

CHL SPORT REGULATIONS 2017/18

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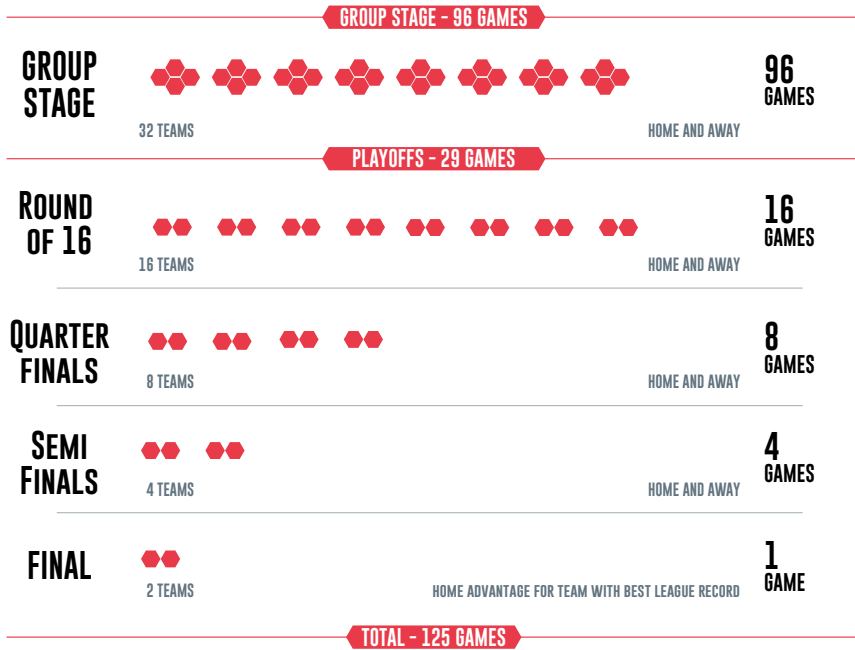
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THE COMPETITION FORMAT



PLAYER ELIGIBILITY AND ROSTER DEADLINE REGULATIONS

The underlying objective of the CHL player eligibility and roster deadline regulations is to protect the integrity of the competition by restricting short-term speculative transfers with the purpose to strengthen the team beyond the roster which on a daily basis competes in the team's national league. In principle, the roster which is used for national league games should be the one from which players are also selected for CHL games.

The CHL reserves the right to question, interfere and, if deemed necessary, deny CHL related transfers or roster moves which would be considered as being not in the spirit of the above objective, or attempting to circumvent it.

At the same time, the regulations should reflect and take into consideration customary player movement in today's hockey and give clubs reasonable opportunities for transfers during certain periods of the CHL competition.

Fundamental rule: A player cannot compete for two CHL teams in CHL competition in one season. (For clarity: A player can of course transfer between CHL clubs in accordance with other transfer regulations, but such player would be "locked" for CHL competition.)

1. CHL ROSTER REGISTRATION AND TRANSFER PERIODS

- 1.1 The maximum team roster during the group stage is 30 skaters and 4 goalkeepers ("30+4").
- 1.2 Clubs must submit a minimum of 20 skaters and 2 goalkeepers ("20+2") and a maximum of 28 skaters and 3 goal-keepers ("28+3") on 21 August 2017 to the CHL entry-list-by-team.

For clarity: It is the club's decision whether it chooses to submit a roster with less than 28+3 skaters by the 21 August 2017 deadline, but at the same time being aware that only two roster additions plus one goalkeeper can be made until the 4 September 2017 transfer period (after the conclusion of Game Day 4 from the Group Stage) as per 1.4 below.

Additions to clubs group stage roster must be made 72 hours prior to face-off of the next scheduled CHL group stage game.

- 1.3 Clubs can replace an injured goalkeeper (doctor's note required) at any time until 22 January 2018, adding the new goalkeeper to the CHL entry-list-by-team.
- 1.4 Clubs can add skaters and goalkeepers between 4 September 2017 and 22 January 2018. Clubs which already added a goalkeeper as per 1.3 and already have four goalkeepers registered, can only utilize under this clause if one of the four previously registered goalkeepers are deleted from the CHL entry-list-by-team.
- 1.5 The maximum roster on the CHL entry-list-by-team will be 32 skaters and 4 goalkeepers ("32+4").

- 1.6 No skaters shall be scratched from the CHL entry-list-by-team. Only players who meanwhile have left the club and have been transferred to another club will be marked as left. These players will no longer be eligible to play for the club in CHL competition (unless they return in accordance to applicable transfer rules and according to the applicable clauses in these regulations.)
- 1.7 Any new player transferring with respect to the above-mentioned transfer periods must be duly registered with the new club latest at 17.00 Zurich time 72 hours in advance of the club's next scheduled CHL game.
- 1.8 Only the players on the club rosters which are duly registered before 17.00 Zurich time on 22 January 2018, are the ones who can be used in CHL game line-up for the final game.
- 1.9 As per IIHF Sports Regulations a game line-up can at maximum be 20 skaters and 2 goalkeepers ("20+2") and at minimum 15 skaters and 2 goalkeepers ("15+2"). Teams may only dress 20 skaters and 2 goalkeepers for the pre-game warm-up.

Clubs can add and replace U20 skaters from "Farm"-teams (U20 IIHF Regulations / born in 1998 or younger) and clubs youth program at any time of the competition until 22 January 2018.

2. CHL PLAYER ELIGIBILITY

- 2.1 For a player to be considered eligible to play in CHL competition, the player must be eligible to play for the club in the club's national league in accordance with national association or national league eligibility regulations. For clarity: If a player, during the period of his club's participation in the CHL, is not eligible to play for the club in the national league, he is not eligible to play in the CHL.
- 2.2 There is no foreign player quota in CHL competition. For the avoidance of doubt, the CHL does not take into consideration any national foreign player quotas or foreign licenses (example: Germany, Switzerland). With this stated, all foreign players, regardless if they come directly from a foreign club or via a domestic club, must be duly registered with the club and have their International Transfer Card (ITC) processed as per 2.3.
- 2.3 As part of being eligible in accordance with national association or national league eligibility regulations, a player who transfers to the CHL club from a club in another country and/or league, must do so in accordance with the IIHF International Transfer Regulations (ITC). For clarity: A player, who needs an ITC to be eligible to play in the domestic league, must have his ITC duly processed and approved by the IIHF to be considered eligible to play in CHL competition.

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- 2.4 A CHL club can in accordance to 1 – 1.9 utilize players from an affiliated junior club or professional (senior) partner club (“farm team”) as long as all such transfers (single or “back-and-forth”) are in accordance with national association or league regulations and are considered as a transfer within the club’s affiliation system.

For clarity: Any player from an affiliated junior or professional club must be included in the rosters as per 1 – 1.9 and with a necessary transfer duly processed with the national association or league.

The definition of an affiliated club (whether it is a junior club or a professional, senior club) is an organization over which the CHL club has full sportive and administrative authority and from which players can be transferred to the CHL club at any time at the CHL club’s will. The affiliated club must be from the same country (IIHF member national association) as the CHL club.

- 2.5 All skaters (players and goalkeepers) participating in the CHL competition must undergo the medical examination of their national leagues in order to be eligible to play in the CHL competition. The national leagues are responsible for ensuring that medical examinations have been duly performed.

3. RETURNING NHL PLAYERS

A returning NHL-player – who a) played for the relevant CHL club during the 2016/17 season, or b) played for the relevant CHL club during three full consecutive seasons prior to the 2016/17 season (meaning the seasons 2013/14, 2014/15 and 2015-16 and, c) signed a contract with an NHL club for the 2017/18 season and is eligible to return to his CHL club (with the transfer approved by both the IIHF and NHL and with a processed ITC) – may return to his CHL club according to either a) or b) above for the purpose of CHL participation and may play in the CHL at any time, providing that the transfer is finalized in accordance with the transfer periods as per 1., even if it means that the maximum roster as per 1. is exceeded.

For clarity: If the player played for more than one CHL club during the 2016/17 season he may return to any of the CHL clubs he represented during that season, providing that his return is in accordance with any applicable transfer regulation. (i.e. IIHF-NHL transfer agreement, any national association or national league-NHL transfer agreement, or IIHF-national associations/leagues agreement).

4. PLAYERS TRANSFERRED TO THE NHL DURING SUMMER 2017/18

If the national association or national league of a CHL club has an NHL transfer agreement – and per which a player is transferred from a CHL club to the NHL in accordance with the official NHL transfer deadline – the player can be re-placed “1-for-1” at any time up until the transfer period ending as per 1.4.

COMPETITION REGULATIONS

(in all non-specified cases, IIHF sport regulations will apply)

1. DRAW TO GROUP STAGE

32 teams will be drawn into 8 groups, named Group A to Group H

Four Pots (A, B, C, D) will be used with 8 club names in each according to their CHL ranking A = 1 – 8, B = 9 – 16, C = 17 – 24 D = 25 – 32

Teams will be seeded into the baskets according to the following criteria

All Teams from Pot D will be drawn first – followed by all Teams from Pot C and B – All Teams from Pot A will be drawn last

First Pot (A):

The Champions Hockey League Champion 2016-17, national champions (CH) of the founding leagues, following the regular season winners (RSW) of highest ranked club from founding leagues, all in order of the CHL Regulations 3.2 and of their respective countries placing's in the CHL League Ranking.

Second Pot (B):

The following best clubs from the Founding Leagues in order of CHL Regulations 3.2 and of their respective countries placing's in the CHL League Ranking

Third Pot (C):

The remaining clubs from the founding leagues in the order of CHL regulations 3.2 and of their respective countries' placing in the CHL club ranking and

Fourth Pot (D):

The C-License (Wild Card) clubs in the order of their respective countries placing in the CHL League ranking and the IIHF Continental Cup Winner

- 1.1 No teams from the same national league ("national league conflict") can be drawn together in one group.:
- 1.2 All teams drawn will be placed into the groups going from left to right, Group A to H.
- 1.3 If the random draw produces a "national league conflict then the team which was most recently drawn from the basket, will be automatically moved one group to the right or as many groups to the right until there is an open spot without "national league conflict".

By way of example: If this move-to-the-right step is used, the next team drawn will go to the next group to the left of where the previous team should have been placed. If also this draw produces a "national league conflict, the move-to-the-right procedure will be implemented until a spot without a "national league conflict is found.

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- 1.4 1.5 If at the end of a basket-tier, with only six teams remaining to be drawn in the tier – and a “national league conflict is a 50/50 possibility – the draw supervisor, must notify the draw administrator that the three last draws in this tier are not necessary and that the remaining teams in the basket will be manually placed into the group spots where there is no “national conflict.

The draw supervisor will in this case explain the situation while clearly showing the club name tags to the audience before placing them in their groups accordingly.

2. GROUP STAGE

- 2.1 32 teams: 8 groups with four teams in each as determined by the draw.
- 2.2 Teams play a double round-robin with each team playing a total of six games, three at home and three away.
- 2.3 All games are played according to the IIHF’s three-point system.
- 2.4 If a game is tied at the end of regulation time (60 minutes), a 5-minute sudden-death overtime period (3 on 3) will be played and if teams are still tied at the conclusion of the overtime period, the game winning shots procedure will determine the winner.

Three-point system, overtime operations, game winning shots procedure and tie breaking formula are listed in CHL Game & Tie Breaking Regulations herein.

3. QUALIFICATION TO ROUND OF 16

- 3.1 The 8 group winners and the 8 second-placed teams advance to the Round of 16.

4. GROUP STAGE SEEDING AND DRAW TO ROUND OF 16

- 4.1 Each of the 16 teams in the Round of 16 will receive a ranking number (1 to 16) based on their respective group stage record (points/GDF/GF). If two or more teams qualified for the Round of 16 have exactly the same record (points/GDF/GF) and Tie Breaking Formula, then the better position in the 2017-18 CHL club ranking will decide about precedence.
- 4.2 Once ranked 1 to 16, the teams will be divided into two seeding groups (A: group winners seeded 1-8 and B: runner-ups seeded 9-16) where group winners from seeding group A will be randomly drawn against runner-ups from seeding group B. Example: A2 – B13, A8 – B9, A5 – B11, etc.
- 4.3 Once the draw is complete, the pairings will produce a “bracket/playoff tree”, which will lead from Round of 16 to quarter-finals, semi-finals to the final. For clarity: No more draws following the above described draw to Round of 16 will be made.

Example:

A2 – B13	A1 – B11
A8 – B12	A4 – B9
A6 – B14	A5 – B10
A7 – B15	A3 – B16

Winner of A2 – B13 plays winner of A8 – B12, winner A6 – B14 plays winner of A7 – B15, etc.

4.4 Teams who have faced each other in the same group in the group stage cannot be drawn against each other in the Round of 16. If the random draw produces such a pairing, then the second drawn team into such pairing will be automatically moved to the next bracket.

4.5 Teams from the same league/country can be drawn against each other in the draw to the Round of 16. This consequently means that teams from the same league/country can meet in any other phase of the playoffs, including the final.

5. ROUND OF 16

5.1 Teams play knock-out home-and-away games with the best ranked team from the two teams involved playing the first game away and the return game at home. Ranking for Round of 16 is determined by the team's record in group stage

5.2 Winner is determined by the aggregate score following the two games.

5.3 If the aggregate score is tied following the second (return) game, there will be a 10-minute sudden-death over-time period played. The team that scores a goal during this period is declared the winner. If no goal is scored during the sudden-death overtime period, there will be a game winning shot (GWS) competition ("shootout") according to the game winning shots procedure.

Examples:

- Game 1: Team B – Team A 3-1
- Game 2: Team A – Team B 2-1, Team B declared winner 4-3 on aggregate.

- Game 1: Team B – Team A 3-1
- Game 2: Team A – Team B 5-3, aggregate score is tied 6-6; sudden-death overtime period, and if needed, followed by game winning shots.

- Game 1: Team B – Team A 3-3
- Game 2: Team A – Team B 2-1, Team A declared winner 5-4 on aggregate.

NOTE: If Game 1 ends in a tie after regulation time, there will be no overtime, neither a sudden-death period nor GWS.

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- Game 1: Team B – Team A 1-2
- Game 2: Team A – Team B 1-1, Team A declared winner 3-2 on aggregate.

- Game 1: Team B – Team A 3-3
- Game 2: Team A – Team B 2-2, aggregate score is tied 5-5; sudden-death overtime period, and if needed, followed by game winning shots.

6. QUARTER-FINALS

- 6.1 Teams play knock-out home-and-away games with the best ranked teams from the two teams involved playing the first game away and the return game at home. Ranking for quarter-finals is determined by the team's record in group stage plus the team's record in the Round of 16
- 6.2 Winner is determined by the aggregate score following the two games.
- 6.3 If the aggregate score is tied following the second (return) game, there will be a 10-minute sudden-death over-time period played. The team that scores a goal during this period is declared the winner. If no goal is scored during the sudden-death overtime period, there will be a game winning shot (GWS) competition ("shootout") according to the game winning shots procedure.

7. SEMI-FINALS

- 7.1 Teams play knock-out home-and-away games with the best ranked teams playing the first game away and the return game at home. Ranking for semi-finals is determined by the team's record in group stage plus the team's record in Round of 16, and Quarter-Finals.
- 7.2 Winner is determined by the aggregate score following the two games.
- 7.3 If the aggregate score is tied following the second (return) game, there will be a 10-minute sudden-death over-time period played. The team that scores a goal during this period is declared the winner. If no goal is scored during the sudden-death overtime period, there will be a game winning shot (GWS) competition ("shootout") according to the game winning shots procedure.
- 7.4 Pertaining to 4.6; 5.1; 6.1; and 7.1 teams can, or can be obliged to, switch home and away games if it has been approved by all parties (clubs, CHL and Infront) or has been decided by the CHL that such switch is necessary due to lack of arena availability, state of the art arena facilities or any other unforeseen circumstance.

8. FINAL (ONE GAME)

- 8.1 The team with the best accumulated record leading up to the final (group stage, R16, QF and SF, according to CHL Sport Regulations) will be the home team.
- 8.2 If the Home arena of the team which has earned home-ice advantage (as per 8.1) is deemed as not living up to necessary standard and infrastructure, or the Main Arena is at the Final Date stated not available the CHL Office can decide to move the final to another arena.
- 8.3 No arena which is considered as the "alternative" or "second" Arena of a Team can be accepted as the Final Venue. In this case, the CHL Office can decide to move the final to another arena.
- 8.4 If the score is tied following the final game, there will be a 20-minute sudden-death overtime period played. The team that scores a goal during this period is declared the winner. If no goal is scored during the sudden-death overtime period, there will be a game winning shot (GWS) competition ("shootout") according to the game winning shots procedure.
- 8.5 The winner is the Champions Hockey League champion and the winner of the European Trophy.

9. CALCULATING HOME ICE ADVANTAGE FOR R 16, QF, SF AND FINAL

- 9.1 Each score in the playoffs will be added to the team's group stage record (points/GDF/GF). The playoff game score for the purpose of calculating the accumulated team record will be the one after 60 minutes of regular time. For clarity: Only three points or one point will be awarded to teams.

GAME & TIE BREAKING REGULATIONS

1. THREE POINT SYSTEM REGULATIONS

For all games points shall be awarded as follows:

- 3 points for the winning team at the conclusion of regulation time.
- 1 point for both teams at the conclusion of regulation time if the game is tied
- An additional point earned for the team winning the game in overtime, or the game winning shots procedure if the teams are still tied following conclusion of the overtime period
- 0 points for the team losing the game in regulation time

2. OVERTIME OPERATIONS

If a game is tied at the end of regulation time, a five-minute overtime period in group stage shall be played immediately after an intermission of three minutes. The game will end when the overtime period has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the game winning shots (GWS) competition will apply. All overtime periods in the **Group Stage** shall be played with each team at the numerical strength **of three (3) skaters and one (1) goalkeeper**.

2.1 Overtime procedure in playoff games (R16, QF, SF)

- Overtime procedure is used only in the second leg (return game) in Round of 16, Quarter-Final and Semi-Final). I.e. if the first leg game ends with the score tied after regulation time, the tie remains as the final score.
- In case of a tie at the conclusion of regulation time in the, Round of 16, Quarter-Final and Semi-Final second leg (return game), there will be a 10-minute sudden-death overtime period played, following a three-minute intermission.
- All overtime periods in the playoffs shall be played with each team at the numerical strength **of four (4) skaters and one (1) goalkeeper**.
- The team, which scores a goal during this period, is the winner.
- The teams will NOT change ends.
- The team which scores a goal during this period is declared winner.

2.2 Overtime procedure in Final Game

Case of a tie at the conclusion of regulation time in the final, there will be a 20-minute sudden-death over-time period played, following a 15-minute intermission during which the ice will be resurfaced.

The overtime period in the Final shall be played with each team at the numerical strength **of four (4) skaters and one (1) goalkeeper**.

If no goal is scored during the sudden-death overtime, there will be game winning shot (GWS) competition ("shootout") according to the game winning shots procedure.

2.3 Penalties (Group Stage)

When regulation time ends and the teams are 5 on 4, teams will start the overtime period with 4 on 3. Once player strength reaches 4 on 4, at the next stoppage of play, player strength is adjusted to 3 on 3, as appropriate.

When regulation time ends and the 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.

When regulation time ends and teams are 4 on 4 teams will start overtime 3 on 3.

If at the end of regulation time 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.

If a team is penalized in overtime, teams play 4 on 3.

If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in affect), teams will continue to play 3 on 3.

If a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters.

At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4 on 3 or 3 on 3, as appropriate.

At no time will a team have less than three players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed.

3. GAME WINNING SHOTS PROCEDURE

If no goal is scored in the overtime period then the game winning shots (GWS) procedure will apply. The following procedure will be utilized:

- 3.1 Five different shooters from each team will take alternate shots, until a decisive goal is scored.
- 3.2 If the game is still tied after five shots by each team, the GWS will continue with a tie-break shoot out by one player of each team, with a reversed shooting order. The same or new players can take the tie-break shots.
- 3.3 The same player can also be used for each shot by a team in the tie-break shoot-out.
- 3.4 Only the decisive goal will count in the result of the game.
- 3.5 Shots will be taken at both ends of the ice. The area of the ice to be used will be dry scraped.
- 3.6 A coin toss will determine which team takes the first shot, with the winner of the toss having the choice whether his team will shoot first or second.
- 3.7 Any player whose penalty was not over when overtime ended cannot take the shots and must stay in the penalty box or in the dressing room.
- 3.8 Once named, players may only be replaced in the event of injury or penalty.
- 3.9 The goalkeepers will defend the same goal as in overtime. The goalkeepers from each team may be changed after each shot.
- 3.10 The players of both teams will take the shots alternately until a decisive goal is scored.
- 3.11 The decisive goal will be credited to the player who scored and to the goalkeeper concerned.

4. TIE BREAKING FORMULA

- 4.1** The tie-breaking system for two teams with the same number of points in a standing will be the mutual games between the two teams ("head-to-head"), with the aggregate winner of the games taking precedence. In this case, the tied team with the best result (1. points, 2. goal difference, 3. more goals scored against the other tied team) will take precedence.
- 4.2** In the case of two teams are still tied on 1. points, 2. goal difference, 3. more goals scored, the team which has scored the higher number of goals in one of the mutual games will take precedence.
- Example: Game 1, Team A – Team B 2-1
 Game 2, Team B – Team A 3-2
- Team B will take precedence as they scored the higher number of goals in their win than Team A did in theirs.
- 4.3** In the case of the above, but with one of the games between the tied teams ending with GWS and the other within the 5-minute overtime period, the team which won within the 5-minute overtime period will take precedence.
- 4.4** In the case two teams are still tied (after 1. points, 2. goal difference, 3. more goals, both "head-to-head" games between the tied teams ended with game winning shots (with teams winning one GWS each), the team with most goals in the two game winning shot competitions will take precedence.
- 4.5** In case two teams are still tied, then the higher position in the 2016/17 CHL club ranking will decide about precedence.

Note: During the tournament, before all games in one group have been played, the tied teams (on points) will be ranked in the standings according to the following criteria: 1. lower number of games played, 2. goal difference, 3. goals scored, 4. position in the 2016/17 CHL club ranking where the team with the higher position will take precedence.

Should three or more teams be tied on points, then a tie breaking formula will be applied as follows, creating a sub-group amongst the tied teams. This process will continue until only two or none of the teams remain tied. In the case of two remaining tied teams, the game between the two would then be the determining tie-breaker. In the case of none of the teams being tied, the criteria specified in the following respective step applies.

Step 1:

Taking into consideration the games between each of the tied teams, a sub-group is created applying the points awarded in the direct games amongst the tied teams from which the teams are then ranked accordingly.

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Step 2:

Should three (3) or more teams still remain tied in points then the better goal difference in the direct games amongst the tied teams will be decisive.

Step 3:

Should three (3) or more teams still remain tied in points and goal difference then the highest number of goals scored by these teams in their direct games will be decisive

Step 4:

Should three (3) or more teams still remain tied in points, goal difference and goals scored then the results between each of the three teams and the closest best-ranked team outside the sub-group will be applied. In this case the tied team with the best result (1. points, 2. goal difference, 3. more goals scored) against the closest best ranked-team will take precedence

Step 5:

In case two teams are still tied, then the higher position in the 2016/17 CHL club ranking will decide about precedence.

Note: These steps will also be applied to determine precedence of the best second placed group stage teams.

5. JERSEY CODE

Home team plays in dark /coloured jerseys

Away team plays in white / light jerseys

6. IN-GAME COMMERCIAL REGULATIONS

- 6.1** There will be two Power-Breaks per period (total of six per game)
- 6.2** Each break will last 70 seconds (total of 420 seconds = 7 minutes per game)
- 6.3** Power breaks will be taken at the first whistle after the following times on the game clock as it counts down:

Break Number 1	14:00
Break Number 2	08:00

- 6.4** The period intermissions will be 18minutes.
- 6.5** After a goal is scored, there shall be a break of 45 seconds before the ensuing faceoff, in order to give time to show the replay.

6.6 Top Scorer

One player per CHL club shall for each game be assigned the respective club's "CHL Top Scorer". The recognition shall be assigned to the player on the current CHL roster with the most points (goal = 1 point, assist = 1 point) in CHL competition.

- If two or more players of the same team are tied in points the player with more goals scored will be the Top Scorer
- If the players are still tied for points, and with more goals scored the player with the latest goal will be the assigned "CHL Top Scorer".
- If neither of the players have not scored a goal the team captain will be assigned as the "CHL Top Scorer".
- If the current Top Scorer leaves the Team, be injured, sick or unable to play due to any other reason, the runner-up will be the Top Scorer for that specific game.

For the first game of the 2017-18 season the CHL Top Scorer of each club shall be the team captain. Clubs can refer to the official statistics on www.championshockeyleague.com for determining the Top Scorer.

7. CHL ARENA VIDEO CUBE POLICY

7.1. GENERAL POLICY

The use of the arena video cube is an essential part of game presentation used to enhance the game experience for the spectators. It should provide the spectators with relevant information, while also providing transparency. This includes plays which are under video goal judge review, but at the same time following the rules in this policy.

The use of the video cube should not interfere with the game and should not be used in such a way to create a hostile environment in the arena or to portray the game, players, officials or spectators in an unsportsmanlike or negative way.

The use of the arena video cube should have a balance between sportive content (replays), entertainment and public information.

The following specific regulations shall apply:

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7.2 IN-GAME REPLAYS

Replays of all game action* may be shown on the arena video cube without limitation, except as otherwise provided in this policy. When showing replays of a penalty call, all available camera angles of the play must be used for transparency and clarity for spectators.

7.3. VIDEO GOAL JUDGE REPLAY SYSTEM

Footage from the video goal judge replay system may be shown on the arena video cube one (1) time while the play is being reviewed and one (1) additional time after the replay call has been made. After the replay call has been made, if there are multiple camera angles of the play available, the camera angle that was relied on to make the ultimate call must be the camera angle utilized on the video cube. If there is any question as to which camera angle was relied on, the director of the video cube should consult with the CHL video goal judge.

7.4. INJURIES

When there is an injury on the ice there may be no replay until the injured player (or official) has left the ice. When there is an obvious sign of serious injury (profuse bleeding, broken bone, unsteady skating), the play may be re-played one (1) time immediately after the injured player (or official) leaves the ice, this exclusively for the purpose of informing the spectators. The play shall not be shown on the arena video cube for any purpose thereafter.

7.5. SPECTATORS

Spectators should only be shown on the arena video cube in a positive light. Examples of which may not be shown on the video cube include spectator injuries, spectators engaging in violence, making obscene gestures, showing obscene signs, verbally abusing players or officials, throwing objects to the ice or spectators sleeping.

7.6. FISTICUFFS

Fisticuffs (fights) may not be shown on the arena video cube if the fight is of a violent nature with players throwing repeated punches at each other. This should not be equalled with a "post-whistle scrum" with two or more players.

7.7. IMPLEMENTATION

The CHL In-Arena video cube policy must be coordinated by the In-Arena video cube director who shall have the single world feed (dirty) provided by the CHL TV-production partner and the support from the CHL video goal judge. It is the video cube director and not the host broadcaster who is responsible that the decisions are taken in accordance with the policy.

- Goals
- Passes
- Body checks
- Goalie saves
- Blocked shots
- Minor penalties (including those that result in a penalty shot)
- Post-whistle scrums (unless they result in violent fisticuffs)
- Major penalties (unless the consequences are severe)

8. VIDEO GOAL JUDGE SYSTEM

All hosting CHL clubs are responsible for providing a video goal judge system (VGJS) for all CHL games. The VGJS used in CHL shall be the same as used by the clubs in their respective national leagues.

Prior to the start of the season, the CHL will inform all clubs about any video exchange program of game footage.

Such footage may be used by the CHL Disciplinary Committee to review game relevant scenes and if necessary award penalties, suspensions or fines to clubs, players, coaches or other club staff.

The following situations are subject to review by the Video Goal Judge:

1. Puck crossing the goal line;
2. Puck in the goal net prior to the goal frame being displaced;
3. Puck entering the goal net prior to or after the expiration of a period;
4. Puck directed into the goal net by hand or kicked into the goal net;
5. Puck deflected into the goal net off an on-ice official;
6. Puck struck with a high stick above the height of crossbar by an attacking skater prior to entering the goal net



For CHL clubs who are from national leagues which are not using a VGJS as standard, the CHL clubs are obliged to use their best efforts to implement a VGJS for CHL games, either by installing a permanent VGJS or to use the CHL broadcast feed on a game-by-game basis in close cooperation with the broadcasting production team.

The IIHF Rule Book is applied for VGJS regulations / situations which are subject to review.

DELAY OF GAME, INTERRUPTION, ABANDONMENT, CANCELLATION

Should there be a delay, interruption, abandonment or cancellation of a game then the following applies. If a game has to be abandoned or cancelled, then the game shall be played within 24 hours, if possible and if agreed by all parties involved (teams, leagues, CHL). Should it not be feasible to play the game within 24 hours, then the CHL in consultation with all relevant parties will re-schedule the game.

Delay of face-off due to late arrival of away team:

- Game to start latest 40 minutes after away team has arrived at venue
- Should a delay of more than two hours occur, then the game will either be postponed to the next possible date or forfeited 5-0 in the favour of the home team.

Interruption of game:

- If a game is interrupted by the game officials due to plausible reasons (including but not limited to unplayable ice surface, technical and infrastructural issues, fan riots etc.) then the interruption should last no longer than 120 minutes.
- If the interruption leads to an abandonment of the game, then a new date shall be found in accordance with the regulation above.

Cancellation of game:

- Should a game be cancelled already prior to face-off (e.g. severe weather conditions do not allow for away team to travel), then a new date shall be found in accordance with the regulation above.

In any case, clubs must inform immediately the CHL officials, the CHL game supervisor as well as the CHL office of any anticipated or occurred situation that potentially may lead to a delay, interruption or cancellation of a game.

In case of a game played within 24 hours of its abandonment, then the home team must cover all extra expenses occurred to the away team for staying an extra day (including but not limited to accommodation, travel and other directly related cost).