



**CHAMPIONS
HOCKEY LEAGUE**

CASEBOOK

2023/24

VERSION 2 | 04.10.2023

TABLE OF CONTENTS

BASIC DESCRIPTIONS OF RULE CHANGES	3
DURATION OF PENALTIES	3
RULE 15 CALLING OF PENALTIES	4
RULE 16, 17, 18 AND 20 TEAM PLAYING SHORT-HANDED (NO RELIEF)	5
RULE 16, 17 AND 18 SHORT-HANDED TEAM SCORES (RELIEF)	6
RULE 20.6 ON-ICE VIDEO REVIEW OF MAJOR PENALTIES	7
RULE 38 COACH'S CHALLENGE	8
RULE 46 FIGHTING	10
RULE 69 INTERFERENCE ON THE GOALKEEPER	10
RULE 84 OVERTIME OPERATIONS	11

2023/2024 CHAMPIONS HOCKEY LEAGUE (CHL)

CHL Casebook – During the course of each season the emergence of new situations arise. In certain situations, we cannot guarantee with certainty the situation has support from the IIHF Rule Book. In addition, the CHL governing body, the CHL Sport Department in cooperation with the CHL Sport Committee and Sport Disciplinary Board as well as the support of the CHL Shareholder Leagues have developed specific rule amendments.

The purpose of the CHL Casebook is to clarify the interpretation of specific rules and in specific cases, a modification to the existing IIHF rules. This document serves as an official release of the interpretation and governing rules for the 2023/24 CHL season. The interpretations set forth in the CHL Casebook will replace or in specific cases supersede the ruling and interpretation that is currently written in the IIHF Rule Book. **For all rules not mentioned in the CHL Casebook, the official IIHF Rule Book 2023/24 will serve as the official ruling.**

The working methodology will continue to be that when a new situation arises, or a new interpretation has been accepted, the CHL Casebook will be updated. The new rule interpretation or change will remain in effect the remainder of the season. Thus, it is each On-ice Official's and Team Official's responsibility to update the information when updates arise.

It is each Game Official's responsibility to have an updated CHL Casebook with them for each game to match the interpretation of the call to the right rule.

Best regards,



Fadri Holinger
Sport Manager



Lyle Seitz
Chairman of the Sport Disciplinary Board
and CHL Officiating Manager

BASIC DESCRIPTIONS OF RULE CHANGES

CALLING A PENALTY – DELAYED PENALTIES

Minor, Bench Minor, Double-minor or Major Penalties shall be imposed regardless of whether or not a goal is scored (in regular manner, awarded or through a Penalty Shot) during the delay of the penalties.

TEAM PLAYING SHORT-HANDED (NO RELIEF)

All Minor, Bench Minor or Double-minor Penalties are treated in the same manner as a Major Penalty – no relief.

If while a Team is “short-handed” by one (1) or more Minor, Bench Minor, Double-minor or Major Penalties and the opposing Team (playing powerplay) scores a goal (in regular manner, awarded or through a Penalty Shot), no penalty(ies) shall terminate.

SHORT-HANDED TEAM SCORES (RELIEF)

All Minor, Bench Minor or Double-minor Penalties will have relief when the “short-handed” Team scores (in regular manner, awarded or through a Penalty Shot).

DURATION OF PENALTIES

The CHL limits time penalty calls (possibility of on-ice playing differential) to the following:

- Any incident worthy of a Match Penalty is to be assessed as a 5-minute Major and automatic Game Misconduct Penalty.
- Misconduct Penalties shall only be called if a Player, Coach or non-playing Team Personnel persists in his action for which he has already been assessed a Minor Penalty for Unsportsmanlike Conduct at the same stoppage or during the duration of his penalty being served. In general, participants displaying this type of behavior are assessed a Minor Penalty, then a Misconduct Penalty and then a Game Misconduct Penalty if they persist.

RULE 15 **CALLING OF PENALTIES**

RULE 15.1. **CALLING A PENALTY**

Should an infraction of the rules, which would call for a Minor, Bench Minor, Double-minor or Major and automatic Game Misconduct Penalty, be committed by a Player or Team Personnel of the side in control of the puck, the Referee shall immediately blow their whistle and penalize the offending Player or Team.

Should an infraction of the rules, which would call for a Minor, Bench Minor, Double-minor or Major and automatic Game Misconduct Penalty, be committed by Player or Team Personnel of the Team not in control of the puck, the Referee shall raise their arm to signal the delayed calling of a penalty. When the Team to be penalized gains control of the puck, the Referees will blow their whistle to stop play and impose the penalty on the offending Player or Team.

When a Player, Team Manager, Coach or Team Personnel is ejected from the game for a violation of the playing rules, that individual must vacate the Players' Bench area and may not, in any manner, further participate in the game.

This includes directing the Team from the spectator area or by radio communications. Any violations shall be reported to the proper Authorities.

RULE 15.2. **CALLING A PENALTY – GOAL SCORED**

NEW – If the penalty(ies) to be imposed are one (1) or more Minor, Bench Minor, Double-minor or Major and automatic Game Misconduct Penalties and a goal is scored on the play by the non-offending side, the penalty(ies) shall be imposed in the normal manner regardless of whether or not a goal is scored.

RULE 15.3. **CALLING A DOUBLE-MINOR PENALTY – GOAL SCORED**

NEW – When the penalty to be imposed is applicable under Rule 38 "Delay of Game" (3rd or more Coach's Challenge), Rule 47 for "Head-butting", Rule 58 "Butt-ending", Rule 60 "High-sticking" or Rule 62 "Spearing", and a goal is scored, the Double-minor Penalty will be assessed to the offending Player. This will be announced as a Double-minor Penalty for the appropriate foul and the Player will serve four (2+2) minutes.

RULE 15.4. CALLING A PENALTY – SHORT-HANDED TEAM – GOAL SCORED

NEW – When a Team is “short-handed” by reason of one (1) or more Minor, Bench Minor, Double-minor or Major Penalties, and the Referee signals a further penalty or penalties against the “short-handed” Team and a goal is scored by the non-offending side before the whistle is blown, then the goal shall be allowed.

The penalty or penalties signaled shall be assessed and the penalty(ies) already being served shall **not** terminate (no relief).

Should a penalty be signaled against a Team already “short-handed” by reason of (1) one or more Minor, Bench Minor, Double-minor or Major Penalties, and the signaled penalty would result in the awarding of a “Penalty Shot”, but before the Referee can stop play to award the “Penalty Shot”, the non-offending Team scores a goal, then the signaled penalty (that would have resulted in a “Penalty Shot”) shall be assessed as a Minor (Double-minor or Major) Penalty and the penalty(ies) already being served shall **not** terminate (no relief).

Basic Description – All Minor, Bench Minor, Double-minor or Major Penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

RULE 16	MINOR PENALTIES
RULE 17	BENCH MINOR PENALTIES
RULE 18	DOUBLE-MINOR PENALTIES
RULE 20	MAJOR PENALTIES

RULE 16, 17, 18 AND 20 TEAM PLAYING SHORT-HANDED (NO RELIEF)

NEW – All penalties are served in their entirety, regardless if a goal against the “short-handed” Team is scored or not.

If while a Team is “short-handed” by one (1) or more Minor, Bench Minor, Double-minor or Major Penalties, the opposing Team scores a goal, no penalty(ies) shall terminate.

The Player must wait for the entire penalty(ies) to expire before they are permitted to exit the Penalty Box and no Player will leave the Penalty Box when a goal is scored against the “short-handed” Team.

Basic Description – All Minor, Bench or Double-minor Penalties are treated in the same manner as a Major Penalty (no relief).

RULE 16	MINOR PENALTIES
RULE 17	BENCH MINOR PENALTIES
RULE 18	DOUBLE-MINOR PENALTIES

RULE 16, 17 AND 18 SHORT-HANDED TEAM SCORES (RELIEF)

SHORT-HANDED

“Short-handed” means that the Team is below the numerical strength of its opponent on the ice at the time the goal is scored. The Minor or Bench Minor Penalty which terminates automatically is the one with the least amount of time on the clock. Thus, Coincident Minor Penalties to both Teams do not cause either side to be “short-handed”.

RULE 16.1. AND 17.1. MINOR AND BENCH MINOR PENALTY

For a Minor and Bench Minor Penalty, any Player, other than a Goalkeeper, shall be ruled off the ice for two (2) minutes during which time no substitute shall be permitted.

RULE 16.2. AND 17.2. SHORT-HANDED

NEW – If while a Team is “short-handed” by one or more Minor or Bench Minor Penalties, the “**short-handed**” Team scores a goal, the first of such penalties shall automatically terminate. This rule shall also apply when a goal is awarded.

This rule also applies when a goal is scored on a “Penalty Shot” by the “short-handed” Team (i.e., “short-handed” Team’s penalized Player does get release on the scoring of a goal on a “Penalty Shot”).

When a Minor Penalty or a Bench Minor Penalty has been signaled to the Team playing at full strength (Team “A”) by the Referee and the “**short-handed**” Team (Team “B”) by one (1) or more Minor or Bench Minor Penalties scores during the delay:

- the Minor Penalty or a Bench Minor Penalty with the least amount of time on the clock (Team “B” penalty causing the Team to be “short-handed”) shall be washed out.
- the delayed penalty to the Team playing at full strength (Team “A”) will be assessed.

RULE 18.1. DOUBLE-MINOR PENALTY

For a Double-minor Penalty, any Player, other than a Goalkeeper, shall be ruled off the ice for four (4) minutes during which time no substitute shall be permitted.

RULE 18.2. SHORT-HANDED

NEW – If while a Team is “short-handed” by a Double-minor Penalty and the “**short-handed**” Team scores a goal, the first of such penalties shall automatically terminate.

When a Double-minor Penalty has been signaled to the Team playing at full strength (Team “A”) by the Referee and the “**short-handed**” Team (Team “B”) by one (1) or more Minor or Bench Minor Penalties scores during the delay:

- the Minor Penalty or a Bench Minor Penalty with the least amount of time on the clock (Team “B” penalty causing the Team to be “short-handed”) shall be washed out.
- the delayed Double-minor Penalty to the Team playing at full strength (Team “A”) will be assessed.

Basic Description – All Minor, Bench or Double-minor Penalties will have relief when the “short-handed” Team scores.

RULE 20.6 ON-ICE VIDEO REVIEW OF MAJOR PENALTIES

Referees shall review all plays that result in the assessment of any Major Penalty and Double-minor Penalty for High-sticking (other than a Major Penalty for Fighting) for the purpose of confirming (or modifying) their original call on the ice.

Such reviews will be conducted exclusively by the Referee(s) on the ice in consultation with other On-ice Official(s), as appropriate, using the technology (for example, a handheld tablet or a television or computer monitor) specified in and provided pursuant to Rule 38.5.

Communication between the Video Review Operation and the On-ice Officials shall be limited to contact between the appropriate Video Review Consultant and the Referee to ensure the Referee is receiving any and all video they might request, as well as the appropriate replay angles they may need to review the penalty call.

The Referee shall only have the following options following Video Review of their own call:

- (I) Confirming their original Major Penalty call, inclusive of a Double-minor (2+2) High-sticking call; or
- (II) Reducing their original Major Penalty call to a lesser penalty for the same infraction; or
- (III) Deleting the penalty call in its entirety, when video provides conclusive evidence, and the call is deemed assessed in error. Ex. A high stick (2+2) penalty call, where the video provides evidence, the high stick was caused by a Player of the same Team.

RULE 38 COACH'S CHALLENGE

The Video Review mechanism triggered by the Coach's Challenge can only be utilized in "good goal / no goal" situations and is intended to be extremely narrow in scope.

In all Coach's Challenge situations, the original call on the ice will be overturned if, and only if, a conclusive and irrefutable determination can be made on the basis of video evidence that the original call on the ice was clearly not correct.

If a review is not conclusive and/or there is any doubt whatsoever as to whether the call on the ice was correct, the original call on the ice will be confirmed.

Three (3) possible outcomes:

1. Call on the ice stands or;
2. Call on the ice is overturned or;
3. Video Review is inconclusive, thus the original call on the ice will be confirmed.

RULE 38.2. SITUATIONS SUBJECT TO COACH'S CHALLENGE

A Team may only request a Coach's Challenge to review the following scenarios:

- (I) "Off-side" - play leading to a goal
- (II) Missed Game Stoppage event in the attacking zone leading to a goal (Rule 79 "Hand Pass", Rule 80 "High-sticking the Puck", Rule 85 "Puck Out of Bounds")
- (III) Scoring plays involving potential "Interference on the Goalkeeper"

RULE 38.3. AND 38.6 RIGHT TO INITIATE A COACH'S CHALLENGE

NEW – Teams may initiate a Coach's Challenge on appropriate plays at any time during the game, there is no exception during the final minute of play in regulation time or during Overtime.



CHL'S COACH'S CHALLENGE (ADDITION TO THE IIHF RULE BOOK):

First Challenge (#1):

If a Team initiates a Coach's Challenge, and such Challenge does not result in the original call on the ice being overturned, they lose their ability to challenge plays without penalty if they are not overturned or inconclusive.

Second Challenge (#2):

If a Team that has already initiated a Challenge that was unsuccessful, initiates a Coach's Challenge for any of the listed scenarios and such Challenge does not result in the original call being overturned the Team exercising such a Challenge shall be assessed a Bench Minor Penalty for delaying the game.

Further Challenge (#3 and more):

If a Team that has already initiated two or more Challenges that were unsuccessful, initiates a Coach's Challenge for any of the listed scenarios and such Challenge does not result in the original call on the ice being overturned, the Team exercising such Challenge shall be assessed a Double-Bench Minor Penalty (2+2) for delaying the game.

Video Reviews that are deemed as inconclusive **will not** result in the Team being assessed a Bench Minor Penalty and the original call on the ice stands.



BURG



RULE 46 FIGHTING (ADDITION TO THE IIHF RULE BOOK):

A Player involved in a confrontation with an opponent may be assessed a Minor, Double-minor, or Major and automatic Game Misconduct Penalty.

All fighting situations (where a 5-minute Major Penalty is to be called) will be assessed an automatic Game Misconduct.

Supplementary Discipline / Sport Disciplinary Board:

1. If a Player is assessed a fighting Major Penalty for the 2nd time during the CHL season (including Regular Season and Playoffs), such Player is assessed an automatic one (1) game suspension, in addition to any other penalties assessed.
2. If a Player is assessed a fighting Major Penalty for the 3rd time or more during the CHL season (including Regular Season and Playoffs), such Player is assessed an automatic two (2) game suspension for each additional fighting Major Penalty, in addition to any other penalties assessed.
3. If a Player is deemed to be the instigator in any of the fights above the two (2) game threshold, such Player would be assessed an automatic two (2) game suspension, in addition to any other penalties assessed.

RULE 69 INTERFERENCE ON THE GOALKEEPER (ADDITION TO THE IIHF RULE BOOK):

When considering an incident worthy of Goalkeeper Interference, the 3 main criteria to consider/answer in making the appropriate decision:

1. Is the Goalkeeper able to play his position? If he is contacted, does he have time to recover?
2. Was the contact initiated by the defensive Player or the cause of a Player from the opposing Team?
3. Was the contact made inside (or outside) of the Goal Crease? Contact in the blue paint area calls for disallowing a goal.

RULE 84 OVERTIME OPERATIONS

Overtime procedure in Regular Season games

If a game in the Regular Season is tied at the end of regulation time (60 minutes), a 5-minute Overtime period shall be played immediately after an intermission of seventy (70) seconds (no ice resurfacing).

- The Teams will **NOT** change ends.
- All Overtime periods in the **Regular Season** shall be played with each Team at numerical strength of **three (3) Skaters and one (1) Goalkeeper**.
- 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.

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-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 score at the conclusion of regulation time in the 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 (70) second intermission (no ice resurfacing).
- The Teams will **NOT** change ends.
- 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 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.

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 an 18-minute intermission during which the ice will be resurfaced.

- Teams will **NOT** change ends.
- The Overtime period in the **final** shall be played with each Team at the numerical strength of **three (3) Skaters and one (1) Goalkeeper**.
- The Team who scores a goal during this period is declared as the winner.
- If at the end of the 1st 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 (same ends as during 2nd Overtime period).
- This procedure will go on until a winner is determined.



RULE 84.4. GAME WINNING SHOTS PROCEDURE (GWS)

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

- There is no dry-scraping by the ice machine prior to the game winning shots (GWS).
- Shots will be taken at both ends of the ice.
- 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.
- 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.
- 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.
- The Goalkeepers will defend the same goal as in Overtime and remain in the goal when their own Team is taking a shot. The Goalkeepers from each Team may be changed after each shot.
- The Players of both Teams will take the shots alternately until a decisive goal is scored.
- 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.
- If the game is still tied after five shots by each Team, the GWS will continue with a "tie-break shootout" by one Player of each Team, with a reversed shooting order.
- The same Player can also be used for each shot by a Team in the "tie-break shootout".
- Only the decisive goal will count in the result of the game.
- The decisive goal will be credited to the Player who scored and to the Goalkeeper concerned.

END OF PERIOD/OT PROCEDURE

In the event a goal is scored at the end of a period or in Overtime, it is mandatory that all Players remain on the Player's Bench, all gates and entry ways to the ice remain closed and no one is permitted on the ice until the goal is considered an official goal.