

**Inline Hockey New Zealand:
National Senior League (IHNZNSL)
National Masters League (IHNZNML)
Event Notice 2025**

Organising Authority:

The Organising Authority of the 2025 League (both IHNZNSL and IHNZNML) is the IHNZ Board.

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

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

Rules:

The 2025 Inline Hockey New Zealand National Senior League and Masters League 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/club organisers hosting any IHNZ or club run 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 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 Clubs:

- 3.1 All players must hold current IHNZ registration for the club they are playing for prior to competing in any inline hockey games in order to be eligible for participation at the IHNZ NSL and IHNZ NML 2025.
- 3.2 All team officials must also be registered with IHNZ.
- 3.3 For NML eligibility, players must be over the age of 35 on January 1, 2025.
- 3.4 For SNL eligibility, players must be over the age of 18 on January 1, 2025
- 3.4 Players can play for **one team** only.
- 3.5 A team utilising a player beyond the aforementioned will forfeit the game the player played in.
- 3.7 Players and teams must play a minimum of 2 out of the 3 NSL or NML weekends to be eligible for Nationals Championships without needing to apply for Dispensation.
- 3.8 International players must attend a minimum of 2 out of 3 of the NPL weekends to be eligible for National Championships.

4. IHNZ NSL and IHNZ NML Qualification:

- 4.1 Players must play for a club within the Conference in which they reside.
- 4.2 Players that have been playing for a club outside of the Conference area where they reside prior to 1 January 2025, shall be exempt from rule 4.1 until:
 - (a) they decide to play for a club in the Conference area which they reside, or
 - (b) they move to another/new club.
- 4.3 If a player wishes to play for another club after having registered or commenced playing in the IHNZ SNL or IHNZ NML, they must apply for a transfer. Transfers must be applied for and granted prior to the commencement of each IHNZ SNL or IHNZ NML event.

5. Dispensations:

- 5.1 May occur at times subject to the agreement of the National Dispensation Committee. All dispensations for the IHNZ NSL or IHNZ NML may happen at any time before or during the League. This is to enable a fair and viable competition to be played across all grades.
- 5.2 Dispensations that are approved for IHNZ NSL or IHNZ NML participation will be binding on National Club Championship eligibility and/or participation.
- 5.3 Dispensations must be submitted on the IHNZ Dispensation form to IHNZ.

6. Entries and Fees:

- 6.1 Each club shall enter their team using the official entry form via Esports online. Team rosters can be updated until the first game at which point no players may be added.
- 6.2 Entry fees are \$1250 per team for the league if paid in one lump sum on team registration. If entry fees are paid 2 weeks prior to each IHNZ NSL or IHNZ NML tournament they are as follows:
- Round 1 - Venue – Date - \$450 GST Inclusive
 - Round 2 - Venue – Date - \$450 GST Inclusive
 - Round 3 - Venue – Date - \$450 GST Inclusive
- 6.3 Should a team withdraw after officially entering, the team will forfeit the entry fee.

7. Draw:

- 7.1 The IHNZ NSL or IHNZ NML will be run in 3 rounds as follows and will be known as the trophy or cup name:
- NAME OF TROPHY Round 1 - Venue – Date
 - NAME OF TROPHY Round 2 - Venue – Date
 - NAME OF TROPHY Round 3 - Venue – Date
- 7.2 The draw for the IHNZ NSL or IHNZ NML will be posted on the Inline Hockey New Zealand website (www.inlinehockeynz.org.nz), and emailed to all clubs.
- 7.3 Changes to the draw will be made available on notice boards at the rink and the website.
- 7.4 Any changes or amendments to any draws are at the discretion of IHNZ in conjunction with the hosting club.

8. Score Book and Results:

- 8.1 The IHNZ official score sheet shall be used for all games including those forfeited and will be via Esports.
- 8.2 Each team may request a copy of the score sheet from the Event Manager.
- 8.3 Score sheets for all IHNZ NSL or IHNZ NML games are to be made available to IHNZ officials upon request.
- 8.4 It is the responsibility of the Team Manager to ensure the team roster is correct before the start of each game in the IHNZ NSL or IHNZ NML. Rosters will be loaded into Esports for the recording of results and collection of statistics.

8.5 Final game results are recorded on the official score sheets. Copies are to be available to both teams participating in each game and must be uploaded at the completion of the game to Esports and can be viewed via the IHNZ Esports system

9. Stop Time:

9.1 All IHNZ NSL or IHNZ NML games will be played according to the 2025 rule book and per specific tournament event notices.

10. Results:

10.1 In each grade during the IHNZ NSL or IHNZ NML points shall be awarded as follows.

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

10.2 At the completion of the IHNZ NSL or IHNZ NML all points will be added up from the rounds with the trophy or cup awarded to the team with the most points. Points will be awarded per tournament as below:

Tournament Finish	NZIHPL Points
1st	6
2nd	5
3rd	4
4th	3
5th	2
6th	1
7 and greater	0

Two Team Tie Breaker

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

- i. **Head-to-Head** - The victor of the head-to-head competition in the round-robin 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 the round robin.
- iii. **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).
- iv. **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.
- v. **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.
- vi. **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

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

- i. **Most Wins** – If a tie remains, the highest total of wins among the tied teams, during all games in the round robin.
- ii. **Partial Goal Differential** - If a tie remains, the best goals differential between goals-scored and goals-against among tied teams.
- iii. **Total Goal Differential** - If a tie remains, the best goals differential between goals-scored and goals-against in the round robin.
- iv. **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.
- v. **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.
- vi. **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.
- vii. **Most Wins** - If a tie remains, the highest total of wins among the tied teams, during all games in the round robin.

- 10.5 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**.

11. Play Off Tie Breakers:

- 11.1 Game results are required with tie breakers carried out as per Rule 1.3 of the IHNZ Rule Book.

12. Forfeit:

- 12.1 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.
- 12.2 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.
- 12.3 A fee of **\$250.00** 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.

13. Disciplinary Procedures:

- 13.1 The IHNZ Disputes and Disciplinary Policy 2021 shall be used during the IHNZ NSL or IHNZ NML.

14. Protests:

- 14.1 Protests must be notified in writing to the Event Manager by the Team Manager, Coach, or other club official no later than 60 minutes after the completion of the game.
- 14.2 All protests are to be accompanied by a fee of \$200 which is refundable if the protest is upheld.

15. Sponsorship

- 15.1 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.
- 15.2 Sponsorship on club/team uniforms will generally be exempt from rule 15.1 unless advised otherwise by IHNZ.
- 15.3 IHNZ reserves the right to permit or refuse any application for commercial sponsorship, advertising, or promotion.