

Ice Hockey
New South Wales
Young Officials 18U
Green Jersey Program



V1

1. General information

The IHNSW Green Jersey program started in 2019.

The aim of the program is to encourage more junior players to try officiating in a model where they are:

1. Provided training from experience Referees
2. Provided support and mentoring from experienced Referees on game day
3. Officiating the non-competitive grades to minimise pressure to be perfect
4. Full ice and cross ice officiating options
5. Zero tolerance to abuse
6. Support the progression from green jersey to Referee;

in the hopes that the Green Jerseys are confident and comfortable to move into Refereeing when they turn 18.

All Juniors aged 12 – 17 are eligible to participate in the Green Jersey Program.

All Referees participating in the Green Jersey program must have a current working with children clearance.

IHNSW will provide a green jersey training course at the start of each season with 1-2 hours classroom time and 1-2 hours of ice time to practice the skills required.

The jerseys cost \$49, adult S, M, L, XL sizes are available.

In 2021 the Referee assignments for Squirts games were booked via Horizon. This will remain unchanged in 2022. In the background Robyn and Querida will align the assignments. To be assigned to Atoms and Squirts games, Green jersey referee's are to email Querida directly

IHNSW has made a conscience decision not to send Level 1 Green Jersey Officials to games without a qualified Referee. This is to ensure the Green Jerseys have the appropriate support while they are learning to officiate.

If/when referees cannot attend a 9U (Atoms) game, the coaches will officiate instead of Level 1 Green Jerseys. The affected Green Jerseys and Atoms coaches will be advised the day before the game.

If/when Green Jersey are not available for Squirts games, Robyn will request a qualified referee to fill the gap.

Green Jersey contacts:

GJ Admin – Querida Faber querida@ihnsw.com.au

Referee Admin – Robin Ravelje, robbied@exemail.com.au

EO IHNSW – Emily Luke eo@ihnsw.com.au

We hope all the Green Jerseys enjoys learning to officiate and gain the confidence, skill and the desire to continue officiating into adulthood.

2. Green Jersey Officiating Structure:

2.1 Level 1 – 13U (Peewee) aged players & older (12yr+).

- Will wear a green officials jersey
- Strongly encouraged at the start of season to attend a one-day officiating 3 on 3 and linesman course.
- All officials under 18 years old start out will begin at Level 1.
- Can officiate:
 - 9U 3 on 3 cross ice games with a supervising Referee.
 - Full ice Squirts as a Linesmen

2.2 Level 2 – 15U (Bantam) aged players & older (14yr+)

- Will wear a green officials jersey
- Must attend the start of season one-day officiating 3 on 3 and linesman course within the last 2 years.
- Must attend the one day linesmen course (1st day of the Referee course)
- Must pass the online officials test
- Level 1 must pass Referee assessment to move to level 2. See Referee evaluation form in a following chapter.
- Can officiate:
 - 9U 3 on 3 cross ice games with a supervising Referee.
 - Full ice Squirts as a Linesmen.
 - Full ice Pee Wee as a Linesman.

2.3 Level 3 – 18U (Midget) aged players (16yr+)

- Will wear a green jersey
- Must have completed one year at Level 2.
- Must attend the two-day Referee course
- Must pass the online officials test
- Level 2 must pass Referee assessment to move to level 3. See Referee assessment in a following chapter.

- Can officiate:
 - 9U 3 on 3 cross ice games.
 - Full ice Squirts as a Linesmen.
 - Full ice Squirts as a Referee.
 - Full ice Pee Wee as a Linesman.
 - Full ice Pee Wee as a Referee.
 - Full ice Bantam as a Linesmen.

2.4 Payment structure

Green Jerseys will be paid by IHNSW the amounts for the following allocations, these are reviewed annually:

- \$20 per 3 on 3 cross ice (1-hour sessions) officiating duties.
- \$20 per 1-hour full ice Squirts Linesmen duties.
- \$25 per 1-hour full ice Squirts Referee duties (L3 only).
- \$20 per 1-hour full ice Peewee Linesmen duties.
- \$30 per 1-hour full ice Peewee Referee duties (L3 only).
- \$25 per 1-hour full ice Bantams Linesmen duties.
- \$35 per 1-hour full ice Bantams Referee duties (L3 only).

Green Jersey officials to provide bank account details to eo@ihnsw.com.au

3. Green Jersey Progression

To complete an officiating level an experienced referee must observe and give feedback on the Green Jersey official and the prerequisites met. The focus is on meeting officiating standards for each of the listed level requirements. See sample evaluation form below. To request an evaluation, email eo@ihnsw.com.au.

Sample Officials Evaluation Form

Official Evaluated: _____ Date: _____

Official's Level: _____ System: 3 on 3 / Full Ice

Evaluator: _____

Position being assessed: Referee Linesman

Game Level (Circle one): 3 on 3 Squirt Pee Wee Bantam

CATEGORY	COMMENTS
Appearance Excellent Competent Needs Improvement	
Skating Excellent Competent Needs Improvement	
Positioning	

Excellent	
Competent	
Needs Improvement	
Face-offs	
Excellent	
Competent	
Needs Improvement	
Signals	
Excellent	
Competent	
Needs Improvement	
Judgment	
Excellent	
Competent	
Needs Improvement	
Awareness	
Excellent	
Competent	
Needs Improvement	
Summary & Referee comments:	
<p>Type of Game during assessment: Easy Average Difficult</p> <p>Evaluation result (circle one): Pass Needs Improvement</p>	

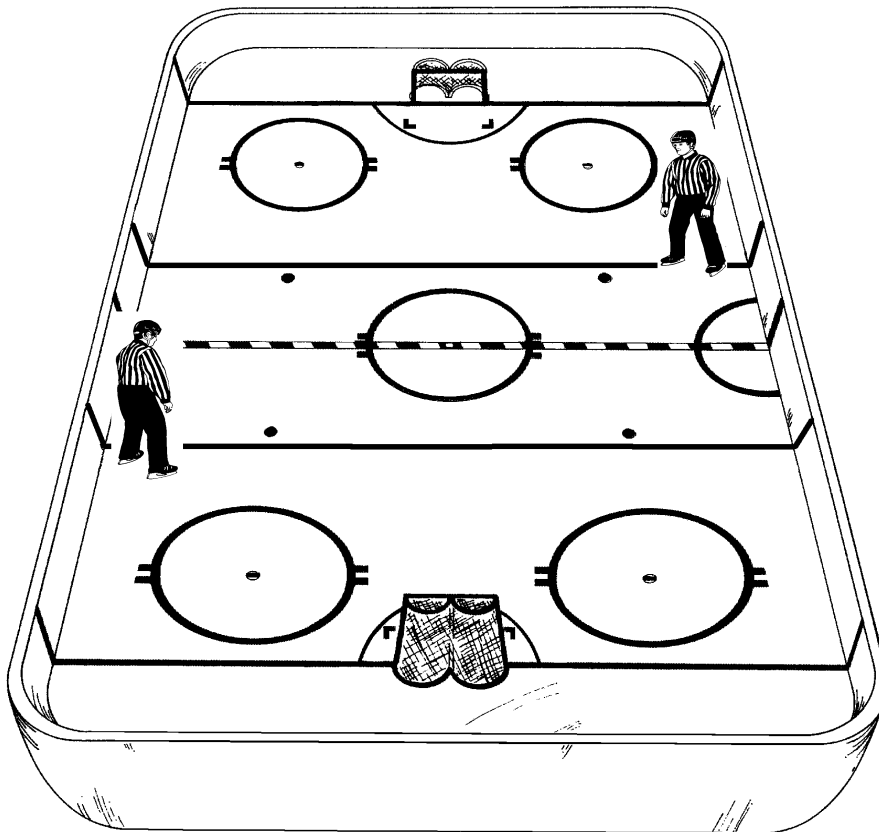
Pass = competent or better in all areas

Completed evaluation forms will be sent to eo@ihnsw.com.au.

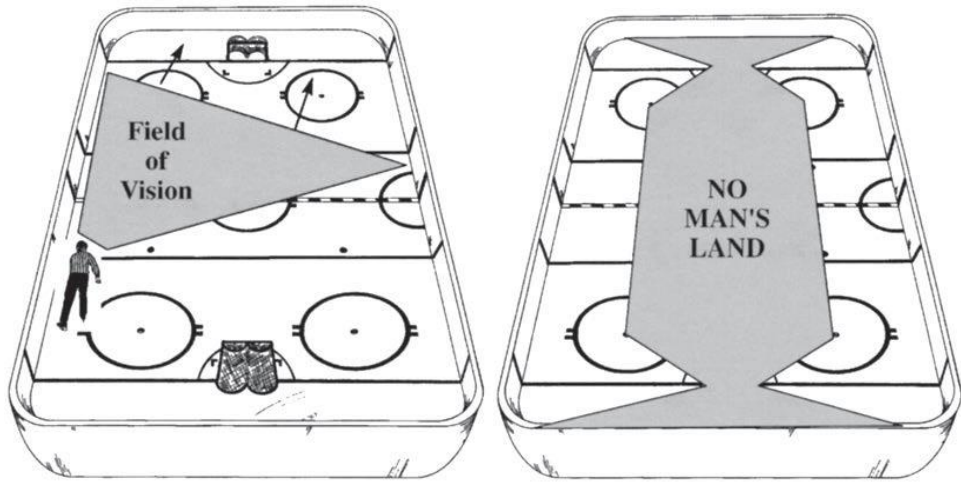
4. Officiating Basics (Linesmen)

4.1 Basic Positioning:

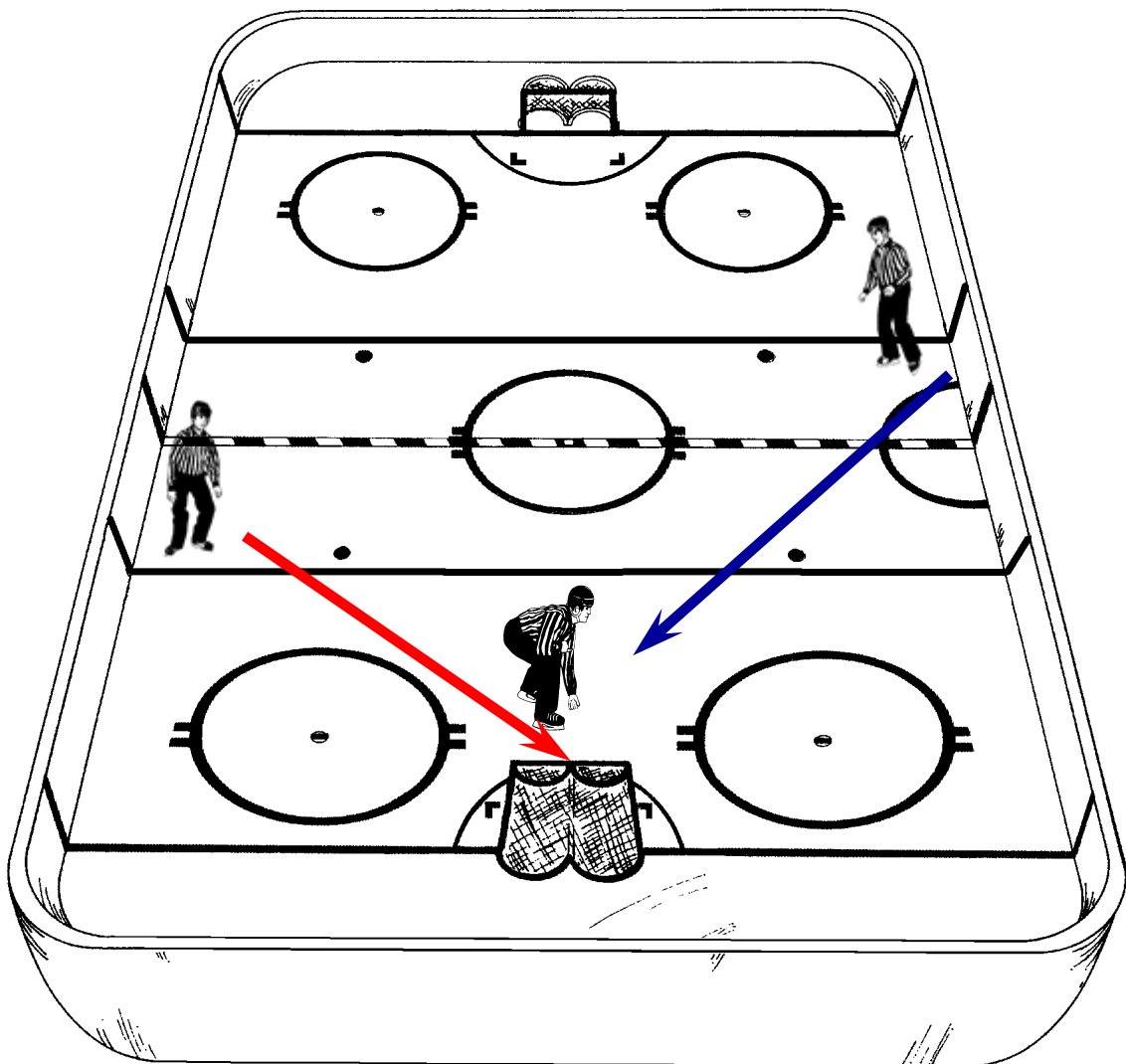
4.1.1 Start of the Game



4.1.2 Positioning while game is being played.



4.1.3 Goal Scored or Goalie Save



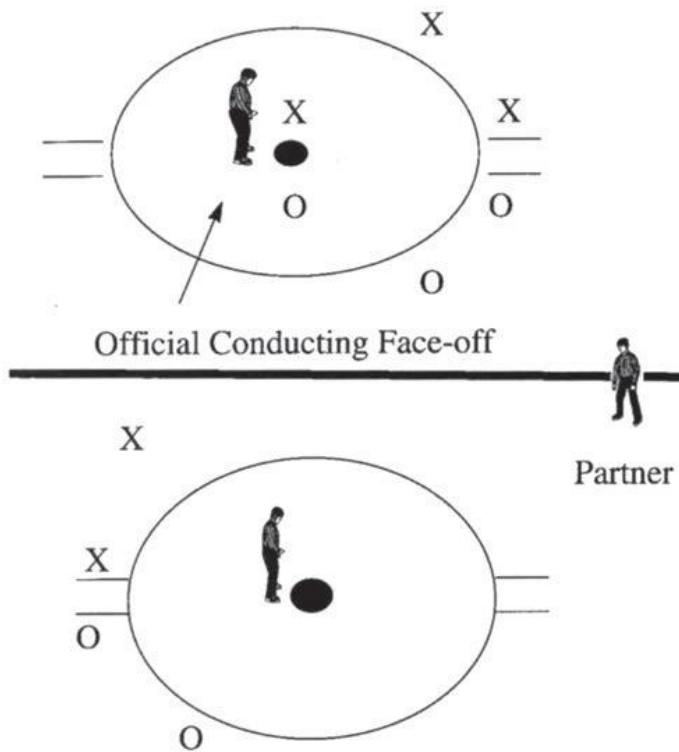
Goal Scored: Front Linesman will collect the puck and give it to the referee while the back Linesman will follow the teams to the bench and then stands on the blue line of the team that just scored.

Goalie Save: Front Linesman collects the puck and moves to the appropriate face off location ready to drop the puck, back Linesman follows team to bench then lines up on the opposite side to the face off on the blue line.

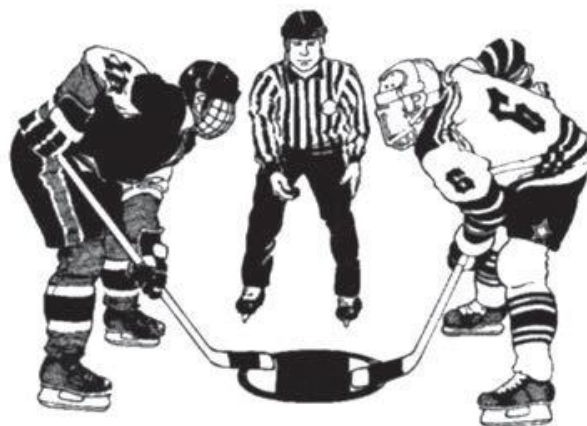
4.2 Dropping the Puck in a Faceoff

Excerpts taken from

IIHF OFFICIAL RULE BOOK 2018 – 2022



The official should be in the “ready” position before the players. The puck is dropped at the instant both players are in the proper position for a fair faceoff.



The **POTENTIAL** for icing exists when

- Either team shoots the puck from their defending side of the center red line.
- The puck does not touch, or is not played by, any player beyond the center red line.
- There is no reasonable chance for any player on the opposing (non-shooting) team to play the puck.
- The puck completely crosses the opposing team's goal line.

RULE 65 – ICING THE PUCK/HYBRID ICING

- i. Should a player of a team equal or superior in numerical strength propel the puck in any manner (stick, glove, skate, body) from his half of the ice to beyond the goal line of the opposing team (but not between the goal posts) – including off the boards or the protective glass – without the puck being touched by any player from either team in the offensive half of the ice before the puck crosses the goal line (not between the goal posts), an icing will be in effect.
- ii. There are two decisions a linesman must make under hybrid icing rules. First, he must determine that the shot from a player's own side of centre ice will cross the goal line in the attacking zone (not between the goal posts). Second, he must determine whether a defending skater or attacking skater would be first to touch the puck.
- iii. This second decision must be made no later than the instant the first of the skaters reaches the end zone faceoff spots, although the decision can be made earlier. The skates of the skaters are the determining factor.
- iv. Should the puck be shot or propelled in such a way that it travels around the boards and slides back towards centre ice, the linesman will determine which skater would be first to touch the puck. In this instance, the determining factor is not the end zone faceoff spots but the puck itself.
- v. If there is no "race" for the puck, icing will be not called until a defending skater crosses his defending blue line and the puck crosses the goal line (not between the goal posts).
- vi. If the race for the puck is too close to determine which skater from which team would touch the puck first, icing will be called.
- vii. During an icing situation which results in play being stopped, there must be strict enforcement of rules regarding avoidable contact.
- viii. During an icing situation where the icing has been cancelled because an attacking skater has gained positional advantage,

skaters must compete within the rules pertaining to physical contact.

4.3 RULE 66 – ICING THE PUCK/GAME SPECIFICS

4.3.1 See also Rule 93 – Player Change on Icing Calls and Rule 205 – Icing and the Goaltender

- i. For the purposes of icing, the entire centre red line is part of the offensive half of the ice. Once a skater has “gained the line,” he may shoot the puck the rest of the way down the ice without incurring an icing charge.
- ii. To “gain the line,” a player must make contact with the centre red line with the puck on his stick (not skate).
- iii. Only a team that is playing short-handed (i.e., has fewer skaters on ice than its opponent by virtue of penalties) is allowed to shoot the puck from its own side of centre ice to beyond its opponent’s goal line (not between the goal posts) without incurring an icing call.
- iv. Whether a team is short-handed or not is decided by the number of skaters on ice at the time the puck leaves the player’s stick. If the penalty-box attendant has opened the door at the expiration of a penalty, but the player has not physically stepped onto the ice, he will be considered on the ice as far as interpretation of icing is concerned.
- v. A team is not considered short-handed if the number of players on ice is fewer than allowed but that number is not the result of penalties.
- vi. If the puck hits an on-ice official on its way down the ice, the icing will still be in effect. If, by virtue of hitting an on-ice official, the puck slows down and does not cross the goal line (not between the goal posts), the icing will be nullified.
- vii. After an icing call, the ensuing faceoff will take place at the end zone faceoff spot of the offending team nearest to where the player shooting or directing the puck last touched it.
- viii. If the on-ice officials have erred in calling an icing, the ensuing face off will take place at the centre-ice faceoff spot.
- ix. If any of the following situations occur, icing will not be called:
 1. If the puck is iced directly by a skater participating in a faceoff;

2. If any opposing skater is able to play the puck before it crosses the goal line (not between the goal posts, including skaters who slow down to ensure the puck crosses the goal line (not between the goal posts) or who pretend to skate fast but don't make a genuine effort to get to the puck before it crosses the goal line);
 3. If a player making a line change ignores the puck to go to the bench instead of playing the puck, whether to avoid a penalty for too many men or any other reason;
 4. If the puck touches any part of an opponent's body or equipment any time from when it is shot to when it crosses the goal line (not between the goal posts);
 5. If a goaltender leaves his goal crease during an icing play or is outside his goal crease and moves in the direction of the puck;
 6. If the puck hits the goal frame and crosses the goal line (not between the goal posts).
- x. If the defending team ices the puck while the attacking team is in a delayed offside situation, icing will be called.

4.3.2 RULE 205 – ICING AND THE GOALTENDER

- i. If a goaltender leaves his goal crease or is situated outside his goal crease when icing is signalled to the opposing team, and he makes a move in the direction of the puck, the icing call will be cancelled even if he returns to his crease.
- ii. If a goaltender is outside his goal crease when the puck is shot down the ice and icing is signalled to the opposing team, icing will be in effect if he moves back into his goal crease immediately.
- iii. If a goaltender in 205-ii makes no attempt to move back into his goal crease immediately, no icing will be called.
- iv. If a goaltender is on his way to the players' bench during game action and an icing is signalled to the opposing team, icing will be called if he makes no attempt to play the puck and either continues to the players' bench or returns directly to his goal crease without attempting to play the puck.
- v. If a goaltender in 205-iv plays or attempts to play the puck, no icing will be called.

4.3.3 Things to Consider When Icing Occurs:

- The width of the center red line is considered part of the zone the puck is in.
- The opposing goaltender is not obligated to play the puck at all. If the goalkeeper fakes a move toward the puck, it is still icing.
- If the puck passes through the goal crease, it is still icing.
- When icing is completed, the ensuing faceoff will be at the defending zone faceoff spot on the side of the ice from which the puck was shot.
- A shorthanded team cannot legally ice the puck under any circumstances

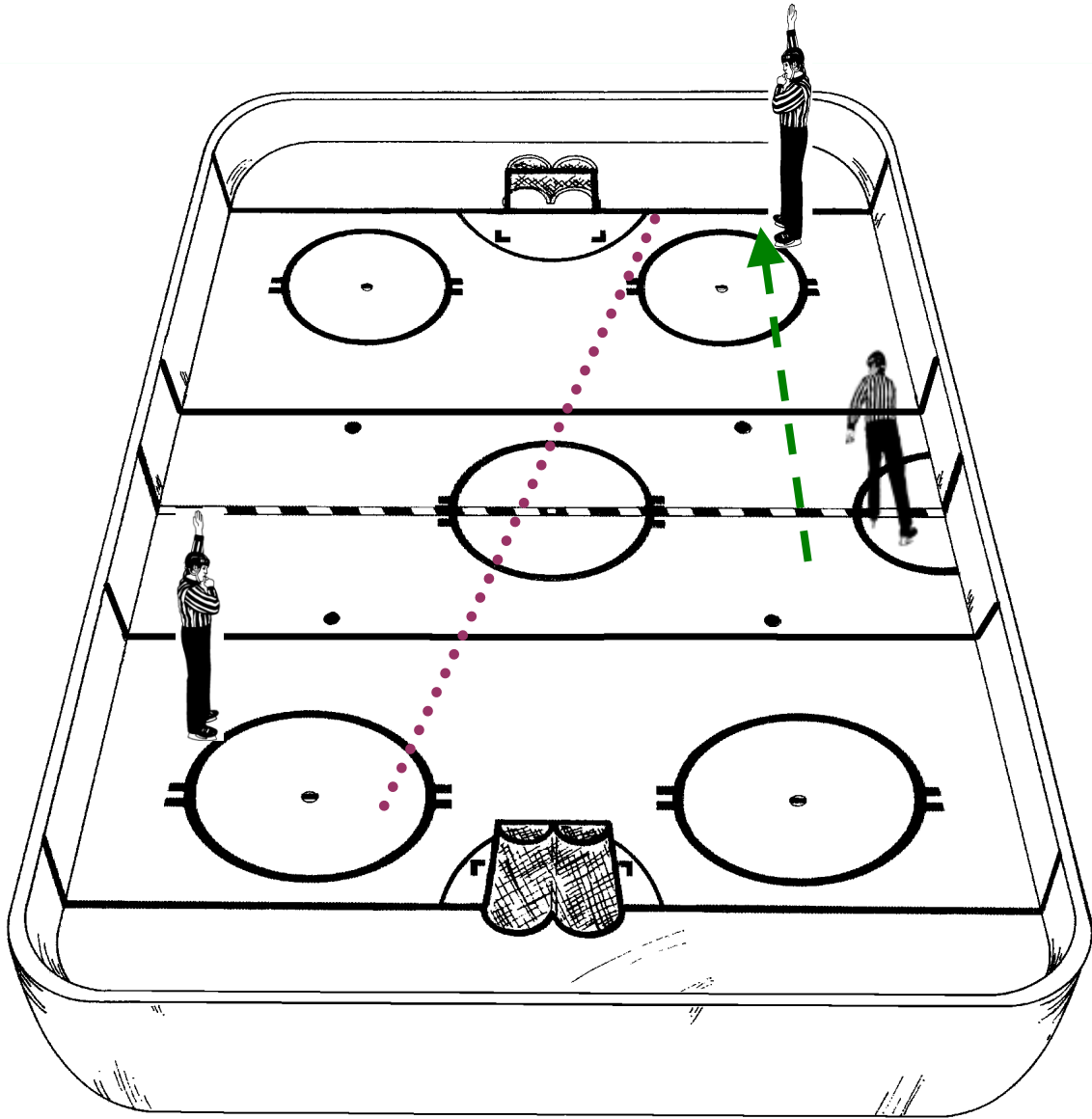
4.3.4 POTENTIAL ICING

Back official:

- Uses the delay signal to indicate that the potential for icing exists (may also yell "Icing" on close plays).
- Follows play to partner's blue line
- Covers partner's blue line

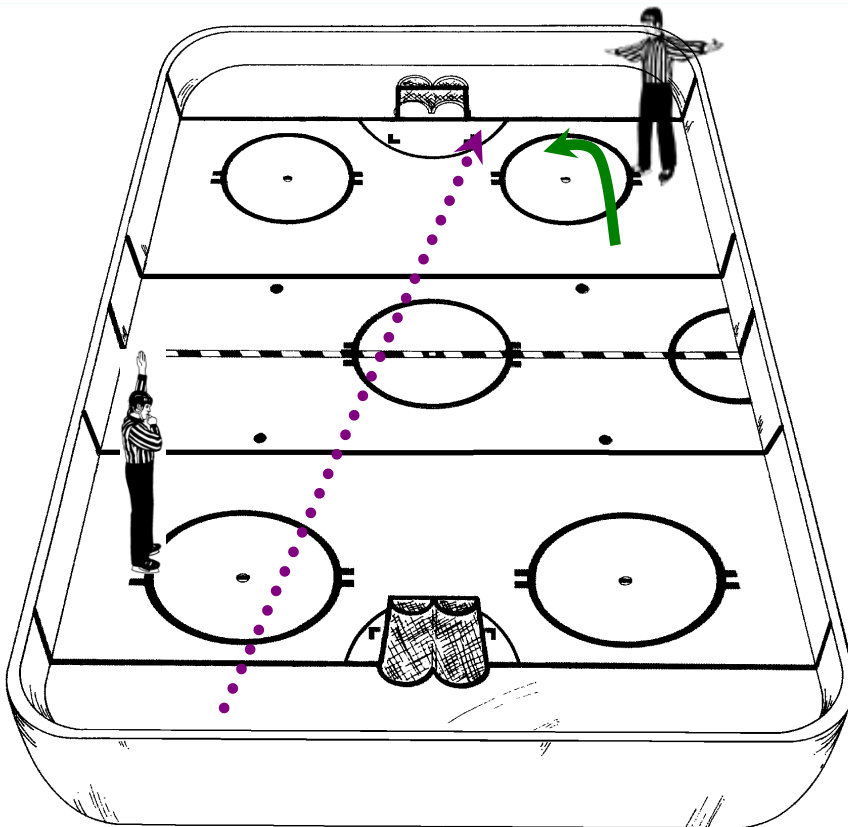
Front official:

- Pursues puck while watching play.
- Blows whistle and returns the delay signal if icing has been completed.
- Decision for Icing is made at the hash marks determining who would reach the puck first.
- If defending player reaches first then icing.
- If attacking player reaches first then no icing.
- At front official's whistle, back official points to face-off location
- Back official skates backward toward the face-off spot and gives icing signal near top of face-off circle
- Front official
 - retrieves puck
 - hands off puck to partner
 - Sets position near blue line



4.3.5 ICING NULLIFIED (No Icing)

- Back official signals the potential icing and continues to front blue line.
- Front official makes icing determination near top of faceoff circles.
- Back official covers open blue line
- If waved off, front official uses the “washout” signal and—
 - Returns to blue line (*linesman*)



RULE 65 – ICING THE PUCK

The back linesman (or referee in the two-man system) signals a possible icing by fully extending either arm over his head. The arm must remain raised until the front linesman or referee either blows the whistle to indicate an icing, or until the icing is washed out. Once the icing has been completed, the back linesman or referee shall first cross his arms in front of the chest and then shall point to the appropriate faceoff spot and skate to it.

4.4 Offsides



The official making the call should be inside the blue line as play enters the attacking zone. There is no set-in-stone exact position the official must be in every time. Instead, some latitude is given to allow the official to find the position that gives the best angle on the play entering the zone and gives a clear view of the determining edge of the blue line.

4.4.1 Signalling At The Blue Line

There are three basic signals that are used when play crosses the blue line and a potential off-sides occurs. They are:

Slow “delayed” whistle used in classifications where “tag-up” off-sides is used – non-whistle arm is raised straight above the head with a flat palm and fingers together.



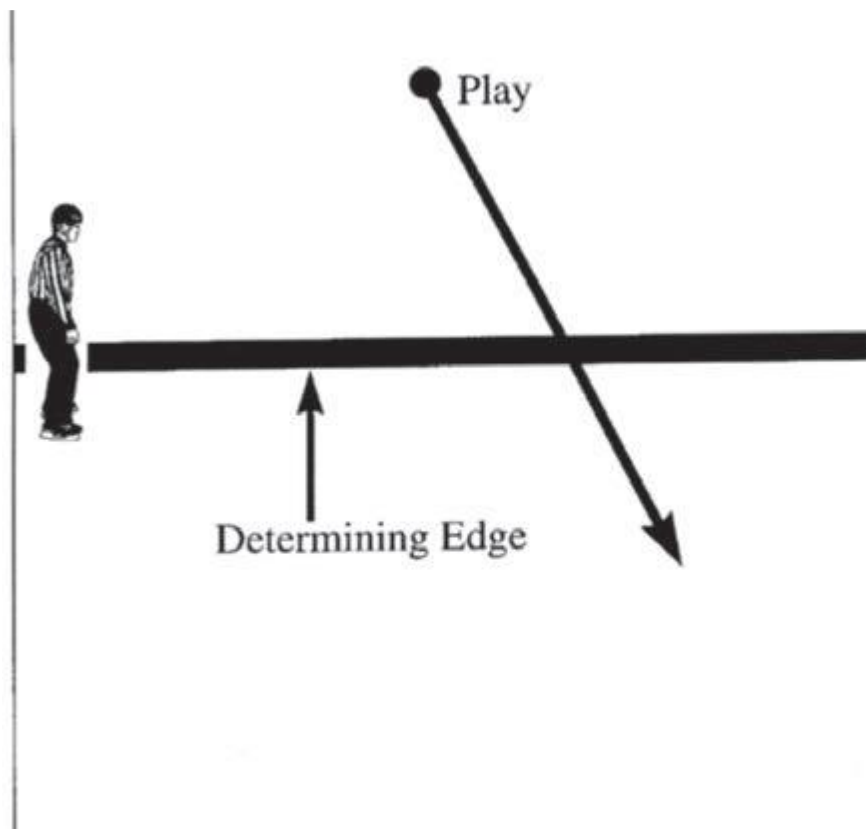
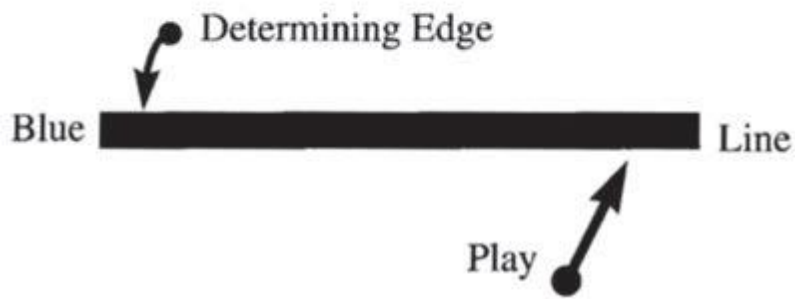
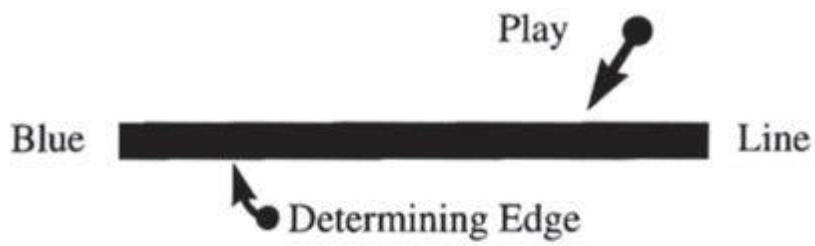
Point to the face-off location – a full palm point with the fingers together



Washout – signal comes from the chest and then out, arms straight with palms flat and fingers together.



Another basic rule is the puck must completely cross the determining edge of the blue line for an off-sides to occur.



4.4.2 RULE 78 – OFFSIDE

The official must first blow the whistle and then extend the arm horizontally pointing along the blue line with the non-whistle hand.



4.4.3 RULE 78 – OFFSIDE

- i. The only offside line is the attacking blue line. Skaters of the attacking team cannot cross this line before the puck without incurring an offside. (See Rule 81-i for exception)
- ii. The entire width of the blue line is considered part of the zone the puck is in.
- iii. If the puck is outside the attacking blue line, it is not considered inside the attacking zone until it is completely over the blue line.
- iv. If the puck is in the attacking zone, it is not considered outside the blue line until it is completely over the blue line.
- v. If a skater on the attacking team is inside the attacking zone and the puck is in the neutral zone, the puck is not considered in the attacking zone until it is completely over the blue line.
- vi. Offside is determined by the position of the skates of the attacking team at the attacking blue line in relation to the puck. An attacking skater is offside when both skates are completely over the blue line in the attacking zone before the puck is completely over the blue line. This includes the three-dimensional position of the puck. If the puck is in the air directly above the plane of the blue line before any attacking skater, the play is onside.
- vii. Skaters' skates are interpreted only in two dimensions. Any skate that is in the air is considered not on any side of the blue line until it touches the ice.
- viii. To be onside, a skater may have one skate inside the blue line as long as one is on or outside the blue line touching the ice.

4.4.4 RULE 79 – OFFSIDE SITUATIONS

- i. If an attacking skater shoots or passes the puck which hits a teammate who preceded the puck into the attacking zone, game action will be stopped and an offside called. The ensuing faceoff will take place at the nearest faceoff spot to where the pass or shot originated which provides the offending team less territorial advantage.
- ii. If an attacking skater shoots the puck from outside the attacking zone, and it goes out of play in the attacking zone while a teammate preceded the puck into that zone, game action will be stopped and an offside called. The ensuing faceoff will take place at the nearest faceoff spot to where the pass or shot originated which provides the offending team less territorial advantage.
- iii. If a player from the defending team is in his defending zone and clears the zone with a shot or pass which hits an on-ice official outside the blue line and bounces back inside while a skater from the attacking team is still inside the blue line, the play will be considered a delayed offside.
- iv. If a skater makes a pass from outside his defending zone to a teammate with both skates inside the attacking zone, the play will be called as offside and the ensuing faceoff will take place in the neutral zone at the nearest faceoff spot to where the pass was made which provides the offending team less territorial advantage.
- v. If a player makes a pass from inside his defending zone to a teammate already inside the attacking zone, the play will be called as offside and the ensuing faceoff will take place in the defending zone at the nearest faceoff spot to where the pass was made.
- vi. If an attacking skater is inside the attacking zone but he stickhandles or controls the puck outside that zone or zig-zags back and forth over that attacking zone blue line, the play is considered offside, and the ensuing faceoff will take place in the neutral zone at the nearest face off spot to where the puck was situated at the time of the whistle.

4.4.5 Rule 80 – FACEOFFS AFTER OFFSIDE

- i. If an offside occurs, game action will be stopped and a faceoff will take place as follows:
 1. At the nearest neutral zone faceoff spot, if the puck was carried over the blue line by an attacking skater while a teammate was inside the blue line in advance of the puck;
 2. At the centre ice faceoff spot if the pass or shot originated between centre red line and the attacking blue line;
 3. At a neutral zone faceoff spot nearest the defending zone if the pass or shot originated between the defending blue line and the centre red line;
 4. At an end faceoff spot in the defending zone of the offending team if a skater intentionally caused an offside;
 5. At an end zone faceoff spot in the defending zone of the offending team if the puck was passed or shot by an attacking skater from his defending zone;
 6. At the faceoff spot nearest to where the puck was shot if the shot or pass that created a delayed offside went directly out of play;
 7. At a faceoff spot in the defending zone if the defending team is about to incur a penalty on a delayed offside play.
- ii. If a linesman makes an error on an offside play and stops the play, the faceoff should still take place at the same faceoff spot as if it were a correct call.

4.4.6 RULE 81 – ONSIDE

- i. If the puck carrier maintains control of the puck while his skates cross the blue line ahead of the puck, he is considered onside provided that he first had control of the puck with both skates in the neutral zone and that he kept the puck on his stick until the puck fully crossed the blue line.
- ii. If a skater receives a pass and his stick and one skate are over the blue line but one skate is in the neutral zone touching the ice, the play is onside.
- iii. If a skater from the defending team who is in the neutral zone or attacking zone moves the puck back inside his defending zone (by stickhandling, passing, or kicking the puck) while skaters from the attacking team are in that zone, the play is onside.

4.4.7 RULE 82 – DELAYED OFFSIDE

- i. If an attacking skater precedes the puck into the attacking zone but does not touch the puck, the on-ice official will raise his arm to signal a delayed offside. Game action will continue if the defending team gains possession of the puck and the attacking skater makes no effort to gain possession of the puck or force the defending puck carrier further back in his end and instead leaves the attacking zone such that at least one skate makes contact with the blue line.
- ii. The attacking zone must be completely clear of attacking skaters or the defending team must have moved the puck outside its blue line before the linesman can cancel the offside. At that point, the attacking team is free to try to gain possession of the puck or re-enter the attacking zone.
- iii. If a delayed offside results in a stoppage of play, the ensuing faceoff will take place outside the blue line of the defending team at the nearest faceoff spot to where the puck was situated at the time of the whistle.
- iv. If, during a delayed offside, the defending team makes no effort to move the puck out of its end and the attacking team makes no attempt to clear the zone, game action will be stopped and an offside will be called. The ensuing faceoff will take place outside the blue line of the defending team at the nearest faceoff spot to where the puck was situated at the time of the whistle.
- v. If, during a delayed offside, the defending team puts the puck into its own goal net, the goal will count.
- vi. During a delayed offside, the defending team is allowed to take the puck behind its own goal net in the process of clearing the zone as long as there is no attempt to delay the game.
- vii. If the puck is shot into the attacking zone resulting in a delayed offside, but, as a result of this shot, the puck enters the defending team's net (either directly or off the goaltender, a defending player, or an official or after bouncing off the protective glass or the boards), the goal will not count because the shot was offside. The fact that the attacking team may have cleared the zone prior to the puck entering the goal net is immaterial.
- viii. If, during a delayed offside, a player from the defending team shoots the puck directly out of play, rules pertaining to delay of game will be applied and the appropriate penalty assessed.
- ix. If the situation in Rule 82-viii occurs but the puck deflects off the protective glass or a teammate, but does not cross the plane of the

- blue line, no penalty will be assessed but the ensuing faceoff will be in the neutral zone because of the delayed offside.
- x. If the situation in Rule 82-viii occurs but the puck deflects off the protective glass or a teammate but does cross the plane of the blue line, no penalty will be assessed but the ensuing faceoff will be in the defending zone on the side where the puck was shot or deflected.
 - xi. If, during a delayed offside, the attacking team shoots the puck over the blue line and the puck deflects off a player of the defending team and out of play, the ensuing faceoff will take place at the nearest faceoff spot in the zone from where the puck was shot.
 - xii. Rules for a delayed penalty supersede rules for delayed offside. If the attacking team causes a whistle on a delayed offside while the defending team is going to be penalized, the faceoff still takes place in the defending zone as per usual rules for face offs following penalties.

4.4.8 RULE 84 – INTENTIONAL OFFSIDE

- i. An offside is ruled intentional when the attacking team commits an action intended to deliberately cause a stoppage of play.
- ii. The ensuing faceoff will take place in the defending zone of the team committing the intentional offside.
- iii. A delayed offside will be ruled an intentional offside if:
 1. The puck is shot at or near the goal net by the attacking team during the course of the delayed offside, forcing the goaltender to make a save;
 2. The attacking team touches the puck or tries to gain possession of the puck during the delayed offside by either playing the puck or trying to check a defending skater in possession of the puck;
 3. The attacking team scores a goal on a play which created the delayed offside (i.e., the shoot-in goes into the goal net), in which case the goal will not count;
 4. The attacking team makes no effort to clear the attacking zone to cancel the offside.
- iv. If the puck is shot into the attacking zone, resulting in a delayed offside, and the puck enters the goal net in any manner, the goal will not count unless it was scored by the deliberate action of a defending player. The ensuing faceoff will take place in the defending zone of the team committing the intentional offside.
- v. If, while the attacking team is clearing the attacking zone, the puck accidentally hits an attacking skater inside that zone, offside will be called but ruled unintentional.

4.5 RULE 88 – PLAYER CHANGE DURING GAME ACTION

- i. Player changes may occur at any time during game action provided that the changing players are within 1.5 metres (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way.
- ii. If an oncoming player leaves the 1.5 metre (5') zone and participates in game action before the departing player has at least one skate off the ice at the players' bench, the team will be assessed a penalty for too many men.
- iii. If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action (including gaining territorial or numerical advantage) while both the departing and entering players are on the ice within the 1.5 metre (5') zone, a penalty for too many men will be assessed.
- iv. If player changes are made during game action and the changing players are within 1.5 metres (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way, no penalty for too many men will be assessed.

4.6 RULE 166 – TOO MANY MEN

DEFINITION: A team is allowed a maximum of one goaltender and have skaters or six skaters on the ice. However, a bench-minor penalty for too many men can be assessed any time a team has one or more skaters on the ice than it is allowed.

- i. A player coming onto the ice must wait until the departing player is within 1.5 metres (5') of his respective players' bench.
- ii. Player changes during game action and during stoppages must take place only at the players' bench. Changing on-ice manpower using any other entrance or exit is illegal and will result in a bench-minor penalty for too many men.
- iii. A team which has on the ice more than the number of players to which it is entitled during game action will be assessed a bench-minor penalty for too many men.
- iv. If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the ice within the 1.5 metre (5') zone, a bench-minor penalty for too many men will be assessed.
- v. If player changes are made during game action and (1) the changing players are within 1.5 metres (5') of the boards across the width of his respective players' bench and (2) the changing players are not involved in game action in any way, no penalty for too many men will be assessed.
- vi. A bench-minor penalty for too many men must be served by a skater on the ice at the time of the whistle to assess the penalty.

RULE 166 – TOO MANY MEN

Indication with six fingers (one hand open) in front of the chest.



5. 3 on 3 Rules & Structure



For 3 on 3 cross ice Mites and Atoms rules, please see enclosed.



U10 3 on 3
information 2020 V1.1 [Update with 2021 pack](#)

For More information please refer to the full IIHF Officials Rule Book
2018-2022

6. Green Jersey Photos



Send your Green Jersey Photos to stacey@ihnsw.com.au to be added to this document.



