

Inline Hockey New Zealand: Inter Regionals Event Notice 2022

Organising Authority:

The Organising Authority of the 2022 Inter Regionals Event is the IHNZ board.

An organising committee consisting of representatives from the IHNZ board, the host club and any other IHNZ members appointed for the purposes of running the event.

Note: The IHNZ/NZIHA reserve the right to make administrative changes if/as necessary.

Rules:

The 2022 Inter-Regionals Event will be conducted under a collaboration of the following; the IHNZ Constitution, IHNZ Policy, the Official IHNZ Rule Book and this document.

Where the Official Rule Book and this event notice conflict, the event notice will take priority.

1. Sportsmanship:

All Players, Coaches, Officials and Spectators will be expected to conduct themselves in an appropriate manner that promotes a positive environment that complies with the provisions of the relevant IHNZ Code of Conduct and Event Notice Rules.

The Event organisers hosting any IHNZ event will take all matters of physical and verbal abuse seriously and will not hesitate to manage this appropriately, which may include being evicted/trespassed from the facility.

All parties are expected to observe the following, on and off the rink:

- Treat each other with respect
- Observe appropriate standards for developing our members.
- Provide a safe playing environment for all participants.
- Show proper respect for referees, coaches and all other officials.
- Refrain from using inappropriate language.
- Show respect for the facilities provided for inline hockey.
- Abide by rink rules.

2. Drug Free Policy:

<https://drugfreesport.org.nz/national-sports-organisations/the-anti-doping-rules/>

3. Eligibility – Teams and Grades:

All players must hold current IHNZ registration within the region they are playing for prior to competing and must be registered.

All team officials must also be registered with IHNZ.

For age grade eligibility players must be under the designated age on January 1st, 2022.

IHNZ will determine grades based on eligible player numbers across regions. Proposed grades are as follows:

- 10U,
- 12U,
- 14U,
- 16U,
- Junior Women (14 and Under),
- 18U,
- Senior Men/Premiers,
- Senior Women (15 and Over),
- Masters (35 years and Over).
- Each Region may enter one team in each grade subject to there being a minimum of two teams in the grade being contested.

Grades may be removed where there are insufficient entries.

Players can play for only one team with the following exception.

Special Note:

18U Grade Criteria:

In the interest of ensuring a viable grade please note:

1 - cannot play more than 2 grades

- 2 - excluding your goalies, you cannot have more 16U players than your 18U's, they must be equal to or less
- 3 - 16U can only be used to get the roster full to a maximum of 8 + goalie
- 4 - 18U players cannot be dropped to pick up a 16U player
- 5 - Once players play at prem or senior level they cannot play down at 18U
- 6 - This applies to Regional leagues, Inter Regionals and Nationals

This will be reviewed at the end of the season.

4. Dispensations:

May occur at times subject to the agreement of the Inter Regional Dispensation Committee to enable team viability and must be completed on the IHNZ Dispensation Form in the time frame specified.

5. Entries and Fees:

Each region shall enter their team using the official entry form to be made available online. Team rosters can be updated until the first game from which point onwards, no players may be added.

Entry fees are \$550 (incl. GST) per team.

Should a team withdraw after officially entering, the team will forfeit the entry fee and may have an additional withdrawal penalty imposed at the discretion of the IHNZ Board.

6. Draw:

The draw for the Inter-Regional Championships will be posted on the Inline Hockey New Zealand website (www.inlinehockeynz.org.nz). Changes to the draw will be made available on notice boards at the rink and the website.

7. Score Book and Results:

The IHNZ official score sheet shall be used for all games including those defaulted or forfeited.

Each team may request a copy of the score sheet from the host rink.

It is the responsibility of the team manager to ensure the team roster is correct before the start of the game.

Final game results are recorded on the official score sheets and completed score sheets must be uploaded to the link provided here. Copies are to be available to both teams participating in each game.

8. Definition of Default, Forfeit and Game Points:

If a team does not plan to turn up on game day and do not step on the rink, then the game is lost by default.

If a team plays ineligible players, then the game is a forfeit.

In each grade the games points awards shall be as follows.

A Default shall be recorded as a win to the non-offending team.

Win	2 Points
Draw	1 Point
Loss	0 Points
Default	-1 point to the offending team.

Results:

Two Team Tie Breaker

Most Points - The placement of teams within each pool shall be according to the *most number of points accumulated in round-robin play*. If after addition of points, two or more teams are determined to possess an equal amount of points in the round robin, the team's position is determined as follows:

- (a) **Head to Head** - The victor of the head-to-head competition in the round-robin shall be awarded the higher placement position
- (b) **Most Wins** - If a tie remains, the highest total of wins among the tied teams, during all games in the round robin
- (c) **Goal Differential** - If a tie remains, the best goals differential between goals-scored and goals-against in the round robin (ex. GS 8, GA 3 - Result +5).
- (d) **Goals Against** – If a tie still results, the team with the lowest number of goals-against for the entire round robin shall be used to determine position for the tied teams.
- (e) **Goals For** – If a tie still results, the highest total of goals scored for the entire round robin shall be used to determine for the tied teams
- (f) **Shootout** – If teams are tied after applying the above criteria, a shootout will take place as defined in Rule 1.3(e) of the IHNZ Rule Book.

Three or more team Tie Breaker

Most Points - The placement of teams within each pool shall be according to the *most number of points accumulated in the round-robin*. If after addition of points, two or more teams are determined to possess an equal amount of points in round robin, the team's position is determined as follows:

- (a) **Most Wins** - If a tie remains, the highest total of wins among the tied teams, during all games in the round robin.
- (b) **Partial Goal Differential** If a tie remains, the best goals differential between goals-scored and goals-against among the tied teams.
- (c) **Total Goal Differential** If a tie remains, the best goals differential between goals-scored and goals-against in the round robin.
- (d) **Goals Against** - If a tie still results, the team with the lowest total number of goals-against for the entire round robin shall be used to determine position for the tied teams.
- (e) **Goals For** - If a tie still results, the highest total of goals scored for the entire round robin shall be used to determine position for the tied teams.

When one team is eliminated in the criteria listed above, the remaining teams (if 3 more then 2) will start from Point 1 Most Wins.

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9. Venue and Date

The event is scheduled for the 21 - 24 July 2022 at the Jubilee Stadium, Whanganui. Any changes to these dates will be advised as soon as possible.

10. Results:

If the addition of points brings two or more teams to an equal amount of points at the end of the round and positions are required. The final rank will be determined using the tie break process in order as follows:

A. When only 2 teams are on equal points the victor of the head-to-head within the competition shall be awarded the higher rank. Where there have been multiple rounds the winner of most head to head competition wins. eg: Game 1: Team X 5 goal vs Team Y 2 goals, Game 2: Team X 2 goals vs Team Y 2 goals. Team X has more wins against team Y and is ranked higher.

B. Goals For Goals Against Differential. Take the goals the teams score and subtract the goals against for all games in the round. eg: Team X scored 21 goals and had 16 against for a differential of 5 goals. Team Y scored 28 goals and had 17 against for a differential of 11. Team Y is ranked higher due to a higher differential.

C. Goals Against. The highest ranked team has the lowest goals against for the whole round. eg: Team X has 6 goals against and Team Y as 5 goals against. Team Y is ranked higher than Team X.

D. The team with the least penalty minutes for the entire round is ranked highest.

E. The tied teams will dress players and proceed with a penalty shoot out, at a time set by the Event Organising Committee.

Where more than 2 teams are tied. The tie break sequence is used to identify the highest rank team. Once the highest rank team has been removed begin the tie break process again from Head to head. eg: Team X, Team Y and Team Z are all on equal points. Team Y has the best

Goals Against Differential so is ranked highest.

Now Team X and Team Z need to be ranked so we start with head to head. Team X won the game against team Z. Final Ranking is: Team Y First, Team X second and Team Z third.

11. Interregional Trophies and Prizes:

The Interregional Trophy is awarded to the winning region – that is, the region with the most grade points.

Grade points:

3 points for 1st place in grade,

2 points for 2nd place in grade,

1 point for 3rd place in grade.

If, after grade points are accounted for, two or more regions are tied, the following steps shall be taken to resolve the tie:

- The placing shall be determined by a head-to-head calculation comparing the tied regions
- In the event that a tie still exists, the placing shall be awarded to the region winning the most first places comparing the tied regions

Players and team officials will be awarded medals:

- First placed team in each grade - Gold medal
- Second placed team in each grade – Silver medal
- Third placed team in each grade – Bronze medal

12. Disciplinary Procedures:

The IHNZ Disciplinary Procedures shall be used at all levels and events.

13. Protests:

Protests must be notified to the Tournament Office by the Team Manager, or Coach no later than 60 minutes after the completion of the game.

All protests are to be accompanied by a fee of \$100 which is refundable if the protest is upheld.