



# **ICE HOCKEY VICTORIA**

## **2011 Finals Series Regulations**

**Version: 1.00**

## DOCUMENT CONTROL SHEET

### Document History

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## 1. General Matters

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### 1.1 Declaration

These Regulations apply to the 2011 Winter Competition Finals Series and are applicable to all grades with finals series as part of their season.

They are an extract from the IHV Game Administration Regulations for 2011 v1.00 published at the commencement of the 2011 season. If there are any conflicts between that document and this, this document will prevail.

### 1.2 Application

1. These Regulations are made by IHV under Clause 23 of IHV's Constitution and By-Laws in pursuit of the objectives of IHV. These Regulations are binding on all IHV bodies and committees, sanctioned leagues, to all Member Associations, their constituent bodies, Clubs, teams, players, officials, members and any person or body whatsoever associated as regards to competitions of IHV
2. The IHV Committee of Management (the Committee) may from time to time amend these Game Administration Regulations
3. Subject to IHV rules outlined in this document the game of ice hockey in Victoria is played under the rules of the Ice Hockey Australia (IHA) and the International Ice Hockey Federation, as explained in the current IIHF Rule Book. The IIHF Rules for ice hockey can be viewed at [www.iihf.com](http://www.iihf.com) .

### 1.3 Jurisdiction – Players and Officials

1. All clubs, teams, players, team officials and game officials who participate in sanctioned league games in Victoria must be under the jurisdiction of IHV, their member Club or Association.
2. Players registered to participate in IHV sanctioned recreational competitions or activities will be under the direct jurisdiction of IHV.
3. Players registered to participate in IHV sanctioned Junior Hockey competitions or activities will be under the direct jurisdiction of IHV.
4. Players registered to participate in IHV sanctioned IHV Development House League are under the direct jurisdiction of IHV and IHV Development Council.

### 1.4 Statistics

1. IHV does not record Player Statistics for the finals series. All IHV awards determined by statistics are based on the position as at completion of the round robin home and away series.

## 1.5 Disputes

1. Any disputes over the interpretation and application of these rules and regulations are to be decided by the IHV Executive. This excludes appeals in respect to Tribunal decisions or automatic penalties awarded during games as these are subject to the standard Tribunal regulations and process.
2. Given the tight time frame applicable to the Finals series, a Club, IHV Committee Member, IHV Senior or Junior Committee Member or Junior Team Manager wishing to appeal to the Committee for a review of a decision must do so within 2 hours of that decision being made by the Executive or upon completion of the game by submitting their request in writing outlining the reasons for, and the basis of, their appeal. Email notification will be accepted.
3. Apart from a member of the Committee an individual cannot lodge an appeal direct and must do so via their Club, Junior Team Manager or the IHV Junior Committee of Management. Appeals lodged by a Club must be on club letterhead and signed by the Club President or Club Secretary. If the original appeal is lodged via email then the email must be immediately followed up by a submission on club letterhead as outlined.
4. The Committee may or may not elect to hear an appeal.
5. If the Committee elects to hear the appeal the Club's delegate and/or President or Team Manager in the case of a Junior Team, must appear in person to present the appeal. The appealing Club will not be permitted a vote when the Committee decides on the appeal outcome.
6. If a Committee member lodges an appeal then they must appear in person to present their appeal and will not be permitted to vote when the Committee decides on the appeal outcome.
7. The decision of the IHV Committee of Management is final and binding on all parties.

## 2. FINALS SERIES

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### 2.1 General

1. At the conclusion of the season of Round Robin inter-club matches, a series of finals matches to decide the Premiership for each grade will be played.
2. At the time of fixing the playing schedule in each season the Committee will decide the number of games to be played in the Grand Final series referred to in these sub-clauses.
3. No team is to be allowed to play in final series if they have not paid all outstanding fee's before their last home & away game
4. Any disputes of any kind regarding the final series will be decided by the Committee.

### 2.2 Play-off Determination

1. In the event of the scheduled number of inter-team matches not being completed by the end of the season, the final standing of each team on the ladder will be determined by calculating the proportion of goals scored for and against each team using the following formula:

$$\text{Percentage} = (\text{goals for}) / (\text{goals for} + \text{goals against}) \times 100$$

2. The team having the highest proportion shall be assigned first place on the ladder with the other teams being placed in descending order according to their results.
3. If tied, then match results between tied teams will determine placings.
4. Notwithstanding (a) above, final standings for play-offs will be determined as follows:
  - Highest points earned in round robin;
  - If tied, then match results between tied teams will determine placings;
  - If still tied, then the highest percentage from all games in the round robin will determine placings, using the following formula:
  - $\text{Percentage} = (\text{goals for}) / (\text{goals for} + \text{goals against}) \times 100$

### 2.3 Finals Format

1. Finals series for Premiership competitions will be conducted as follows:
  1. A Semi Final game (known as 'The First Semi Final) will be played between the first and second positioned teams with the winner going to the Grand Final series and the loser to the Preliminary Final
  2. A second Semi Final game (known as 'The Second Semi Final) will be played between the third and fourth placed teams with the winner going to the Preliminary Final and the loser being eliminated and declared the fourth placed team
  3. The winner of the Preliminary Final game will go into the Grand Final series against the Winner of the First Quarter Final. The Loser will be declared the third placed team.

## 2.4 Grand Finals Series

1. The result of the Grand Final match or series will decide the Premiership.
2. Subject to availability of ice time and officials the Grand Final will be played as a best of three game series.
3. The first team to win two (2) of the three games will be declared the winner and Competition Premier, the loser will be declared the Runner-up.
4. Finals games will be scheduled at the discretion of IHV.

## 2.5 Player qualification for Finals

1. To qualify for finals in the following grades a player must have played a minimum of 5 games in the Round Robin series in the grade in question.
  - Recreational C
  - Midget
  - Bantam
  - Peewee

NOTE: Exceptions may be made in regard to Bantam and Peewee grades by the Junior Committee of Management as they think appropriate.
2. To qualify for Premier A finals a player must have played a minimum of a total of **5** games in either Premier A or Premier Reserve during the season.
3. To qualify for the Premier Reserve finals a player must have played 7 games in the Premier Reserve grade. **Unless the player in question was first recruited to the club via the 2011 Second Senior Draft in which case the minimum game requirement is reduced to 5 games in the Premier Reserve grade.**
4. To qualify for the Premier C finals a player must have played 7 games in the Premier C grade. **Unless the player in question was first recruited to the club via the 2011 Second Senior Draft in which case the minimum game requirement is reduced to 5 games in the Premier C grade.**
5. ***Drafted Juniors are subject to the above minimum game qualifications***
6. ***Non Drafted Juniors are not eligible to play in Senior grade Finals subject to clause (6) below.***
7. Non Drafted Juniors may be permitted to play in the Premier Reserve finals series on an exceptional needs basis, as approved by the Executive Committee. All requests for such consideration must be submitted in writing to IHV at least 48 hours prior to the scheduled game. Such exception will only be given on a game by game basis. For juniors to be considered for Premier Reserve finals under such exceptional circumstances will still have needed to have played at least 5 senior games.
8. A Junior player must play 51% of the total IHV Premiership games played in the Round Robin series in their base grade to qualify for the Junior final series in that base grade. "Base grade" is the IHV Grade for which, subject to Age definition regulations, they qualify according to their age.
9. ***For Premier A Finals each team must, at least 5 days prior to the commencement of the first finals series games, submit their proposed player roster of qualifying Premier A and Premier Reserve players that they wish to use for the Premier A finals. The roster must consist of no more than 20 players and 2 goalies. Only players listed on this roster will be permitted to play in the finals series.***

## 2.6 Home Team Determination

1. The determination of which team is "Home" and which is "Away" is decided by the finishing position within the regular season with the team finishing higher on the ladder as the "Home Team"
2. In the first semi (1st plays 2nd) the 1st place winner is the "Home" team. In the second semi (3rd plays 4th) the 3rd place getter is the "Home" team
3. In the Preliminary Final the loser of the 1st Semi is the "Home" team
4. In the Grand Final series:
  1. Game 1 the winner of the first Semi Final (and who thus entered the GF first) is the "Home" team
  2. Game 2 the situation id reversed and the winner of the Preliminary finals designated the "Home" team
  3. Game 3 reverts to same as Game 1

## 2.7 Overtime

### 2.7.1 Grand Finals

1. In Grand Final games if, at the end of regulation time, there is a tie the game will be played out with series of 5 minute "Sudden Death" "4 on 4" periods.
2. Teams are limited to a maximum of 4 players plus a goalie on the ice during these 5 minute overtime periods;
3. The overtime period will cease upon a team scoring a goal;
4. The scoring team will be declared the winner;
5. Stop Time will be played but NO Time Outs will be permitted;
6. There will be a change of ends after each 5 minute period is completed;
7. These series of 5 minute periods will continue until there is a result by a goal being scored.

### 2.7.2 Semi & Preliminary Finals

Because of time restraints applicable to Semi & Preliminary Finals, if at the end of Regulation Time there is a tie the result will be determined as follows:

1. A **single** "Sudden Death" overtime period on a maximum of 5 minutes of "4 on 4" will be played.
2. Teams are limited to a maximum of 4 players plus a goalie on the ice during these 5 minute overtime periods;
3. Stop Time will be played but NO Time Outs will be permitted;
4. The overtime period will cease upon a team scoring a goal;
5. The scoring team will be declared the winner;
6. If at the end of this scores are still tied, a Penalty Shoot Out will occur.

### 2.7.3 Penalty Shoot Out Game Winning Procedure:

1. Before the commencement of the Semi or Preliminary game, each team will nominate in writing, from the players registered on the Game Sheet, (by name and jersey number) one (1) goalkeeper and the five (5) players in the order in which they will shoot;
2. Players serving penalties imposed during the game (including overtime) and/or shooting competition must remain in the penalty box or in the change room until the end of the competition;
3. Once named, the players may only be replaced in the event of injury or penalty. The substitute player from the registered team list will be placed last in the shooting order;
4. The goalkeepers will defend the goal closest to their team's player bench;
5. The team designated as the Visitors will start the shooting competition, with the teams taking alternative shots;
6. The winner will be determined by the number of goals scored;
7. If, after this round of shots the teams are still equal, "Sudden Death" shots will be taken until, after each pairing, one shooter has scored and the other shooter failed to score.
8. The same goalie and players which participated in the first round must compete in this Sudden Death round with players shooting in the same order (subject to rule c) above). For this second round the Home team will take the first shot.
9. The official scorer shall record all shots taken indicating the players and goalkeepers and goals scored.

### 2.7.4 Overtime Penalties

1. When regulation time ends and the teams are 5 on 3, teams will start overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 4 on 4, as appropriate.
2. If regulation time ends and teams are 4 on 4, teams will start overtime 3 on 3.
3. If at the end of regulation time teams are three (3) skaters on three (3) skaters, overtime starts three (3) skaters on three (3) skaters. Once player strength reaches five (5) skaters on four (4) skaters or five (5) skaters on five (5) skaters, at the next stoppage player strength is adjusted to four (4) skaters on three (3) skaters or four (4) skaters on four (4) skaters, as appropriate.
4. **At no time will a team have less than three players on the ice.** This may require a fifth skater to be added if a two-man advantage occurs.
5. If a team is penalized in overtime, teams play four (4) skaters against three (3) skaters. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will play three (3) skaters against three (3) skaters.
6. In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater.
7. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either four (4) skaters on four (4) skaters or a four (4) skaters on three (3) skaters situation, as appropriate.

Refer to Reference Tables– Penalties In Effect Prior to the Start of Overtime.

## Overtime Penalties in Effect Prior to the Start of Overtime

Example	Time in 3 <sup>rd</sup> Period	Team A	Team B	Resolve
1	19:10	A5 - 2	B17 - 2	The penalty times remain on the penalty time clock and the teams begin overtime playing three (3) skaters against three (3) skaters.
2	19:10 19:50	A5 - 2 A7 - 2	B17 - 2	The teams would begin the overtime period playing four (4) skaters against three (3) skaters. At the first stoppage of play following the expiration of the penalties to A5 and B17, the on-ice strength would be adjusted from five (5) skaters against four (4) skaters down to four (4) skaters against three (3) skaters.
3	19:10 19:25 19:40	A5 - 2 A7 - 2	B17 - 2	Overtime will begin with the player strength of three (3) skaters for team A and four (4) skaters for team B. Through the normal expiration of penalty times, the penalized players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play.
4	19:10 19:30 19:40	A5 - 2 A7 - 2	A17 - 2 A36 - 2	Overtime will begin with the player strength of three (3) skaters against three (3) skaters. Should there be a stoppage of play following the expiration of A5 and B17's penalties, the on-ice strength shall be adjusted to three (3) skaters against three (3) skaters. This permits the remaining penalties to exit the penalty box and return the teams to four (4) on four (4) status. With continuous play, the potential of reaching an

Example	Time in 3 <sup>rd</sup> Period	Team A	Team B	Resolve
				on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play.
5	19:10	A5 – 2		Overtime on-ice strength will begin at three (3) on three (3). Through the normal expiration of penalty times, the penalized players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play to either four (4) on three (3) or four (4) on four (4), as the situation dictates at that particular stoppage of play.
	19:20		B17 – 2	
	19:30	A7 – 2		
	19:40		B36 – 2	

## Overtime Penalties Assessed in Overtime

Time in OT	Team A	Team B	On-ice Strength
0:30	A23 – 2		Team A – 3 skaters Team B – 4 skaters
1:00		B17 – 2	Team A – 3 skaters Team B – 3 skaters
1:30	A7 – 2		Team A – 3 skaters Team B – 4 skaters

Once team A has received their second minor penalty, each team must add one player to their on-ice strength. Should the penalty to A23 expire bringing the on-ice strength back to four (4) on four (4) and there is a subsequent stoppage of play, the on-ice strength must be adjusted down to three (3) on three (3) at this point. However, if there is a stoppage of play once the penalty to B17 has expired (and before A7's expires), the on-ice strength would be adjusted to four (4) on three (3). If there is no stoppage in play until both teams have returned to five skaters each, at the next stoppage of play the on-ice strength would be adjusted back down to four (4) on four (4).