

A black and white photograph of an ice hockey rink. In the foreground, several pieces of hockey equipment, including helmets and jerseys, are scattered on the ice. One jersey features a large ostrich logo and the text 'EAST STRAIT'. Another helmet has the number '27'. In the background, the arena's seating and structural beams are visible. A sign above the rink reads '38 MANICLOCKDOWN' and another sign says 'SISTANA MISTAKE 2015'.

CHL SPORT REGULATIONS

CHAPTER

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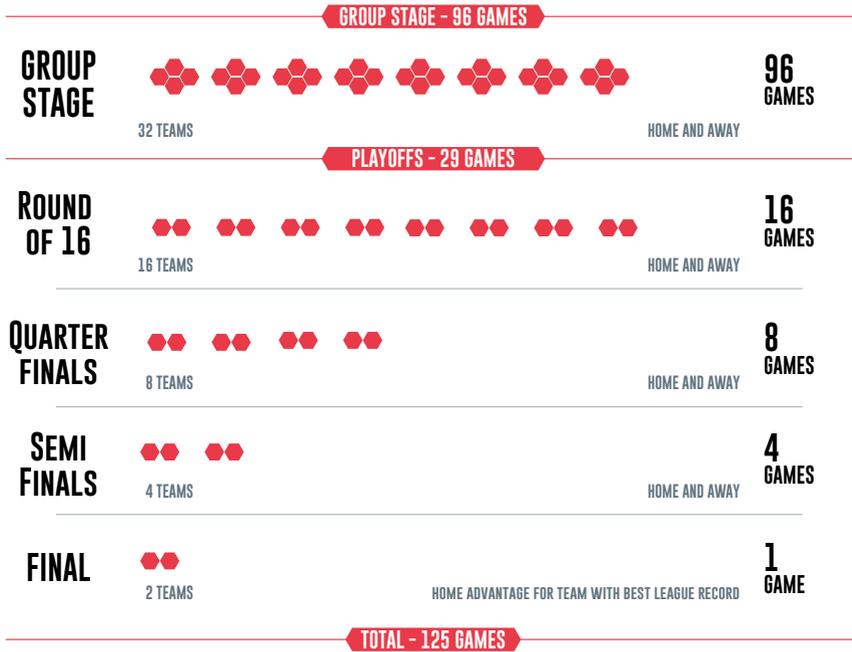
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THE COMPETITION FORMAT



THE CHAMPIONS HOCKEY LEAGUE CALENDAR

GROUP STAGE: 30 AUGUST – 17 OCTOBER 2018

- Game Day 1: 30/31 August
- Game Day 2: 01/02 September
- Game Day 3: 06/07 September
- Game Day 4: 08/09 September
- Game Day 5: 09/10 October
- Game Day 6: 16/17 October

ROUND OF 16:

- Game Day 1: 06 November 2018
- Game Day 2: 20/21 November 2018

QUARTER-FINALS:

- Game Day 1: 04/05 December 2018
- Game Day 2: 11 December 2018

SEMI-FINALS:

- Game Day 1: 08/09 January 2019
- Game Day 2: 15/16 January 2019

FINAL:

- 05 February 2019

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 27 August 2018 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 27 August 2018 deadline, but at the same time being aware that only two roster additions plus one goalkeeper can be made until the 10 September 2018 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 24 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 31 January 2019, adding the new goalkeeper to the CHL entry-list-by-team.
- 1.4 Clubs can add skaters and goalkeepers between 10 September 2018 and 31 January 2019. 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").

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- 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 24 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 31 January 2019, 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 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.

Clubs can add and replace U20 skaters from "farm"-teams (U20 IIHF Regulations / born in 1999 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 31 January 2018.

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 ("30+4") both during the Group Stage and ("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 ("30+4") both during the Group Stage and ("32+4") in the Playoffs.

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.
- 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.

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:

First Pot (A) 2017/18:

The Champions Hockey League Champion 2017-18, 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 (Admission criteria) 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

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

- 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.

- 1.4** 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** 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.
- 4.2** 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 in the top left side of the tree – followed by the second pairing going in top right – and the pairings will continue to alternate left and then right – working their way down to the bottom until the playoff tree is complete.
- 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.

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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 Group winner playing the first game away and the return game at home.
- 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 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 3-1
- 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 score.

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

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

- 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

Please Note: Game scheduling for home and away game depending on Arena availability, Broadcasting obligations, National League schedule and travel plans of Clubs and will be determined through the CHL office.

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

Please note: 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.

7.2 The 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.

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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 THE R16 AND THE 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 in the group stage 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 in the game winning shots procedure if the teams are still tied following the conclusion of the overtime period
- 0 points for the team losing the game in regulation time

For all games in the playoffs 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

2. OVERTIME OPERATIONS

2.1 Overtime procedure in **group stage** games

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

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

- The overtime procedure is only applied in the second leg (return game) in the Round of 16, Quarter-Final and Semi-Final. 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 16, Quarter-Final and Semi-Final second leg (return game), there will be a 10-minute sudden-death overtime period, 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 teams will NOT change ends.
- The team who scores during this period will be declared as the winner.

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2.3 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 organize the program accordingly.

2.4 Penalties (Group Stage)

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 4 at the next stoppage.

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 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.

2.5 Penalties (Playoffs)

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 penalized in overtime, teams play 5 on 4. If both teams are penalized 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 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 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.

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

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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.

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.

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.
- 3.6 Final Game: The area of the ice to be used will be dry scraped.
- 3.7 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.
- 3.8 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.
- 3.9 Once named, players may only be replaced in the event of injury or penalty.
- 3.10 The goalkeepers will defend the same goal as in overtime. The goalkeepers from each team may be changed after each shot.
- 3.11 The players of both teams will take the shots alternately until a decisive goal is scored.
- 3.12 The decisive goal will be credited to the player who scored and to the goalkeeper concerned.

4. TIE BREAKING FORMULA

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

- 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 2017/18 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.

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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.

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

- All players of a team must be dressed uniformly in matching sweaters, pants, socks and helmets.
- All sweaters of a team must be of the same design, including logo on the front, numbers and nameplate on the back.
- Players are not allowed to tamper with their uniforms in any manner, whether by cutting any part of it, writing on it, or marking it.
- If, in the opinion of the referee, the uniform colors of the competing teams are so similar that there is the possibility of misidentifying players, it is the responsibility of the home to change it sweaters.
- The dominant color of the uniform must cover approximately 80% of the sweater and socks, excluding names and numbers.
- Sweaters must be worn entirely outside of the pants.

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** 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 minutes 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)

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

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- 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 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:

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 equaled 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. CHL SPORT REGULATIONS

8. VIDEO GOAL JUDGE SYSTEM

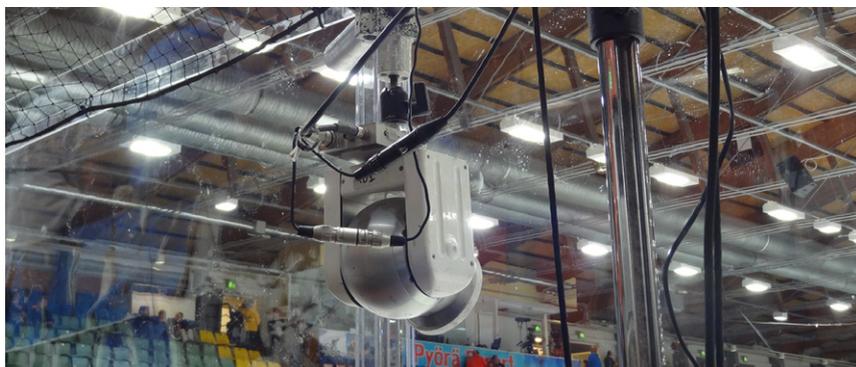
All hosting CHL clubs are responsible for providing a video goal judge system (VGJS) for all CHL games. The VGJS used in CHL shall be the same as used by the clubs in their respective national leagues.

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 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).