

- 6.1 There are three sets of playing rules which may be followed by any competition under the DIHA umbrella. The rules used in a League must be outlined on the Event Notice.
- 6.2 Rules: Full-contact: Rules in relation to contact are played in accordance with the IIHF Rule Book. There will be no limits to the use of the 'slap' shot.
- 6.3 Rules: Non-checking: Rules in relation to contact are played in accordance with the IIHF Rule Book except players who make a direct body check will be assessed at the discretion of the referee a minor penalty or major penalty plus game misconduct penalty. There will be no limits to the use of the 'slap' shot.
- 6.4 Rules: Non-checking, No Slap-Shots: Rules in relation to contact are played in accordance with the IIHF Rule Book except players who make a direct body check will be assessed at the discretion of the referee a minor penalty or major penalty plus game misconduct penalty. Any player who uses the 'slap shot' will be assessed a minor penalty.
- 6.5 All Dunedin Ice Hockey Association games will run with either 15 minute, or 20 minute periods. This information, along with the nature of the clock ('stop' or 'running') will be advertised on the Event Notice.

7 Equipment requirements

- 7.1 Rules 210, 224, 225, 227, 600, 650 and 651 of the IIHF Rule Book are replaced with the following.
- 7.2 All players must properly wear shin guards, elbow pads and gloves designed for the purpose of playing ice/inline hockey, except for as exempted by rule 7.5, and an internal mouthpiece, H.E.C.C. approved helmet and at least an H.E.C.C approved half-visor or half-cage.
- 7.3 All players under 18 years old must also wear a throat protector and full-face cage or visor.
- 7.4 All infractions relating to the wearing of equipment will be penalized under rule 555 of the IIHF Rule Book.
- 7.5 Leagues playing under 'Non-Checking No Slap-Shots' rules shall not require elbow pads, shin pads, or gloves to be designed for the purpose of playing hockey. Protective equipment designed for other sports will suffice.
- 7.6 Teams may either supply their own, or request DIHA uniforms for use for their team.

- 7.7 The League Committee will provide an alternative uniform in the event of a clash between team colours.

8 Ice Grooming

- 8.1 Players are not allowed on the ice while it is being groomed.
- 8.2 At the discretion of the referee, any players caught on the ice while grooming is in progress, or before the referees let players onto the ice, may not be allowed to compete in their next game.

9 Leagues

- 9.1 The following rules only apply to leagues for which an Event Notice has been issued.
- 9.2 The event notice of each league may or may not allow the entry of entire teams. If this is the case, several rules below do not apply.
- 9.3 Teams may either register as a new team or as an existing team.
- 9.4 All team registrations must be completed on a Team Registration Form.
- 9.5 Permanent alterations to a team roster, once submitted, must follow the rules indicated in section 10, and be accepted by the League Committee.
- 9.6 The average grade of all players in a team must come under the Average Grade indicated on the Event Notice.
- 9.7 The League Committee may alter the Average Grade once all entries have been received. All teams will be informed of any changes immediately, and will have the opportunity to make adjustments to their team. The altered Average Grade will be noted on an amended Event Notice.
- 9.8 Players who sign up as an individual, will either be collated together into a new team organised by the league committee, or registered into the draft pool.
- 9.9 Players registered into the draft pool will be available for existing teams to recruit. The process by which teams may recruit players from the draft pool is outlined in section 10.
- 9.10 All team entries are subject to approval by the league committee.
- 9.11 The league committee reserves the right in to alter the player roster of any team.
- 9.12 Players may not be on multiple team rosters within the same league.
- 9.13 All new teams are recommended to contact the League Committee by email at least one month before the start of the league.
- 9.14 Any teams which compete with illegal players will be considered to default their game. For statistical purposes a score of 0 – 5 will be recorded.

10 Draft Pool

- 10.1 All new players who are not part of a team will be placed into a Draft Pool for picking by the teams.
- 10.2 Players may refuse to play for the team that selects them.
- 10.3 Prior to each League, any new players wishing to compete will need to be graded (see section 12). The players will then either be recruited directly by new teams or placed into the draft pool for existing teams to recruit them, by the following method:
- 10.3.1 New teams will have first pick of players in the draft.
- 10.3.2 New teams may also approach players from existing teams, as long as they do not 'strip' entire teams.

- 10.3.3 Once any new teams are formed, all teams are listed in reverse order of average player grade.
- 10.3.4 Teams then have the opportunity to pick up players from the draft in the order of the list. Teams choose one player before the next team gets their choice, once all teams have chosen one player the process is repeated.
- 10.3.5 The League Committee has the power, if it feels any team is of an inappropriate size or quality, to close down that team and return all its players to the draft.

11 Casual Players

- 11.1 Players who are not currently on a Team Roster in a League, may play for a team on a casual basis.
- 11.2 Casual Players must be registered with the DIHA.
- 11.3 Casual players must fall within the Grade Range outlined on the Event Notice.
- 11.4 Casual players must pay the fee outlined on the event notice, to the Team Manager. The Team Manager must have the player added to the scoresheet for the game, and present the casual fee to the scoreboard, before the game.

12 Grading of players

- 12.1 Most players who have competed in DIHA organized events or attended DIHA organized practices within twelve months of the start of the first game of a league will be graded by the league committee from existing knowledge.
- 12.2 New players or those who have not played for long periods of time will most likely need to attend a grading session.
- 12.3 Whether a player needs to attend a grading session or not will be decided at the discretion of the League Committee.
- 12.4 Grading sessions may involve attending an existing friendly game or practice session at which the player is graded by a person chosen by the League Committee.
- 12.5 Information about grading sessions will be available in the event notice of each league.
- 12.6 Players who are unable to attend a grading session, should request a provisional paper grading from the League Committee. A provisional grade may be higher than a final grading, which will then take place during the League. The provisional grading will stand for the length of the League.
- 12.7 A grading of zero is a player who can not skate and a grading of 10 is a player whose level of play is equivalent to or higher than that of members of the New Zealand Ice Blacks.
- 12.8 In some circumstances players may be given different grades by different Leagues.
- 12.9 Goalies may be counted as multiple players towards the average grade of a team. If this is the case this information will be provided on the Event Notice.
- 12.10 Player gradings will be reassessed before the beginning of each new season but not during.

13 Event standings

- 13.1 Ties in round robin games will be declared as a draw. Ties in semi-finals and finals will be resolved by the rules 421 and 508 from the IIHF Rule Book 2002 to 2006.
- 13.2 Points for event standings will be given as follows:

- 13.2.1 Two points for a win
- 13.2.2 One point for a draw
- 13.2.3 Zero points for a loss
- 13.3 If teams in a competition are tied on points, then the standings will be determined in the following order:
 - 13.3.1 Best goal differential
 - 13.3.2 Winner of their previous head to head encounter
 - 13.3.3 Greatest number of goals
 - 13.3.4 Coin toss (conducted by a non-playing member of the competition or DIHA committees)

14 Disciplinary Hearings

- 14.1 The League committee will have the power to call players before a Disciplinary Hearing, as a result of game misconduct, or match penalties arising from any game run in the League, and to apply further penalties which they consider relevant.
- 14.2 Any incident arising from a game, must be noted on the scoresheet submitted for the game. It is the referee's responsibility to ensure that this occurs at the time of the incident. Referees must submit a full written report of the incident, which must be available at the hearing.
- 14.3 The player must be informed of any charge to be brought against them as soon as possible, and must have sufficient time to find witnesses and prepare a defense.
- 14.4 Any hearing must be completed within 5 days of the incident. During this time, the player may not play in any games of the league in which the incident arose.
- 14.5 It is preferable that the accused player be present at any hearing, but if this is not possible the hearing will go ahead without them.
- 14.6 Any disciplinary hearing will include four members of the League committee, none of whom must be on one of the two teams involved in the alleged incident, or a close friend or family member of the accused. These members will be appointed by the League Committee chair, who will also appoint a chair for the hearing.
- 14.7 The accused is entitled to have a support person present. If under 18, they are additionally entitled to have a parent or guardian present.
- 14.8 The committee shall hear from the person or people bringing the charge (referee, another team or player), and any witnesses that they call.
- 14.9 The committee will then hear from the accused, and any witnesses that they wish to call.
- 14.10 The committee will then deliberate in private.
- 14.11 If the accused is found to be guilty of the charge, the committee may then:
 - 14.11.1 Apply no further punishment.
 - 14.11.2 Ban the player from further games of the league.
 - 14.11.3 Recommend more serious penalties to the Dunedin Ice Hockey Association.
- 14.12 In order to serve banned games, a player must be listed as not playing on the scoresheet of all games during the ban. It is the responsibility of the Team Manager to ensure that this is done.
- 14.13 Bans applied in one league, not completed prior to the league finishing, will carry over to future leagues run by the Dunedin Ice Hockey Association.

- 14.14 In considering the severity of any punishment, the committee should consider any previous disciplinary hearings in the previous two years, where the accused has been found guilty, and the impacts of the accused actions (injuring another player, bringing the game into disrepute etc).
- 14.15 The committee may put players on 'good behaviour bans', where a ban is held back for the period of up to a calendar year. If that player is found guilty at any subsequent disciplinary hearing, then both bans may be sequentially applied. If the player is not found guilty during the time period, the ban is never served.
- 14.16 The results of the hearing must be delivered to the accused in writing.
- 14.17 Minutes of all hearings must be recorded and submitted to the Dunedin Ice Hockey Association secretary.