



**CHAMPIONS
HOCKEY LEAGUE**

CASEBOOK

2024/25

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2024/25 CHAMPIONS HOCKEY LEAGUE (CHL)

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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 Body as well as with 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 2024/25 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 2024/25 CHL Casebook, the official 2024/25 IIHF Rule Book 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 CHL Sport Disciplinary Body
and CHL Officiating Manager

BASIC DESCRIPTIONS OF RULE CHANGES

For the 2023/24 season the CHL introduced three on-ice rule changes. After the successful implementation, the rule changes will remain for the 2024/25 season.

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 or awarded, or on 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 or awarded, or on 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 or awarded, or on a Penalty Shot).

DURATION OF PENALTIES

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

- All rule infringements where a 5-minute Major Penalty is to be assessed must have an automatic Game Misconduct Penalty assessed (No „stand-alone“ 5-minute Major Penalty shall be assessed).
- Misconduct Penalties (ten (10) minute penalties) shall only be assessed in the following two situations:
 1. If a Player, Coach or non-playing Team Personnel persists in his action for which he has already been assessed a Minor or Bench 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 or Bench Minor Penalty, then a Misconduct Penalty and then a Game Misconduct Penalty if they persist.
 2. Misconduct Penalties shall also be imposed if a Player fails to comply with the obligation to wear a neck laceration protector (neck guard), if the concerned Player has previously received a warning by the Game Officials.



RULE 9.12.

NECK LACERATION PROTECTOR

NEW – For all Players in the CHL Competition, it is mandatory to wear a neck laceration protector designed for this specific purpose, choosing a design that covers as much of the neck as possible. The neck laceration protector must be properly worn and must not be modified or alternated in any way.

The on-ice Game Officials will respond appropriately if a player on the ice is not wearing the neck laceration protector in accordance with the rules.

The Game Officials will then take the offending Player to the appropriate Player's Bench and issue a warning to the Team through the Coach. The Game Officials shall also inform the other Team and warn them as well.

Both teams are now warned that Players are requested to wear the neck laceration protector properly.

The next Player found not to be wearing the neck laceration protector in accordance with the rules shall be penalized with a ten (10) minute Misconduct Penalty.

If the corresponding player returns to the ice still not properly wearing the neck laceration protector, a second misconduct penalty will be assessed, resulting in an automatic Game Misconduct Penalty.

For violation of this rule, the procedure shall be as follows:

1. Warning
2. Misconduct Penalty
3. 2nd Misconduct Penalty (automatic Game Misconduct)

RULE 15

CALLING OF PENALTIES

RULE 15.2.

CALLING A PENALTY – GOAL SCORED

If the penalty(ies) to be imposed are one (1) or more Minor, Bench Minor, Double-minor or Major Penalties and a goal is scored on the play by the non-offending side, the penalty(ies) shall be imposed in the normal manner.

RULE 15.3.

CALLING A DOUBLE-MINOR PENALTY – GOAL SCORED

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 "Sparring", and a goal is scored, the appropriate Double-minor Penalty will be assessed to the offending Player. This will be announced as a Double-minor Penalty for the appropriate infraction and the Player will serve four (2+2) minutes.

RULE 15.4.

CALLING A PENALTY – SHORT-HANDED TEAM – GOAL SCORED

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 one (1) 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 during the delay of the penalty(ies).

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)

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). A team which caused a Minor, Bench Minor, Double-minor or Major Penalty will remain “short-handed” even if the opposing team scores a goal.

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 16.2. AND 17.2. MINOR AND BENCH MINOR PENALTIES – SHORT-HANDED

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 against 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 18.2. DOUBLE-MINOR PENALTIES – SHORT-HANDED

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. This rule shall also apply when a goal is awarded.

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 (in reference to rule 15.3.).

Basic Description – All Minor, Bench Minor or Double-minor Penalties will have relief when the “short-handed” Team scores, meaning that the first of such penalties against will end.

RULE 18.4. AND 20.6. ON-ICE VIDEO REVIEW OF DOUBLE-MINOR AND MAJOR PENALTIES

Referees shall review all plays that result in the assessment of Major Penalties and Double-minor Penalties for Rule 60 “High-sticking” for the purpose of confirming (or modifying) their original call on the ice.

Exception to this rule is that situations under Rule 46 “Fighting” can only be reviewed if they fall under Rule 46.5. Dangerous puncher – “Sucker puncher”. No other situations under Rule 46 “Fighting” can be reviewed.

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 IIHF Rule 38.4.

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 the original call on the ice;
- (II) Reducing the original call on the ice to a lesser penalty;
- (III) Deleting (nullifying) the penalty call on the ice in its entirety, when video provides conclusive evidence, and the call is deemed assessed in error.



RULE 24

PENALTY SHOT

A "Penalty Shot" is designed to restore a scoring opportunity which was lost as a result of an infraction being committed by the offending Team.

RULE 24.6. RESULT

NEW – Should an infringement of a rule result in the awarding of a "Penalty Shot", a further Minor Penalty or Bench Minor Penalty to the offending Player shall **not** be applied, regardless of whether a goal was scored or not by the non-offending Team after executing the "Penalty Shot". The awarded "Penalty Shot" replaces (eliminates) the Minor Penalty.

If the offense for which the "Penalty Shot" was awarded is a Major Penalty, the appropriate penalty shall be imposed. The awarded "Penalty Shot" does not replace (does not eliminate) the Major Penalty, regardless of whether a goal was scored or not by the non-offending Team after executing the "Penalty Shot".

If the offense for which the "Penalty Shot" was awarded was to incur a Double-minor Penalty, or where the offending Team is assessed an additional Minor Penalty on the same play, the first Minor Penalty is not assessed since the "Penalty Shot" was awarded to restore the lost scoring opportunity. The second Minor Penalty would be assessed and served regardless of whether the "Penalty Shot" results in a goal. This will be announced as a Double-minor Penalty for the appropriate infraction and the Player will serve two (2) minutes only.

No Minor, Bench Minor, Double-minor or Major Penalty shall expire when a goal is scored by the team who has the player advantage (against the "short-handed" Team) on a "Penalty Shot".

Minor or Bench Minor Penalties shall expire when a goal is scored by the team who is "short-handed" on a "Penalty Shot". The Minor or Bench Minor Penalty which terminates automatically is the one with the least amount of time on the clock.

Should two (2) "Penalty Shots" be awarded to the same Team at the same stoppage of play (two (2) separate infractions), only one (1) goal can be scored or awarded at a single stoppage of play. Should the first "Penalty Shot" result in a goal, the second "Penalty Shot" would not be taken but the appropriate penalty would be assessed and served for the infraction committed.

RULE 38

COACH'S CHALLENGE

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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 of an initiated Challenge:

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 (IIHF Rule 83)
- (II) Missed Game Stoppage event in the attacking zone leading to a goal (IIHF 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" (IIHF Rule 69)

RULE 38.3. PROCESS FOR INITIATING A COACH'S CHALLENGE

All Coach's Challenges must be initiated by notice verbally communicated to a Referee prior to the Center ice "face-off" following a "goal" or, in the case of a "no goal" call by reason of "Interference on the Goalkeeper", prior to the resumption of play. Teams may not unduly delay the resumption of play while evaluating whether or not to initiate a Coach's Challenge. Any such delay or delay tactics may result in the denial of a right to Challenge and, at the discretion of the Referee, may also result in a Bench Minor Penalty for IIHF Rule 63 "Delaying the Game".

In order to expedite the review process, Coaches initiating a Coach's Challenge are required to provide to the Referee, with reasonable specificity, both the reason for their Coach's Challenge (i.e., the actual infraction that is being claimed) and the approximate time on the clock when the purported infraction transpired. Failure to provide this information with reasonable specificity may result in the denial of a right to a Coach's Challenge.

Only one Coach's Challenge per Team per stoppage will be permitted.

At the end of the 45-second “goal break” (IIHF Rule 87.3.) Teams are not allowed to request a “time-out” to extend the time to make a decision whether they shall initiate a Coach’s Challenge or not. Since the “goal break” is deemed to be an official “time-out”, no further “time-out” can be requested from any of the teams.

RULE 38.5. RIGHT TO INITIATE A COACH’S CHALLENGE

Teams may initiate a Coach’s Challenge on appropriate plays at any time during the game.

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 or the video review is not deemed as inconclusive, they lose their ability to challenge further plays without penalty if they are not overturned or not deemed as inconclusive.

Second Challenge (#2):

If a Team that has already initiated a Challenge that was unsuccessful (not overturned), 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 or the video review is not deemed as inconclusive, the Team exercising such a Challenge shall be assessed a Bench Minor Penalty for IIHF Rule 63 “Delaying the Game”.

Further Challenge (#3 and more):

If a Team that has already initiated two or more Challenges that were unsuccessful (not overturned), 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 or the video review is not deemed as inconclusive, the Team exercising such a Challenge shall be assessed a Double-Bench Minor Penalty (2+2) for IIHF Rule 63 “Delaying the Game”.

Please note: a Coach’s Challenge is only deemed as unsuccessful if the original call on the ice stands due to conclusive evidence.

Video Reviews that are deemed as inconclusive **will not** result in the Team either losing their ability to challenge plays without a Penalty or being assessed a Bench Minor Penalty and the original call on the ice stands.

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 Body:

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 sudden-death 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 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 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.



RULE 84.4. 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.

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 Players 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.

RULE 86.6. PRE-GAME WARM-UP

NEW – Any team whose player(s) cross the center red line in warm-ups (inclusive of body and/or equipment) for the purpose of initiating any sort of unsportsmanlike behavior (including shooting pucks at opponent's end) or become involved in any altercation, fight instigate, contact or verbal remarks to initiate a gathering, other than during the periods of the game, shall be subjected to a suspension and/or fine under the Champions Hockey League CHL fine catalogue Ref. Nr. 14 – Unsportsmanlike conduct against opponent player or Ref. Nr. 16 – Unsportsmanlike conduct in general.

IN ALL NON-SPECIFIED CASES WITHIN THE 2024/25 CHL CASEBOOK, THE 2024/25 IIHF SPORT REGULATIONS AND THE 2024/25 IIHF UNIFIED RULE BOOK WILL APPLY.



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