



## 2026 COMPETITION REGULATIONS

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ACN 114 658 123

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## 1. DOCUMENT CONTROL

### 1.1. Document Log

| Date       | Revision # | Author               | Notes                                                                                               |
|------------|------------|----------------------|-----------------------------------------------------------------------------------------------------|
| 01/01/2022 | 1.0        | AIHL Commission      | 2022 Published Regulations                                                                          |
| 01/06/2022 | 2.0        | Dawn Watt            | 2023 Draft                                                                                          |
| 01/06/2023 | 2.01       | Ben Armstrong        | Updating for 2024 - Draft                                                                           |
| 25/01/2024 | 2.02       | Ben Armstrong        | Further updates with links to new policies                                                          |
| 04/04/2024 | 2.03       | Ben Armstrong        | Further updates with links to new policies                                                          |
| 27/02/2025 | 3.00       | Peter Jon Hartshorne | Updating for 2025 Season                                                                            |
| 11/12/2025 | 3.01       | Dan Hogan            | Updating Definitions & Aligning Definition of New Zealand player in Competition Regulations and PPS |
| 12/01/2026 | 3.02       | Dan Hogan            | Merge Junior & Youth players into a single                                                          |

## 2. DEFINITIONS AND INTERPRETATION

### 2.1. Definitions

In these Regulations:

**Active Player Roster (APR)** is the list of 28 players a team provides to AIHL Operations to calculate the team's PPS total.

**AIHL** means the Australian Ice Hockey League Limited (ABN 11 114 658 123).

**AIHL Appeals Committee** is an independent external body that presides over matters heard at the AIHL Disciplinary Committee where teams or the League are still unsatisfied with the outcome.

**AIHL Brand Guidelines** are the brand guidelines provided by AIHL concerning the use and reproduction of the League Logo, Colours, and Images from time to time. The AIHL Brand Guidelines are controlled by the Communications and Media Unit ([mmc@theaihl.com](mailto:mmc@theaihl.com))

**AIHL Disciplinary Committee** is an independent external body that presides over all off-ice incidents and any on-ice incidents where the ruling from the Disciplinary Counsel has been rejected by the team or the League

**AIHL Disciplinary Counsel** is AIHL Legal Counsel, who presides over on-ice offences deemed to bring the game into disrepute and on-ice incidents requested to be reviewed by teams.

**AIHL League Management**, or "the League/AIHL" (formally Commission), is the body of administrators and functional units, under the direction of the Chair of the AIHL Board of Directors, responsible for managing the League.

**AIHL Disciplinary Regulations** is a document containing the appropriate standards of behaviour and rules to which all AIHL participants are held accountable. This document's control and its execution fall under the Head of Officiating and Player Safety ([playersafety@theaihl.com](mailto:playersafety@theaihl.com))

**AIHL Finals Game** means any AIHL game contested in the AIHL Finals Series.

**AIHL Final Series** means the group of games post regular season games. The series may comprise preliminary, semi and grand-final games. The League reserves the right to change the configuration of the Final Series for the betterment of the Competition.

**AIHL Game** means games sanctioned by the League and contested between one or more of a licensed and official AIHL Team. Games include all exhibition, preseason, regular season and finals series games.

**AIHL Logo** means the official logo(s) notified by the AIHL from time to time as designating the AIHL's official logo.

The **AIHL Operations** is a functional unit of the League primarily charged with ensuring the Competition can be executed per the competition regulations. The AIHL Operations is responsible for and administers the League's policies and procedures concerning the League, the players, the teams and the Competition. Additionally, the AIHL Operations is responsible for administering the technology that supports the League's activities.

**AIHL Partner** means an official broadcaster, sponsor, or supplier appointed and endorsed by the AIHL Board of Directors.

**AIHL Regular Season** means the annual period defined by the League for AIHL regular season games to occur.

**AIHL Regular Season Game** is a game contested between two official AIHL teams during the regular season to determine which teams will compete in the AIHL Final Series.

**Alcohol Beverage Category** means all forms of alcoholic beverages, including beer, wine and spirits.

**Alcohol Sponsor** means a person who manufactures, promotes, distributes, sells or supplies products in the Alcoholic Beverage Category.

**Amateur** means any player, not a Professional, as defined in [clause 10.1 \(b\)](#).

**Anti-Doping Policy** means the policy prohibiting doping or the use of banned substances in the League, as promulgated by IHA or the AIHL from time to time. The current Anti-Doping Policy is set out at [www.iha.org.au](http://www.iha.org.au). This policy is controlled by the AIHL's Integrity & Member Protection and Information Officer (MPIO)

**Appeals Committee** means an appeal tribunal convened under clause XYZ.

**Assistant Coach** means the person(s) employed, engaged or appointed by the Team charged with the primary responsibility of assisting the Team's Head Coach in training and selecting players for the AIHL Team.

**Away Team** means the away Team for the particular AIHL game as outlined in the Official Season Schedule or considered the 'away' Team for that AIHL game.

The **Board of Directors** are the governing body of the AIHL in its entirety. It consists of eight (8) directors elected by AIHL team Governors. Of the eight (8) directors, four (4) will be appointed from the standing AIHL Governors, four (4) will be persons external to the AIHL, and one (1) will be nominated to Chair the Board (COB).

**Business Day** means any day that is not a Saturday, Sunday or a gazetted public holiday in Melbourne, VIC or Sydney, NSW.

**Cancelled Game** has the meaning given in [clause 6.2 \(b\)](#)

**Champions** means the Team that wins the Grand Final.

**Championship Trophy** means the trophy (Goodall Cup) awarded to the Champions per [clause 5.2](#) and presented to them per [clause 21.1 \(a\) \(i\)](#).

**Champions Medals** means the medals presented to the nominated players and team officials of the Champions per [clause 21.1 \(b\)](#).

**Class A Imports** are players who have competed in North American or European competitions and are eligible to be selected for their national team. They are NOT permanent residents or citizens of Australia or New Zealand. This definition is per the AIHL Import Policy and Competition regulation [clause 10.3 \(a\)](#).

**Class B Imports** are players who are permanent residents or citizens from the Asia Pacific (APAC) region and are eligible to be selected for their national team. They are NOT permanent residents or citizens of Australia or New Zealand. This definition is per the AIHL Import Policy and Competition regulation [clause 10.3 \(b\)](#).

**Coach** means any official person conducting an individual's or team's competitive or athletic direction, instruction and training.

**Code of Conduct** means the Code of Conduct regulating the performance and behaviour of participants, as promulgated by the AIHL from time to time.

**Commercial Rights** have the meaning given in [clause 17.1](#).

**Competition** means the men's open-age ice hockey competition, currently known as the Australian Ice Hockey League, organised by the AIHL, including all activities and operations incidental thereto.

**Concussion Policy** means the policy relating to concussion prevention and treatment, as promulgated by the AIHL from time to time.

**Conferences** are the two (2) groupings of AIHL teams that assist in scheduling the Competition. The League reserves the right to change the format of the Conferences to improve the Competition.

**Conference Champions** are the teams that have finished the regular season with the most points in their respective Conference per [clause 5.1](#).

**Conference Champions' Trophies** are the trophies awarded to each Conference Champion Team in the current Season per clause 5.1 and presented to them per clause 19.1(c)(i), the Hellyer Conference and Rurak Conference Trophy.

**Constitution** means the constitution of the AIHL.

**Decorative Element** means any aesthetic element added to and used in the design of any item of player's equipment other than the identifiers of the AIHL, the League or the manufacturer.

An **exhibition** game is any League-sanctioned game contested by at least one (1) official AIHL Team. These games are not part of the AIHL regular season nor contribute to the contest for an AIHL Finals Series place.

**FIFO Players** are naturalised players (not imports) who reside in a location significantly geographically distant from their Team's home city. Yet, the player has viable alternative teams they could play for geographically closer.

**Game** means an AIHL game or exhibition game.

**Game Official** refers to the referees and linesmen appointed by the AIHL and/or the IHA in connection with a game.

**Game Sheet** is the official document used to record the actions of a game. The game sheet may have no more than 22 players (20 skaters and 2 goaltenders). All players on the game sheet must be on the most recent APR submitted to AIHL Operations and be a Registered Player (RP).

**Goaltender** means a goaltender of a Team. A goaltender is also defined as a player.

**Goaltender Equipment** includes catching and blocking gloves, chest and arm protection, facemask, knee protection, groin protection, neck laceration protection, throat protection (dangler), pads, pants, skates, sticks, jersey and socks.

The **Governor** is a person a team has appointed to represent them as the most senior figurehead of the Team to the League and Board of Directors. The Board of Directors will appoint a General Manager to act as a figurehead of the League to the Governors and Board of Directors.

**Grand Final** means the AIHL game to determine the Champions as outlined in [clause 5.2](#).

**The Head Coach** is employed, engaged, or appointed by a team that manages, trains, and selects players for the Competition.

**Home Rink** means the home venue where the Home Team will stage the AIHL games.

**Home Team** means the Home Team for the particular AIHL game as outlined in the Official Season Schedule or considered the "home" team for that AIHL game.

**IHA** means Australian Ice Hockey Federation Inc. (Association Number A01052).

**IIHF** means the International Ice Hockey Federation.

**IIHF Official Rule Book** means the IIHF Official Rule Book issued by the IIHF from time to time.

**Import Player** means a player who is not:

- (a) a citizen of Australia (holds an Australian Passport) or
- (b) having a permanent residency visa issued by the Australian Government; or
- (c) the holder of a refugee visa, humanitarian visa or protection visa issued by the Australian Government or
- (d) A **New Zealand Player** who:
  - (i) Possesses only a New Zealand citizenship shall be classified as a local player, not an import.
  - (ii) Possesses dual New Zealand and non-Australian citizenship must satisfy the IIHF Eligibility Criteria for New Zealand to be classified as a domestic player. It is the responsibility of the player and team in question to obtain confirmation of eligibility for the New Zealand national team prior to the player being allowed to play in an AIHL game.

**Junior** – A junior player will be 20 years old or younger for the entirety of the competition year.

The minimum age of a player is 16, but they **MUST** turn 17 during the season's year to be eligible as a player.

**League Policies and Procedures** has the meaning in [clause 3.5](#).

**Licence** means a licence issued by the AIHL that allows the licensee to participate in the League.

**Linesman** means the game Official appointed responsible for assisting the Referee with officiating a game under the IIHF Official Rule Book.

A **Loyalty Player** is a player who has registered for his team for at least three (3) consecutive seasons and has met the requirements to compete in the finals should his team qualify (six (6) regular season games, one (1) played before July 1 of the current Season). An Import Player cannot be considered a Loyalty Player.

The **Media, Marketing and Communication Unit** is a functional unit of the League charged with the responsibility and administering the League's policies and procedures concerning the League's internal and external communications, the administration of the AIHL's social media, Images, Audio, Broadcasting and Public Relations and developing the AIHL marketing strategy.

**Member Protection Policy** means the policy regulating the provision of a safe, supportive and welcoming environment for all persons (including participants), as promulgated by the AIHL from time to time. A copy of the current Member Protection Policy is set out at [www.iha.org.au](http://www.iha.org.au).

**Minor Premiers** means the team that finishes with the most competition points across both Conferences after the AIHL regular season per [clause 5.1](#).

**Minor Premiers' Trophy** is the trophy awarded to the Minor Premiers per clause 5.1 and presented to them per [clause 21.1 \(c\) \(i\)](#), the H Newman Reid Trophy.

**Off-Ice Official** means a timekeeper, scorekeeper, penalty box attendant or goal judge appointed by the AIHL or the IHA in connection with a game.

The **Office of Player Safety and Officiating** is a functional unit of the League charged with the responsibility and administration of the League's policies and procedures concerning the Health, Safety and well-being of the League's participants. Additionally, the unit is responsible for managing and allocating game officials and liaising with IHA and the AIHL Disciplinary Counsel and Committee to manage the outcome of on-ice infractions.

The **Official Season Schedule** is the official schedule of all AIHL games to be played during the Season as promulgated by the AIHL from time to time (including AIHL regular season games and AIHL Finals games).

**Participant** means all teams, players, team officials, team personnel and League personnel.

**Play** means that a player is listed on the official game sheet for a game or otherwise steps on the ice to compete in a game.

**Player** means any person who has been, is, or is eligible to be registered by the AIHL with a team to play in the League.

**Player Equipment** means skater equipment and goaltender equipment.

**Player Roster** means the roster of players for each team that each team must maintain at all relevant times before and during the Season.

**Playing uniform** means the on-ice uniform worn by a player in a game, including jersey, socks and colours.

**PPS**, or the **Player Point System (PPS)**, began in 2023 as a PILOT program to help manage the free movement of players in the AIHL. It was based upon similar schemes in Australia with several other second-tier sports.

**Preliminary Finals** means those AIHL games outlined in [clause 5.2](#)

**Prescribed Form** means any form set out in an attachment to these Regulations, as otherwise specified by the AIHL in the Rules or otherwise notified by the AIHL from time to time.

**Professional** means a player paid to play in the AIHL, as defined in [clause 10.4 \(a\)](#).

**Referee** means the game official appointed with the primary responsibility of officiating a game per the IIHF Official Rule Book. The Head Referee is in charge of all game and Off-Ice officials.

**Registered Player** is a player who has signed a contract with their respective AIHL team and an AIHL Player's Contract. They must also have registered on the AIHL eSports Desk portal. Teams may register as many players as they deem necessary.

**Regulations** refer to these regulations promulgated by the AIHL from time to time.

**Rookie Players** must be 24 years or younger (as at his team's first game of the AIHL regular season) and have played in no more than a quarter of the previous AIHL regular season games.

**Runners-Up** means the team that is defeated in the Grand Final.

**Rules** means the rules of the League designated as such by the AIHL, including any bylaws, modified rules of the game approved by the AIHL and any other rules, codes, policies, procedures or regulations that may be developed, promulgated and implemented by the AIHL from time to time.

**Season** means the period the AIHL prescribes for the conduct of the League within any 12 months, including the AIHL regular season and AIHL Finals.

**Semi-Finals** mean those AIHL games outlined in [clause 5.2](#)

**SIA** means **Sports Integrity Australia**, the Australian national regulatory body protecting the health and welfare of athletes, protecting sports and protecting the integrity of the Competition – from elite levels to grassroots.

**Skater** means a player who is not a Goaltender.

**Skater Equipment** includes elbow pads, chest protection, facial protection, gloves, helmet, neck laceration protection, shin pads, skates, stick, pants, jersey and socks.

**Special Uniform Design** means a limited-use uniquely designed uniform for a team for one (1) AIHL game in the Season for charity or exceptional purposes only as pre-approved by the AIHL Operations ([operations@theaihl.com](mailto:operations@theaihl.com))

**Sports Betting Operator** is a licensed body that provides betting-related products or services within Australia.

**Standard Player Contract (SPC)** is the only form of contract for players approved by the AIHL. It is issued annually (a current version of which can be obtained from the AIHL Operations ([operations@theaihl.com](mailto:operations@theaihl.com) on request.)). Players cannot compete until a completed SPC has been signed and submitted to the AIHL Operations.

**Standard Team Officials Contract (STOC)** is the only contract for team officials approved by the AIHL. It is issued annually (a current version of which can be obtained from the AIHL Operations ([operations@theaihl.com](mailto:operations@theaihl.com) on request.)). team officials cannot be admitted as part of the team or be present in the team-only areas until a completed STOC has been submitted to the AIHL Operations.

**Switching Player** means any player registering with an AIHL team who was registered with another AIHL team during the current or previous AIHL Season. A player CANNOT be considered a Switching Player if they did not register to any AIHL team in the immediate 2 Seasons before the current one.

**Team** means any entity that holds a Licence and is admitted by the AIHL to field a team in the Competition.

**Team Delegate** means the person nominated by a team from time to time for nominating and voting [under clause 21](#) concerning player awards.

**Team Official** means any person involved with:

- (a) The administration, management or organisation of a team outside of the AIHL Competition (whether paid or unpaid), including employees, recognised volunteers, contractors, consultants, officers, directors and representatives, or
- (b) The administration, management, preparation or participation of a team in the AIHL Competition (whether paid or unpaid), including the coaches, managers, medical staff, physiotherapists, gear persons and other support staff.

**Team Sponsor** means the official sponsors and suppliers appointed by a team per these Regulations.

**Terms of Admission** means AIHL Terms of Admission for games as promulgated by the AIHL from time to time.

## 2.2. Interpretation

- (a) In these Regulations, unless the context requires otherwise:

- (i) A reference to "includes" or "including" must be construed as meaning "includes, without limitation" and "including, without limitation".
  - (ii) A reference to the singular includes the plural and vice versa.
  - (iii) A reference to any document includes any variation, replacement or novation of that document.
  - (iv) A reference to any statute or other law includes regulations and other instruments under it and consolidations, amendments, re-enactments, or replacements of any of them, and
  - (v) any decision or determination (or similar) exercisable by the AIHL may be exercised in the AIHL's sole and absolute discretion. Any approval required by the AIHL may be given or withheld at the AIHL's sole and absolute discretion or granted subject to any conditions as the AIHL determines at its sole and absolute discretion.
- (b) In the event of inconsistency between these Regulations and any other Rule, the interpretation of these Regulations will prevail to the extent of that inconsistency.
  - (c) In the event of inconsistency between these Regulations and the IIHF Official Rule Book, the interpretation of these Regulations will prevail to the extent of that inconsistency.
  - (d) The Infractions Committee will be the arbitrator and final authority on determining any disputed interpretations or inconsistencies.

### 2.3. Disputes about Interpretation

The Head of Operations, the Head of Player Safety and Officiating and an independent AIHL Director will assess all matters concerning the interpretation or effect of these Regulations.

Disputes must be in writing and emailed to [operations@theaihl.com](mailto:operations@theaihl.com).

Determination of disputes will be final and binding on all participants. A participant must not challenge or appeal such a determination to the AIHL Appeals Committee, a court of law or otherwise.

### 3. OBJECTIVES AND APPLICATION

#### 3.1. Regulations

These Regulations specify the regulations applicable to the conduct of the AIHL competition.

#### 3.2. Objectives

The objectives of these Regulations are to:

- (a) develop a high-quality amateur competition for participants.
- (b) promote, develop and protect the AIHL by ensuring that appropriate conduct and standards apply.
- (c) promote the quality, economic viability and growth of the AIHL and teams.
- (d) maximise the attractiveness of the AIHL and Australia's competitiveness in ice hockey and
- (e) ensure that the Competition is regulated in a consistent and coordinated manner.

#### 3.3. Application

These Regulations:

- (a) form part of the rules.
- (b) apply to all participants.
- (c) apply to all AIHL games, and unless the context requires otherwise, all exhibition games.
- (d) do not limit or restrict the application of the Rules and, in particular, the Code of Conduct for the conduct or behaviour of a participant; and
- (e) may be supplemented, but not varied, by League Policies and Procedures promulgated by the AIHL from time to time.

#### 3.4. The League's Jurisdiction

The League:

- (a) is responsible for the organisation, promotion and administration of the competition.
- (b) may introduce new or amended regulations to improve the level of competition or increase the safety of players.
- (c) may investigate any complaint about a breach of these regulations by or against a participant; and
- (d) May impose disciplinary sanctions against a participant found to have breached these Regulations per [clause 3.2](#).

#### 3.5. League Policies and Procedures

- (a) The AIHL may issue policies, procedures and guidelines relating to the operation and administration of the Competition. The League Policies and Procedures are supplementary documents and form part of these Regulations.

- (b) In the event of inconsistency between the League Policies and Procedures and these Regulations, the interpretation of these Regulations will prevail to the extent of that inconsistency.
- (c) If a dispute arises due to an inconsistency between the League Policies and Procedures and Competition Regulations, participants must email [operations@theaihl.com](mailto:operations@theaihl.com) per [clause 2.3](#) of these regulations.

## 4. COMPLIANCE WITH RULES

### 4.1. Compliance with Rules

Participants must comply with and agree to abide by:

- (a) The Rules include:
  - (i) These regulations.
  - (ii) AIHL Disciplinary Regulations.
  - (iii) AIHL Broadcasting Regulations.
  - (iv) AIHL Code of Conduct.
  - (v) Anti-Doping Policy.
  - (vi) Member Protection Policy.
  - (vii) Concussion Policy; and
  - (viii) League Policies and Procedures
  - (ix) AIHL Sport Integrity
- (b) The IIHF and IHA Rulebooks as they apply to the AIHL.

### 4.2. IIHF Official Rule Book

- (a) All games will be played per the current IIHF Official Rule Book.
- (b) These Regulations supplement the IIHF Official Rule Book.
- (c) A copy of the IIHF Official Rule Book can be found on the IIHF website ([www.iihf.com](http://www.iihf.com)).

### 4.3. Notice and Disciplinary Sanctions

- (a) Each participant acknowledges that to meet these Regulations' stated objectives, the terms must be strictly complied with and their spirit and intent honoured. The AIHL can impose disciplinary sanctions to enforce and encourage such compliance.
- (b) The AIHL may enforce the terms of these Regulations and invoke the sanctions set out in these Regulations and the Rules only if it has given the participant alleged to have breached these Regulations per the Disciplinary Regulations:
  - (i) notice in writing of the allegation against them.
  - (ii) reasonable detail of the circumstances giving rise to the alleged breach.
  - (iii) all evidence that is available to the AIHL.
  - (iv) a copy of these Regulations.
  - (v) notice of sanctions that the AIHL may impose; and
  - (vi) the opportunity to be heard and to make submissions concerning that alleged breach and the possible sanctions.
- (c) These Regulations and Rules specify the scope and implementation of disciplinary sanctions.
- (d) If a participant wishes to appeal a sanction imposed by the AIHL under these Regulations, that participant may appeal per, but only to the extent permitted by, the Disciplinary

Regulations and provided that it does so within seven (7) Business Days of receipt of the notice of the sanction or determination.

- (e) The AIHL may excuse a participant from liability:
  - (i) If that participant ought reasonably and fairly to be cleared, wholly or partly, from that liability on such terms as the AIHL thinks fit and
  - (ii) By considering the level of the participants' cooperation and assistance in establishing a breach of the regulations, by all participants,

#### 4.4. Sports Integrity Australia and Anti-Doping

The Australian Ice Hockey League (AIHL) is committed to mandatory compliance of the Sport Integrity Australia (SIA) – National Integrity Framework (NIF) from the 2025 AIHL Season.

The SIA - NIF is a set of rules that all members of the AIHL must follow when it comes to their behaviour and conduct in ice hockey. The AIHL Sport integrity compliance requirements include:

1. Working With Children Check
2. Sport Integrity Australia – eLearning Online Courses

To ensure fair and ethical Competition, it is **mandatory** for all participants to wholeheartedly abide by and strictly adhere to the AIHL Sports Integrity Policy. This policy outlines the principles of integrity, honesty, and respect for the game and must be adhered to by AIHL Club management, staff/personnel, athletes, suppliers and officials. All AIHL Participants must familiarise themselves with the guidelines and uphold the highest standards of sportsmanship and integrity throughout the Competition.

The AIHL Sport Integrity Policy serves as a comprehensive code of conduct to safeguard the integrity of the sport, promoting transparency and addressing any potential breaches with appropriate investigation and sanction.

By adhering to the AIHL Sport Integrity Policy, AIHL participants preserve the sport's integrity, ensuring that Competition remains an actual test of skill, teamwork, and fair play for all involved. Failure to comply with these policies may result in penalties or sanctions as deemed appropriate by the governing bodies.

## 5. LEAGUE FORMAT

### 5.1. AIHL Regular Season

- (a) The AIHL regular season comprises ten (10) teams.
  - (i) Adelaide Adrenaline
  - (ii) Brisbane Lightning
  - (iii) CBR Brave (Canberra)
  - (iv) Central Coast Rhinos
  - (v) Melbourne Ice
  - (vi) Melbourne Mustangs
  - (vii) Newcastle Northstars
  - (viii) Perth Thunder
  - (ix) Sydney Bears
  - (x) Sydney Ice Dogs
- (b) The AIHL regular season will consist of each team playing thirty (30) AIHL regular season games (or as determined by the League Management)
- (c) The following points will be awarded for AIHL regular season games:

|                                                   |   |          |
|---------------------------------------------------|---|----------|
| Win (regulation time) / deemed winner of the game | = | 3 points |
| Win (overtime or shoot out)                       | = | 2 points |
| Loss (overtime or shoot out)                      | = | 1 point  |
| Cancelled game (each team)                        | = | 1 point  |
| Loss (regulation time) / deemed loser of the game | = | 0 points |

- (d) The AIHL reserves the right to determine or overturn the result of any game.
- (e) After the regular season, teams are ranked in their respective conferences and overall. The team with the highest competition points total in each conference will be crowned Conference Champion for their respective conferences. The team that finishes with the highest competition point total overall will be crowned the Minor Premiers and awarded the Minor Premiers' Trophy.
- (f) The position of each team overall and within each conference at the end of the AIHL regular season will be determined based on the following criteria:
  - (i) The highest number of competition points accumulated during the regular season (first) to the lowest number of Competition points accrued during the regular season (last).
  - (ii) Suppose two (2) or more teams finish with the same amount of competition points after the regular season; the following criteria must be applied in the order that they appear until the teams can be individually ranked:
    - A) Superior win percentage from actual regular season games played (i.e. excluding Cancelled games and points earned from Cancelled games).

- B) The greater number of regular season games won, including regular season games, won in overtime, but excluding regular season games won in a penalty shootout.
- C) The more significant number of points earned in regular season games between the tied teams, excluding:
  - 1- cancelled games (i.e. points earned from cancelled games); and
  - 2- "Additional" home games during the regular season. IE/ If the teams have not played an equal number of home games against each other during the regular season. Example:
    - team A and team B played four (4) regular season games.
    - the Home Team in each game was team A (Game 1), team B (Game 2), team A (Game 3), and team B (Game 4 – Cancelled Game).
    - points earned in Game 4 are excluded under [clause 5.1 \(f\) \(ii\) C 1](#) (Cancelled Game). Points gained in Game 3 are excluded under [clause 5.1 \(f\) \(ii\) C 2](#) (last "additional" home Game for team A).
- D) The more significant GFA (goals for and against) during the regular season.
- E) The highest number of goals scored during the regular Season.
- F) The flip of a coin: the team's name (not city but name, e.g. Ice, not Melbourne) which comes first alphabetically shall be heads

## 5.2. AIHL Finals Series

The AIHL Finals Series will be played per the AIHL Final Series Policy and Process (supplementary document).

The League Management and Board of Directors strive to improve each year's finals format. The Finals Series Policy and Process will be updated and published by May 31 each year.

## 5.3. Duration of AIHL Regular Season Games and AIHL Finals Games

- (a) Subject to [clause 5.4 \(a\)](#), each AIHL Game will consist of three (3) equal periods of twenty (20) minutes to total a "full" regular period Game time of sixty (60) minutes. All periods will be stop time.
- (b) The intermission between periods for each AIHL Game will be fifteen (15) minutes.

## 5.4. Procedure to Determine the Winner of AIHL Regular Season Games

- (a) If, at the conclusion of regulation time in any regular season Game, the scores between the two (2) teams are tied, the teams will then play a 'sudden death' overtime period of not more than five (5) minutes with the team scoring first declared the winner. The overtime period will be stop time. Subject to [clause 5.4 \(d\)](#), the overtime period must be played with each team at a numerical strength of three (3) skaters and one (1) goaltender.
- (b) The overtime period will commence following a three (3)-minute intermission. During the intermission:
  - (i) the players must remain at their respective player benches.
  - (ii) goaltenders must go to their separate players' benches.

- (iii) Penalised players must remain on the penalty bench. If a penalised player exits the penalty bench, he must be returned immediately by the game officials with no additional penalty being assessed unless he commits an infraction of any other rule and
- (iv) Teams are not permitted to return to the dressing room.
- (c) Once the intermission has been completed, the clock will be reset to five (5) minutes, and the overtime period will begin immediately. Teams will not change ends.
- (d) In the overtime period, the following applies for penalties:
  - (i) If at the end of regulation time:
    - A) Teams are 5 on 3; teams will start the overtime period with 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 3 on 3, as appropriate.
    - B) Teams are 4 on 4; teams will start overtime 3 on 3. Once player strength reaches 4 on 4, at the next stoppage, player strength is adjusted to 3 on 3 as appropriate.
    - C) Teams are 3 on 3; overtime starts 3 on 3. Once player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage, player strength is adjusted to 3 on 3 or 4 on 3 as appropriate.
  - (ii) A team will never have less than three players on the ice. If penalties are assessed, adding a fourth and/or fifth skater may be required.
  - (iii) If a team is penalised in overtime, the teams play 4 on 3.
  - (iv) Suppose both teams are penalised with minor penalties at the same stoppage of play (with no other penalties in effect). In that case, teams will continue to play 3 on 3. The penalised players will return to the ice at the first stoppage of play after the expiry of their penalties.
  - (v) Suppose a team is penalised in overtime such that a two-person advantage is called for. In that case, the offending team will remain at three (3) skaters, while the non-offending team will be permitted five (5) skaters.
  - (vi) At the first stoppage of play after a penalty has expired, the numerical strength of the teams will revert back to 4 on 3 or 3 on 3, as appropriate.
- (e) If the scores remain tied at the end of the overtime period, a penalty-shot shootout will be played immediately following the conclusion of the overtime period. The team that wins the penalty-shot shootout will be awarded one (1) additional goal as a goal "for," and the losing team correspondingly will have one (1) additional goal "against".
- (f) The penalty-shot procedure consists of three (3) shooters per team, followed by a sudden death penalty-shot shootout if the score in the penalty shootout is tied after three (3) attempts. The procedure is per the IIHF Official Rule Book, except the AIHL has determined that the Home Team will decide who will shoot first and that order stays the same until a result is achieved.

### 5.5. Procedure to determine the winner of AIHL Final Game

If, after regulation time in any AIHL Final Game, the scores between the two (2) teams are tied, then following a fifteen (15) intermission, the teams must play continuous periods of twenty (20) minutes stop time on a sudden- death basis (next goal wins), separated by fifteen (15) minute intermissions.

All other preliminary and semi-final full game formats will be covered in the annual finals policy.

## 6. OFFICIAL SEASON SCHEDULE AND SELECTION OF RINKS

### 6.1. Official Season Schedule

The AIHL will set the Official Season Schedule for each Season, including the date, time and Home Rink for the AIHL regular season and AIHL Finals Series.

Scheduling enquiries or requests to amend the existing schedule must be addressed to AIHL at [operations@theaihl.com](mailto:operations@theaihl.com). Proposals for amendments to a scheduled game must be submitted four (4) weeks before the originally scheduled game.

The season schedule shall be publicly released on or before April 1 each year. eSport Desk will be the official record and source of the AIHL schedule.

### 6.2. Preseason Games

All preseason games must be officially sanctioned by the Head of Operations at least two weeks before the scheduled date of the game.

This requirement ensures that the necessary preparations, safety measures, and compliance with league standards are met. Moreover, all participants, including players, coaches, referees, and team officials, must be duly registered with both the IHA (Ice Hockey Australia) and the AIHL to be eligible for participation in these preseason matches.

The scheduling and scoring of these games will be managed through the eSportsDesk platform, ensuring a systematic and organised approach to the preseason competitions.

By adhering to these protocols, the AIHL aims to maintain the integrity and high-quality standards of the League while fostering a competitive and exciting environment for all involved.

### 6.3. Exhibition/Special Event Games

It is mandatory that any exhibition or special event game/s where at least one of the participating teams is an AIHL team be officially sanctioned by the Head of Operations at least four (4) weeks before the scheduled date of the game.

This requirement ensures that the necessary preparations, safety measures, and compliance with league standards are met. Moreover, all participants, including players, coaches, referees, and team officials, must be duly registered with both the IHA (Ice Hockey Australia) and the AIHL to be eligible for participation in these preseason matches.

The scheduling and scoring of these games will be managed through the eSportsDesk platform, ensuring a consistent, systematic and organised approach to these events.

### 6.4. Selection of Rinks

- (a) The Home Rink for each AIHL Game will be the first named team in the Official Season Schedule.
- (b) The selection of Home Rinks for all AIHL Games, including the Grand Final, will be at the discretion of the League Management. A decision to allocate a Home Rink will be made based on various factors, including the availability of the Home Rink and commercial, marketing and financial considerations. The League Management's decision will be final and binding and may not be appealed to the AIHL Appeals Committee.
- (c) Without affecting the operation of [clause 5.1](#), the AIHL has the authority to order any AIHL Game to be played at an alternative Home Rink or date if it is considered appropriate and necessary by the AIHL.

## 7. RESCHEDULED, CANCELLED AND FORFEITED GAMES

### 7.1. Cancelled Game Policy

The AIHL has a supplementary Cancel Game Policy for these regulations.

### 7.2. The Decision to Cancel an AIHL Finals Game

- (a) The decision to cancel a Finals Game will be made by the League Management at its discretion, following consultation with the affected teams.
- (b) In case of a cancelled Finals Game (i.e. not rescheduled per [clause 7.1](#)), the team that finished as the higher- ranked team on the League table after the AIHL regular season will be declared the winner of the AIHL Finals Game.

### 7.3. Forfeited Games

- (a) A team will forfeit an AIHL Game if it:
  - (i) Is unable to participate (or continue to participate) in the AIHL Game (including because it cannot place the required number of players on the ice during a game because of penalties and injuries); or
  - (ii) Refuses to participate (or refuses to continue to participate) in the AIHL Game after following the applicable procedure set out in Rule 66 of the IIHF Official Rule Book.
- (b) Suppose a team forfeits an AIHL Game before the opening faceoff in the first (1st) period. In that case, the opposing team must be awarded a total of three (3) points and be deemed to have won the AIHL Game by a score of 3 (0) goals to nil (0). The forfeiting team will be considered to have lost the AIHL Game by the same score.
- (c) A team forfeiting a game after it has commenced will have its score recorded as zero (0), and the opposing team will have its score recorded as five (5) or a much more significant number of goals that had been scored. The opposing team must be deemed to have won the Game and be awarded three (3) points. The forfeiting team will be considered to have lost the Game by the same score.
- (d) A team who forfeits an AIHL Game for any reason:
  - (i) Is liable and is to pay the team that it was playing (or scheduled to play) all of that team's direct financial losses arising from the forfeiture.
  - (ii) Determination of the losses incurred by the non-forfeiting team is final and binding on both teams for these Regulations and
  - (iii) may be subject to the imposition of a fine by League Management.

## 8. RINK STANDARDS

### 8.1. Facilities

- (a) Without limiting Section 1 of the IIHF Official Rule Book, a Home Rink must have the following available and in reasonable condition:
  - (i) an ice surface.
  - (ii) line markings (red & blue lines, goal crease, all faceoff dots and circles).
  - (iii) dasher boards.
  - (iv) protective netting or protective glass.
  - (v) the lighting of the ice surface at least to a standard of 500 lux (or such other level as would satisfy the requirements of Australian Standard AS 2560 for an indoor game of elite ice hockey).
  - (vi) two (2) x dressing rooms (including private toilets and showers available for player use).
  - (vii) a secure change room for Game Officials.
  - (viii) A secure and private room for the use of SIA officials.
  - (ix) physically separate home and away penalty boxes (if it is not possible to have physically separate penalty boxes, then the joint penalty box must be adequately supervised by a marshal when in use).
  - (x) a scorer's area.
  - (xi) Internet connectivity (ABN); and
  - (xii) big screen displays or TV screens.
- (b) The AIHL's determination of what constitutes "available and in reasonable condition" will be final and binding.
- (c) IIHF Rules concerning the goaltender's Restricted Area (trapezoid behind the net) and penalties assessed to goaltenders (playing the puck outside the goaltenders' restricted area) shall not apply.

### 8.2. Fan and Player Safety

- (a) A team must demonstrate that its Home Rink's facilities are safe and that the risk to spectators, players and Officials is as low as reasonably practicable.
- (b) Suppose players and Officials are required to walk through or near spectators to get to facilities. In that case, the Home Team must provide security or other protection to prevent players and Officials from being hurt or otherwise unduly harassed.

### 8.3. Compliance with Occupational Health and Safety Obligations

The requirements in these Regulations are in addition to a home rink's and a team's obligation to comply with all applicable occupational health and safety laws

#### 8.4. Game Signage

All teams must adhere to and comply with all relevant League requirements concerning signage as promulgated by the AIHL from time to time, including:

- (a) 'Installation'.
- (b) 'Maintenance and Storage'.
- (c) 'Game Day Monitoring'.
- (d) 'Dimensions and Materials'.
- (e) 'Placement of Signage Boards'; and
- (f) 'Media Backdrops'.

#### 8.5. Terms of Admission

The Home Team must ensure that the Terms of Admission are placed and visible at each Home Rink public entrance. The rink management and/or AIHL team staff or volunteers are responsible for enforcing the AIHL Terms and Conditions.

#### 8.6. Contingency Plan

Each team must develop a contingency plan to deal with situations where an AIHL Game is scheduled but the Home Rink is unavailable due to unforeseen circumstances. The AIHL may request a copy of the team's contingency plan at any time, and it must be provided within two (2) Business Days of the request. If at any time the AIHL concludes that the contingency plan is inadequate, it may require the team to revise the plan and submit the revised plan for approval within a specified timeframe.

#### 8.7. Enforcement

- (a) Per each team's licence, a team's right to participate in the League is contingent on the team satisfying the AIHL, before the commencement of each Season, that its designated Home Rink meets the requirements of [clause 8](#).
- (b) If, after the commencement of a Season, the standard of a team's Home Rink declines so that it no longer meets the requirements of [clause 8](#), the AIHL may take any action it considers reasonable in the circumstances.
- (c) Upon application, and for good reason, the AIHL may exempt a team's Home Rink from complying with this [clause 8](#), provided that the AIHL is satisfied that a plan exists to improve the rink's standards within a reasonable time. However, before granting such an exemption, the AIHL must first consult with the other teams and then advise all teams of its decision.

#### 8.8. Restricted Areas

The following areas are designated as restricted areas within a Rink during an AIHL event and are not considered General Access.

- (a) Change rooms (including corridors / passageways)
- (b) Bench areas
- (c) Game and Off-ice Official's rooms (penalty box, scorer's box, etc.)

- (d) SIA interview areas
- (e) Medical treatment areas
- (f) Media production areas

Teams, officials, volunteers and other AIHL personnel requiring access to these areas **MUST** be registered with the AIHL via eSportsDesk.

## 9. PLAYING EQUIPMENT

### 9.1. Player Equipment

- (a) All player equipment worn by a player must comply with the IIHF Official Rule Book.
- (b) Player equipment may contain decorative elements but must not have any political or personal statements.
- (c) All players must wear neck laceration protection in the fashion in which it was designed.

### 9.2. Use of League Logo on Player Equipment

The League Logo must be placed on the front right chest of each team's dark and light playing uniform and Special Uniform Designs, in the size as notified by the AIHL. The AIHL Branding Guidelines MUST be followed, ensuring the correct logo and placements are adhered to.

### 9.3. Use of Team Sponsor advertising on Player Equipment

Team Sponsor advertising appearing on player's equipment must comply with the League Policies and Procedures. The AIHL Operations MUST give written approval for all sponsor advertising. Failure to acquire written authorisation may result in losing competition points and/or a fine.

### 9.4. Player Numbers

- (a) A number must be allocated, from one (1) to ninety-eight (98), to each player on a team's player roster.
- (b) The player's number is to appear on the back of the light and dark playing uniform of a size between 25 – 30 cm in height.
- (c) The player's number is to appear on each shoulder of the light and dark playing uniform 10 cm in height.
- (d) The number appearing on each playing uniform must be the player's number as specified in the team's player roster on eSportsDesk.
- (e) Teams must submit all player numbers to the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) at least seven (7) days before the AIHL regular season commences. Teams must submit updated player numbers to the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) by COB Friday before that week's game/s (COB Thursday for a Friday game).

### 9.5. Playing Uniform Names

All player's surnames must appear on the back of the light and dark playing uniform. teams must obtain the AIHL's approval to display a name other than the player's surname on the back of the playing uniform. Names MUST be in BLOCK letters and 10 cm in height.

### 9.6. Playing Uniform Allocations

- (a) The Home Team must use its dark playing uniform (or another playing uniform approved by the AIHL per [clause 9.7](#)).
- (b) The Away Team must use its light playing uniform (or other playing uniform approved by the AIHL per [clause 9.7](#)).
- (c) No team may use a playing uniform other than its dark or light playing uniform unless it is a special uniform design pre-approved by the AIHL Operations.

### 9.7. Changes to Playing Uniform Designs

- (a) For a team to change its playing uniform design, the team must submit an application for change to the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) per the timeline set out in [clause 9.7 \(b\)](#)
- (b) A team must comply with the following timelines concerning the proposed introduction of a new playing uniform design:

| Date       | Action                                                                                                                                               |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| January 1  | Teams must apply to change their jerseys, including a draft design mock- up, to <a href="mailto:operations@theaihl.com">operations@theaihl.com</a> . |
| January 15 | Operations will notify teams in writing of the outcome of the application.                                                                           |
| January 22 | If approved, the team will submit the final artwork of the proposed playing uniform design and timelines for launch to operations.                   |
| January 29 | Operations will notify the team in writing of its approval or non- approval of the final artwork.                                                    |

- (c) League Management cannot unreasonably hold its consent to the change of a team's playing uniform design but does reserve the right, at its discretion, to approve the launch date for the new playing uniform design.

### 9.8. Special Playing Uniforms Designs

- (a) All requests for a special playing uniform design MUST have written approval from the AIHL Operations at least six (6) weeks before the playing uniform is used.
- (b) Special playing uniform designs MUST adhere to the AIHL Brand Guidelines
- (c) Special playing uniforms can only be used during a game that has been designated as the team's home game unless
  - (i) The AIHL Operations has granted written approval, AND
  - (ii) The opposing team's Governor has given written approval
- (d) Teams must not play more than 25% of their regular home season games using a special playing uniform design
- (e) Teams MUST not use a special playing uniform design during the AIHL Final Series unless the League Management and the Board of Directors have approved the designs.

## 10. PLAYER STATUS AND REGISTRATION

### 10.1. Status of Players

- (a) Any player participating in the League must be an amateur at all times.
- (b) An amateur is any player who is not a professional. A professional is a player who has an agreement with a team according to which he is compensated more for his ice hockey player activity (including, without limitation, participating in games, training sessions and/or team-related activities) than the expense he directly incurs through playing ice hockey.
- (c) The AIHL may determine whether a player is an amateur. If requested by the AIHL, the team and the player must provide all documents, materials and evidence to the AIHL to assess whether a player is an amateur, including whether any amounts paid directly or indirectly to the player accurately reflect the expenses incurred by that Player.

### 10.2. Player Registration

- (a) A person is eligible to be registered with the League as a player of a team only if:
  - (i) the player is an amateur.
  - (ii) the player is 17 by December 31 of the year the Season is being played.
  - (iii) the player has validly registered with IHA as a player.
  - (iv) The player or the team with which the player wishes to be registered has:
    - A) Entered all of the player's relevant details into the League registration system and
    - B) lodged with the AIHL an original Standard Player Contract signed by the team and the player per [clause 12.3](#)
  - (v) the team can include the player within its player roster.
  - (vi) applicable IIHF and IHA regulations are complied with, including International Transfer Cards and transfer requirements, and
  - (vii) the application to register is lodged under these Regulations.
- (b) To register a player, the team and/or the player must enter all requested details into the League and/or IHA registration system and provide to the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) (or such other method advised by the AIHL) the following documents:
  - (i) a Standard Player Contract signed by the team and the player.
  - (ii) Evidence of age (e.g. copy of Australian Passport or Birth Certificate for domestic players; copy of International Passport to cover international players).
  - (iii) proof of residential address and
  - (iv) evidence of Nationality (if not evident in proof of age documentation).
- (c) The AIHL will only register the player with that team and allocate his name on the player roster if the eligibility requirements set out in this [clause 10](#) are met. However, the AIHL may refuse to accept an application from a team to register a player in its sole and absolute discretion. The AIHL's decision will be final and binding and may not be appealed to the AIHL Appeals Committee or Board of Directors.

### 10.3. Import Player Classifications

The AIHL has an Import Player Policy to supplement these regulations.

### 10.4. International Transfer Cards

AIHL teams must submit all ITC paperwork to the AIHL Operations. IHA will **NOT** accept paperwork and requests from individuals or teams. Failure to follow the correct process may delay ITC processing time. The AIHL Import Player Policy covers the ITC Process.

## 11. PLAYER POINT SYSTEM (PPS)

The AIHL has a Player Points System Policy to supplement these regulations.

### 11.1. Dispensation

- (a) The AIHL Dispensation Committee and an independent AIHL Director will assess all requests for dispensation. Teams may apply for dispensation up to 30 days before the official start of the AIHL regular season. All request to be sent to AIHL Operations [operations@theaihl.com](mailto:operations@theaihl.com).
- (b) Allow 10 Business days for consideration, approval or otherwise. All decisions will be issued in writing and cannot be appealed.
- (c) Dispensation applications will not be considered after the start of the regular season for any reason.

## 12. PLAYER CONTRACTING

### 12.1. Standard Player Contracts

- (a) All teams and players must use the Standard Player Contract (SPC) version applicable to the current Season. If a team and a player use a Standard Player Contract from a previous version, that agreement will not be valid. Deleting or adding to a Standard Player Contract will invalidate and render it ineffective.
- (b) The team and player may agree to additional special conditions indicated in the Standard Player Contract provided that they do not vary, or are not inconsistent with, the terms of the Standard Player Contract or the Rules (including these Regulations). Suppose an agreement purports to vary or is likely to have the effect of varying a term of the Standard Player Contract (as opposed to merely adding a new obligation or right that is not inconsistent with the terms of the Standard Player Contract). In that case, the AIHL's consent must be obtained before this separate agreement is signed.
- (c) The team must ensure that each Standard Player Contract lodged with the AIHL under this [clause 10](#) contains all terms agreed between the team and the player, including any benefit provided to the player.

### 12.2. Contracting with Imports

- (a) A team may only be a party to a Standard Player Contract with up to six (6) Class-A and two (2) Class-B Imports during a Season.
- (b) After a team has entered into six (6) Class-A and/or two (2) Class-B concurrent Standard Player Contracts with Imports, the team may only sign an SPC with another Import if it first validly terminates the SPC of an existing Import. Valid reasons to end an SPC may include:
  - (i) Medical release - evidence from a relevant medical professional supporting that the Import player has been seriously injured and cannot continue in the Competition.
  - (ii) Visa release – evidence can be provided that the Import player has breached his entry conditions into Australia and is being removed.
  - (iii) Compassionate release – both the player and the team can site compassionate ground for release that prevents the player from completing the current Season.
  - (iv) Misconduct release – the team can provide sufficient evidence to the Head of Operations that the player has behaved in a manner that has brought the League into disrepute and poses further risk to the League.
- (c) Suppose a team intends to terminate an Import's SPC to allow them to sign another Import. In that case, it must notify the AIHL and the other teams.
- (d) Upon application, the AIHL may, in its sole and absolute discretion, deny the application of [clause 12.2\(c\)](#) if it decides that a team is gaining an advantage by releasing an existing Import for the sole purpose of signing a higher-skilled player. The AIHL's decision will be final and binding and may not be appealed to the AIHL Appeals Committee.

### 12.3. Filing Contracts with the AIHL

As part of a player's registration with the League, the AIHL must be satisfied that the player has executed a valid Standard Player Contract; this can be achieved by notifying the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) that the contract has been completed. A team must file an original of the Player's Standard Player Contract with the AIHL within five (5) Business Days of it being signed by both parties.

#### 12.4. Releasing of Players

- (a) A team may consider releasing a player from their roster under the following circumstances:
  - (i) End of Contract: The player's contract has reached its natural expiration date, and the team does not intend to renew it.
  - (ii) Mutual Termination: The player and the team mutually agree to terminate the player's contract before its expiration.
  - (iii) Just Cause: The team may release a player with just cause, such as breach of contract, disciplinary issues, or any other valid reasons determined by the governing body.
- (b) The team must inform the League in writing when they have released a player, and if the player had been on the active roster, the team must provide an updated active roster
- (c) Once the League receives the notification of a player's release, the League will acknowledge receipt of the notification in writing to the team.
- (d) The League will maintain a confidential record of the player's release notification for internal purposes only unless required to disclose such information in exceptional circumstances, subject to relevant laws and regulations. The player will be removed from the team roster in eSportsDesk.
- (e) Upon release, the player is entitled to seek employment with other teams within the Competition, subject to the player transfer window rules per clause 13.2.
- (f) Upon release, the team and player must fulfil any outstanding contractual obligations, such as both parties are satisfied and there are no due obligations.

#### 12.5. All Other Contacts

All Players, Volunteers and Officials must adhere to the AIHL Code of Conduct.

## 13. PLAYER ROSTER, TRANSFERS AND ELIGIBILITY

### 13.1. Player Roster

- (a) At all times during the Season, a team:
  - (i) Must maintain a 'Game Ready' minimum of fifteen (15) skaters and two (2) goaltenders
  - (ii) Must not exceed a roster of twenty (20) skaters and two (2) goaltenders on a Game Sheet
  - (iii) Must maintain an Active Player Roster (APR) of no more than twenty-eight (28) players
  - (iv) Must inform the AIHL Operations if there is a change to the max. 28-player APR
  - (v) Must not exceed four (4) Class-A and/or one (1) Class-B Import players on the APR
  - (vi) Must maintain a record of each of their player's PPS value
  - (vii) Must keep a record of their total team roster
  - (viii) The Game Sheet must record no more than eight (8) game support staff
- (b) A team roster must include a non-import goalie who plays a minimum of 180 minutes (equivalent to 3 regulation games).
- (c) A team must notify the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) of its preliminary APR no later than 14 days before the Season's commencement as confirmation that it complies with the requirements of [clause 13.1](#).
- (d) The AIHL will maintain the list of players on each team's register using eSportsDesk.
- (e) A player is added to a team's register on the date which the AIHL allocates the player's name to the player roster per [clause 13.1\(c\)](#);
- (f) A player is removed from a team's player roster on the date on which:
  - (i) the AIHL Operations is informed of a player's release per [clause 12.4](#); or
  - (ii) a transfer of a player to another team comes into effect.

### 13.2. Transfer of Players during a Season

- (a) Subject to this [clause 13.2](#), a player may transfer from one team to another during a Season.
- (b) Prior to July 1, if a player seeks to transfer to another team:
  - (i) He must obtain the written consent of his current team to terminate his Standard Player Contract.
  - (ii) his new team must notify the AIHL in writing of the prospective transfer; and
  - (iii) subject to [clause 13.2 \(c\)](#), the player must sign a Standard Player Contract with his new team.
- (c) A player's original team may, for good reason, refuse his request to transfer during the Season. However, if so, it must provide the player, the prospective new team and the AIHL with written reasons. Suppose the player or his prospective new team are not satisfied with the reasons given for the refusal. In that case, they may appeal the decision to the AIHL. The AIHL's determination to release the player will be final and binding. It may not be appealed to the AIHL Appeals Committee.

- (d) A player is not permitted to transfer from one team to another from July 1 onwards during a Season.
- (e) Upon application by a team, and for good reason, the AIHL may in its sole and absolute discretion waive any part of this clause 11.2 provided, however, that the AIHL notify all other teams when it grants this exception. The AIHL's decision will be final and binding and may not be appealed to the AIHL Appeals Committee.

### 13.3. Eligibility to Play in the AIHL Finals

- (a) A player is not eligible to play for a team in the AIHL Finals unless he has Played at least six (6) AIHL regular season games for that team during the Season. At least one (1) of these games must be before July 1 of the current season.
- (b) A team may apply for dispensation for a player's eligibility per [clause 2.3](#) of these regulations.

### 13.4. Ineligible Players

- (a) A team must not Play any person in any Game unless:
  - (i) that person is registered with the League as a player with that team per these Regulations, and
  - (ii) the player is on the APR.
- (b) If any team fields a player in an AIHL Game that is unregistered or otherwise ineligible (including not appearing on the official team sheet):
  - (i) The score must be recorded as zero (0) for that team and one (1) for the opposing team or a much more significant number of goals that the opposing team had scored.
  - (ii) the opposing team will be deemed to have won the AIHL Game and must be awarded a total of three (3) points
- (c) Any team that fields an ineligible player in an AIHL Game may be subject to sanction per these Regulations. The AIHL's decision on the status of a player will be final and binding and may not be appealed to the AIHL Appeals Committee.

#### 14. TEAM OFFICIALS

- (a) teams must ensure their team officials comply with the rules, including the Code of Conduct.
- (b) A person must not participate in any game as a Team Official unless that person is registered with the League as a Team Official with that team per clause 12.
- (c) To register a person as a Team Official, the team must enter all requested details into the League and/or IHA registration system and provide the AIHL with the following:
  - (i) a copy of the Standard Team Officials Contract applicable to the current Season signed by the team and the Team Official.
  - (ii) copies of the documents evidencing the Team Official's requisite qualifications and
  - (iii) If requested, a certified copy of the Team Official's passport and/or permanent or temporary visa.
- (d) The AIHL will maintain a register of all team officials employed or engaged by teams for the League.
- (e) Only registered team officials may be on the bench no more than eight (8) during a Game.
- (f) Before a Team Official can be registered with the League, the AIHL must be satisfied that the Team Official has executed a valid Standard Team Officials Contract (this can be achieved by notifying the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) that the contract has been completed. A team must file an original of the Standard Team Officials Contract with the AIHL within five (5) Business Days of it being signed by both parties.
- (g) The AIHL will not register a Team Official as a Coach unless they have achieved and hold a current Level 1 coaching certificate, or such other qualification as advised by the AIHL from time to time.
- (h) Teams may de-register a Team Official during the Season by notifying the AIHL in writing by email ([operations@theaihl.com](mailto:operations@theaihl.com)).

## 15. GAME OBLIGATIONS

### 15.1. General

Each team must field its best available players and the strongest possible team in each AIHL Game.

### 15.2. Playing Imports

- (a) A team must not list or play more than four (4) Class A imports during any AIHL regular season or Final Series games.
- (b) A team must not list or play more than one (1) Class B import during any AIHL regular season or Final Series games.

### 15.3. Away Games

- (a) Each Away Team must travel to its AIHL Games with at least 15 players. For the purposes of these Regulations, a team will travel with 15 players when it has made arrangements for the accommodation and transport of these players, and the team has not cancelled these arrangements before the AIHL Game.
- (b) Upon application by a team, and for a good reason (such as widespread sickness of a team's playing group), the AIHL can excuse a team from complying with [clause 15.3 \(a\)](#) and in doing so, the AIHL will provide notification to all the other teams at the time it grants such an exemption.
- (c) A team must apply for this exemption before it travels with less than fifteen (15) players. It cannot apply for a retrospective exemption. Applications under this clause should be made by written notice to the AIHL.

### 15.4. Game Day Forms

- (a) The AIHL will provide each team with an APR template form. Teams are to complete this form for each AIHL Game they participate in. Only players and team officials registered with the AIHL per these Regulations will be able to be included on the Form.
- (b) All teams must submit to the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) and the completed APR by COB on the Friday before the game weekend (COB Thursday for Friday games).

### 15.5. Team Benches

- (a) Only team personnel registered with the AIHL per [clause 14 \(c\)](#) **AND** listed on the APR will be permitted on the team bench and adjacent area.
- (b) All other persons are **NOT PERMITTED** on the team bench or adjacent area. Game Officials can remove unauthorised persons from the bench or adjacent areas. Teams who repeatedly breach this clause may risk losing competition points or receive a fine.
- (c) With exception to [clause 15.5 \(b\)](#), Emergency Services and Game Day Operations personnel are granted reasonable access to the team bench and adjacent areas to undertake operational duties.
- (d) A team bench personal (maximum of thirty (30)) must be on the Game day sheet submitted to the AIHL prior to each game. (twenty (20) skaters and two (2) goaltenders and eight (8) game support staff as per as per Clause 13.1 (ii) and (viii))

### 15.6. Live scoring

- (a) All AIHL games will be electronically scored using eSportsDesk. Teams will no longer receive a copy of a paper game sheet. Teams and their personnel are not to approach the scorers to request changes at any time.
- (b) Team Managers or Governors may challenge recorded game stats and submit change requests to [operations@theaihl.com](mailto:operations@theaihl.com) by no later than COB the Monday following the game weekend. Submissions from anyone who is not a Governor or Team Manager will NOT be accepted.
- (c) The AIHL Operations will respond to all submissions acknowledging any changes made.

### 15.7. Injuries Sustained

- (a) Teams must submit an [IHA Injury Report](#) for any and all injuries sustained on the ice. Reports must be submitted to [operations@theaihl.com](mailto:operations@theaihl.com) and [office@iha.org.au](mailto:office@iha.org.au).
- (b) Players submitting Insurance Claims will need to complete the [required forms](#), including the AIHL's sign-off.
- (c) Injured players may be rotated off the APR.
- (d) Injured players will be listed with an ambiguous injury (UBI/LBI, etc.) on eSportsDesk for the purposes of recording games that cannot be played due to injury. Where possible, the team shall inform the AIHL of the estimated return time frame of the player.

## 16. GAME OFFICIALS

### 16.1. Appointment of Game Officials

The AIHL Head of Officiating and Player Safety in collaboration with state-based Referee In Chiefs will appoint Game Officials to each Regular season game. All AIHL teams are responsible for the appointment of all Off-Ice Officials. The AIHL will appoint Off-ice and Game Officials to all Finals games. The AIHL (on behalf of each team) is responsible for paying all fees and travel expenses to Game Officials for AIHL Games.

### 16.2. Performance of Game Officials

Teams may formally approach the Head of Officiating and Player Safety to query the performance of any Game Official, as follows:

- (a) Teams MUST submit in writing by email to the Head of Officiating and Player Safety ([playersafety@theaihl.com](mailto:playersafety@theaihl.com)) detailing their issues for review by close of business two (2) business days following the relevant AIHL Game; and
- (b) The Head of Officiating and Player Safety will respond to the team as soon as reasonably practicable.

## 17. COMMERCIAL

### 17.1. Ownership and Exploitation of Commercial Rights

- (a) All commercial rights in respect of the AIHL and the League, including all advertising, broadcast, hospitality, image, media, digital, licensing and merchandise, promotional, signage and sponsorship rights (Commercial Rights), are governed by the Licence and are supplemented by these Regulations and League Policies and Procedures.
- (b) Each participant must fully cooperate with the AIHL and all AIHL Partners and licensees in the exploitation and activation of the Commercial Rights.

### 17.2. AIHL Partner Recognition

Each team must:

- (a) Feature the League Logo prominently and clearly visibly on all team collateral (including its letterhead, website, any other written communication or brochures, and on its playing uniform) per the AIHL Brand Guidelines.
- (b) Recognise the AIHL Partners on all team collateral that is A4 size or larger in the size and order notified by the AIHL from time to time, and
- (c) liaise with the AIHL before the production of its team collateral to ensure that the AIHL Partner logos are accurate.

### 17.3. AIHL Partner Signage

Each team must display the AIHL Partner signage at AIHL Games in the positions set out in the League Policies and Procedures or as otherwise advised by the AIHL from time to time.

### 17.4. Media Backdrops

Each team must comply with all relevant League requirements concerning the use and display of media backdrops as set out in the League Policies and Procedures or as otherwise advised by the AIHL from time to time.

### 17.5. Rink Agreements

A team must provide the AIHL with reasonable details of its Rink arrangements within seven (7) days of a request.

### 17.6. Team Sponsors

- (a) A team must not enter into an agreement with a sponsor or supplier that competes with the respective businesses, products or services within the exclusive category granted to an AIHL Partner by the AIHL as notified by the AIHL to teams from time to time.
- (b) A team must provide the AIHL with reasonable details of its sponsorship arrangements within seven (7) days of a request.
- (c) A team must not permit its sponsors or suppliers to:
  - (i) in any way represent themselves as a partner of the AIHL or the League; or
  - (ii) use the League Logo.

### 17.7. Sports Betting Operators

A team must not enter into an agreement with a Sports Betting Operator or any other body that offers betting or gambling-related products or services without obtaining the AIHL's prior written consent.

### 17.8. Alcohol Sponsors

- (a) A team must not enter into an agreement with an Alcohol Sponsor without obtaining the AIHL's written consent.
- (b) [Clause 15.8 \(a\)](#) does not prevent a team from:
  - (i) Selling pouring rights at a rink to an Alcohol Sponsor.
  - (ii) permitting the recognition of the holder of the pouring rights at a rink, provided that such recognition is limited to branding on equipment (such as fridges and taps) required as part of a reasonable pouring agreement; or
  - (iii) entering into an agreement with a social club, pub, hotel, restaurant, leagues or other similar club or licensed venue, provided that such agreement does not permit the promotion of any products or services in the Alcoholic Beverage Category in association with the team or the AIHL.

### 17.9. Signage

- (a) At AIHL Games, teams must only display signage at a Venue approved by the AIHL.
- (b) Each team must send their proposed signage to the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) for approval at least one (1) week before the start of the Season.
- (c) If a team is required to amend its signage grid following the commencement of the Season, it must provide an updated grid to the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) for approval before the team's next home AIHL Game where the changes are proposed to occur.

## 18. LICENSING AND MERCHANDISE

All teams must adhere to and comply with the standards and regulations applicable to player equipment and on-ice and off-ice apparel as set out in the League Policies and Procedures as advised from time to time.

## 19. MEDIA, MARKETING AND COMMUNICATIONS

### 19.1. Brand Guidelines

All teams must comply with the AIHL Brand Guidelines provided by the AIHL from time to time concerning the use and reproduction of the League, team and sponsor logos.

### 19.2. League Naming Conventions

Below are the official names and terms that must be used in any official correspondence concerning the League:

- (a) Generic Term: AIHL or Australian Ice Hockey League.
- (b) Specific Terms:
  - (i) AIHL [year] Season.
  - (ii) AIHL [year] Minor Premiers.
  - (iii) AIHL [year] Finals.
  - (iv) AIHL [year] Grand Final; and
  - (v) AIHL [year] Champions.

### 19.3. Promotional Material

- (a) All teams MUST consult the AIHL (Communication and Media Unit) before distributing any team related promotional materials.
- (b) The AIHL reserves the right to review and require amendments to any team material to ensure factual accuracy and key message consistency.

### 19.4. Name of Team and Logo

A team must not, without the prior written consent of the AIHL, change or attempt to change its name or logo.

### 19.5. Media Personnel & Accreditation

- (a) All teams MUST consult the AIHL (Communication and Media Unit) before nominating personnel for media accreditation per the AIHL Team Media Unit policy and processes.
- (b) An accreditation is physical proof of access entitlements to a zone within a Home Rink during an AIHL Game. It is personal and non-transferable and does not grant the pass holder access to a viewing seat.
- (c) Media personnel MUST not interfere or compromise the teams, players or officials in such a way that it hinders the operation of the Competition.
- (d) It is the responsibility of the Home Team to ensure compliance with the relevant accreditation standards as promulgated by the AIHL from time to time.

## 20. TICKETING

### 20.1. Tickets

- (a) Teams responsible for staging a home AIHL Game must provide ticketing and seating areas per [clause 20](#).
- (b) The Home Team must display the League Logo on all AIHL Game tickets. A consistent format across the League ensures patrons receive the same information levels from the venue ticketing agencies.
- (c) The League-wide Terms of Admission must be referenced on all tickets, including mobile and print-at-home tickets and Season passes.
- (d) Teams must produce admission tickets for the public and corporate guests, and membership passes/cards for all AIHL Games. These tickets and membership passes/cards should be made per the guidelines below:
  - (i) Front of Ticket:
    - A) League Logo (or League title text reference as the agency, venue and online capabilities for the printing of logos will differ between venue ticketing agency arrangements).
    - B) Home team name.
    - C) Away Team name (not applicable for passes).
    - D) Game date and time (optional for passes).
    - E) Seating information.
    - F) Terms of Admission reference – "Patrons' must comply with the AIHL Terms of Admission, available at [www.theaihl.com](http://www.theaihl.com) "
    - G) Ticket price (not applicable for passes).
    - H) Home Rink details (name of venue).
    - I) Home team Logo (optional); and
    - J) Barcode for scanning or seating information for tear-off.
  - (ii) Rear of Ticket:
    - A) Home Rink information (map optional); and
    - B) Legal information – ticketing terms and conditions.
    - C) The AIHL reserves the right to review, approve or require changes to the ticket layout.
    - D) Teams must submit in writing to the AIHL by email ([operations@theaihl.com](mailto:operations@theaihl.com)) the final attendance no later than (2) Business Days following each home AIHL Game.
    - E) The crowd attendance is based on the number of tickets and passes sold for each AIHL Game.

## 21. TROPHIES, MEDALS AND AWARDS

### 21.1. Team Trophies and Medals

- (a) Championship Trophy:
  - (i) The Championship Trophy will be presented to the Champions following the conclusion of the Grand Final.
  - (ii) The AIHL reserves the right to use or display the Championship Trophy on the rink or within the Home Rink on game day prior to presentation for any media or broadcast obligations as required.
- (b) Champions Medals:
  - (i) The Champions will be presented with thirty (30) Champions Medals following the conclusion of the Grand Final. The Champions Medals must be given to the list of players and team officials nominated by the team before the Grand Final.
  - (ii) The Champions may request to purchase additional Champions Medals to provide to additional players, team officials or other team staff at the team's discretion. Suppose additional Champions Medals can be obtained by the AIHL. In that case, the team must receive the additional Champions Medals at an alternative date and time determined by the AIHL.
- (c) Minor Premiers' Trophy:
  - (i) The Minor Premiers' Trophy will be presented to the Minor Premiers at the Home Rink, where the first (1st) position on the League ladder is secured during the AIHL regular season. The presentation will occur following the conclusion of the AIHL Game, in which the first (1st) position is secured.
  - (ii) If the Minor Premiers' Trophy is presented to the Minor Premiers at an away AIHL regular season Game, the team, in consultation with the AIHL, must provide an opportunity for the Minor Premiers' Trophy to be displayed to the team's fans at the next home AIHL regular season Game after securing (1st) position on the League ladder. This presentation opportunity may occur before, during an intermission or following the AIHL Game's conclusion.
  - (iii) Suppose the Minor Premiers' Trophy is presented to the Minor Premiers at an away AIHL regular season Game, and the team's next Home Game is an AIHL Finals Game. The Minor Premiers' Trophy may be displayed to the team's fans at the AIHL Finals Game. Still, the decision to do so will remain at the team's discretion in consultation with the AIHL.
  - (iv) The AIHL reserves the right to use or display the Minor Premiers' Trophy on the rink or within the Home Rink on the game day before presentation for any media or broadcast obligations as required.

### 21.2. Judging Process for Individual Awards

- (a) During the final weeks of the AIHL regular season, the AIHL Operations will ask each Team Delegate to nominate one (1) player from their team for each award.
- (b) The AIHL will circulate voting papers to the Team Delegates. No Team Delegate may vote for their own nominee and may not vote more than once.
- (c) The result of the vote will remain confidential until the presentation of the awards.

- (d) Any participant suspended by the AIHL or the Disciplinary Committee because of their conduct during an AIHL regular season Game is not eligible to receive the award for that Season.

### 21.3. Individual Awards

- (a) The nominee who receives the most votes will be named the award winner. If two (2) or more nominees receive an equal number of votes, they will jointly receive the award.
- (b) The judges for all of the individual awards will be the Team Delegates
- (c) Individual awards will be presented during the AIHL Final Series weekend by a representative of the AIHL.
- (d) The individual awards are:
  - (i) Most Valuable Player (Mick McCormack Trophy) – awarded to the player judged as the best player in most AIHL regular season games.
  - (ii) Rookie of the Year – To be eligible for this award, a player must be 24 years or younger (as at his team's first Game of the AIHL regular season) and have played in no more than a quarter of the previous AIHL regular season games. Any player who has won this award in an earlier Season is not eligible to receive the award for any subsequent Season.
  - (iii) Defenceman of the Year – awarded to the player judged as the Best Defenceman in most AIHL regular season games.
  - (iv) Goaltender of the Year – awarded to the player judged as the Best Goaltender in most AIHL regular season games.
  - (v) Coach of the Year - awarded to the Coach judged as the Best Coach in most AIHL regular season games.

### 21.4. Most Valuable Player – AIHL Finals

- (a) Is awarded to the Most Valuable Player of the AIHL Final Series
- (b) The player will be judged as the best-performing player in the AIHL Final Series by a panel of experts selected by the AIHL
- (c) The AIHL will choose three (3) judges to adjudicate the players. Judges cannot be a member of the AIHL, a representative, or an affiliate of any team participating in the AIHL Final Series.
- (d) Immediately following the conclusion of the Grand Final, the judges will convene and select the winner. The player who the judging panel selects (each panel member may vote for one (1) player for the award) will be named the award winner. If two (2) or more players are selected, they will jointly receive the award.
- (e) The award will be awarded following the Grand Final by a representative of the AIHL.

### 21.5. Player Recognition

- (a) The AIHL may determine an appropriate format to honour players who have retired from or will no longer participate in the League.
- (b) The appropriate format will be determined based on specified criteria, including the number of AIHL Games the player has participated in, the number of seasons the player has participated in, personal achievements associated with the player's participation in the League, the player's general contribution to the League, team(s) and/ or ice hockey in Australia generally, and any other factors considered relevant by the AIHL.

## 22. ENFORCEMENT

These Regulations will be effective immediately upon promulgation by the AIHL, and any amendments made to these regulations come into effect immediately upon promulgation of such revisions by the AIHL.