



8

# CHL SPORT REGULATIONS

# 8. CHL SPORT REGULATIONS

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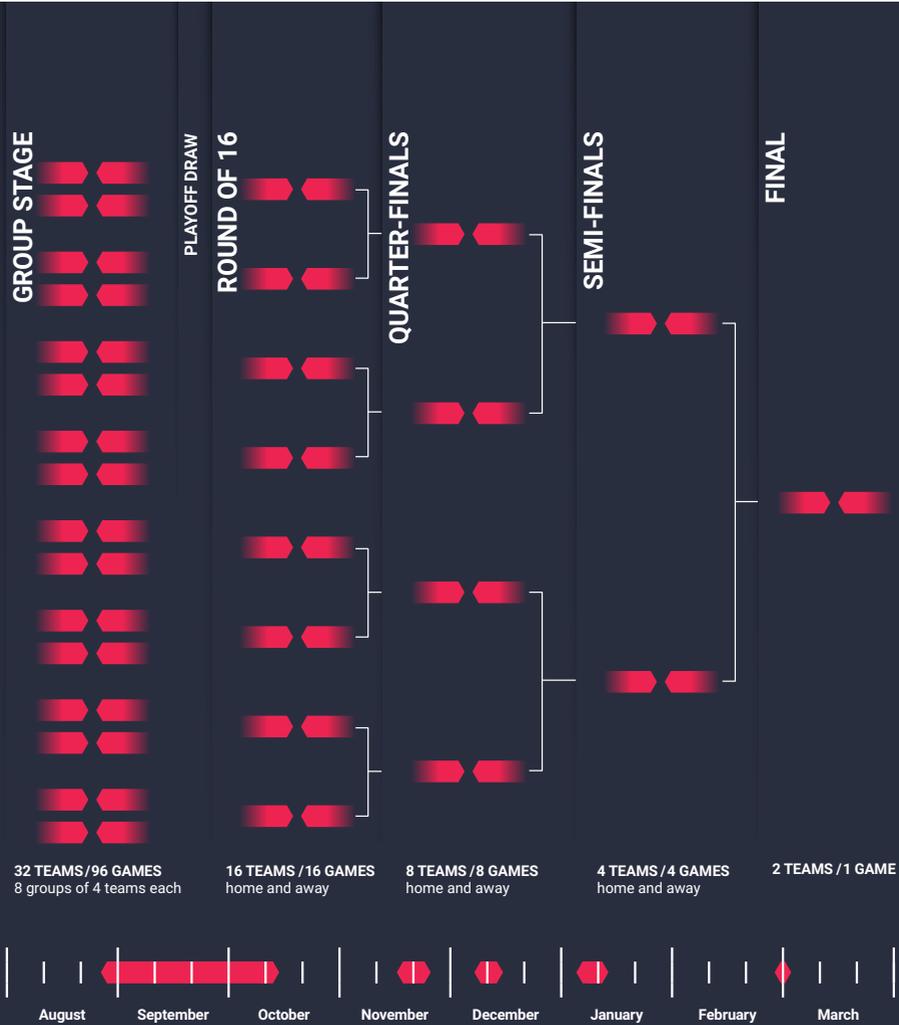
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# 8.1. COMPETITION FORMAT

## 8.1.1. THE COMPETITION FORMAT



## 8.1.2. CALENDAR GAME DAYS 2020/21

<b>GROUP STAGE:</b>	<b>26 AUGUST – 13 OCTOBER 2021</b> Game Day 1: 26/27 August 2021* Game Day 2: 28/29 August 2021* Game Day 3: 2/3 September 2021 Game Day 4: 4/5 September 2021 Game Day 1: 9/10 September 2021** Game Day 2: 11/12 September 2021** Game Day 5: 5/6 October 2021 Game Day 6: 12/13 October 2021 * Only for clubs from Shareholder Leagues, BLR, UK and IIHF Continental Cup winners ** Only for clubs from ICEHL (Austria, Italy) and from Challenger Leagues (FRA, NOR, POL, UKR and DEN champions)
<b>ROUND OF 16:</b>	Game Day 1: 16/17 November 2021 Game Day 2: 23/24 November 2021
<b>QUARTER-FINALS:</b>	Game Day 1: 7/8 December 2021 Game Day 2: 14 December 2021
<b>SEMI-FINALS:</b>	Game Day 1: 4/5 January 2022 Game Day 2: 11/12 January 2022
<b>FINAL:</b>	<b>1 MARCH 2022</b>

## 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.** The maximum team roster during the group stage is 30 skaters and 4 goalkeepers ("30+4").

**8.2.1.2.** 8.2.1.2. 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 48 hours prior to FOT of the Club's first Group Stage Game to the CHL online player registration tool.

**For clarity: It is the club's decision whether it chooses to submit a roster with less than 28+3 skaters by the 24 August (Groups A-F) & 31 August Deadline (Groups G-H), but at the same time being aware that only two roster additions plus one goalkeeper can be made until the 13 September 2021 transfer period (after the conclusion of Game Day 4 from the Group Stage) as per 1.4 below.**

**Additions to the clubs' group stage roster must be made 24 hours prior to the face-off of the next scheduled CHL group stage game.**

**8.2.1.3.** Clubs can replace an injured goalkeeper (doctor's note required) at any time until 31 January 2022, adding the new goalkeeper to the CHL entry-list-by-team.

**8.2.1.4.** Clubs can add skaters and goalkeepers between 13 September 2021 and 25 February 2022. 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.

- 8.2.1.5.** The maximum roster on the CHL entry-list-by-team will be 32 skaters and 4 goalkeepers ("32+4").
- 8.2.1.6.** 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).
- 8.2.1.7.** 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.
- 8.2.1.8.** Only the players on the club rosters which are duly registered before 17.00 Zurich time on 25 February 2022, are the ones who can be used in CHL game line-up for the final game.
- 8.2.1.9.** 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.
- 8.2.1.10.** 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.
- 8.2.1.11.** In addition IIHF Rule 5.3 remains in place.
- 8.2.1.12.** Clubs can add and replace U20 skaters from "farm"-teams (U20 IIHF Regulations / born in 2002 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 25 February 2022.

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.

## 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 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 a contractual agreement between the CHL Club and its affiliated Club which allows within their National Leagues Regulations players transfer between both clubs stand 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. DRAW TO GROUP STAGE

32 teams will be drawn into 8 groups with 4 teams each, named Group A to Group H

All teams will be seeded into 5 pots.

Four Pots (A, B, C, D) will be used with 6 club names in each according to their CHL ranking

A = 1 – 6, B = 7 – 12, C = 13 – 18, D = 19 – 24

One Pot (E) will be used with 8 clubs from affected countries involved in the Final Olympic qualification tournament E = 1 – 8

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

#### First Pot:

The 2019/20 Champions Hockey League Champion, and the national champions of Sweden, Switzerland, Germany, Finland & Czech Republic.

#### Second Pot:

The regular season winners of Sweden, Switzerland, Germany, Finland, Czech Republic and the runner-up from Sweden.

#### Third Pot & Fourth Pot:

The remaining clubs from the Sweden, Switzerland, Germany, Finland, Czech Republic in the order of CHL regulations 3.2 and of their respective countries' placing in the CHL club ranking and the teams of Belarus, Great Britain & the 2019/20 IIHF Continental Cup winner.

#### Fifth Pot:

Clubs from the ICEHL (Austria & Italy) and the National Champions of France, Norway, Poland, Ukraine & Denmark. All teams from Pot E will be randomly drawn first into two groups named G & H - No league protection applies

All teams from Pot 1 to Pot 4 will be drawn into 6 groups with 4 teams each. Pot 4 will be drawn first and Pot 1 with the National Champions drawn last.

**8.3.1.1.** No teams from the same national league (“national league conflict”) can be drawn together in one group.

**8.3.1.2.** All teams drawn will be placed into the groups going from left to right, Group A to H.

**8.3.1.3.** 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.

### POT 1 – 4

#### GROUP STAGE PLAYING DATES:

- 26 - 29 August
- 2 - 5 September
- 5/6 October
- 12/13 October

#### 24 TEAMS drawn into 6 groups of 4



#### LEAGUE PROTECTION applies at Draw

- Teams from Shareholder Leagues (except teams from ICEHL)
- Teams from Challenger Leagues (SVK & UK)
- IIHF Continental Cup Winners

### POT 5

#### GROUP STAGE PLAYING DATES:

- 2 - 5 September
- 9 - 12 September
- 5/6 October
- 12/13 October

#### 8 TEAMS drawn into 2 groups of 4



#### NO LEAGUE PROTECTION at Draw

- Teams from ICEHL (Austria, Italy)
- Teams from Challenger Leagues (FRA, NOR, POL, UKR, DEN Champions)

## 8.3.2. GROUP STAGE

- 8.3.2.1. 32 teams: 8 groups with four teams in each as determined by the draw.
- 8.3.2.2. Teams play a double round-robin with each team playing a total of six games, three at home and three away.
- 8.3.2.3. All games are played according to the IIHF’s three-point system.
- 8.3.2.4. 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.

### 8.3.3. QUALIFICATION TO ROUND OF 16

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

### 8.3.4. GROUP STAGE SEEDING AND DRAW TO ROUND OF 16

- 8.3.4.1. 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.
- 8.3.4.2. 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.
- 8.3.4.3. 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.

- 8.3.4.4. 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.
- 8.3.4.5. 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.

### 8.3.5. ROUND OF 16

- 8.3.5.1. Teams play knock-out home-and-away games with the group winner playing the first game away and the return game at home.

**Please Note:** 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.

- 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.

### 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 3-3
- 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.

## 8.3.6. QUARTER-FINALS

- 8.3.6.1.** Teams play knock-out home-and-away games

**Please Note:** 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.

- 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 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.

- 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 14 December 2021 / 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 (Group Stage, R16, Quarter-Final, 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.** 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.** After the Group Stage all group winners will play for the Round of 16 the first game away and the return game at home. 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 Group Stage/playoff/final game will be used in the CHL League Ranking

## 8.4. GAME & TIE BREAKING REGULATIONS

### 8.4.1. 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 points 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.
- Overtime and game winning shots procedure can only happen in return game

### 8.4.2. OVERTIME OPERATIONS

**8.4.2.1.** 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 seventy seconds (70).
- 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.

#### 8.4.2.2. 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 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.

#### 8.4.2.3. 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 **three (3) skaters and one (1) goalkeeper**.
- Teams will NOT change ends.
- The team who scores a goal during this period is declared the winner.
- If at the end of the first overtime period the two playing teams are still tied, the teams will then continue to play a second overtime period following an ice resurfacing during an 18-minute intermission where the teams will return to their dressing rooms before the start of the 2nd overtime period.
- Teams will change ends.
- If at the end of the 2nd overtime period the two playing teams are still tied, the teams will then continue to play a third overtime period following an ice resurfacing during an 18-minute intermission where the teams will return to their dressing rooms before the start of the 3rd overtime period.
- Teams will change ends.
- This procedure will go on until a winner is determined.

#### 8.4.2.4. Penalties

- 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.

- Once player strength reaches 4 on 4, at the next stoppage player strength is adjusted to 3 on 3 as appropriate.
- 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 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.
- 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 effect), teams will continue to play 3 on 3.
- 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 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.

### 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.** 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.
- 8.4.3.8.** 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.
- 8.4.3.9.** Once named, players may only be replaced in the event of injury or penalty.

- 8.4.3.10. The goalkeepers will defend the same goal as in overtime. The goalkeepers from each team may be changed after each shot.
- 8.4.3.11. The players of both teams will take the shots alternately until a decisive goal is scored.
- 8.4.3.12. The decisive goal will be credited to the player who scored and to the goalkeeper concerned.

## 8.4.4. TIE BREAKING FORMULA GROUP STAGE STANDINGS

- 8.4.4.1. Teams must have played at least 50% of the scheduled games (three games) to be recognized in the standings. If a team played less than three games in the Group Stage, it cannot be considered for advancing to the CHL playoffs (Round of 16).
- 8.4.4.2. Due to the risk that games across Europe are unable to be played due to travel restrictions or quarantine regulations the Champions Hockey League will apply point percentage (points per games played) to determine the standings in the Group Stage.

Please note: this only applies if games in one group are cancelled. If all games in one group are played the tie breaking system for two teams with the same number of points in the standings as per 8.4.4.5 applies.

- 8.4.4.3. To calculate the point percentage for a team, the total number of points of a team in the standings will be divided by the total number of games played by a team in the standings.

Example: Team A            Points: 9            Games: 5  
 Point percentage calculation:  $9/5 = 1.8$  points per game

- 8.4.4.4. The team with the higher point percentage in the standings will take precedence, if the teams are still tied.

If two teams in the standings share the same point percentage (three digits) the decisive factor will be head-to-head against the other team by points | goal difference | more goals scored against the other tied team

If the teams with the same point percentage (three digits) have not played each other, the higher position in the official CHL Club Ranking (going into the Group Stage Draw) will take precedence.

- 8.4.4.5. **The tie-breaking system for two teams with the same number of points in the 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.**

- 8.4.4.6.** 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.

- 8.4.4.7.** 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.

- 8.4.4.8.** 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.

- 8.4.4.9.** In case two teams are still tied, then the higher position in the 2021/22 CHL Group Stage Draw 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. Higher point percentage, 2. lower number of games played, 3. goal difference, 4. goals scored, 5. position in the 2021/22 CHL Group Stage Draw club ranking where the team with the higher position will take precedence

- 8.4.4.10.** 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 (H2) 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 2019/20 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.

## 8.4.5. 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.

## 8.4.6. JERSEY CODE

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

**8.4.6.2.** In any uncertain or unforeseen cases the **home** team has to change the jersey colour after consulting with the CHL Sport Department.

## 8.4.7. IN-GAME COMMERCIAL REGULATIONS

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

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

**8.4.7.3.** 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)

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

**8.4.7.5.** 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.

**8.4.7.6. 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.

### 8.4.8. CHL ARENA VIDEO CUBE POLICY

**8.4.8.1. 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 spec-

tators 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:

#### **8.4.8.2. 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.

#### **8.4.8.3. 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.

#### **8.4.8.4. 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 replayed 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.

#### **8.4.8.5. 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.

#### **8.4.8.6. 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.

#### **8.4.8.7. 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)

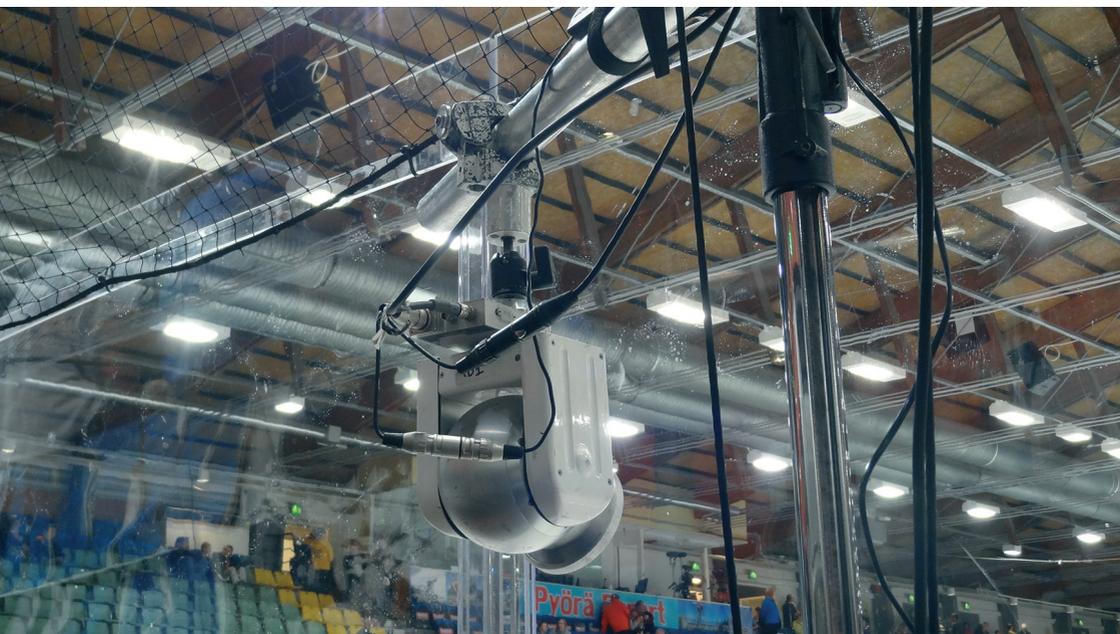
### 8.4.9. VIDEO GOAL JUDGE SYSTEM

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 technical minimum standards of the VGJS are described in the CHL Video Goal Judge System Guidelines.



### 8.4.10. DELAY OF GAME, INTERRUPTION AND CANCELLATION

If an extraordinary COVID-19-related issue arises during the 2021/22 Champions Hockey League (CHL) season, which is not regulated and/or not clearly defined by the CHL Club Manual – including but not limited to the Sport Regulations, CHL Casebook & COVID-19 appendix – the case will be reviewed and a decision will be made by the CHL COVID-19 Committee.

Should there be a delay, interruption, abandonment or cancellation of a game then the following applies.

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 be either rescheduled within the next 24 hours or being cancelled. If the game is cancelled it will be forfeited with 3-0 in 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 (before 50% of the game is being played) the game shall be rescheduled within the next 24 hours.
- If more than 50% of the game is being played and the game is abandonment the current score remains final, and the game will not be rescheduled.

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, quarantine restrictions do not allow the away team to travel, flight of the away team is cancelled short notice and absolutely no other options of travel can be taken, then the game shall be played within 24 hours, if possible and if agreed by all parties involved (teams, National Leagues & CHL).
- Should it not be feasible to play the game within 24 hours, then the game remains cancelled and will not be rescheduled.
- A Group Stage game is cancelled if at least one of the teams involved does not have a sufficient number of players (at least 15 players and 1 goalkeeper) and if this is solely due to the fact that too many registered players from the Club are ill. A registered player is only considered to be ill (in concern of COVID-19) if he is under officially ordered quarantine.

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