

2012 SOUTHERN CONFERENCE COMPETITION RULES

Rules are as per EIHA rulebook with the following additions:

Participating teams are as follows;

East:

Bracknell Blizzard

Guildford Smoke

Medway Madness

Slough Scorpions

Solent & Gosport Spartans

West:

Army Air Corp Ice Hawks

Cardiff Eagles

Cardiff Ice Hounds

RAF Bluewings

Swindon Rec Wildcats

- 1 The conference will run from January 2012 until 31st July 2012 unless exceptional circumstances force the completion date to be extended. The entry fee is £15 per team to allow the purchasing of a trophy and any other conference costs such as a website etc.
- 2 Teams may ice a maximum of 3 lines plus 2 spares and a back-up goalie, giving a maximum of 17 skaters plus 2 goalies in total.
- 3 No player under the age of 18 can play in the conference, this is because not all teams have a level 2 coach, a level 1 coach, a child protection officer and a child protection policy in place which are all required as highlighted in the EIHA Rec section 2009 AGM on 13/09/09.
- 4 If a team fail to show up for an arranged match, a 10 - 0 walkover will be awarded to the opposition and a 1 point deduction will be taken from the offending team's points total. A minimum of 2 weeks notice is required to cancel a match without penalty so that the EIHA can be advised and alternative arrangements made. Only in exceptional circumstances and with agreement from the conference organiser, can a fixture be changed. Should a team drop out of the conference and they have not completed 50% of their group games, the results and stats from the games that they have played will be removed and declared void. If the team that has dropped out have played more than 50% of their group games, all remaining group games will be awarded as 10 - 0 walkover results to the opposing teams. If a team drops out or misses a game in the playoffs, the results of any of the games in the current round of the playoffs (Quarter Final, Semi Final etc) are declared void and the opposing team will be awarded the walkover 10 - 0 win in all games in that playoff round. No result can be voided from a previous complete round of the playoffs.
- 5 All teams must be prepared to change kits if necessary so as not to clash with the opposition, the best advice is to speak to the opposition coach/manager before the game via e-mail as all addresses are on the mailing list and listed in the update spreadsheet.

6 The home team shall organise the game as a SOUTHERN CONFERENCE MATCH with the EIHA as soon as the conference organiser has given them the fixture dates. All conference matches must have at least 1 referee, if a referee fails to turn up, 1 member of each team (C or A's only) must referee the game as a 2 man system. If a game finishes as a draw in the group stage, the winner will be determined by a penalty shootout, where three shooters go alternately from each team. If it is still tied after 3 shooters from each team, it goes to sudden death using different players on the team until every player has taken a shot (excluding netminders) and first team to score wins. If still tied after all team members have taken a shot, the the shooters start again in the same order as the first time round

7 All games must be played to a full 60 minutes of stop clock hockey - no running clock period matches are allowed as this has the potential to influence goal difference. It is your responsibility to make sure that you have the appropriate ice time booked with your rink and a minimum of 5 minutes of warm up time where the home team shall provide the pucks. Intermission ice cuts are not required in the Southern Conference but an ice cut before warm up is a minimum requirement.

8 If any team drops out or if fixtures are completed with over a month to go, the format of the competition may change to allow a playoff competition to take place if all teams are willing.

9 Players are cup tied for the duration of the conference (inc playoffs if applicable) once they have played or appeared on the game sheet for a club in any of the conference fixtures. If another team plays a cup tied player, the will automatically lose the game by the default score of 10 - 0 and receive a 1 point deduction. All Players must be registered & insured with the EIHA Rec Section in-line with the Rec Section Registration procedure. As per the EIHA rec rulebook, loan netminders maybe used from any other EIHA rec club providing permission is sought as detailed in the rulebook first. This includes other conference clubs providing that they are not already cup tied by having played for another conference club this season.

10 "Game sheets are still to be sent to the EIHA within 3 days of the game as normal but if you could all send a copy to the conference organiser also within 3 days so that a record of results, goal scorers and MOM's etc can be kept on the regular update spreadsheet that will be sent out. This will also help keep track of players breaking the cup tied rule etc. Please send your game sheets across ASAP as the results are needed ASAP to determine conference position. If a team does not send a game sheet in to the conference organiser inside of the 3 days of completion of the game, 1 point will be deducted from the team's total points. For those teams who post gamesheets over as opposed to scanning them I will look at the post marked date as an indication of when it was posted as opposed to the received date to allow for any problems with the postal system. If the post marked date is within 3 days then no deduction will be made, if over 3 days a deduction will occur. If you need my postal address, please ask me for it. If this happens in the playoffs then the result of the game will be overturned to the default 5 - 0 loss.

A reminder again on gamesheets:

- a. Please write clearly in CAPITALS as I cannot read some of the handwriting.
- b. Please put NM next to your netminders, or tell me in the e-mail, remember I don't play for your teams so I don't know who plays where.
- c. Please scan the white copy, - I've received green and pink copies and they are not as easy to read from.
- d. Please include the first initial of all players, as there are players on each team that have the same surname.

11 Group stage points are awarded as follows: Win = 2 points, Shoot-out Loss = 1 point, Regulation time loss = 0 points. If teams are tied in the conference, position will be determined by results between the tied teams, if still level it will go down to goal difference.

12 Playoff games are 'knock-out' and are played over 2 legs (home and away) with the total aggregate score deciding the winner. If a game is tied after the first leg then no penalty shootout is to be held. Only if the aggregate score is tied after the second leg, then the normal penalty shootout format is to take place as per conference rule 5. Only players who have appeared in at least 3 games (37%) of the group stage games are eligible to play in the playoff games. Any team that names a player on the game sheet for a play off game who has played less than this will have the result of that game over turned and awarded 10 - 0 to the opposition. If both teams do this in the same game, a 1-1 tie will be awarded. If this occurs in both legs of a playoff round, the winner of the round will be awarded to the team with the better group stage record over the other team. The conference organiser will keep track of player appearances as per the game sheets that get sent in, and will send out a list of eligible players for the playoff games for each team on completion of the group stage.

13 All stats are to be recorded as per the game sheet, no amendments can be made after this. It is your responsibility to ensure that the game sheet is filled in correctly during the game.

14 If a player earns a suspension in a conference game and earns themselves a one match or multiple match ban, this ban will carry over until the next conference game. This means that no match ban can be surpassed by arranging a friendly between 2 conference fixtures. In other words, get a ban in the conference, miss the next conference game. You may also need to check with the EIHA about bans over any friendly games you have arranged aside from the conference matches. If a team ices a suspended player in the conference, the result of that game will be awarded as a 10 - 0 win to the opposition, 1 point will be deducted from the offending team and the ban will carry over to the next conference fixture. There may also be further issues arising from this with the EIHA Rec section who will deal with this as they see fit. Suspensions do not carry over into the next year's competition.

15 If there is any dispute in any of the points mentioned above or for any other un-foreseen incident, the conference organiser will make a final decision on the overall outcome to resolve the situation.

16 The conference is to be played and enjoyed in good spirits, with the intention that if it goes successfully, there will be another next season, possibly with more teams.