

**Inline Hockey New Zealand:
National Premier League (IHNZPL)
Event Notice 2024**

Organising Authority:

The Organising Authority of the 2024 National Premier League (IHNZPL) is the IHNZ Board. The IHNZ Board will appoint an IHNZPL Chair to oversee the league. The chair can at their discretion nominate an organising committee that can consist of representatives from the IHNZ Board, the host club and any other IHNZ members appointed for the purposes of running the league.

Note: IHNZ reserve the right to make administrative changes if/as necessary throughout the season.

Rules:

The 2024 Inline Hockey New Zealand National Premier League (IHNZPL) will be conducted under a collaboration of the following; the IHNZ Constitution, IHNZ Policies, the Official IHNZ Rule Book and this event notice.

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

In the event that a rule is unclear, and clarification is required, the IHNZPL Chair's written ruling will be considered final.

1. Eligibility – Players, Teams and Clubs:

- 1.1 All players must hold current IHNZ registration for the club they are playing for prior to competing in any IHNZPL league game or any IHNZ sanctioned tournament.
- 1.2 All team officials must also be registered with IHNZ and identified on all game sheets.
- 1.3 IHNZPL Players must be living in New Zealand and able to produce proof satisfactory to the IHNZ Board upon request.
- 1.4 All IHNZPL teams must be associated with a club and are under the authority of their associated club.
- 1.5 For age grade eligibility players must be 17 years of age or older as of Jan 1, 2024.
- 1.6 Players can play for only **one team** during the IHNZPL league and at the National Club Championships, subject to rule 1.7
- 1.7 During the IHNZPL, players may be called upon to support an IHNZPL team per the below:
 - a) IHNZPL teams may call up players from Senior A, Senior Women, Senior B, Masters or 18U from within their own club.
 - b) IHNZPL teams may call up goalies from Senior A, Senior Women, Senior B, Masters or 18U from any club.

- c) Players and goalies may be called up a maximum of four times during the IHNZPL season or over one competitive weekend that exceeds four games. A team utilising a player or goalie beyond the aforementioned will forfeit any additional games the player or goalie played in.
- d) In addition to 1.7(c) players may call up a player or goalie for the entire National Tournament if doing so does not exceed the maximum roster size per 2.1 and in accordance with rules 1.7a and 1.7b. That player can only play for one team at Nationals.

2. IHNZPL Rosters:

- 2.1 IHNZPL Rosters will be composed of 12 players and up to 2 Goalies.
- 2.2 Eight players of an IHNZPL team must have been registered with the team's club the previous season.
- 2.3 Three weeks prior to the first game of the season all IHNZPL teams will submit their initial roster consisting of no less than 8 players (including goalies) to the IHNZPL Chair or their designate. (exact date and time to be provided by the IHNZPL Chair)

Players who are not rostered will have 48 hours to register via IHNZ to be on the approved free agency list.

After forty-eight hours from when initial rosters are submitted, teams will be provided with the approved free agency list of all players not selected to a current team roster that wish to be considered to play in the IHNZPL. Teams will then have up to one week before the first league game to add any additional players to their roster from the approved list.

One week prior to the first league game (exact date and time to be provided by the IHNZPL Chair) teams will submit their final season roster. At this time, rosters will be locked for the season and no further changes will be allowed.

3. Entries and Fees:

- 3.1 Each club shall enter their team using the official entry form to be made available online.
- 3.2 Entry fees for the league are \$1250 including GST payable by 28 Feb 2024. (Does not include National Championships)
- 3.3 Should a team withdraw after officially entering, the team will forfeit the entry fee.

4. League Format:

- 4.1 Teams will be broken into two division: North and South
Teams in each division will be determined once all team entries are submitted.
- 4.2 The IHNZPL will be run in 4 rounds as follows:
 - Two divisional rounds where teams will play other teams from their own division
 - Two cross-divisional rounds where teams will play the teams from the other division
- 4.3 The draw for the IHNZPL will be posted on the Inline Hockey New Zealand website (www.inlinehockeynz.org.nz), and emailed to all clubs.
- 4.4 Teams must compete in all games to be eligible for the Presidents Trophy and the National Tournament.

- 4.4 Any changes or amendments to any draws are at the discretion of IHNZ in conjunction with the hosting club.
- 4.5 IHNZNPL points shall be awarded as follows.

Win	2 Points
Draw	1 Point
Loss	0 Points
Forfeit	-2 points to the offending team.

5. League Playoffs

- The top two teams in each division based on points will advance to the league playoff weekend to be held at the same time as the junior interconference tournament in September.
- The first-place team from the North division will play the second-place team from the South division and the first-place team from the South division will play the second-place team from the North division in a best of two semi-final playoff series.
- The winner of the semifinal playoff series will be the team that wins both games or in the event each team wins one game the team that has the better goals for and against differential.
- The winners of the two-playoff series will advance to the Presidents Cup final which will be a best of three series.
- The losers of the two-playoff series will advance to a best of three bronze medal round.

6. Nationals

- 6.1.1 The top four teams from each division based on points will be eligible for the National Championship tournament.
- 6.1.2 In the event that a fifth-place team from one division has more points than the fourth place team from the other division the fifth place team will cross over and replace the fourth place team at the National Championship tournament.

7. Tie Breakers

Two Team Tie Breaker

7.1 Most Points - The placement of teams within each division shall be according to *the highest number of points accumulated in league play*. If after the addition of points, two teams are determined to possess an equal number of points, the team's final position is determined as follows:

- i. **Head-to-Head** - The victor of the head-to-head series in league play shall be awarded the higher placement position.

- ii. **Divisional Play** – The team with the highest number of points for games played within their division shall be awarded the higher placement position.
- iii. **Most Wins** - If a tie remains, the highest total of wins among the tied teams, during all games in league play.
- iv. **Goal Differential** - If a tie remains, the best goals differential between goals-scored and goals-against in league play (ex. GS 8, GA 3 - Result +5).
- v. **Goals Against** – If a tie still results, the team with the lowest number of goals-against for league play shall be used to determine position for the tied teams.
- vi. **Goals For** – If a tie still results, the highest total of goals scored for the entire league play shall be used to determine for the tied teams.
- vii. **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

7.2 Most Points - The placement of teams within each division shall be according to *the highest number of points accumulated in league play*. If after the addition of points, three or more teams are determined to possess an equal number of points, the team's final position is determined as follows:

- i. **Divisional Play** – The team with the highest number of points for games played within their division shall be awarded the higher placement position.
- ii. **Most Wins** – If a tie remains, the highest total of wins among the tied teams, during all games in league play.
- iii. **Partial Goal Differential** - If a tie remains, the best goals differential between goals-scored and goals-against among tied teams.
- iv. **Total Goal Differential** - If a tie remains, the best goals differential between goals-scored and goals-against in all league play.
- v. **Goals Against** – If a tie still results, the team with the lowest number of goals-against for the entire league play shall be used to determine position for the tied teams.
- vi. **Goals For** – If a tie still results, the highest total of goals scored for the entire league play shall be used to determine for the tied teams.
- vii. **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
- viii. When one team is eliminated in the criteria listed above, the remaining teams (if 3 more, then 2) will start from Point 1 Divisional Play

8. Forfeit:

- 8.1 If a team does not turn up, plan to turn up or does not step on the rink for the scheduled game, play illegal players or is unable to field the required number of players to start or continue the game, then the game is lost by forfeit.
- 8.2 A forfeit shall be recorded as a 5:0 win to the non-offending team. The forfeiting team, while still in round robin play, shall be penalised minus 2 points for that game.
- 8.3 A fee of \$250.00 per game will be applicable to any team that loses a game by forfeit. This fee must be paid prior to any further participation in IHNZ sanctioned games or events by the team or any of the team's players.

9. Sponsorship and Promotion

- 9.1 Any person wishing to or intending to use any commercial sponsorship, advertising, or promotion at any IHNZ sanctioned events must gain the prior written approval from IHNZ submitted through the league chair.
- 9.2 Sponsorship on club/team uniforms will generally be exempt from rule 9.1 but needs prior approval from IHNZ.
- 9.3 IHNZ reserves the right to permit or refuse any application for commercial sponsorship, advertising, or promotion.
- 9.4 All players are expected to be available for interviews and other promotional activities as requested by IHNZ through the IHNZPL Chair or their designate. Failure to participate in promotion of the league by a player may result in a monetary penalty or game(s) suspension.

10. Force Majeure

- 10.1 In the event of unforeseen circumstances beyond the control of league organisers any scheduled game needing to be delayed, postponed or cancelled is at the discretion of the League Chairperson who will take all necessary steps to mitigate the impact on the overall integrity of the event. Unforeseen circumstances may be described as natural disasters, severe weather conditions, medical emergencies, rink playability or any other significant events or occurrences directly impacting on a team or player's safety to participate.