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**CHL SPORT
REGULATIONS**



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CHL REGULATIONS

8.1. COMPETITION FORMAT

8.1.1. THE COMPETITION FORMAT

REGULAR SEASON

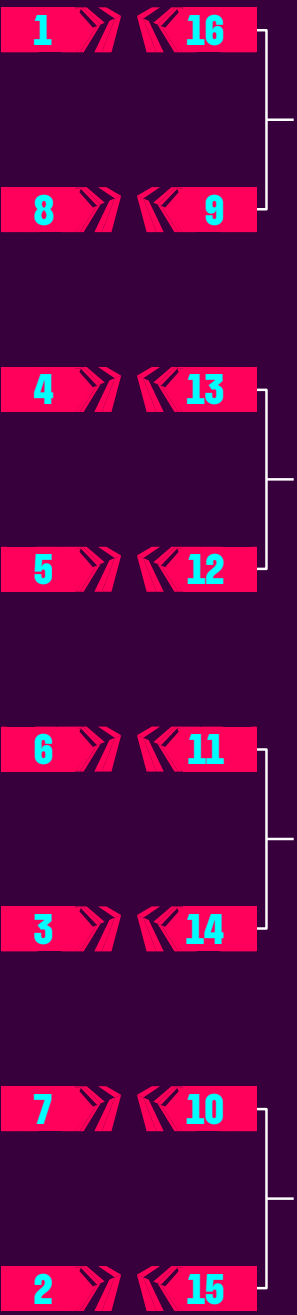


24 TEAMS/72 GAMES
3 home & away games each
6 different opponents per team

RANK	TEAM	POINTS
1	CHL Champions	18
2	Sweden 1	17
3	Switzerland 1	16
4	Finland 1	15
5	Czechia 2	14
6	Finland 2	13
7	Sweden 2	13
8	Germany 2	13
9	Czechia 3	12
10	Germany 1	11
11	Czechia 1	11
12	Finland 3	10
13	Switzerland 2	9
14	Sweden 3	8
15	Austria/ICE 1	7
16	Germany 3	7
17	Switzerland 3	6
18	Austria/ICE 2	4
19	Challenger League 1	4
20	Challenger League 2	3
21	Austria/ICE 3	3
22	Challenger League 3	1
23	Challenger League 4	1
24	Challenger League 5	0

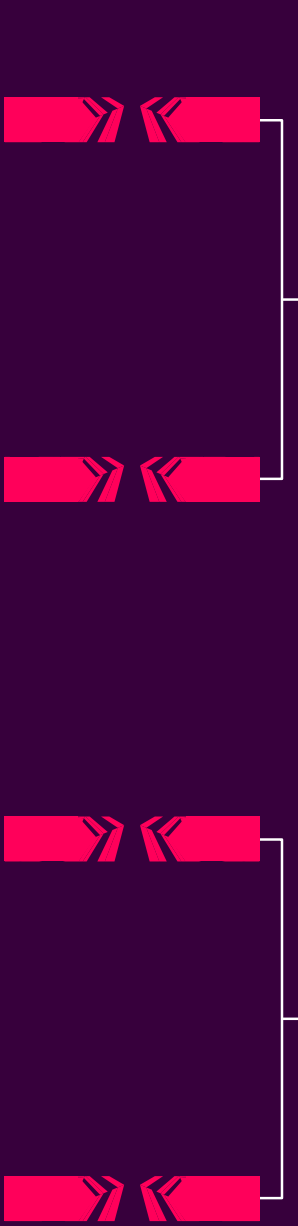
**QUALIFIED FOR
ROUND OF 16**

ROUND OF 16



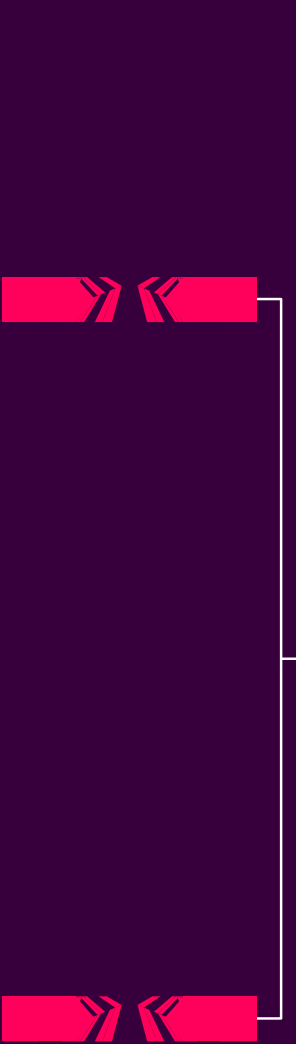
**16 TEAMS /
16 GAMES**
home and away

QUARTER-FINALS



**8 TEAMS /
8 GAMES**
home and away

SEMI-FINALS



**4 TEAMS /
4 GAMES**
home and away

FINAL



**2 TEAMS /
1 GAME**



8.1.2. CALENDAR GAME DAYS 2024/25

REGULAR SEASON

5 SEPTEMBER – 16 OCTOBER 2024

Game Day 1: 5/6 September 2024
Game Day 2: 7/8 September 2024
Game Day 3: 12/13 September 2024
Game Day 4: 14/15 September 2024
Game Day 5: 8/9 October 2024
Game Day 6: 15/16 October 2024

ROUND OF 16

12 – 20 NOVEMBER 2024

First Game: 12/13 November 2024
Return Game: 19/20 November 2024

QUARTER- FINALS

3 – 17 DECEMBER 2024

First Game: 3/4 December 2024
Return Game: 17 December 2024

SEMI-FINAL

14 – 22 JANUARY 2025

First Game: 14/15 January 2025
Return Game: 21/22 January 2025

FINAL

18 FEBRUARY 2025

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 (skaters and/or goalkeepers) 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 League Management System (online player registration tool).

For clarity: It is the club's decision whether it chooses to submit a roster with less than 28+3 players by the 3 September 2024 deadline, but at the same time being aware that only two skaters plus one goalkeeper (2+1 roster additions) can be added (regardless of the roster initially registered 48 hours prior to the first game) until the 16 September 2024 transfer period (after the conclusion of Game Day 4 from the Regular Season).

Additions to the club's 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 2025, adding the new goalkeeper to the CHL roster.

8.2.1.4. Clubs can add skaters and goalkeepers between 16 September 2024 and 14 February 2025 (12:00 p.m. (noon) CET). Clubs which have already added a goalkeeper as per § 8.2.1.3. 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 roster.

8.2.1.5. The maximum CHL roster during the Playoffs will be 32 skaters and 4 goalkeepers ("32+4").

8.2.1.6. No players shall be deleted from the CHL roster. Only players who meanwhile have left the club and have been transferred to another club will be marked as left (inactive). 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 to be eligible to play.

8.2.1.8. Only the players on the club rosters which are duly registered before 12:00 p.m. (noon) Zurich time (CET) on 14 February 2025 are the ones who can be used in CHL game line-up for the final game.

8.2.1.9. A game line-up can consist of a maximum of 20 skaters and 3 goalkeepers ("20+3") and a minimum of 10 skaters and 1 goalkeeper ("10+1"). Teams may add a registered and eligible third goalkeeper to the line-up (please refer to § 8.2.1.11.). Teams may only dress 20 skaters and 2 goalkeepers ("20+2") for the official pre-game warm-up.

8.2.1.10. Changes in the line-up (due to illness, injury or special circumstances before, during or after the official on-ice warm-up) after the FOT-240'00" (4 hours) deadline shall be communicated by a team representative to the CHL Sports Department in advance. Changes must be communicated to the Scorekeeper at the arena no later than 15 minutes before the opening face-off (FOT-15'00"). The Scorekeeper shall ensure that the opposing team and the game officials (including Game Supervisor) are informed about the change(s) made and adjust the official Gamesheet in the Game Stats Module. **No change(s) shall be allowed after the deadline.**

8.2.1.11. If, during the course of a game, **both** goalkeepers of a team are unable to play, and the team consists of a registered and eligible third goalkeeper in the arena the team will be allowed to dress the goalkeeper. The goalkeeper has ten (10) 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 warm-up on ice. A third (registered and eligible) goalkeeper shall be in the official line-up to make use of this rule ("20+3").

8.2.1.12. In addition IIHF Rule 5.3. remains in place.

8.2.1.13. Clubs can add and replace U20 skaters from "farm"-teams (U20 IIHF Regulations / born in 2005 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 14 February 2025 12:00 p.m. (noon) Zurich time (CET).

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 both during the Regular Season ("30+4") 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 § 8.2.2.3.

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. 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 § 8.2.1.1. – 8.2.1.8. 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 § 8.2.1.1. – 8.2.1.8. 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 players (skaters 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 and IIHF unified Rule Book 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 2023/24 Champions Hockey League Champions, and the national champions of the five highest-ranked Shareholder Leagues; Sweden, Switzerland, Germany, Finland & Czechia.

Pot B and C:

The national champions of the lowest-ranked Shareholder League (Austria) and all other qualified teams from the Shareholder Leagues, ranked by their domestic performance and the position of their national league in the CHL League Ranking.

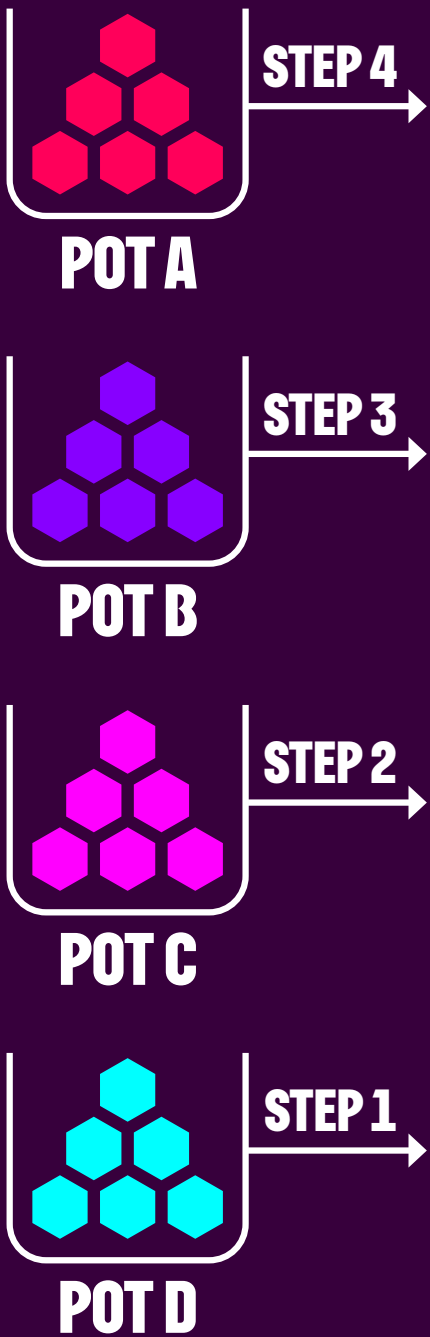
Pot D:

The remaining team from the lowest-ranked Shareholder League (Austria) 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).



REGULAR SEASON GRID

A1	A2	A3	A4	A5	A6
B1	B2	B3	B4	B5	B6
C1	C2	C3	C4	C5	C6
D1	D2	D3	D4	D5	D6

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".

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. The complex scheduling process for the Regular Season starts immediately after the CHL Draw and will be determined through the CHL Office in close cooperation with the clubs. The CHL is aiming to present a schedule in favor of the majority depending on arena availability, broadcasting obligations, domestic league schedule and travel plans of clubs. Specific game dates (according to the 2024/25 CHL Calendar) and face-off times will be set by the CHL Office.

8.3.2.3. Teams are ranked in overall standings from 1 to 24.

8.3.2.4. All games are played according to the IIHF's three-point system (see § 8.3.7).

8.3.2.5. 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 § 8.3.7. to 8.3.10. herein.

8.3.3. PLAYOFF – QUALIFICATION AND PATH

- 8.3.3.1.** After the conclusion of the Regular Season, the 16 best-ranked teams of the overall standings 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 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.

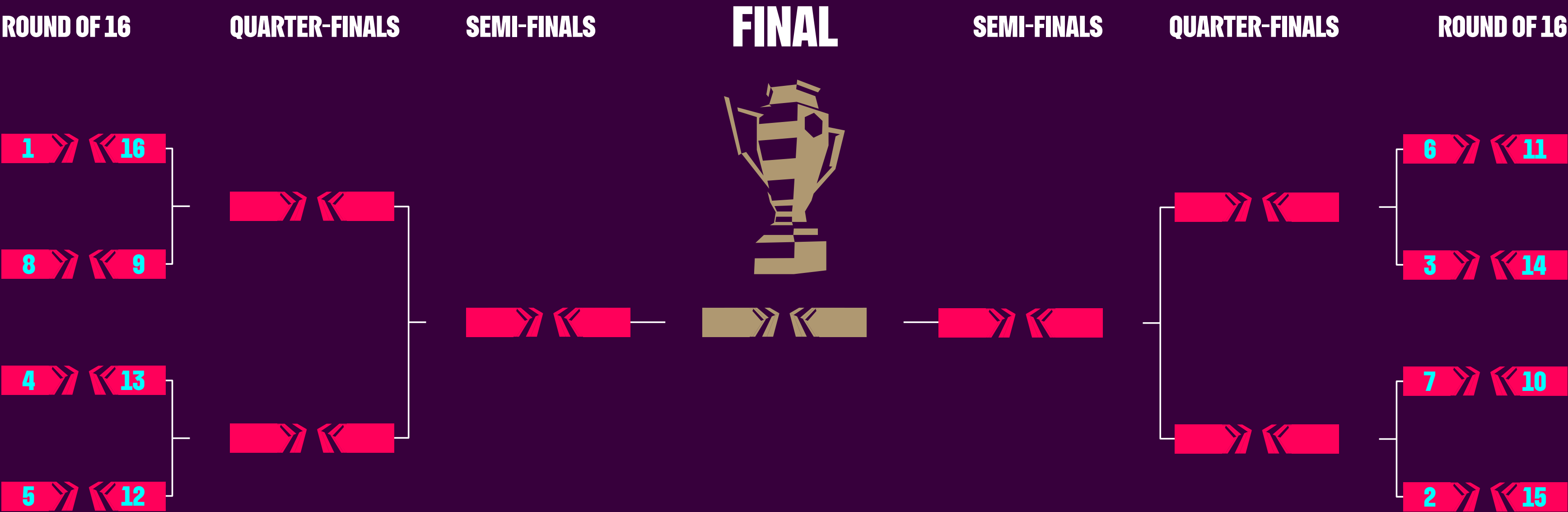
8.3.4. ROUND OF 16, QUARTER-FINALS AND SEMI-FINALS

- 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, domestic league schedule, 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 neither an overtime 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 (§ 8.3.9).
- 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 19 December 2024 / 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 fulfil 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 according to § 8.3.6.).

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 § 8.3.6.) will be awarded of being the host of the CHL Final.

8.3.5.2. In case both finalists have the same accumulated team record (tied in points after the conclusion of the Semi-Finals), the tie-breaking formula specified in § 8.3.10. of the overall standings at the end of the Regular Season will be applied.

8.3.5.3. 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. The overall accumulated team record consists of the points earned from each CHL stage (Regular Season/ Round of 16/Quarter-Finals/Semi-Finals/Final). From the Round of 16 to the Semi-Finals the Playoff game score for the purpose of calculating the accumulated team record will be the one after 60 minutes of regulation time (according to § 8.3.7.). For clarity: Only three points or one point (in case of a tie after regulation time) will be awarded to teams.

The final game will be played according to the IIHF's three-point system and accordingly accumulated to the overall team record.

The final accumulated team record Regular Season/ Playoff (including the Final) will be used in the CHL League Ranking.

8.3.7. THREE POINT SYSTEM

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



8.3.8. OVERTIME OPERATIONS

8.3.8.1. 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 sudden-death overtime period shall be played immediately after an intermission of seventy (70) seconds (no ice resurfacing).
- 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 (§ 8.3.9.) will be applied.

8.3.8.2. 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 (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) (§ 8.3.9.) procedure will be applied.

8.3.8.3. 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 an 18-minute intermission during which the ice will be resurfaced.
- The teams will **NOT** change ends.
- The overtime periods 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 with the so called “long change”).
- This procedure will go on until a winner is determined.

8.3.9. 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:

- 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.



8.3.10. TIE BREAKING FORMULA REGULAR SEASON STANDINGS

8.3.10.1. 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. Greater number of points in away games (APTS)
6. More away goals scored (AGF)
7. The higher position in the 2024/25 CHL Draw pot allocation

8.3.10.2. For clarity: In case two teams are still tied after the 6th tie-breaker, the higher position in the 2024/25 CHL Draw pot allocation will decide about the position in the overall standings.

8.3.10.3. During the Regular Season, before all games have been played, teams 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. Greater number of points per away games played (AP/GP)
7. More away goals scored (AGF)
8. The higher position in the 2024/25 CHL Draw pot allocation

8.3.10.4. 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)

8.3.11. DELAY OF GAME, INTERRUPTION AND CANCELLATION

If an extraordinary issue arises during the 2024/25 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 CHL 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 Game 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.

8.3.11.1. 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 this result in a delay of more than 120 minutes, or a face-off time later than 21.00 (local time) or if the away team does not show up at all, the game will be cancelled and forfeited 0-3 against the away team.
- The decision to cancel a game will be made by the Champions Hockey League Office in consultation with the game officials.

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, it will be forfeited against the home team (for recording the score of the game refer to § 8.3.11.3.).
- The decision to abandon a game will be made by the Champions Hockey League Office in consultation with the game officials.

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, or one team not being able to fulfil the 10 players plus 1 goalkeeper line-up requirement), it will be forfeited with 0-3 against the team not ready to play.

Abandonment/cancellation of a game due to refusal to play:

- Should a team refuse to play including, but not limited to intentional refusal to compete (e.g. not travelling to an away game) and/or according to IIHF Rule 73 (in particular IIHF Rule 73.1. "Refusing to Start Play") and the offending team persist in its refusal to come into compliance, the Champions Hockey League Office (in consultation with the game officials if applicable) declares the game to be abandoned/cancelled and forfeited against the team refusing to play (for recording the score of the game refer to § 8.3.11.3.).
- A financial sanction according to refusal to play in the Commercialisation Disciplinary Catalogue Ref. Nr. 1 (§ 9.3.4.1.) will be imposed.

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 fulfil the 10 players plus 1 goalkeeper line-up requirement (§ 8.2.1.9.), the game will be forfeited 0-3 against the team not being able to nominate a line-up.

8.3.11.2. 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 this result in a delay of more than 120 minutes, or a face-off time later than 21.00 (local 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 Champions Hockey League Office in consultation with the game officials.

- Should the first Playoff game in the R16, QF or SF be cancelled it will be forfeited 0-3 against the away team.
- Should the second Playoff game in the R16, QF or SF be cancelled it will be forfeited 0-3 against the away team and the away team 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 abandoned.
- The decision to abandon a game will be made by the Champions Hockey League Office in consultation with the game officials.
- Should the first Playoff game in the R16, QF or SF be abandoned for such a reason it will be forfeited against the home team (for recording the score of the game refer to § 8.3.11.3.).
- Should the second Playoff game in the R16, QF or SF be abandoned for such a reason the game will be forfeited against the home team (for recording the score of the game refer to § 8.3.11.3.) and 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, or one team not being able to fulfil the 10 players plus 1 goalkeeper line-up requirement), 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 it will be forfeited 0-3 against the team not ready to play and the team not ready to play loses the series no matter the score in the first game.

Abandonment/cancellation of a game due to refusal to play:

- Should a team refuse to play including, but not limited to intentional refusal to compete (e.g. not travelling to an away game) and/or according to IIHF Rule 73 (in particular IIHF Rule 73.1. "Refusing to Start Play") and the offending team persist in its refusal to come into compliance, the Champions Hockey League Office (in consultation with the game officials if applicable) declares the game to be abandoned/cancelled.
- Should the first Playoff game in the R16, QF or SF be abandoned/cancelled for this reason, it will be forfeited against the team refusing to play (for recording the score of the game refer to § 8.3.11.3.).
- Should the second Playoff game in the R16, QF or SF be abandoned/cancelled for this reason, it will be forfeited against the team refusing to play (for recording the score of the game refer to § 8.3.11.3.) and the team refusing to play loses the series no matter the score in the first game.
- A financial sanction according to refusal to play in the Commercialisation Disciplinary Catalogue Ref. Nr. 2/3 (§ 9.3.4.1.) will be imposed.

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 fulfil the 10 players plus 1 goalkeeper line-up requirement (§ 8.2.1.9.), 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, it will be forfeited 0-3 against the team not able to nominate a line-up and the team not able to nominate a line-up loses the series no matter the score in the first game.

8.3.11.3. Recorded score and statistics of forfeited games

In the case of forfeited games, the score shall be recorded in the overall standings (Regular Season) and added to the accumulated team record according to the following conditions:

- By default: Forfeited games will be scored 0-3 against the team not ready to play (offending team). Player statistics (games played, goals, assists, shots on goal, +/-, time on ice, penalty minutes, saves etc.) shall not be credited.



- Exception in the event of abandonment: If the offending team, which caused the abandonment of the game, was losing the game by an equal or larger goal difference than 0-3 at the time the game is declared forfeited, this score will be considered as the final score (e.g. score was 2-5 at the time of the abandonment). In such cases, all player statis-

tics (games played, goals, assists, shots on goal, +/-, time on ice, penalty minutes, saves etc.) shall be credited.

In all cases, regardless of the recorded score:

- Three points will be awarded to the non-offending team (in the Regular Season overall standings re-

spectively in the team's accumulated record), and no points will be awarded to the offending team.

- The score of the forfeited game is taken into account in the team statistics for goals for / goals against.
- Rule infringements resulting in fines and/or suspensions will be assessed in normal manner with the concerned player(s) and/or coach(es) having to serve potential game suspensions in the following CHL game(s).

8.3.11.4. Financial risk and prize money splitting

All financial risks arising from a delay, interruption, abandonment or cancellation of a game remain with the involved clubs.

The club responsible for the abandonment or cancellation is liable and will on top in any case be sanctioned.

The imposed sanction is in relation to 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

In addition, the club responsible for the delay, interruption, abandonment or cancellation of a game (the polluter team) will be held liable to reimburse CHL, third parties and the team ready to play (affected team) for any damage incurred in this connection. The team ready to play has no claim towards CHL, from any claims, demands, costs, expenses and compensation arising out of a delayed, interrupted, abandoned or cancelled game.

CHL reserves the right to deduct any open payment due by the club from payments due by CHL.

8.3.12. PROTEST

No participating club or league/federation shall be able to file a (formal) protest. The CHL will neither review nor comment on such protests.



8.4.

GAME REGULATIONS

(in all non-specified cases, IIHF Sport Regulations and IIHF unified Rule Book will apply)

8.4.1. INFRASTRUCTURAL REGULATIONS

8.4.1.1. 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.

Further visiting club requirements are defined in § 3.5. (visiting clubs requirements).

8.4.1.2. Official Game Clock (Stopwatches)

Stopwatches must be available in every arena at the Scorekeeper bench. According to the IIHF Rule 34.1. and 35.2., the Game Timekeeper must stop the game time manually if the timing system fails.

8.4.1.3. Video Goal Judge System (VGJS)

All participating leagues and where applicable national federations are responsible for providing a video goal judge system (VGJS) free of charge for all CHL games. Besides respecting technical minimum standards of the VGJS (described in the CHL VGJS Guidelines), the system used in CHL must be at least the same as used by the clubs in their respective national leagues.

8.4.1.4. In-Goal Camera (Photographer)

Photographers or clubs intending to mount an in-goal photo-camera should be directed to position the camera as low as feasible/possible on the middle post. This positioning must ensure that the view or perspective of the goal line(s) from the behind-the-goal-camera remains unobstructed.

8.4.2. IN-GAME REGULATIONS

8.4.2.1. Jersey Code

- Clubs are free to choose their desired main colour for their home kit.
- Before the Regular Season and before every Playoff round the CHL Sport Department informs the clubs about the jersey colours per game and club. CHL/Infront reserves the right to adapt the colours in order to ensure enough contrast between the two player kits.
- In any uncertain or unforeseen cases (e.g.: away team arrives with the wrong coloured player kit) the **home** team has to change the jersey colour after consulting with the CHL Sport Department.

8.4.2.2. Playing Area – Fit to Play

- The freshly resurfaced ice must be available 40 minutes prior to the opening face-off for both teams' on-ice warm-up. The ice must also be resurfaced before the game begins and during the intermissions in regulation time.
- The ice resurfacing must be completed at least 5 minutes before the start of each period to allow proper freezing and set-up of the ice.
- At the end of regulation time (during Regular Season, R16, QF and SF) the ice surface will not be cleaned for the ensuing overtime or the game winning shots procedure (also no dry scraping). In the CHL Final, the ice will be resurfaced before each overtime period during the 18-minute intermissions.
- If, prior to or during the game, any section of the playing area (including, but not limited to the ice surface, boards and protective glass) becomes damaged, the on-ice game officials will immediately stop the game and ensure the necessary repairs are made before game action resumes.
- If the repairs delay the game unduly, the game officials in consultation with the Champions Hockey League Office have the option to send the teams to their respective dressing rooms until the rink is deemed ready to play. A 5-minute on-ice warm-up shall be granted if applicable.

- If any lengthy delay occurs within ten minutes of the end of a period, the referee has the option to send the teams to their respective dressing rooms to begin the intermission immediately. The rest of the period will be played after the repairs and resurfacing of the ice has been completed and the full intermission time has elapsed. When play resumes, teams will defend the same goal as before play was postponed, and at the end of the period they will change ends and begin playing the ensuing period without delay.
- If the problem cannot be solved or if any section of the ice or rink is of a quality that makes playing the game dangerous the subsequent procedures are outlined in § 8.3.11.

8.4.2.3. Official On-Ice Pre-Game Warm-Ups

The only time players are permitted to be on the ice for warm-up is between the times when the clock reads 40 minutes (FOT-40'00"), and all players must exit the ice no later than the clock reading 20 minutes (FOT-20'00"). If players enter the ice before this time or remain on the ice past this time, their respective team shall be subjected to a fine under the Champions Hockey League Sport Fine Catalogue Ref. Nr. 16 – Unsportsmanlike conduct in general.

8.4.2.4. Player Entry and Exit from Ice Surface

The following procedure is proposed to ensure that the teams enter and depart the ice surface in an orderly fashion and without incident.

The home team decides which team enters the ice first according to their standard introduction and entrance of players prior to a game.

If both teams access and leave the ice through the same entrance, the visiting team shall leave the ice first at the end of each period. At the conclusion of the game, the visiting team shall depart the ice surface first, with the home team waiting on the ice until the visiting team has left the ice surface and until the last player has entered the common hallway.

Teams may agree on an adaptation of this regulation taking the locations of the locker rooms and the respective entrance/exit of the ice surface into consideration.



8.4.2.5. Intermissions

The period intermissions during regulation time will be 18 minutes, where the teams will return to their dressing rooms. The official arena game clock is binding for both clubs to start the period on time.

8.4.2.6. Goal Break

After a goal is scored, there will be a break of 45 seconds before the ensuing face-off.

8.4.2.7. Review of goal scorer and assists

All goals scored in CHL games are subject to review by the DEL Game Center. If a goal or assist is incorrectly awarded to a player, the goal scorer (and first/second assist) will be corrected immediately or after the end of the game at latest.

8.4.2.8. 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 goals scored, the player with more points per games played will be the assigned "CHL Top Scorer".
- If the players are still tied for points, goals scored, and points per games played, the player with the latest goal will be the assigned "CHL Top Scorer".
- If none of the players have scored a goal the team captain will be assigned as the "CHL Top Scorer".
- If the current top scorer leaves the team, is 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 2024/25 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.

8.4.2.9. CHL Top Scorer of the season

After the CHL Final, the player with the most points (see § 8.4.2.8.) in all CHL games will be awarded as the "2024/2025 LGT Top Scorer". If two players are tied in points after the CHL Final, the following tie-breaking criteria will apply:

- More goals scored (G)
- More points per games played (P/GP)
- Latest goal scored

8.4.2.10. Athlete's greetings (handshake)

- The captains of each team must introduce themselves to the game officials on the ice with a handshake before each game and take leave of the game officials – likewise with a handshake – at the end of each game.
- After all Regular Season games and games in which a play-off series is decided, all players must take leave of each other by shaking hands on the ice. There will be no handshake between the teams during each first leg game of the Playoffs (Round of 16, Quarter-Finals, Semi-Finals).

8.4.3. IN-GAME COMMERCIAL REGULATIONS

There will be two power breaks per period (total of six per game)

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

For every period, the first break must be called after the first 6 minutes played, while the second break should take place following 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. 3-on-3 / 4-on-4 / 5-on-5 / 6-on-6)
- a 5-minute (non-coincidental) major penalty is called on a player.
- 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).
- a situation is subject to a video review
- The initiation of each power break shall be delayed if a situation is subject to an in-arena announcement by the game officials (e.g. penalties, video review, coach's challenge) and only initiated after the announcement has been made (procedure in place as of Quarter-Finals and onwards).

- In these 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, regardless of the duration of the overtime periods.
- For more information please refer to Club Manual Chapter 3 Game Operations (§ 3.11. Power Break).

8.4.4. CHL ARENA VIDEO CUBE POLICY

8.4.4.1. 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 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:

8.4.4.2. 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.

8.4.4.3. 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 and/or the game officials and/or the Broadcast Floor Manager.

8.4.4.4. 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.

8.4.4.5. 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.

8.4.4.6. 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.

8.4.4.7. 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 Broadcast Floor Manager. 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
- Goalkeeper 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)

**CHL SPORT DEPARTMENT RESERVES THE
RIGHT TO PUBLISH AN UPDATED VERSION OF
THE CHL SPORT REGULATIONS, WHICH WILL
COME INTO FORCE UPON RECEIPT.**