



8

# CHL SPORT REGULATIONS

# 8. CHL SPORT REGULATIONS

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# 8.1. COMPETITION FORMAT

## 8.1.1. THE COMPETITION FORMAT

### COMPETITION FORMAT WITH 32 TEAMS & 61 GAMES



## 8.1.2. CALENDAR GAME DAYS 2020/21

**ROUND OF 32:** Game Day 1: 06/07 October 2020  
Game Day 2: 13/14 October 2020

**ROUND OF 16:** Game Day 1: 17/18 November 2020  
Game Day 2: 24/25 November 2020

**QUARTER-FINALS:** Game Day 1: 08/09 December 2020  
Game Day 2: 15 December 2020

**SEMI-FINALS:** Game Day 1: 05/06 January 2021  
Game Day 2: 12/13 January 2021

**FINAL:** **09 FEBRUARY 2021**

## 8.2. 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.)

### 8.2.1. CHL ROSTER REGISTRATION AND TRANSFER PERIODS

- 8.2.1.1. Clubs must submit a minimum of 20 skaters and 2 goalkeepers ("20+2") and a maximum of 28 skaters and 3 goalkeepers ("28+3") on 04 October 2020 to the CHL online player registration tool.
- 8.2.1.2. Clubs can replace an injured goalkeeper (doctor's note required) at any time until 05 February 2021, adding the new goalkeeper to the CHL entry-list-by-team.
- 8.2.1.3. Clubs can add skaters and goalkeepers between 15 October 2020 and 05 February 2021. Clubs which already added a goalkeeper as per 1.3 and already have four goalkeepers registered, can only utilise under this clause if one of the four previously registered goalkeepers are deleted from the CHL entry-list-by-team.
- 8.2.1.4. The maximum roster on the CHL entry-list-by-team will be 32 skaters and 4 goalkeepers ("32+4").
- 8.2.1.5. 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).

- 8.2.1.6.** Any new player transferring with respect to the above-mentioned transfer periods must be duly registered with the new club latest 24 hours in advance of the club's next scheduled CHL game.
- 8.2.1.7.** Only the players on the club rosters which are duly registered before 17.00 Zurich time on 05 February 2021, are the ones who can be used in CHL game line-up for the final game.
- 8.2.1.8.** As per IIHF Sports Regulations a game line-up can consist of a maximum of 20 skaters and 2 goalkeepers ("20+2") and a minimum of 15 skaters and 2 goalkeepers ("15+2"). Teams may only dress 20 skaters and 2 goalkeepers for the pre-game warm-up.
- 8.2.1.9.** If, during the course of a game, both goaltenders of a team are unable to play, and the team consists of a registered and eligible third goaltender in the arena the team will be allowed to dress the goaltender. The goaltender has ten minutes in which to dress and be ready to play, but if he is ready prior to ten minutes he is allowed to use the remaining time for warmup on ice.
- 8.2.1.10.** In addition IIHF Rule 202 vii remains in place
- 8.2.1.11.** Clubs can add and replace U20 skaters from "farm"-teams (U20 IIHF Regulations / born in 2000 or younger) and club's youth programs at any time of the competition until 12 hours prior to a respective face-off the latest and this until 05 February 2021.

Clarification:

Newly registered U20 players who act as replacements (next GD) of any already registered U20 player do not count to the maximum team roster ("32+4") in the Playoffs.

However, newly registered U20 players who do not act as replacements (next GD) do count to the maximum team roster ("32+4") in the Playoffs.

## 8.2.2. CHL PLAYER ELIGIBILITY

- 8.2.2.1.** 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.
- 8.2.2.2.** 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.
- 8.2.2.3.** 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.
- 8.2.2.4.** Every player participating in the CHL must sign the CHL Player Entry Form to become eligible.
- 8.2.2.5.** A CHL club can in accordance to 1 – 1.9 utilise 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 contractual agreement between the CHL Club and its affiliated Club which allows within their National Leagues Regulations players transfer between both clubstand 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.

- 8.2.2.6.** 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.

## 8.3. COMPETITION REGULATIONS

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

### 8.3.1. SEEDING AND DRAW OF ROUND OF 32

32 teams will be seeded into two pots (Pot1) and (Pot2) according to their CHL ranking.

#### Pot 1

The Champions Hockey League Champion 2019/20, 6 regular season winners of the shareholder leagues followed by the 9 highest ranked teams of the shareholder leagues. All in order of the CHL Regulations 3.2 (admission criterias) and of their respective countries placing's in the CHL League Ranking.

#### Pot 2

The remaining 8 Teams from the shareholder leagues in order of the CHL Regulations 3.2 (admission criterias) and of their respective countries placing's in the CHL League Ranking

The 7 C-License (Wild Card) clubs in the order of their respective countries placing in the CHL League ranking and the winners of the IIHF Continental Cup.

### 8.3.2. DRAW OF ROUND OF 32

Teams from Pot 1 (1-16) will randomly drawn against teams from Pot 2 (17-32)

Example: Pot 1 Team 7 - Pot 2 Team 24

Pot 1 Team 15 - Pot 2 Team 20

Pot 1 Team 2 - Pot 2 Team 17

As the pairings are drawn, they are placed in the playoff tree which will show the potential path to the Final of each team.

The first pairing will be placed on the top left side of the tree – followed by the second pairing going on the top right. The third pairing will be placed bottom left – followed by the fourth pairing bottom right. The fifth pairing will be placed in the bottom of the upper branch left. The sixth pairing will be placed vise versa on the right side the tree. The seventh pairing will be drawn on the top pairing of the lower branch. The eight-pairing vise versa on the left side lower branch. This procedure will continue until the Tree is complete.

Once the draw is complete, the pairings will produce a “bracket/playoff tree”, which will lead from Round of 32 to Round of 16, Quarter-Finals, Semi-Finals to the Final. For clarity: No more draws following the above-described draw of the Round of 32 will be made.



### 8.3.3. DRAW REGULATIONS

**8.3.3.1.** No teams from the same national league (“national league conflict”) can be drawn against each other in the Round of 32.

**8.3.3.2.** If the random draw produces a “national league conflict” then the team which was most recently drawn from Pot B, will be automatically moved to the next pairing without “national league conflict”.

By way of example: If this move is used, the next team drawn will go to the pairing where the previous team should have been placed. If this draw produces a “national league conflict” as well, the procedure will be implemented until a spot without a “national league conflict” is found.

**8.3.3.3.** If at the end of the Draw, with a “national league conflict” is a 50/50 possibility – the draw administrator must notify that the last draws in this tier are not necessary and that the remaining teams in the Pot will be manually placed into the spots where there is no “national league 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.

### 8.3.4. ROUND OF 32

**8.3.4.1.** Teams play knock-out home-and-away

Game scheduling for home and away games depending on arena availability, broadcasting obligations, National League schedule and travel plans of clubs and will be determined through the CHL office.

Please note: the higher ranked Team will play the second game at home if all obligations are fulfilled.

**8.3.4.2.** Winner is determined by the aggregate score following the two games.

**8.3.4.3.** If the aggregate score is tied following the second (return) game, there will be a 10-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.

**8.3.4.4.** There will be no handshake between the two teams after the first game played. The handshake between the teams including both teams coaches will be done after the second game where the series winner is determined.

#### Examples:

- 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 3-2
- Game 2: Team A – Team B 5-3,  
Team A declared winner 7-6; on aggregate score.
  
- Game 1: Team B – Team A 3-2
- Game 2: Team A – Team B 2-2  
Team B declared winner 5-4 on aggregate score. No overtime will be played. **NOTE:**  
If game 1 ends in a tie after regulation time, there will be no overtime, neither a sudden-death period nor GWS.

### 8.3.5. ROUND OF 16

#### 8.3.5.1. Teams play knock-out home-and-away

Game scheduling for home and away games depending on arena availability, broadcasting obligations, National League schedule and travel plans of clubs and will be determined through the CHL office.

Please note: the higher ranked Team will play the second game at home if all obligations are fulfilled.

#### 8.3.5.2. Winner is determined by the aggregate score following the two games.

#### 8.3.5.3. If the aggregate score is tied following the second (return) game, there will be a 10-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.

#### 8.3.5.4. There will be no handshake between the two teams after the first game played. The handshake between the teams including both teams coaches will be done after the second game where the series winner is determined

### 8.3.6. QUARTER-FINALS

#### 8.3.6.1. Teams play knock-out home-and-away

Game scheduling for home and away games depending on arena availability, broadcasting obligations, National League schedule and travel plans of clubs and will be determined through the CHL office.

Please note: the higher ranked Team will play the second game at home if all obligations are fulfilled.

#### 8.3.6.2. Winner is determined by the aggregate score following the two games.

#### 8.3.6.3. If the aggregate score is tied following the second (return) game, there will be a 10-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.

- 8.3.6.4.** There will be no handshake between the two teams after the first game played. The handshake between the teams including both teams coaches will be done after the second Game where the series winner is determined.

### 8.3.7. SEMI-FINALS

- 8.3.7.1.** Teams play knock-out home-and-away

Game scheduling for home and away games depend on arena availability, broadcasting obligations, National League schedule and travel plans of clubs and will be determined by the CHL office.

Please note: the higher ranked Team will play the second game at home if all obligations are fulfilled.

- 8.3.7.2.** The winner is determined by the aggregate score following the two games.

- 8.3.7.3.** If the aggregate score is tied following the second (return) game, there will be a 10-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.

- 8.3.7.4.** There will be no handshake between the two teams after the first game played. The handshake between the teams including both teams coaches will be done after the second game where the series winner is determined.

### 8.3.8. FINAL (ONE GAME)

- 8.3.8.1.** The teams reaching the Semi-Finals may apply for home-ice for the final game in writing. The CHL Office will supply the respective teams with a standardised application form which must be returned to the CHL office no later than 18 December 2020 / 17:00 (Zurich time) upon completion of the Quarter-Finals. The decision on the final venue will be taken by the CHL Board. Its decision is final and unreviewable. The decision shall be based on, but not limited to, the following factors (in no particular order):

- Accumulated record leading up to the final (Round of 32, Round of 16, Quarter-Finals, according to CHL Sport Regulations)
- Capacity of the venue and expected attendance
- Technical facilities of the venue
- Hospitality facilities of the venue
- TV production of the host broadcaster

- Additional marketing / sponsorship opportunities (in conjunction with Infront)
- Travel accessibility and hotel situation

In case no appropriate application is entered by either later determined finalists, the finalist with the best accumulated record after the Semi-Finals (according to the CHL Sport Regulations) will be awarded of being the host of the CHL Final

- 8.3.8.2.** 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.
- 8.3.8.3.** If the score is tied following the final game, there will be a 20-minute sudden-death overtime period played (4on4 skaters). 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.
- 8.3.8.4.** 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.
- 8.3.8.5.** The winner is the Champions Hockey League champion and the winner of the European Trophy.

### 8.3.9. CALCULATING TEAM RECORD

- 8.3.9.1.** The playoff game score (not the final game) 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.

The final game will be played according to the IIHF 3-point regulations.

The calculated team record playoff and final game will be used in the CHL League Ranking

## 8.4. GAME REGULATIONS

### 8.4.1. THREE POINT SYSTEM REGULATIONS

For all games in the playoffs (not the final game) 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
- 0 points for the team losing the game in regulation time
- No additional point earned for the team winning the game in overtime or in the game winning shots procedure if the teams are still tied following conclusion of the overtime period.
- Overtime and game winning shots procedure can only happen in return game

### 8.4.2. OVERTIME OPERATIONS

#### 8.4.2.1. Overtime procedure in playoff games (R32, R16, QF, SF)

- The overtime procedure is only applied in the second leg (return game) in the Round of 32, Round of 16, Quarter-Finals and Semi-Finals. E.g. if the first leg game ends with the score tied after regulation time, the tie remains as the final score.
- In case of an overall tie on aggregate at the conclusion of regulation time in the Round of 32, Round of 16, Quarter-Finals and Semi-Finals second leg (return game), there will be a 10-minute sudden-death overtime period, following a seventy second (70) intermission.
- All overtime periods in the playoffs shall be played with each team at the numerical strength of three (3) skaters and one (1) goalkeeper.
- The teams will NOT change ends.
- The team who scores during this period will be declared as the winner.

#### 8.4.2.2. Overtime procedure in the **Final**

In case of a tie at the conclusion of regulation time in the final, there will be a 20-minute sudden-death overtime period played, following a 18-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**.

- The teams will change ends.
- The team who scores during this period will be declared as the winner.

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

The 14-meter wide longitudinal centre section of the rink, between the face-off spots in the neutral and end zones, will be dry-scraped by the ice-resurfacing machine prior to the game winning shots procedure during the time required to organise the program accordingly.

#### 8.4.2.3. Penalties

When regulation time ends and the teams are playing 5 on 4, teams will start the overtime period playing 4 on 3. Once the teams are back to full strength, player strength is adjusted accordingly to 3 on 3 at the next stoppage of play.

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

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

If teams are playing 3 on 3 at the end of regulation time, overtime starts 3 on 3. Once player strength reaches 4 on 4, 5 on 4 or 5 on 5, player strength is adjusted accordingly to 3 on 3 or 4 on 3 at the next stoppage.

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

If both teams are penalised 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 penalised 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 to have 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 accordingly revert back to 4 on 3 or 3 on 3.

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.

#### 8.4.2.4. Penalties (Final)

When regulation time ends and the teams are playing 5 on 4, teams will start the overtime period playing 4 on 3.

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

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

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.

If a team is penalised in overtime, teams play 5 on 4. If both teams are penalised with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 4 on 4.

In overtime, if a team is penalised 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 to have 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 accordingly revert back to 4 on 3 or 4 on 4.

### 8.4.3. 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 utilised:

- 8.4.3.1. Five different shooters from each team will take alternate shots. The skaters do not need to be named beforehand and can be changed any time up to the point when the referee blows the whistle to signal the start of the shot.
- 8.4.3.2. The team with the most goals is declared the winner of the game. If the game's outcome is known before all shots have been taken, the remaining shots will be abandoned.
- 8.4.3.3. 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.
- 8.4.3.4. The same player can also be used for each shot by a team in the tie-break shoot-out.
- 8.4.3.5. Only the decisive goal will count in the result of the game.
- 8.4.3.6. Shots will be taken at both ends of the ice.
- 8.4.3.7. Final Game: The area of the ice to be used will be dry scraped.
- 8.4.3.8. 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.
- 8.4.3.9. 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.
- 8.4.3.10. Once named, players may only be replaced in the event of injury or penalty.
- 8.4.3.11. The goalkeepers will defend the same goal as in overtime. The goalkeepers from each team may be changed after each shot.
- 8.4.3.12. The players of both teams will take the shots alternately until a decisive goal is scored.
- 8.4.3.13. The decisive goal will be credited to the player who scored and to the goalkeeper concerned.

### 8.4.4. AWAY TEAM PRACTICE REGULATIONS

On the day of the game the home team must grant the visiting Team ice practice time. In principle the visiting team practices earlier, the home team practices second.

**Note:**

For both Teams home/away ice practice must be scheduled in the same arena; Practice time for the visiting team must have a minimum duration of 45 minutes;

Practice for the visiting team must be scheduled between 09.30 and 11.30 in the morning of the Game;

Arena must be open for media during the practices of both Teams.

### 8.4.5. JERSEY CODE

**8.4.5.1.** Clubs are free to choose their desired main colour for their home kit

**8.4.5.2.** In any uncertain or unforeseen cases the home team has to change the jersey colour

### 8.4.6. IN-GAME COMMERCIAL REGULATIONS

**8.4.6.1.** There will be two Power-Breaks per period (total of six per game)

**8.4.6.2.** Each break will last 70 seconds (total of 420 seconds = 7 minutes per game)

**8.4.6.3.** For every period, the first break must be called after the first 6 minutes played with even numbers of players on the ice, while the second break should follow the next whistle after 12 minutest from the beginning of the period, per the following times on the game clock as it counts down:

Break Number 1 14:00

Break Number 2 08:00

Power Breaks may be taken when:

Teams are at equal strength when a stoppage in play occurs. (e.g. 4-on-4 / 5-on-5 / 6-on-6)

Power Breaks may not be taken when:

A goal is scored an icing infraction is called (except when a penalty or penalties are assessed at the icing call that affect the on-ice strength of either team)

In both cases, the Power Break must be taken after the next normal stoppage of play.

No Power Breaks will be taken in the final 30 seconds of the first and second periods, and the final 2 minutes of the third period. No Power Breaks will be granted in Overtime.

For more information please refer to Club Manual Chapter 3 Game Operations (Power Break)



**8.4.6.4. The period intermissions will be 18 minutes. (The Arena Game clock is binding for both Clubs to start the period on time).**

**8.4.6.5.** 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.

**8.4.6.6. 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 2018/19 season the CHL Top Scorer of each club shall be the team captain.

Clubs can refer to the official statistics on [www.championshockeyleague.com](http://www.championshockeyleague.com) for determining the Top Scorer.

## 8.4.7. CHL ARENA VIDEO CUBE POLICY

**8.4.7.1. 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:

**8.4.7.2. 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.

**8.4.7.3. 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 utilised 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.

**8.4.7.4. 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.

**8.4.7.5. 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.

**8.4.7.6. 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.

**8.4.7.7. 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)



### 8.4.8. 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.

1. The following situations are subject to review by the Video Goal Judge:
2. Puck crossing the plane of the goal line;
3. Puck in the goal net prior to the goal frame being displaced;
4. Puck entering the goal net at the expiration of a period;
5. Puck directed or batted into the goal net by hand or foot or deliberately directed or batted with a any part of the attacking players body into the goal net;
6. Puck deflected into the goal net off a game official ;
7. Puck struck with a high stick above the height of crossbar by an attacking skater prior to entering the goal net
8. Establish the correct time for when the puck completely crossed the goal;
9. Puck entering the goal net after an attacking skater has interfered with the goalie;
10. Goalie interfered with a goal being scored.

Situation 8 & 9 – Game Officials are to use the VGJS to determine if disputed goals should be allowed or not. They are not permitted to use the VGJS to assess penalties.

For CHL clubs who are from national leagues which are not using a VGJS as standard, the CHL clubs are obliged for providing a video goal judge system (VGJS) for CHL games, by either 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 technical minimum standards of the VGJS are described in the CHL Video Goal Judge System Guidelines.

### 8.4.9. DELAY OF GAME, INTERRUPTION AND 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 favor 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).