



8

CHL SPORT REGULATIONS

8. CHL SPORT REGULATIONS

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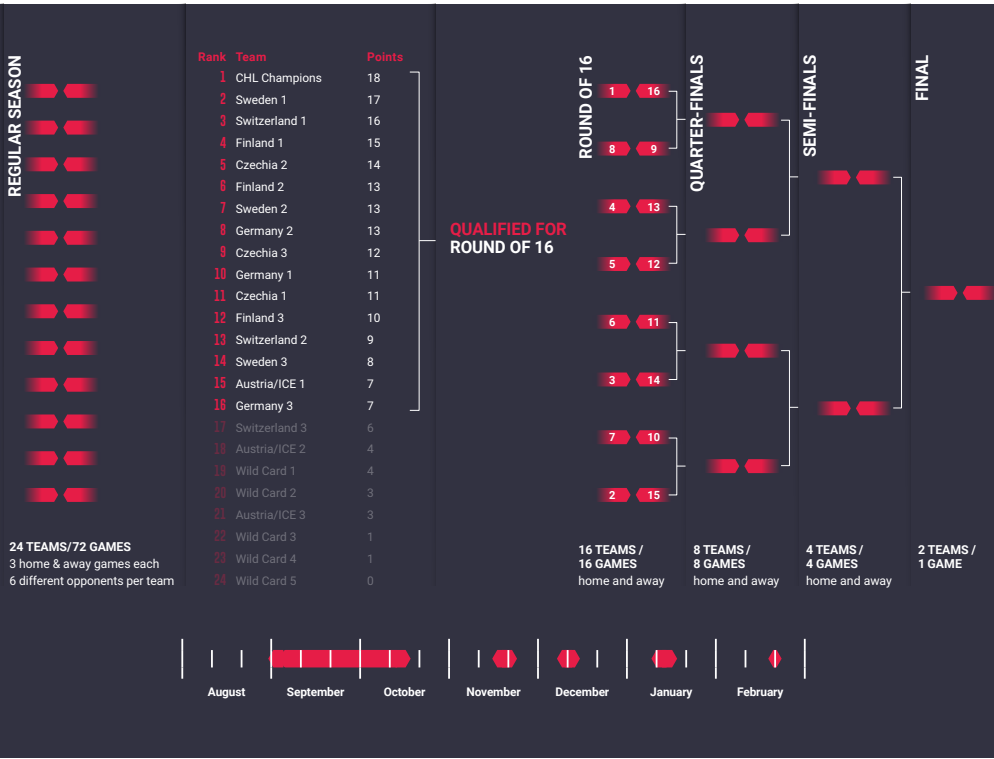
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8.1. COMPETITION FORMAT

8.1.1. THE COMPETITION FORMAT



8.1.2. CALENDAR GAME DAYS 2023/24

REGULAR SEASON: 01 SEPTEMBER – 12 OCTOBER 2023

Game Day 1: 31 August & 1 September 2023

Game Day 2: 2/3 September 2023

Game Day 3: 7/8 September 2023

Game Day 4: 9/10 September 2023

Game Day 5: 10/11 October 2023

Game Day 6: 17/18 October 2023

ROUND OF 16:

First Game: 14/15 November 2023

Return Game: 21/22 November 2023

QUARTER-FINALS:

First Game: 5/6 December 2023

Return Game: 12 December 2023

SEMI-FINALS:

First Game: 9/10 January 2024

Return Game: 16/17 January 2024

FINAL:

20 FEBRUARY 2024

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:

To protect the credibility and to avoid the distortion of the competition each participating team can only additionally register a maximum of two players which were originally registered by another participating team during the course of the same CHL Season.

For clarity:

Additional players can of course transfer between CHL clubs in accordance with other transfer regulations, but such players would not be eligible for the CHL competition.

8.2.1. CHL ROSTER REGISTRATION AND TRANSFER PERIODS

- 8.2.1.1. The maximum team roster during the Regular Season is 30 skaters and 4 goalkeepers ("30+4").
- 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") 48 hours prior to FOT of the Club's first Regular Season 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 29 August deadline, but at the same time being aware that only two roster additions plus one goalkeeper can be made until the 11 September 2023 transfer period (after the conclusion of Game Day 4 from the Regular Season).

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

- 8.2.1.3. Clubs can replace an injured goalkeeper (doctor's note required) at any time until 31 January 2024, adding the new goalkeeper to the CHL entry-list-by-team.

- 8.2.1.4.** Clubs can add skaters and goalkeepers between 11 September 2023 and 15 February 2024 (in accordance with paragraph 4.7 "Transfer Deadline" of the 2022/23 - 2023/24 IIHF International Transfer Regulations). 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 is deactivated 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 24.00 Zurich time on 15 February 2024, 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 10 skaters and 1 goalkeeper ("10+1"). 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 2004 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 15 February 2024.

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 both during the Regular Season ("30+4") and in the Playoffs ("32+4").

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 Regular Season 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. Players with a so called B-License are eligible to play in the CHL.
- 8.2.2.7. 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 REGULAR SEASON

- 8.3.1.1.** The four pots (A, B, C, D) will be used with 6 clubs in each according to their CHL ranking A = 1 – 6, B = 7 – 12, C = 13 – 18, D = 19 – 24

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

Pot A:

The 2022/23 Champions Hockey League Champions, and the national champions of Sweden, Switzerland, Finland, Germany & Austria.

Pot B and C:

The other qualified teams from the Shareholder Leagues, ranked by their domestic performance and the position of their national league in the CHL League Ranking.

Pot D:

The remaining team from the lowest-ranked Shareholder League and the Challenger League teams.

- 8.3.1.2.** Each team is drawn against six opponents by drawing two opponents from each of the other three pots.

All teams of Pot D will be drawn first and allocated to positions D1 to D6 in the Regular Season Grid (Step 1).

Teams from Pot C will be drawn second, followed by teams from Pot B and teams from Pot A – the highest-ranked teams – at the end. All teams will be allocated to their respective positions in the Regular Season Grid (Step 2 – 4).

Teams will get their opponents allocated by their determined positions in the Regular Season Grid as they will always face opponents of the rows above and/or below. They will play the ones on the left-hand side at home and the ones on the right-hand side on the road (e.g. B2 plays A1, C1 and D1 at home and A3, C3 and D3 away).

Teams positioned on the edge of the Regular Season Grid face teams of the other edge (e.g. A1 plays B6, C6 and D6).

- 8.3.1.3.** No teams from the same domestic league (“league conflict”) can face each other in the Regular Season.

If the random draw produces a “league conflict” then the team which was most recently drawn from the pot, will be automatically moved one position to the right or as many positions to the right until there is an open spot without “league conflict”.

REGULAR SEASON GRID



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

8.3.2. REGULAR SEASON

- 8.3.2.1. Teams play 3 games at home and 3 away for a total of 6 games, while playing 6 different teams.
- 8.3.2.2. Teams are ranked in overall standings from 1 to 24.
- 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 (Chapter 8.4.) herein.

8.3.3. PLAYOFF – QUALIFICATION AND PATH

- 8.3.3.1. The 16 best-ranked teams advance to the Round of 16.
- 8.3.3.2. Teams will face each other based on the “ideal bracket” of the overall standings (1st vs 16th, 2nd vs 15th etc.) which will show the potential path to the Final of each team. A Playoff Draw is no longer required.
- 8.3.3.3. Teams who have faced each other in the in the Regular Season could potentially face each other in the Round of 16.



- 8.3.3.4. No league protection applies in the Playoffs. This consequently means that teams from the same league can meet each other in any phase of the Playoffs, including the Final.

8.3.4. ROUND OF 16, QUARTER-FINALS AND SEMI-FINALS

- 8.3.4.1. Teams play a two-game, home-and-away, aggregate-scoring series with the better ranked team of the Regular Season preferably 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.

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

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 the first leg ends in a tie after regulation time, there will be no overtime, neither a sudden-death period nor GWS.

8.3.4.3. If the aggregate score is tied following the second (return) game, there will be a 10-minute sudden death overtime period played. The team that scores a goal during this period is declared the winner. If no goal is scored during the sudden-death overtime period, there will be a game winning shot (GWS) competition (“shootout”) according to the game winning shots procedure (Chapter 8.4.3.).

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

8.3.5. FINAL (ONE GAME)

8.3.5.1. 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 2023 / 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.

Requirements / preconditions that need to be fulfilled to receive consideration to host the CHL Final:

- The CHL Final must be played in the arena, where the club plays the majority of its respective home games in the national league
- The venue must have a capacity, which can cover the needs of the CHL & Infront and let the host club generate a good amount of revenue
- Technical facilities of the venue which cover the needs of the CHL & Infront
- Hospitality facilities of the venue which cover the needs of the CHL & Infront
- TV production-related requirements which cover the needs of the host broadcaster
- Travel accessibility and sufficient hotel rooms to cover the needs of the CHL, Infront and the away team

If all applying clubs fulfill the criteria listed above, the host of the CHL Final will be determined as follows:

- Accumulated record leading up to the Final (Regular Season, R16, Quarter-Finals, Semi-Finals, according to CHL Sport Regulations)

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.

- 8.3.5.2.** The winner is the Champions Hockey League Champion and the winner of the European Trophy.

8.3.6. CALCULATING TEAM RECORD

- 8.3.6.1.** Following the Regular Season, in the Round of 16, the first 8 teams in the overall standings preferably playing the first game away and the return game at home. From the Round of 16 to the Semi-Finals 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's three-point system and accordingly accumulated.

The calculated team record Regular Season/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 **Regular Season** 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 (GWS) procedure can only happen in return game

8.4.2. OVERTIME OPERATIONS

8.4.2.1. Overtime procedure in **Regular Season** games

- If a game in the Regular Season is tied at the end of regulation time, a 5-minute overtime period shall be played immediately after an intermission of seventy seconds (70).
- 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.

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-Finals and Semi-Finals. E.g. if the first leg game ends with the score tied after regulation time, the tie remains as the final score.
- In case of an overall tie on aggregate at the conclusion of regulation time in the Round of 16, Quarter-Finals and Semi-Finals second leg (return game), there will be a 10-minute sudden-death overtime period, following a seventy second (70) intermission.
- 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 team who scores during this period will be declared as the winner. If no goal is scored in the overtime period, the game winning shots (GWS) procedure will be applied.

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 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 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 (similar ends as during 2nd overtime period).
- This procedure will go on until a winner is determined.

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. There is no dry-scraping by the ice machine prior to the game winning shots (GWS).
- 8.4.3.2. Shots will be taken at both ends of the ice.
- 8.4.3.3. 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.
- 8.4.3.4. 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.
- 8.4.3.5. 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.
- 8.4.3.6. 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.
- 8.4.3.7. The players of both teams will take the shots alternately until a decisive goal is scored.
- 8.4.3.8. 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.

- 8.4.3.9.** 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 or new players can take the tie-break shots.
- 8.4.3.10.** The same player can also be used for each shot by a team in the tie-break shootout.
- 8.4.3.11.** Only the decisive goal will count in the result of the game.
- 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 REGULAR SEASON STANDINGS

- 8.4.4.1.** If two or more clubs are tied in points after the conclusion of the Regular Season, the standing of the clubs is determined in the following order:
1. Greater number of wins in regulation time (3 point wins)
 2. Greater number of wins in total
(regulation time wins (W) + overtime and shootout wins (OTW))
 3. Better goal difference (GDF)
 4. More goals scored (GF)
 5. More away goals scored (AGF)
 6. The higher position in the 2023/24 CHL Draw pot allocation
- 8.4.4.2.** For clarity: In case two teams are still tied after the 5th tie-breaker, the higher position in the 2023/24 CHL Draw pot allocation will decide about the position in the overall standings.
- 8.4.4.3.** During the Regular Season, before all games have been played, tied teams (on points) will be ranked in the standings according to the following criteria:
1. Higher number of points per game played (P/GP)
 2. Greater number of wins in regulation time (3 point wins)
 3. Greater number of wins in total
(regulation time wins (W) + overtime and shootout wins (OTW))
 4. Better goal difference (GDF)
 5. More goals scored (GF)
 6. More away goals scored (AGF)
 7. The higher position in the 2023/24 CHL Draw pot allocation
- 8.4.4.4.** To calculate the points per game (P/GP) 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**
 Points per game calculation: $9/5 = 1.8$ (P/GP)

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 powerbreaks 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 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)
- When a 5-minute (non-coincidental) major penalty is called on a player.
- When a 2-minute (non-coincidental) minor penalty is called on a player.

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 18 minutes. (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 face-off, 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 2023/24 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.

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 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, staff members, coaching staff, 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 System

Footage from the video goal judge 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 game 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 game 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 issue arises during the 2023/24 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 and the CHL Casebook – the case will be reviewed and a decision will be made by the Champions Hockey League Office.

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.

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

8.4.10.1. During the Regular Season

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

- The away team is responsible for timely arrival at the arena.
- Game to start latest 40 minutes after away team has arrived at venue.
- Should a delay of more than 120 minutes occur, then the game must start before 21.00 (local time). After this time or if the away team does not show up at all, the game will be cancelled and forfeited 0-3 against the team **not** ready to play.
- The decision to cancel a game will be made by the Game Officials in consultation with the Champions Hockey League Office.

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 is-

sues, fan riot etc.) then the interruption should last no longer than 120 minutes. If the interruption leads to an abandonment of the game, it will be forfeited 0-3 in favor of the away team.

- The decision to abandon a game will be made by the Game Officials in consultation with the Champions Hockey League Office.

Cancellation of game:

- Should a game be cancelled already prior to face-off (including, but not limited to severe weather conditions, that do not allow for away team to travel, flight of the away team is cancelled on short notice and absolutely no other options of travel can be taken), it will be forfeited with 3-0 in favor of the team, who was ready to play.
- A cancellation of a Regular Season game caused by a team already qualified for the Playoffs results in the elimination from the competition of aforementioned team as well as an imposed sanction of € 50,000.
- A cancellation of a Regular Season game caused by a team already eliminated from the further competition (no Playoff qualification possible anymore) results in an imposed sanction of € 100,000 for the aforementioned team.

Cancellation of game due to quarantine or other authority orders:

- Should a game be cancelled prior to face-off due to quarantine restrictions or other authority orders with one team not being able to fulfill the 10 players plus 1 goalkeeper line-up requirement, the game will be forfeited 0-3 against the team not being able to nominate a line-up.

8.4.10.2. During the CHL Playoffs

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

- The away team is responsible for timely arrival at the arena.
- Game to start latest 40 minutes after away team has arrived at venue.
- Should a delay of more than 120 minutes occur, then the game must start before 21.00 (local time). After this time or if the away team does not show up at all, the game will be cancelled.
- The decision to cancel a game will be made by the Game Officials in consultation with the Champions Hockey League Office.
- Should the first Playoff game in the R16/QF or SF be cancelled it will be forfeited 0-3 against the team **not** ready to play.
- Should the second Playoff game in the R16/QF or SF be cancelled the team **not** ready to play loses the series no matter the score in the first game.

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. After this time, the game will be cancelled.



- The decision to cancel a game will be made by the Game Officials in consultation with the Champions Hockey League Office.
- Should the first Playoff game in the R16/QF or SF be cancelled for this reason it will be forfeited 0-3 against the home team.
- Should the second Playoff game in the R16/QF or SF be cancelled for this reason the home team loses the series no matter the score in the first game.

Cancellation of game:

Should a Playoff game be cancelled already prior to face-off (including, but not limited to severe weather conditions, that do not allow for away team to travel, flight of the away team is cancelled on short notice and absolutely no other options of travel can be taken), then the following applies:

- Should the first Playoff game in the R16/QF or SF be cancelled it will be forfeited 0-3 against the team **not** ready to play.
- Should the second Playoff game in the R16/QF or SF be cancelled the team **not** ready to play loses the series no matter the score in first game.

Cancellation of game due to quarantine or other authority orders:

- Should the first game in a Playoff series have to be cancelled prior to face-off due to quarantine restrictions or other authority orders with one team not being able to fulfill the 10 players plus 1 goalkeeper line-up requirement, the game will be forfeited 0-3 against the team not being able to nominate a line-up.
- Should the second Playoff game in the R16/QF or SF be cancelled for this reason the team not able to nominate a line-up loses the series no matter the score in the first game.

8.4.10.3. Financial risk and price money splitting

All financial risks arising from a game not being played no matter the circumstances remain with the involved clubs. The club responsible for the cancellation agrees to indemnify and/or reimburse the CHL and/or the club ready to play for all claims, demands or causes of actions that may result from the cancellation of a CHL game.

The team ready to play (affected team) release, discharge, and agree to hold harmless the CHL and the responsible club, from any claims, demands, costs, expenses and compensation arising out of a cancelled game.

The team not ready to play (polluter team) will be sanctioned according to polluter principle and held responsible to reimburse the team ready to play (affected team). The imposed sanction is determined by the respective split of the CHL prize money, which is divided by the number of away games of each stage:

Regular Season	three away games	€ 21,667
Round of 16	one away game	€ 15,000
Quarter-Finals	one away game	€ 20,000
Semi-Finals	one away game	€ 20,000

CHL Sport Department reserves the right to publish an updated version of the CHL Sport Regulations, which will come into force upon receipt.