



## OFFICIAL FORMAT

### 2004 New Zealand National League Championships

#### National League Format

- The 2004 National League Championships will be an 11-week competition.
- National League Finals will be held over Queens Birthday weekend (5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> June) at QE2 Park, Christchurch.
- All games will be played according to the NZ Canoe Polo Rules. The revised edition of the rules for the 2004 season will be available for purchase no later than Monday 1<sup>st</sup> March.

#### A-grades:

- Island based home and away games shall be completed between Saturday 27<sup>th</sup> March and Sunday 30<sup>th</sup> May.

#### B-grades:

- Regional/ Island based tournaments shall be completed between Saturday 27<sup>th</sup> March and Sunday 30<sup>th</sup> March

#### *Island based home and away games: A-Grade*

- The draw for the home and away games will be available by Friday 27<sup>th</sup> February 2004 and will be determined by the Competitions Director in partnership with team contacts from each island.
- The draw format will be flexible to meet the requirements of teams in each island. For example, double headers and byes may be used to ease travel requirements on teams.
- The same format for meets will be used throughout the country.
- All games should be played on a court that meets the requirements of the New Zealand Canoe Polo Rules and shall have timing and scoring systems clearly visible to the players and public viewing area.
- The hosting team will be responsible for booking and meeting the expenses of venues, providing competition quality balls, and organising referees, scorers, and timekeepers. (Clubs are encouraged to apply for gaming machine funding to cover these expenses and travel expenses associated with the competition. New Zealand Canoe Polo is available to provide assistance making applications if required.)
- The results of every game must be submitted to New Zealand Canoe Polo not later than 10pm on the same day as that game was played.
- If any club wishes to enter two teams in the same category and run a large squad with players moving between teams, players may only play in one team for any fixture, i.e., no player may play for both teams at any home and away fixture or tournament.

#### *Regional / Island based tournaments: B-Grade*

- The draw for the regional/ island bases tournaments (2-3 tournaments) will be available by Friday 27<sup>th</sup> February 2004 and will be determined by the Competitions Director in partnership with team contacts.
- The draw format will be flexible to meet the requirements of teams in each island.
- The same game format for meets will be used throughout the country.

- All games should be played on a court that meets the requirements of the New Zealand Canoe Polo Rules and shall have timing and scoring systems clearly visible to the players and public viewing area.
- New Zealand Canoe Polo will be responsible for booking and meeting the expenses of venues, providing competition quality balls, and organising referees, scorers, and timekeepers.
- If any club wishes to enter two teams in the same category and run a large squad with players moving between teams, players may only play in one team for any fixture, i.e., no player may play for both teams at any tournament

### *Finals Tournament*

- The Competitions Director will determine the tournament draws.
- The World Championships format will be used for all tournament games, i.e., 10 minute halves and 3-minute half time.
- NZ Canoe Polo will be responsible for organising tournament venues, draws, balls, referees, etc.

### **Points and Placings**

Points shall be awarded for island based home and away games and tournament round robin pool play on the following basis:

- Win 3 points, Draw 2 points, Loss 1 point, and Default 0 points.
- In the case of a default, the team defaulting will be deemed to have lost the game 0 – 10, and the team defaulted against win by the “average goals for” (in that island based or tournament round robin).

Rankings at the end of the island based home and away games/ B-grade tournament and placing's at the end of round robin pool play shall be determined by the following mechanisms:

- Total points.
- Total goals for.
- Goal difference.
- Winner of the games between tied teams.

Elimination games and games to determine final competition placings shall comprise:

- Two periods of 10 minutes with a 3-minute half time break.
- If the scores are equal, then a one-minute break and then two periods of three minutes of sudden death extra time with a 30 second break in between.
- If the scores are equal, then a one -minute break and then a penalty shoot out.

### **Entries**

- All entries close 5pm Friday 30<sup>th</sup> January 2004, mail to: NZ Canoe Polo, P O Box 14040, Christchurch.
- Full squad lists must be provided to the Competitions Director by Friday 27<sup>th</sup> February 2004.
- National League entry fee is \$500 per team. Full payment must be sent to New Zealand Canoe Polo, P O Box 14040, Christchurch and is due no later than Friday 26<sup>th</sup> March 2004.

### **Travel Equalisation**

Travel equalisation for travel to the Finals tournament will be calculated for all teams using a formula system used by many other national sports. The formula is used to determine reasonable

travel expenses for each team to travel to the tournament and then equalise these expenses between all teams. Each team will be notified of the travel equalisation refund they are due or the travel equalisation payment they must make by Friday 27<sup>th</sup> February 2004. Those teams required to pay travel equalisation must do so no later than Friday 26<sup>th</sup> March. (Note: It is the responsibility of each team to organise their own travel and this system of equalisation means that other teams can NOT be disadvantaged if some teams do not use the least expensive travel options available to them.)