



**AUCKLAND HOCKEY
ASSOCIATION (INC.)**

**COMPETITION RULES
2012**

September 2011

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COMPETITION ENTRY REQUIREMENTS

The Auckland Hockey Association wish to create and maintain a hockey environment, which is enjoyable, re-warding and satisfying for all people involved.

NUMBER OF TEAMS IN EACH GRADE

There will be eight teams in each grade except for the bottom grade which is made up of the remaining teams.

The top grade will be the Premier grade and thereafter the grades will be Premier Reserve, Divisions 1, 2, 3, 4, 5, 6 etc.

GRADE ENTRY

All clubs are entitled to enter teams according to their previous season's final placings in the Championship, provided that:

- A Club may enter only one team in a premier grade; and
- A Club may enter a maximum of two teams in all grades (other than Premier) except for the bottom grade which is made up of the remaining teams.

The final placings in the Championship will be published by Auckland Hockey office by 20 December in each year

The competition format is based on the very strong premise or expectation that the clubs will support the integrity of the competition format and the entitlement to entry in a grade as outlined above. If clubs need to cater for growth in player numbers, new teams will be entered in the lowest grade. When entering two teams in one grade (where entitled to) or multiple entries at the lowest level, the club shall rank its teams.

Should a club not enter a team in a grade to which it is entitled, or should a club, on the basis of exceptional circumstances, request that the CEO consider an entry that differs from entitlement, the CEO shall have discretion, in consultation with the Competition Working Group (CWG), to determine the final grade entries. The only reason to exercise this discretion would be to protect the integrity of the competition and in exercising this discretion the CEO and CWG shall have regard to the principles of strong competition, effective administration, communication, transparency, consistency and certainty.

YOUTH GRADE ENTRY

These grades provide the opportunity for Youth players to compete against players of their own age group. All clubs are entitled to enter teams in Youth Grades. Club Council reserves the right to add or combine grades where necessary. There is a maximum of 10 teams per grade.

YOUTH GRADE ELIGIBILITY (AGE AS AT THE 1ST OF JANUARY OF THE SEASON)

Clubs may apply to the Club Council for dispensation for a player affected unfairly by the age restrictions.

COMPETITION REGISTRATION

CLUB TEAM REGISTRATION FEES

PAYMENT: Payments will be required to be paid in installments which will be advised by the AHA office. Due dates for these payments are set by the Association each year.

PENALTY: At each payment date any club who has not paid the installment in full will incur a penalty of an additional 10% in addition to the amount outstanding at that payment date.

REGISTRATION OF TEAMS

RULE: All clubs must register all their Club players participating in competitions. A player may be registered with one club and one team only. A player cannot participate in a match unless they are registered with the Auckland Hockey Association.

Players who have played hockey for New Zealand or in the NHL within the last two years must be registered as Premier players, unless dispensation is granted by the AHA CEO, in consultation with the CWG.

Players who have been deemed to be not transferred cannot be registered, and will not count towards the minimum number of players required in the team

PROCEDURE: Clubs must enter details of clubs registered team lists on the AHA Data Base for the current year by 12 midday of the Thursday prior to the first match of the season. Player Registrations will consist of all data required for the Auckland Hockey Association data-base. This includes details such as full name, residential address, date of birth and occupation. There must be at least 13 players registered in a Premier team and a minimum of 12 players registered in all other teams.

PENALTY: A team will not be eligible to gain competition points if registrations are not completed in the manner and by the time as described in the Procedure. This will be done on an individual team basis.

The first match of the season for each grade is the date shown in the competition calendar of dates as the first match for the relevant grade.

The points earned by a team that is not registered in the manner and by the time as described in the Procedure will **not** be returned once the registrations are received.

SUBSEQUENT INDIVIDUAL REGISTRATIONS

PROCEDURE: Any player not originally registered with a team may be registered after the commencement of the season by completing a Late Player Registration Form and providing the necessary information to the Club Council. Sufficient notice will be deemed to have been given if a completed Late Player Registration Form is scanned and emailed to info@akhockey.org.nz or posted to the Auckland Hockey Office, provided it is received by 12 midday of the Friday prior to match that player will be eligible to play. However no Late Player Registration Forms will be accepted after midday on the Friday prior to the League round, unless dispensation is granted by the AHA CEO, in consultation with the CWG.

PENALTY: An email will be sent to a clubs Club Council Delegate to notify them that an unregistered player has played for a team. The offending team has 5 working days (working days are considered to be Monday to Friday excepting public holidays) to register the player regardless of whether the player plays again for the team or not.

The team is deemed to have lost the initial match by default regardless of whether or not the club registers the player within 5 working days. Default means the game is scored as a win for the opposing team regardless of the final score if the game is played, and league/Championship points are awarded accordingly. The team is also deemed to have

lost by default any subsequent matches until the player is correctly registered. The points earned by a team playing with an unregistered player(s) will not be returned once the registration(s) is (are) received.

Subsequent offences by the unregistered player will incur further suspension subject to a judicial hearing.

THE EFFECT OF A SUSPENSION IS THAT THE SUSPENDED TEAM MAY CONTINUE TO PLAY IN THE COMPETITION BUT THAT TEAM IS DEEMED TO HAVE LOST EACH GAME BY DEFAULT WHILE THE SUSPENSION IS IN EFFECT.

PLAYER TRANSFERS

CLUB TO CLUB TRANSFERS

RULE: A player requiring a transfer from a previous Club may not take the field unless a transfer has been completed on the AHA data-base system by midday the Friday prior to the match that the player will be eligible to play. No Club to Club transfers will be permitted after midday on the Friday prior to the League round, unless dispensation is granted by the AHA CEO, in consultation with the CWG.

PROCEDURE: A player who has previously been registered with another Club cannot be registered with a new Club until the transfer has been completed and received by the Auckland Hockey Office via the data-base System. A list of transfers from the data-base will be presented at each Club Council meeting. If a player has not played for an Auckland Club for 2 or more years then they will not need to be transferred.

PENALTY: A team will be deemed to have lost the match by default if they field a player whose transfer has not be completed in accordance with these rules. In addition, a further 3 points shall be deducted from the team's competition points.

The points earned by a team playing a player(s) whose transfer has not be completed in accordance with these rules will not be returned once the transfer is completed.

ASSOCIATION TO ASSOCIATION TRANSFERS

RULE: A player cannot play for a Club in another Association or an Auckland Club until an Association to Association transfer form has been received.

PROCEDURE: A player who has previously been registered with another Association cannot be registered with Auckland Hockey until the transfer form has been completed and received by the Auckland Hockey office. The form must be signed by the player, the club they are leaving, the Association they are leaving, the Club they are transferring to and the Auckland Hockey Association and approved by the Club Council. Receipt by the Auckland Hockey office, prior to 12 midday on the Friday prior to the match, will be deemed as temporary approval until ratified at the next Club Council meeting. If a player has not played for 3 or more years then they will not need to be transferred.

Temporary approval for playing one match shall only be given to players, where the form has been signed by the player, by the club they are leaving and the association they are leaving.

PENALTY: A team will be deemed to have lost the match by default if they field a player whose transfer has not been completed in accordance with these rules. In addition, a further 3 points shall be deducted from the team's competition points.

The points earned by a team playing a player(s) whose transfer has not be completed in accordance with these rules will not be returned once the transfer is completed.

UNFINANCIAL PLAYERS

RULE: Clubs shall advise Auckland Hockey of any players who have not paid their financial obligations to the club.

PROCEDURE: A register will be kept by the Auckland Hockey Office of players who have not met their obligations with a club.

PENALTY: The Club Council will not action a transfer if a player's name is on the above mentioned register. Unfinancial players are not eligible for representative selection until their obligations are settled.

TRANSFER DISPUTES

PROCEDURE: In some cases there are genuine disputes between a player and the Club from which they are endeavouring to obtain clearance. The Club Council has the power to act as arbiter and is able to, and should, allow a player to take the field for the new Club without clearance from the old Club if it believes this is equitable.

UNFINANCIAL PLAYER: In such cases it is recommended that the new Club is required to accept financial responsibility for the player and that the new Club will be required to guarantee any amounts due to the old club. The Club Council will act to ensure the dispute is settled without delay.

CLUB ADMINISTRATION: In some cases a player is unable to gain clearance because of administrative deficiencies in the Club from which he or she is transferring. The Club Council has the power to allow that person to play without prior clearance if it believes it is equitable. The Club Council will act to ensure the deficiency is settled without delay.

In both circumstances the Club Council can withdraw the dispensation allowing an individual to play at any time if information comes to the attention of the Club Council suggesting that this would be appropriate.

THE DRAW

The Auckland Hockey office in conjunction with the CWG is required to prepare the draw. The draw will be communicated to Clubs upon completion.

The draw should be determined by a formula so that it is dependent on rankings or some random allocation of teams and cannot be manipulated by an individual. The following principles will guide the development of the draw and the allocation of playing times and locations:

- all Premier finals and high crowd drawing matches should be located at Lloyd Elsmore Hockey Stadium;
- social grades should not be given the less favourable playing slots;
- the season draw should be set in place as early as possible to help players plan their year;
- the club versus club format should be retained where at all possible; • Representative Hockey matches should be scheduled on a Sunday;

APPENDIX 1: Guiding Principles

At the end of each season the Guiding Principles will be reviewed and confirmed for the following season by the CWG to be completed by 20 December.

APPENDIX 2: Competition Calendar

CWG will approve a Competition Calendar of dates by 20 December in each year.

APPENDIX 3: Competition Format

CWG having reviewed Competition Formats and grades at the end of each season will by 20 December confirm the competition formats and grades for the following season.

GRADING – SENIOR DIVISION

SENIOR DIVISION

1. No player may play in any team lower than that in which he or she is registered.
2. The divisions within the Association are Premier, Premier Reserve, Division and Youth.
3. A minimum of 13 players must be registered in Premier teams. A minimum of 12 players must be registered in all other graded teams. Players who are deemed to have not transferred do not count towards the team numbers for the Club that the player is transferring to.
4. All players in a club's second ranked team may play up into the club's top ranked team unlimited times.
5. All players in a club's 3rd ranked team and below can play a total of 3 games in the club's next highest ranked team without being re-graded up.
6. Two players from each team below the club's 2nd ranked team can be nominated to play up one team higher, than the team they have been registered, unlimited times. If a nominated player plays more than one team up then they are subject to the usual re-grading rules.

NOMINATED PLAYERS

1. Nominated players must be approved at a Club Council meeting
2. Nominated player requests must be submitted on a Nomination players form or they will not be approved.
3. Nominated player requests not on a nominated players form will not be approved.
4. Nominated Players must be clearly identified on the Nominated Players form and Weekly Match Card.
5. NOTE: It is the intention that these players will play in their normal grade on a regular basis.

RE-GRADES

The Club Council may re-grade any player, who in its opinion, is unable to achieve or is exceeding the playing standard of the grade in which that player is registered.

A club may apply to the Club Council to re-grade its players due to changing circumstances. Players may be re-graded down once only within a single season, and thereafter they must play the remainder of the season within the lower grade.

All re-grading must be approved by the Club Council, with players being unable to play in their revised grade, until their club has received written approval from AHA.

The conditions that a re-grade must meet are:

- A completed re-grade form must be submitted to the AHA Office for approval at a Club Council meeting.
- Re-grade applications for a lower grade not on an AHA re-grade form will not be approved.
- Acceptable reasons for re-grades include: Injury, changing work circumstances, playing as goal keepers, loss of confidence
- Re-grades to a lower grade may be approved at a Club Council meeting.
- Re-grades up maybe approved through the Auckland Hockey Association office.
- Re-grades to a lower grade will not be approved after June 30th.
- Once a player (other than a nominated player) has played a total of four competition matches in any grade higher than their registered grade the Club must re-grade them into the highest team played in.

PENALTY: Any team which plays a wrongly graded player will be deemed to have lost

the match by default.

INTERCHANGE

Where a Club has two teams registered in the same grade, the Club shall nominate one team the A team, the next the B team (and so on for the lowest Division). The AHA will assign team rankings if a Club fails to do so.

The players in the lower team may play up into the higher team according to the Nominated Player and Re-grade rules, but the players in the higher team may not play down into the lower ranked team.

Note: That the team match card must identify when a player is playing for a team other than the one they are registered in.

GRADING – YOUTH DIVISION

ELIGIBILITY

Players registering in the Youth A and B grades must be under 18 years of age at January 1st of the current season.

REGISTRATIONS

A player registered in the Youth A Grade may not play down into Youth B Grade.

NOMINATED PLAYERS

YOUTH A GRADE: Two players can be nominated to play in the Premier, Premier Reserve or Division 1 grade 2. These players can play a maximum of one senior game per weekend. Two players can be nominated to play in any Division 2 or lower graded team per weekend.

YOUTH B GRADE: Two players can be nominated to play in any Division 2 or lower graded team per weekend.

RE-GRADES

Once a youth player (other than a nominated player) has played a total of four competition matches in any grade higher than their registered grade the Club must re-grade them into the highest grade they have played in.

INTERCHANGE

Where a Club has two teams registered in the same grade, there will be no interchange of players between these teams unless the Club has specified that the team is ranked either A or B in which case the B players may play up into the A team, but A players may not play down into the B team.

PENALTY: Any abuse of these grading rules will result in a team being deemed to have lost the match by default.

UNIFORMS

RULE: Each club must register all playing uniforms with the Club Council. All club team members must play in that uniform. All players must have numbers on the back of their shirts. No two players of the same team on the field may have the same number. Numbers must be at least 15 centimeters in height and in a colour that is easily distinguishable from the shirt.

PROCEDURE: The Auckland Hockey office will maintain a register that includes photographs of the registered uniforms. The Club Council reserves the right to accept or reject a uniform presented for approval.

Where the uniforms of two clubs are sufficiently close that there is a possibility of confusion by players or umpires it is recommended that an alternate uniform is worn. The team on the left hand side of the draw will be required to wear an alternative uniform. It is recommended that all Premier teams have an alternative uniform available on a match day.

SPONSORSHIP ON UNIFORM: Players may wear sponsorship logos on their playing shirts, skirts/shorts and socks. The sponsor's logo can only appear once on each item of clothing. The size of the logo shall not exceed 20 square centimeters. The player's number must be clearly visible and not impaired by the sponsorship logo.

PENALTY: Any club which fields that wears a uniform that has not been registered and sanctioned by the Club Council will be in breach of this rule. Once such a breach comes to the attention of the Club Council the Club Council shall give the offending club the opportunity to remedy the deficiency. If the club does not register the offending uniform and gain Club Council approval by the date set the team may lose points.

Club Council will suspend any team that continues to wear the unregistered uniform. The effect of a suspension is that the suspended team may continue to play in the competition but that team is deemed to have lost each game by default while the suspension is in effect.

NOTE: The Club Council accepts that it is often necessary, due to cost; to have several uniforms in circulation that are fundamentally the same but perhaps differ in shade, fabric or trim. Where possible, players in one team should wear the same basic uniform. All uniforms must be registered with the Club Council. The objective is to ensure new uniforms that are significantly different are registered before use.

DRESS CODE

All participants and umpires are required to adhere to appropriate dress standards. Players are to ensure they are wearing the correct club uniform i.e. Shirt, skirt or shorts, and pulled up socks.

Players are not to wear hard peaked caps.

Mouth guards and shin pads are strongly recommended.

MATCH DAY REQUIREMENTS

PLAYING CARDS

RULE:

- 1) All teams must fill out a match card at least 15 minutes prior to commencement of each match
 - a. The match card must be completed clearly and legibly showing each player's first name, surname and shirt number.
 - b. Players playing in a grade different from that for which they are registered must be clearly marked on the match card before the start of the match.
 - c. The captain's name must be completed on the card in the space provided.
 - d. A player cannot be prevented from playing simply by virtue of their name being left off the card at the commencement of the match provided the umpires agree that person is a registered player and the player's name is added to the card before the end of the match.
- 2) Umpires appointed to matches may indicate that the card has not been completed properly and require that the deficiency be remedied.
- 3) In all cases, the start of the game shall not be delayed and the Captain of the team which has not completed the card properly shall remain off the field (and cannot be replaced, meaning the team plays short) until the card is filled in properly. The exception to this is when a match card is not available at the ground through no fault of the players. The match should proceed on time and a surrogate card completed as best as can be managed, at the discretion of the umpires.
- 4) On completion of the match, both captains should sign the card to confirm the result of the match.
- 5) It is the responsibility of the winning Captain, or the Captain of the first team named on the card if the match is a draw, to ensure it is placed in the appropriate slot at the venue. If an appropriate slot is not available the card should be posted to the Auckland Hockey Association.

NOTE: The Club Council relies on match cards being filled in properly to identify players who are playing in inappropriate teams or who are issued with red, yellow or green cards.

PLAYERS SHIRT NUMBERS

PROCEDURE: The umpires may prevent players taking the field if he or she does not have a number on their playing shirt. Acceptable practice is that a temporary number to be placed on a shirt (using tape). Similarly, if only one player has an unnumbered shirt the umpires may deem this to be acceptable since it is still possible to distinguish that player from others on the field.

PENALTY: Where a team is fielding two or more players wearing the same number or no number the umpire will only permit one of the players to take the field until this is remedied unless previous dispensation has been granted from Club Council.

CLEARLY IDENTIFIED CAPTAINS

RULE: All grades must clearly identify their Captain by a ribbon or arm band.

Prior to the commencement of the match team managers and match umpires are responsible to ensure the captain for the match is been clearly identified

PENALTY: Where the identity of a captain is unclear, the player responsible for the role will be sent from the field by the umpire to rectify this

MATCH DEFAULTS

PROCEDURE: A team unable to fulfill their playing responsibilities must notify the Auckland Hockey Office in writing by midday on the Thursday prior to the game. The defaulting club will pay the full turf costs for that match (being the amount for their team and the team winning by default). The AHA Office may at its discretion choose to waive the turf costs, given the reason surrounding the default.

PENALTY: Any team that fails to notify the Auckland Hockey Office in writing by 12 noon the Thursday prior to the game of their intention to default will, in addition to the default result and payment of full turf costs, as detailed in the procedure, also have a further deduction of 3 competition points from their team result.

Any team that defaults three games during a season will be withdrawn from the competition by the Club Council for the remainder of the season.

AUCKLAND HOCKEY- LOCAL PLAYING RULES

The Auckland Hockey Association has several "local rules" that differ from International rules. These are designed to suit local conditions and maximise the enjoyment of the game.

GOALKEEPERS

Each team may play with either a goalkeeper or play with only field players. The option of a player with goalkeeping privileges (described in FIH Rule 2.2) may not be used in Auckland Hockey.

A team is not required to have a goalkeeper on the field at any point in time.

Any player designated as a goalkeeper must, at a minimum, wear full length pads, chest protector, kickers and an approved hockey helmet. Goalkeepers are encouraged to wear additional safety equipment.

A field player may not defend a penalty stroke. If a penalty stroke is awarded and the opposing team does not have a goalkeeper on the field the penalty stroke will not be defended and the shot will be taken into an empty goal. Teams should remember that it is permissible to substitute at a penalty stroke; a goalkeeper may be substituted on to defend a penalty stroke even if their team was playing with only field players when the penalty stroke was awarded.

Under no circumstances is a bike helmet or anything similar able to be worn by a field player.

UNDER WHAT CIRCUMSTANCES DO WE STOP PLAYING TIME?

Once a match commences there are NO TEMPORARY STOPPAGES IN TIME for any reason. If a person is injured they must leave the field as quickly as possible. Time does not stop while the person is attended to. However, play shall be stopped to allow the person to be attended to safely.

If a match starts late it is still required to finish at the designated time, allowing 15 minutes before the next scheduled start time, even if this means a shortened game. This applies to all grades, including Premier.

The turfs are used over a 12 hour period and it is important that we ensure all games start on time in fairness to the players and supporters.

Matches are deemed to have finished when the watering cycle commences or the lights turn off.

If less than five minute of a match is not played for whatever reason a club cannot appeal the final result. If greater than five but less than ten minutes of a match is lost and the final result is one goal or less between teams a Club can appeal the result and request a rematch. If greater than ten minutes is lost on a

match a club can apply to have the match replayed. This excludes time lost when a match starts later than the scheduled commencement of play time.

When a match needs to be stopped because of safety reasons, after discussion with the two team captains, the officiating umpires have the sole discretion to stop the match.

CAN A COACH "COACH THE TEAM" FROM THE SIDELINE?

The simple answer is yes. It would be impractical to stop this because a coach could easily have a message carried by a player or supporter. Our only restrictions are covered by the Code of Conduct which relates to the behaviour of the Coach, for example abusive instructions to players that detract from the match are not tolerated.

WHAT IF AN UMPIRE DOES NOT TURN UP?

Where a Club is required to supply an umpire and that umpire does not turn up, the designated team must still supply an umpire even if it means using a player from their team and playing a person short. If you do not supply an umpire your opposition has the right to inform you that unless you do supply an umpire you will lose the game by default. You must then either supply an umpire or default the game (you can still go ahead and play but you cannot gain any Championship points).

The Club Council will support any application for a win by default from a team playing against an opposition that has not supplied an umpire provided the team not supplying the umpire has been informed before the game commences that the aggrieved team intends seeking a default win thereby giving the offending team the option to play or not.

If an Auckland Hockey Umpires Association appointed umpire does not turn up the teams must share the umpiring responsibility (half a game each) unless they agree to let someone else officiate.

HOW MANY PLAYERS MUST A TEAM FIELD TO START A MATCH?

A team must have a minimum of 7 players at the start time of a match or the match is defaulted.

PLAYER SUBSTITUTIONS

Player substitutions must take place at the halfway line on the field, on the dugout side of the turf where applicable.

TEAM CAPTAINS

Premier, Championship and Youth grades must clearly identify their Captain by a ribbon or arm band.

DUGOUTS

Only team officials and players are allowed in the dugout. Umpires have the right to ask people to leave the dugout area.

BLOOD CODE

If players are openly bleeding every effort should be made to control the bleeding before moving the player (to prevent dripping on the turf). All players must leave the turf if they are openly bleeding and may not return until the wound has been covered. All teams should carry sufficient medical equipment to dress wounds and to clean the turf of excess blood (medical alcohol should be carried for this purpose).

Where a player has blood on their uniform or body, they must leave the turf to have this blood removed. All teams should carry a spare uniform for this purpose.

RESULTS

DIVISION RESULTS

The Auckland Hockey Association is required to maintain up to date records of all grades competition points, which must be available to clubs on request.

At the beginning of each season the Auckland Hockey Association needs to establish a system to ensure these matters are recorded. It is appropriate for the Club Council to delegate some of these matters to the administrative staff of the Auckland Hockey Association.

The Auckland Hockey Office shall ensure results are posted regularly at the playing venues and communicated to players through appropriate means. Updated results shall be presented at Club Council meetings.

COMPETITION POINTS WILL BE AWARDED AS FOLLOWS:

Win	3 points
Draw	1 point
Loss	0 points

Default Wins shall be awarded 3 points and the score shall be recorded as 3-0 in favour of the winning team.

If both teams are deemed to have defaulted then the score line shall be 0-0 and no points shall be rewarded to either team.

CARDED PLAYERS

The Auckland Hockey Association is also required to keep a record of all red, yellow and green cards issued in matches.

The Club Council needs to maintain a register of points accumulated by players under the card system. As soon as a player accumulates 12 points or is issued a red card the AHA office shall notify the secretary of the club concerned that the player is automatically suspended. The club is responsible for notifying the player of his/her suspension. Further information regarding Carded Players is included in the AHA Code of Conduct.

AWARDS

COMPETITION GRADE AWARDS

METHOD: Trophies will be awarded to League and Championship winners in each grade and to the Top 4 competition winners in each grade.

**Men's competition: club points winner Women's competition: club point's winner
Overall club competition points winner**

OBJECTIVE: To acknowledge the Club that performs consistently well over all senior and youth grades of the Auckland Hockey competition in any one season.

METHOD: After the completion of the competition rounds — usually two to three complete rounds, the points accumulated by each Club team are tabulated. If a Club has no teams in a grade, then the points for that grade are zero. If a club has more than one team in a grade, the points for the top placed Club team will be used.

AUCKLAND PLAYERS OF THE YEAR

Nominations will be called for Men's Player of the Year and Women's Player of the Year by the end of September each playing season. Nominees for the Player of the Year must be a senior player.

CRITERIA: Observable commitment to Auckland Hockey, Club Contributions High Performance, Role Model, Contribution to Club Hockey Conduct

NOMINATORS: Clubs, NHL Coaches and AHA Executive

COACH OF THE YEAR

CRITERIA: Auckland Representative Coach

NOMINATORS: Clubs, AHA Manager and AHA Executive

TEAM OF THE YEAR

CRITERIA: Auckland Representative Team

NOMINATORS: AHA Executive, AHA Manager, AHA Awards Committee

UMPIRE OF THE YEAR

CRITERIA: Auckland Umpires Association Member

NOMINATORS: Auckland Umpires Association

SERVICES TO AHA UMPIRING

CRITERIA: Outstanding Service to the AHA

NOMINATORS: AHA Manager & AHA Staff

COMMITMENT TO YOUTH AND JUNIOR HOCKEY

CRITERIA: Outstanding Service Youth or Junior Hockey

NOMINATORS: AHA Clubs, AHA Executive, AHA Manager and Staff

VOLUNTEER OF THE YEAR

CRITERIA: Outstanding Service to the AHA

NOMINATORS: AHA Manager & AHA Staff

COMMITMENT AND SERVICE AWARD

CRITERIA: Outstanding Service to the AHA

NOMINATORS: AHA Manager & AHA Staff

COMMITMENT TO YOUTH AND JUNIOR HOCKEY

CRITERIA: Outstanding Service Youth or Junior Hockey

NOMINATORS: AHA Clubs, AHA Executive, AHA Manager and Staff

HIGHEST MEN'S GOAL SCORER

CRITERIA: Outstanding Service to the AHA

NOMINATORS: NHL Results records

HIGHEST WOMEN'S GOAL SCORER

CRITERIA: Outstanding Service to the AHA

NOMINATORS: NHL Results records

BEST AND FAIREST AWARD MALE & FEMALE

CRITERIA: Registered player in AHA Premier 1 competition

NOMINATORS: As voted by their peers in the Premier 1 competition

SERVICE AWARDS 10 YEAR AND 15 YEAR

CRITERIA: Outstanding Service to an AHA Club, AHUA, or AHA

NOMINATORS: AHA Clubs, AHA Executive, AHUA

LIFE MEMBERSHIP

CRITERIA: Outstanding Service to the, AHUA, or AHA

NOMINATORS: AHA Clubs, AHA Executive,

METHOD (PLAYER OF THE YEAR, COACH OF THE YEAR, TEAM OF THE YEAR, VOLUNTEER OF THE YEAR, COMMITMENT AND SERVICE AWARD, COMMITMENT TO YOUTH AND JUNIOR HOCKEY, SERVICE AWARDS & LIFE MEMBERSHIP AWARDS): The Auckland Executive (or an Awards Committee appointed by the Auckland Executive) on receipt of nominations will select the recipients of these awards.