



ICE Hockey League GAME BOOK

Season 2023/2024

August 15th, 2023

TABLE OF CONTENT

FUNDAMENTAL RULES

A | CONDUCT OF GAMES

B | GAME MODE

C | ROSTER REGULATIONS

D | CASE BOOK

E | INFRASTRUCTURE PROTOCOL

F | MEDIA REQUIREMENTS

G | ADVERTISING

H | USHER & SECURITY SERVICES

I | DISCIPLINARY MEASURES

J | TV PRODUCTION

K | STATISTICS

L | GOALIE MEASURES & PLAYERS EQUIPMENT

M | GAME CENTER

N | FILMING HANDBOOK



ICE Hockey League

GAME BOOK – Season 2023/2024

FUNDAMENTAL RULES

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.

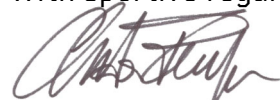


2
24

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

FUNDAMENTAL RULES	5
I. General Provisions	5
§ 1 Definition/Scope of Application	5
§ 2 Legal Basis of League Play	5
§ 3 Terms of Participation / Participants.....	6
§ 4 Declaration of Clubs	7
§ 5 Conduct of ICE Hockey League Games	7
§ 6 Game Venues	8
§ 7 Sponsoring	8
§ 8 Television and Broadcasting	8
§ 9 Legal Commitment of Third Parties	9
II. League Play	10
§ 1 GameBook for League Play	10
§ 2 Championship Titles	10
§ 3 IIHF Club Competitions Champions Hockey League (CHL).....	10
§ 4 Game Points for League Standings	10
§ 5 Delay, Interruption or Abandonment of Games	13
§ 6 Referees.....	15
§ 7 Disqualification from League Play.....	15
§ 8 ICE Hockey League Championship Supervision	16
§ 9 Game Dates/Times	16
§ 10 Approval Requirements for Other Games	16
§ 11 Official Game Sheet	17
III. Integrity of the Game	18
§ 1 Anti-Doping Provisions.....	18
§ 2 Play Fair Integrity Statement	18
§ 3 Prevention of Game Manipulation	19
IV. Player Eligibility and Player's Licenses	20
§ 1 Player Eligibility.....	20
§ 2 ÖEHV Farm Team Regulation	20
§ 3 Registration and Deregistration / Exchanges / Player Loan Agreements	20
§ 4 Number of Exchanges	20
§ 5 Non-Domestic Players Switching Clubs	20

§ 6	Call-up of U18 and U20 National Team	20
§ 7	Changes of Domestic Players	20
§ 8	Confirmation of ICE Hockey League GameBook	21
FINAL STATEMENT		22
Appendix A)		23
§ 1	Procedure of DOPS International Player Safety Committee.....	23

FUNDAMENTAL RULES

I. General Provisions

§ 1 Definition/Scope of Application

- (1) The ICE Hockey League is a non-profit association which brings together ice hockey clubs for the purpose of organizing, planning, and carrying out league play. The rights and obligations of the members of the ICE Hockey League association are governed by the ICE Hockey League statutes.

The ICE Hockey League has concluded a cooperation agreement with the Austrian Ice Hockey Federation (Österreichischer Eishockeyverband, or ÖEHV) which governs the rights and obligations of both contracting parties.

- (2) The ICE Hockey League Championship is a competition in which teams from Austria and other European countries (referred to below as "ICE Hockey League clubs") compete for the ICE Hockey League Championship title, called "Karl Nedwed Trophy Winner" and in which the Austrian ICE Hockey League clubs compete to win the Austrian National Championship title in Austria's highest ice hockey division each season.

- (3) Teams with their headquarter in one of the international ICE Hockey League nations, which play with Austrian license, obtain in all following regulations and terms (GameBook and Fundamental Rules) as international club and cannot hold the title of Austrian National Championship.

- (4) **Schedule of fees** (only valid for ICE Hockey League)

Invoicing of the ÖEHV fees will be done by blanket compensation agreed upon between ÖEHV and ICE Hockey League. The schedule of payment will be determined in a special agreement between ÖEHV and ICE Hockey League.

Only those clubs which paid all fees for the past season (2022/23) will be eligible to participate in the ICE Hockey League Championship.

The ÖEHV only charges the international transfer fees to be passed on to the IIHF or to other national federations (IIHF transfer cards | IIHF fax confirmations | transfer fees for foreign federations) in two installments (as of October 31st and January 31st) to the ICE Hockey League. The distribution of these fees among the accounts of the ICE Hockey League clubs is handled by the ICE Hockey League.

§ 2 Legal Basis of League Play

The following documents govern the conduct of league play:

- (1) The cooperation agreement between the ICE Hockey League and the Austrian Ice Hockey Federation (ÖEHV).

- (2) The statutes and by-laws of the ICE Hockey League.
- (3) The Fundamental Rules, the ICE Hockey League GameBook for each respective season. Additionally for the 2023/2024 season the respective Appendix to the GameBook.
- (4) The agreement between the ICE Hockey League and its title sponsor.
- (5) The agreement between the ICE Hockey League and its television host broadcaster, including the catalogue of requirements for production operations.
- (6) The statutes and by-laws of the International Ice Hockey Federation (IIHF) as well as the provisions of the current version of the IIHF Official Rule Book.
- (7) The ÖEHV's reporting regulations and disciplinary code.

§ 3 Terms of Participation / Participants

- (1) The deadline for registering to participate in the ICE Hockey League Championship is January 15th (Should this day be a Sunday, the upcoming Monday will be the day in question.), 12:00 noon prior to the season in question. The official registration for participation in the ICE Hockey League Championship must be submitted in writing (using the registration form enclosed) to the ICE Hockey League Administrative Office. The originals of any bank guarantees required by the ICE Hockey League (international ICE Hockey League clubs) must also be submitted to the ICE Hockey League Administrative Office by that day. If there is no new bank guarantee or a confirmation of extension of a current bank guarantee for another 12 months (up to June 30th next calendar year) the league Presidency is authorized to redeem the present (for the running season) bank guarantee.

If a club applies to join ICE Hockey League, this application must be submitted until January 15th (Should this day be a Sunday, the upcoming Monday will be the day in question.), 12:00 noon of the respective season. The Presidency of the ICE Hockey League can enlighten this period until the next presidents' meeting following the named date.

- (2) ICE Hockey League clubs are only eligible to participate if they fulfill the requirements of article 3 paragraph (1) and send a written confirmation of the relevant season's Fundamental Rules for the ICE Hockey League Championship to the ICE Hockey League Administrative Office by January 15th, 12:00 noon latest (see the "Confirmation of Fundamental Rules" enclosed).
- (3) The written registration form and confirmation mentioned in article 3 paragraphs (1) and (2) must be signed by an authorized officer of the club and

sent by fax and e-mail to the ICE Hockey League Administrative Office by the deadlines indicated.

ICE Hockey League Administrative Office

ICE Hockey League

Wolfgang-Pauli-Gasse 1

A-1140 Vienna, Austria

Fax: +43 / (0)1 / 890 17 54 – 12

E-mail: office@ice.hockey

- (4) Each club is to nominate its strongest team for each game. The failure of a team to appear for a game will lead to a penalty and require the compensation of any costs incurred as well as a lump-sum compensation payment to the opposing club in accordance with the ICE Hockey League penalty catalog.
- (5) Rosters must be composed in accordance with the roster regulations issued by the ICE Hockey League for the current season (ICE Hockey GameBook).

§ 4 Declaration of Clubs

The clubs of the ICE Hockey League declare with their signature of confirming the Fundamental Rules (see §3 (2)) that they fulfill all respective national statutory provisions in the respective countries of the participating clubs and to pay all incurred ancillary labor costs of players, coaches, and other team employee's according to the rules.

7
24

§ 5 Conduct of ICE Hockey League Games

- (1) The organizer of ice hockey games in the ICE Hockey League is generally the home ICE Hockey League club. The home club is also liable for its auxiliaries and agents in the course of league play.
- (2) The event organizer is required to ensure that games are carried out properly and with due attention to applicable legal and contractual requirements. In particular, such requirements include the provision of a proper game venue, including an ice surface and locker rooms, as well as compliance with the applicable security and safety regulations.
- (3) The organizer is required to ensure that medical care and the appropriate first aid personnel are available at the events. The event organizer must ensure that injured players, officials, or spectators are transported to a physician or hospital.

The event organizer must also ensure the availability of sufficient, educated usher personnel as well as the undisturbed entrance and departure of the teams, referees, and officials (to and from the dressing rooms and transportation vehicles).

- (4) In general, the costs of the event are to be borne by the organizer.

§ 6 Game Venues

- (1) Game venues can only be approved for league play if they comply with the requirements specified in the official IIHF Rule Book as well as the guidelines issued by the ÖEHV and ICE Hockey League.

The approval of a game venue represents the acceptance of that venue in terms of playing requirements, but not in terms of security requirements. This approval of a game venue for league play does not establish any liability on the part of the ICE Hockey League or ÖEHV vis-à-vis the event organizer or third parties.

- (2) Any and all behavior which endangers the safety or security of the persons involved in the event or of the spectators is prohibited.
- (3) In general, it is the event organizer's responsibility to ensure the security of all persons involved. Agreements with the owner or operator of the game venue will remain unaffected by these provisions.
- (4) In coordination with the ÖEHV, the ICE Hockey League may conduct inspections of the game venues approved for league play and impose requirements.

§ 7 Sponsoring

Advertising activities in the course of ICE Hockey league play are governed by the GameBook for each season. Existing or future ICE Hockey League sponsorship agreements are to be considered an integral part of the GameBook. Non-compliance / violations of these leaguewide obligations to sponsors will be penalized in accordance with the ICE Hockey League Penalty Catalog (GameBook | Part I | Appendix A).

§ 8 Television and Broadcasting

- (1) ICE Hockey League clubs are required to take all measures and/or to fulfill all requirements necessary in order to enable the performance of agreements with television broadcasters (Free-TV, Pay-TV, IPTV and Internet Streams) and other agreements on the exploitation of rights. Compliance will be monitored and enforced by the ICE Hockey League Administrative Office. Existing or future ICE Hockey League television and broadcasting agreements are to be considered an integral part of the GameBook for each season.
- (2) The obligations of ICE Hockey League clubs include the following:
- a) to enable changes in the game schedule and the relevant opening face-off times,

- b) to enable the broadcasting of games as well as access to the technical facilities required for this purpose,
- c) to provide the necessary spaces and locations, and to equip them appropriately for broadcasting productions.

§ 9 Legal Commitment of Third Parties

- (1) Each ICE Hockey League club is responsible for ensuring that the persons deployed by the club in league play have acknowledged the binding nature of the ICE Hockey League Fundamental Rules and GameBook.
- (2) Persons employed or assigned duties by ICE Hockey League clubs must be allowed to inspect the Fundamental Rules and GameBook issued by the ICE Hockey League at any time. These documents are available for ICE Hockey League clubs on the GameBook web site (www.gamebook.at).

II. League Play

§ 1 GameBook for League Play

For the conduct of league play, the ICE Hockey League publishes the GameBook each year as a complement or amendment to the ICE Hockey League Fundamental Rules

§ 2 Championship Titles

- (1) The ICE Hockey League club which wins the ICE Hockey League Championship carried out each year will be awarded the title: "ICE Hockey League Champion for the season"
- (2) Said club will receive the ICE Hockey League champions' cup, called "Karl Nedwed Trophy", which will be passed on the winning team each year.

§ 3 IIHF Club Competitions | Champions Hockey League (CHL)

Each ICE Hockey League club will be authorized to take part in IIHF club competitions – excluding CHL - by its respective national federation; the selection criteria for this purpose are described in the ICE Hockey League GameBook.

The selection criteria (playing right) for the CHL are determined by the CHL rules and regulations.

§ 4 Game Points for League Standings

- (1) Each game must produce a winner.
- (2) The team which wins a game after regulation time will receive three points in the league standings, while the losing team will receive no points.
- (3) If the game is undecided at the end of regulation time, each team will be awarded a point in the league standings; after a break without ice resurfacing, the teams will then play a sudden victory overtime. Should the sudden victory overtime still fail to produce a winner, the game will be decided by a penalty shootout. The procedure followed in sudden victory overtime and penalty shootouts is described in the ICE Hockey League GameBook (Part C | Case Book § 10 (6)) for each season. The winner (after sudden victory overtime or the penalty shootout) will be awarded another point in the league standings.
- (4) Ranking in the table will be decided as follows. Firstly: Number of points. If points are level, the following calculations ensue:

If teams are level on points after the first phase of the regular season (the number of phases of the regular season are governed in the GameBook), the following tiebreakers are applied:

- a) If two or more teams are level on points, the direct duel results count (only games concerning for the first phase of the regular season). Should three or more teams be level on points, those teams' scores are being recalculated in a sub-group, considering only those games between the members of said sub-group. If teams in a sub-group of three or more teams have not played the same number of games against each other, point i. to point v. is not possible and automatic point vi. (league coefficient) must be considered.

Ranking differential:

- i. Higher number of points in the direct duel(s)
- ii. Better goal difference in the direct duel(s)
- iii. Higher number of scored goals in the direct duels (applicable for more than 3 teams)
- iv. If two or more teams are still level, the higher overall number of wins after regular time within the subgroup will be considered.
- v. If two or more teams are still level, the higher number of overall wins after regular time within the first phase of the regular season will be considered.
- vi. If two or more teams are still equal, league coefficient will be considered in the regular season phase 1.

League coefficient: (the actual table will be included in the GameBook for each season.)

Koeffizient Berechnung Coefficient Calculation

Ranking	Points
1	100
2	90
3	75
4	70
5	55
6	50
7	45
8	40
9	30
10	25
11	20
12	15
13	10
14	5
15+	0
n.t.	0

GEWICHTUNG / WEIGHTING				
letzte Saison	vorletzte Saison	3.letzte S.	4.letzte S.	5.letzte S.
<i>last season</i>	<i>2nd last season</i>	<i>3rd last season</i>	<i>4th last season</i>	<i>5th last season</i>
100%	80%	60%	40%	20%
100	80	60	40	20
90	72	54	36	18
75	60	45	30	15
70	56	42	28	14
55	44	33	22	11
50	40	30	20	10
45	36	27	18	9
40	32	24	16	8
30	24	18	12	6
25	20	15	10	5
20	16	12	8	4
15	12	9	6	3
10	8	6	4	2
5	4	3	2	1
0	0	0	0	0
0	0	0	0	0

If teams are level on points after a second, third, etc. phase of the regular season the following tiebreakers are applied:

- b) In case of a second, third, etc. phase of a regular season, teams who are level on points will automatically be ranked by the better ranking of the previous regular season phase.
- c) Placement Final Table
 1. The winner is the winner of the ICE Hockey League Final

2. The loser of the finals
3. Semifinal loser who was ranked higher in the last phase of regular season.
4. Semifinal loser who was ranked lower in the last phase of regular season.
5. Quarterfinal loser who was ranked best in the last phase of regular season.
6. Quarterfinal loser who was ranked 2nd best in the last phase of regular season.
7. Quarterfinal loser who was ranked 3rd best in the last phase of regular season.
8. Quarterfinal loser who was ranked 4th best in the last phase of regular season.
9. Pre-Play-Off loser who was ranked best in the last phase of regular season.
10. Pre-Play-Off loser who was ranked 2nd best in the last phase of regular season.
11. On: take ranking from the last phase of regular season

The best placed Austrian team is Austrian National Champion.

- (5) Points and league standings are calculated by the League Administration, department Game Operations. In cases of dispute (infractions under (6), protests filed etc.), the Disciplinary Commission of ICE Hockey League will decide. Those decisions are binding and uncontestable, however, they need to be justified.
- (6) In any of the following cases, the ICE Hockey League Justice Committee has the right to make a decision in the best interests of the ICE Hockey League. The ICE Hockey League Justice Committee may use disciplinary measures or in severe and/or non-integral situations, based on the decision of the Justice Committee, a championship game may be considered as a loss. A case may be activated by the league or by a team:
 - a) Appearance of a team (at opening face-off) with an insufficient number of players (minimum 10 skaters and 1 goalie).
 - b) Non-appearance at the opening face-off or appearance delayed by more than 90 minutes due to negligence on the part of one team.
 - c) Non-appearance at the opening face-off or appearance delayed by more than 90 minutes due to negligence on the part of both teams (counted against both ICE Hockey League clubs, except Play-Off: in coordination with the ICE Hockey League, the game has to be replayed);
 - d) Deployment of a player not properly registered.

- e) Deployment of a suspended player or coach
 - f) Deployment of too many players according to § 11 (2)
 - g) Violation of the roster regulation in place for this season (ICE Hockey League GameBook)
 - h) Abandonment of a game caused by one team.
 - i) Abandonment of a game caused by both teams (counted against both ICE Hockey League clubs according to (8), except Play-Off: in coordination with the ICE Hockey League, the game has to be replayed).
 - j) Use of a prohibited or an ICE Hockey League non-confirming game venue.
 - k) Cancellation or abandonment of a game due to technical problems arising on the day of the game if the game is not made up in accordance with §5(4) (counted against the home club regardless of negligence or fault).
- (7) In cases of paragraph (6), where the Justice Committee has determined negligent intent, the game may be counted as a 0:5-loss to the responsible team. The opposition will receive three points and a 5:0-goal difference for this game. If the result of the game was equally good or better for the team, the equally good or better result will be considered as the final result.
- (8) The assertion of damage claims, especially in accordance with Part II §5 (4), and the determination of contractual penalties will remain unaffected by game points allocated ex post.
- (9) If violations under paragraph (6) d) occur, the Disciplinary Commission of the ICE Hockey League can - in cases of minor defaults - decide to announce fines against the responsible club and/or suspensions for the responsible head coach according to the ICE Hockey League penalty catalogue, instead of a walkover.

§ 5 Delay, Interruption or Abandonment of Games

- (1) ICE Hockey League clubs must report cases in which the ice surface is unusable for play and any other obstructions to conducting games to the ICE Hockey League Office, to the referees assigned to the game, and to the opponent without delay.
- (2) In cases where the referees determine that a game cannot be carried out properly due to force majeure or technical problems (e.g., a defective ice

surface or poor lighting), opening or continuing a championship game is not permitted.

- (3) In cases where the referees are forced to interrupt a previously commenced game for the reasons indicated in paragraph (2), the game cannot be abandoned fully until a 45-minute waiting period has elapsed.
- (4) In cases where a game cannot be started due to the delayed arrival of a team resulting from force majeure, the visiting club is required to report this by telephone. After a maximum waiting period of 90 minutes, the game is to be cancelled by the referee. Games which are not started due to technical problems must be made up in coordination with the ICE Hockey League.
- (5) In cases where a game is abandoned prior to the end of the second period (accepting abandonment of a game caused by team), a new game has to be played. An abandoned game equals a completed game in terms of penalties imposed.
- (6) In cases where two full periods have been played and the game is abandoned prior to the start of the third period, a continuation game must be ordered. In such a continuation game, the third period must be played, starting with the score at the time when the original game was abandoned.
- (7) In cases where a game is abandoned during the third period, a continuation game must be ordered as well. In such a continuation game, the remaining playing time must be played starting with the score at the time when the original game was abandoned.
- (8) In a continuation game, only those players who appeared on the official game sheet on the day of the incomplete game will be eligible to play.
- (9) When a game is replayed, see paragraph (5), all players who appeared on the official game sheet at the start of the incomplete game will be considered eligible for the replay game.
- (10) In cases where a game is abandoned only a few minutes before the end of the third period and the team leading the game at that point can no longer lose its lead (based on human judgment), the game may be certified with the outcome as of the time of abandonment.
- (11) In cases where it is not possible to continue a game due to threatening conduct or attacks on the part of the players or spectators, the referees must interrupt the game. The game should only be abandoned if the required security (which may even require closing the game to the public) cannot be ensured if the game is continued.

- (12) In cases where a game is made up or continued, the home club will remain the organizer of the event. The visiting club is to be reimbursed for the additionally incurred usual travel costs for up to 28 persons.

§ 6 Referees

- (1) The obligations of referees are governed by the ICE Hockey League in cooperation with the ÖEHV.
- (2) The referee team for each ICE Hockey League season is to be nominated by the ICE Hockey League Officiating Directorate prior to the start of the season.
- (3) Referees are to be nominated by the ICE Hockey League responsible referent.
- (4) The rules of the International Ice Hockey Federation (IIHF) shall apply in this context in its relevant version, with eventual additions by ICE Hockey League

§ 7 Disqualification from League Play

- (1) In case a club is not competing despite from side of ÖEHV and ICE Hockey League mandatory security order, willful and without any legitimate reason, in this case unauthorized, this culpable club will be immediate suspended during the current championship. Should an ICE Hockey League club fail to appear properly at championship games twice within one season, that ICE Hockey League club will be disqualified from the current championship, unless otherwise decided by the ICE Hockey League General Assembly in cooperation with ÖEHV.
- (2) If an ICE Hockey League club is disqualified or leaves from the current championship, that ICE Hockey League club's games in the current season in each phase of the regular season will be removed (eliminated) from the league standings. Unless all teams have played their opponent 3 times, at which point, the previous points earned for the 3 previous games played against the team no longer playing in the current championship remain. If the disqualification/leaving happens in the Play-Offs, the current round at the time of the ICE Hockey League club's disqualification/leaving will be recorded as a loss for the disqualified/leaving ICE Hockey club.
- (3) If a club is insolvent respectively unable to pay salaries to players, coaches and employees or debts to other companies, an extraordinary General Assembly can decide whether the club should be expelled from the current championship or expulsion from the club ICE Hockey League.
- (4) If an ICE Hockey League club is switching to another league or does not play the league season for any reasons after having made an official registration for the depending season an existent bank guarantee will expire for the

benefit of the ICE Hockey League respectively the club will be requested to pay a fee of € 50,000.- to the ICE Hockey League.

§ 8 ICE Hockey League Championship Supervision

- (1) The ICE Hockey League has the right to consider any given match necessary of supervision.
- (2) Requests from ICE Hockey League clubs for special supervision are to be fulfilled as long as such requests are received by the ICE Hockey League Administrative Office at least 48 hours prior to the opening face-off. The costs of such supervision are to be borne by the ICE Hockey League club which submitted the request.
- (3) Using the form by ICE Hockey League, the supervisor is obliged to report to the ICE Hockey League on the game under supervision immediately after the game.
- (4) The clubs and referees involved are to be informed in a normal case by the ICE Hockey League that the game in question has been placed under special supervision. If a club is a repeat offender against the ICE Hockey League rules a game can be put under special supervision without any pre-notice.
- (5) In case of a problem situations that occurs short-term prior a game, the ICE Hockey League can nominate a supervisor. The supervisor has the final decision whether to start a game or abandon if necessary. The participating clubs have to follow the supervisors' requirements.

16
24

§ 9 Game Dates/Times

- (1) Game dates/times will be set by the ICE Hockey League Administrative Office before the start of league play.
- (2) Later changes in game dates/times are only permissible if ordered by the ICE Hockey League or if requested by an ICE Hockey League club with the consent of the opposing team.

§ 10 Approval Requirements for Other Games

ICE Hockey League club games outside of ICE Hockey League league play must be reported to the respective national federation and may only be carried out once the national federation has given its approval.

§ 11 Official Game Sheet

- (1) For all games in the ICE Hockey League, it is necessary to prepare official game sheets using the ICE Hockey League's official statistics program; the home club is required to maintain the official game sheet in the ICE Hockey League's live scoring system. Only persons who possess a valid identification card from the competent national federation may sit at the home club's officials' table. In this context, it is important to note that all official game sheets, forms, and reports should be filled out using a typewriter or computer wherever possible. Clubs are required to allow the referees to send all messages pertaining to the ICE Hockey League using the club's fax machines or e-mail accounts.
- (2) For each team, a maximum of 20 skaters and 2 goalkeepers may be entered on the official game sheet.
- (3) After the game, the official game sheet must be checked in order to verify that the period results and final result are filled in, as well as the addition of goals and penalty minutes and the number of spectators indicated. The referees are required to delete absent players from the official game sheet.
- (4) Objections to the accuracy of entries in the official game sheet can only be raised by the team managers and must be communicated to the referee within 30 minutes of the end of the game.
- (5) The referees are required to accept any additional reports or objections from team managers up to 30 minutes after the end of the game and to forward such reports and objections to the ICE Hockey League Administrative Office.
- (6) Immediately after the end of the game, the event organizer must e-mail the official game sheet to:
 - a) ICE Hockey League
E-Mail: office@ice.hockey
 - b) Austrian Hockey Federation (ÖEHV)
E-Mail: info@eishockey.at
 - c) ICE Hockey League Statistics
E-Mail: statistik@ice.hockey
 - d) Office of the respective visiting team (E-Mail ICE Hockey League Media Guide)

III. Integrity of the Game

§ 1 Anti-Doping Provisions

The anti-doping provisions of the Austrian Anti-Doping Federal Act are binding and must be acknowledged and implemented in their entirety (see article 19 of the ÖEHV statutes). This also applies to all non-Austrian clubs taking part in the ICE Hockey League Championship (see also ICE Hockey League GameBook).

§ 2 Play Fair Integrity Statement

- (1) The regulations of the play fair integrity statement are an integral part of the ICE Hockey League regulations and are compulsory and have to be contently fully accepted and implemented. This also applies to all non-Austrian clubs participating in ICE Hockey League. With the confirmation of the ICE Hockey League regulative, each club subjects to the general regulations of the Play Fair Integrity Statement and has to make sure that the play fair integrity statement is available to all club functionaries and club employees.
- (2) Team officials and players of ICE Hockey League senior championships are obliged to acknowledge the play fair integrity statement by signing the form (also see Fundamental Rules Part IV | § 9).
- (3) Infringement of regulations of the play fair integrity statement will be punished according to the guidelines of ICE Hockey League Penalty Catalogue by the ICE Hockey League Disciplinary Senate.
- (4) In the case of perceptions, problems or information needs in the field of game manipulation the athlete has the possibility to get in contact with the following persons at any time:
 - e) the Integrity Officer of the ICE Hockey League
(Mag. Axel Bammer, +43 / (0)664 / 20 05 765),
 - f) the Play Fair Code
(Mag. Severin Moritzer, +43 / (0)1 / 903 40)
 - g) the ombudsman of the Play Fair Code
(www.playfaircode.at/ombudsstelle)

§ 3 Prevention of Game Manipulation

Criminality in competition and match-fixing have become a global threat of sports and threaten to damage the fundamental characteristics of sports, the credibility, the fairness, and the integrity of sports.

- (1) Ineligible sports betting:
Players and team staff must not bet on ICE Hockey League games and on games of any ICE Hockey League team in other championships (e.g., CHL).
- (2) Compulsory registration of possible game manipulations:
Every participant of a team (players, team staff etc.) in the ICE Hockey League has to register possible game manipulations. Therefore, it is obligatory establishing a confidant within the club.
- (3) Commitment of instructions for prevention of game manipulation:
Especially there has to be a youth program of instructions in prevention of game manipulation.
- (4) Bribery:
A person who offers, promises, or grant an illegal advantage to any official functionary of the ICE Hockey League, the federation, or a club, to a game official or a player or a third party directly or indirectly in order that this person violates the regulations will be punished according to the penalty catalogue Ref. Nr. 34.

A person who is asking, accepts, promises, or grant any kind of illegal advantage for himself or a third party or does not report any attempt immediately to the appropriate federation will be punished in the same way.

Offense under this provision shall lapse after 5 years, unless a longer criminal statute of limitations exists, otherwise the longer criminal statute of limitations applies.

IV. Player Eligibility and Player's Licenses

§ 1 Player Eligibility

All players who are registered properly with the national federations superordinate to the ICE Hockey League are eligible to play.

§ 2 ÖEHV Farm Team Regulation

Each ICE Hockey League club may enter into a farm team cooperation agreement with a club from a lower league. Detailed provisions in this regard are set forth in the ICE Hockey League GameBook of the league a farm team is registered for each season.

§ 3 Registration and Deregistration / Exchanges / Player Loan Agreements

The registration and deregistration of domestic players, whether they are subject to IIHF International Transfer Cards or not, of non-domestic players with foreign citizenship, as well as the registration of player loan agreements will only be permitted until the ICE Hockey League Transfer-Deadline date – 11:59pm.

§ 4 Number of Exchanges

The number of exchanges is laid down in the GameBook of the respective season.

§ 5 Non-Domestic Players Switching Clubs

Club switching of non-domestic players is laid down in the GameBook for each season.

§ 6 Call-up of U18 and U20 National Team

The ICE Hockey League Championship will not be interrupted for the U18 and U20 World Championships or their preparations. The ICE Hockey League clubs will make the players in question available. In cases where a call-up is disregarded, the player will be considered suspended until the return of the junior national teams. The same regulation applies to players who cancel due to illness or other reasons preventing their participation. In cases of extraordinary sportive circumstances, the Sports Director of the Austrian Hockey Board will decide.

§ 7 Changes of Domestic Players

Until the end of the transfer deadline of the respective season, domestic players may change from one domestic club to another within the ICE Hockey League if the transferring club confirms its consent to the change in writing or if there are valid grounds for a justified departure under the regulations of national labor law.

§ 8 Confirmation of ICE Hockey League GameBook

A player registration is only valid if the respective written confirmation of the ICE Hockey League GameBook and its Appendix, the Anti-Doping-Regulations (Part III §1), the Play Fair Integrity Statement (Part III §2), Data Protection Statement as well as the Statement of Commitment including the signature of the respective player is transmitted to the ICE Hockey League and the ÖEHV.

FINAL STATEMENT

The prescribed procedures and disciplinary actions in the Fundamental Rules and GameBook replace respective, general regulations in the disciplinary code of ÖEHV.

ICE Hockey League Fundamental Rules and the GameBook are the bases for the working format of the ICE Hockey League. On occasions, a potential issue may arise that is not otherwise covered within the rules.

In the event a potential issue may arise in the course of a season, which is not currently covered with the ICE Hockey League Fundamental Rules or ICE Hockey League GameBook (but pertains to), the ICE Hockey League team can request a “special request” through an application and description of the issue.

The special request will be reviewed by the ICE Hockey League with the required recommendations based on expertise and experience.

The final decision will be based on the special request description a team has put forward and supporting information the ICE Hockey League provides with a final decision by a 4-member panel requiring a minimum of a 75% in support vote to be passed. The Special Request Panel will be formed as the following members:

- ICE Hockey League President
- ICE Hockey League Sports Committee Chairman
- ICE Hockey League Justice Commission (2 members)

Appendix A)

§ 1 Procedure of DOPS | International Player Safety Committee

According to the decisions at the presidents meeting on 6th of December 2012

- (1) Collection of game night information after the games | To Do's in the next morning
 - Receive reports from each set of officials
 - Receive report from referee supervisors and game delegates when present at games
 - Review game sheet
 - „Situation Room“ review (for all games)
 - DOHOPS phones (if necessary) to get further reports
 - DOHOPS game observation + online-supervisor game observation
 - Compile all the game information from night before
 - Review of game situations (e.g.: highlights) and/or „hot-spots“ in a game are being checked
 - Compilation of video-clips from all available TV-resources
- (2) Noon (12:00 – 13:00h)
 - Necessary clips are sent to PSC
 - Send necessary clips for education to refs
- (3) Mid-afternoon
 - Compile PSC information – PSC-feedback
 - If necessary, contacting the PSC members again (e-mail / phone / skype) and final coordination of verdict.

(4) Late-afternoon

- If necessary send out suspension reports
- Add video and info to website

(5) After 6pm

- Return to all calls & answer coaches' questions
- "Recommendations" to coaches for their players

(6) Automatic review situations:

- All match penalties
- All major penalties
- All game misconducts
- All abusive of official penalties
- Aggressive penalties (ex. hit to the head, boarding, charging, high-sticking...)
- All injury situations regardless of penalty being called
- Multiple penalties at same stoppage

(7) File of complaint by club automatically sent to PSC

Incomplete complaints (without protest money / e-mails / text messages / phone calls / voice messages) will be forwarded to the opposing clubs and will then be instantly deleted (time period after the game until 6pm the following day).



ICE Hockey League

GAME BOOK – Season 2023/2024

A | CONDUCT OF GAMES

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
23

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

A CONDUCT OF GAMES.....	4
§ 1 Basic Information Integrity of the Game.....	4
§ 2 Organization.....	5
§ 3 Game Schedule, Dates, Start Times and Length of Breaks.....	6
§ 4 Television Coverage.....	8
§ 5 Complimentary Tickets, Accreditations.....	8
§ 6 Referee Attendants.....	9
§ 7 Medical Service, Security	10
§ 8 Off-Ice Officials.....	10
§ 9 Official Game Sheets.....	12
§ 10 Schedule Ahead of Games.....	14
§ 11 Schedule Before Play-Off Finals.....	14
§ 12 Presentation of Video and Audio Material	15
§ 13 Announcements.....	15
§ 14 Athlete's Greetings	16
§ 15 Award Ceremony.....	16
§ 16 Anti-Doping	17
§ 17 Video Recording, Video Exchange System.....	19
§ 18 Practice time.....	19
§ 19 Release of Senior Players (First Team) for National Team Games under IIHF Regulations on International Transfers.....	20
§ 20 Jumbo Screen Regulations.....	22

A | CONDUCT OF GAMES

§ 1 Basic Information | Integrity of the Game

- (1) The participating clubs, players, coaches, attendants and all officials undertake to maintain sportsmanlike conduct, and in particular to comply with all rules of the sport of ice hockey as set forth in the ICE Hockey League Fundamental Rules and in the IIHF Rules.
- (2) All participants involved must adhere to the principles of fairness and respect – according to the IIHF integrity program and the IIHF Integrity Book.
- (3) If these basic principles are violated or in the case of actions against the integrity of the sport, against the league issued rules or against the IIHF Integrity program, it is the duty of the ICE Hockey League Disciplinary Commission to investigate and, if required, impose sanctions on the basis of the penalty catalogue.
- (4) It is the responsibility of the head coach to maintain the sportsmanship and integrity of his coaching and playing staff at all times. In addition to automatic fines and suspensions imposed, the ICE Hockey League Disciplinary Senate, at their discretion, can investigate any incident that occurs in connection with any exhibition, tournament and league or Play-Off game. The Senate may assess additional fines and/or suspensions for any offense committed during the course of a game or any aftermath thereof by a player, goalkeeper, trainer, manager, coach or non-playing club personnel or club executive, whether or not such offense has been penalized by the referee. In specific cases where the ICE Hockey League Disciplinary Senate feels a team or player or situation is subject to a standard set forth by the coaching staff that is not in the best interest of integrity, sportsmanship or safety of the game, the head coach will assume responsibility and be subject to fines and/or suspensions. This is inclusive of a team's style/behavior within a game (repetitive situations against the opposing team), demanding a player play a specific role within a game that is deemed detrimental, cases where examples are set for a future game or situations where it is felt a 'payback message' is demanded, that intrude in the safety or well-being of the opposing team or game integrity.

§ 2 Organization

The Cooperation between the ICE Hockey League and the Austrian Ice Hockey Federation (ÖEHV) is governed in detail in a 'cooperation contract'. Based on the cooperation contract, the organization of the international ICE Hockey League Championship and the highest Austrian Championship are conducted.

Conduct of Games

(1) ICE Hockey League Administrative Office

ICE Hockey League

Wolfgang-Pauli-Gasse 1

A-1140 Vienna, Austria

Fax: +43 / (0)1 / 890 17 54 – 12

E-Mail: office@ice.hockey

Managing Director (Commissioner): Christian Feichtinger

Phone: +43 / (0)664 / 20 05 760

Fax: +43 / (0)1 / 890 17 54 – 12

E-Mail: christian.feichtinger@ice.hockey

Chief Operating Officer: Mag. Axel Bammer

Phone: +43 / (0)664 / 20 05 765

Fax: +43 / (0)1 / 890 17 54 – 12

E-Mail: axel.bammer@ice.hockey

Marketing & Sales: Dieter Jaros

Phone: +43 / (0)676 / 53 94 889

Fax: +43 / (0)1 / 890 17 54 – 12

E-Mail: dieter.jaros@ice.hockey

Media Management: Michael Seif

Phone: +43 / (0)664 / 16 44 124

Fax: +43 / (0)1 / 890 17 54 – 12

E-Mail: michael.seif@ice.hockey

(2) Sports:

Director of Hockey Operations: Lyle Seitz

Phone: +43 / (0)699 / 13 89 39 94

Fax: +43 / (0)1 / 890 17 54 – 12

E-Mail: lyle.seitz@ice.hockey

- (3) Player Registration:
 Österreichischer Eishockeyverband
 Attemsgasse 7D, 1. OG 1220 Wien
 Phone: +43 / (0)1 / 202 00 20 – 0
 Fax: +43 / (0)1 / 202 00 20 – 50
 E-Mail: office@eishockey.at
- (4) Director of Officiating: Tom Kowal
 Phone: +43 / (0)664 / 41 89 527
 Fax: +43 / (0)1 / 890 17 54 – 12
 E-Mail: tom.kowal@ice.hockey
- (5) ÖEHV Referee in Chief: Gerhard Schiffauer
 Phone: +43 / (0)676 / 64 30 057
 Fax: +43 / (0)1 / 890 17 54 – 12
 E-Mail: gerhard.schiffauer@eishockey.at
- (6) ICE Hockey League Statistics: Martin Kogler
 Phone: +43 / (0)664 / 44 00 123
 Fax: +43 / (0)316 / 687 321
 E-Mail: martin.kogler@ice.hockey
- (7) ICE Hockey League Disciplinary Senate
 ICE Hockey League Justice Commission
 E-Mail: recht@ice.hockey
- (8) Department of Player Safety (DOPS)
 E-Mail: dops@ice.hockey

§ 3 Game Schedule, Dates, Start Times and Length of Breaks

- (1) The game schedule announced by the ICE Hockey League is an integral part of this GameBook.
- (2) Where necessary, the game schedule will be updated by the ICE Hockey League and announced to the clubs.

(3) Start times:

REGULAR SEASON		
	Face-Off	PULS24
MON - FRI ¹⁾	6.30pm - 7.45pm	7.30pm
SAT	3.00pm - 7.45pm	TBA ²⁾
SUN/Holiday	3.00pm - 6.00pm	5.30pm

¹⁾ Weekday games between ITA teams can be postponed until max. 8:30pm

²⁾ The PULS24 game selection will be coordinated with the teams in due time

The respective holidays of the organizing club are valid. Exceptions from these standardized starting times are only valid after the written confirmation of the league office.

Variations on single game days need the approval of the ICE Hockey League.

Weekday games between ITA teams can -if there are no further requirements of the TV host broadcaster -be postponed until max. 8:30pm. Additional costs for referees (Travel costs, overnight stays, food, etc.) have to be paid by the home club in this case.

(4) Length of breaks

Intermissions: Purposeful Overrunning of the defined intermission lengths by a club will be penalized according to the ICE Hockey League Penalty Catalogue.

	Regular Season	Play-Off
1 st period	20 min	20 min
1st break	17 min	17 min
2 nd period	20 min	20 min
2nd break	17 min	17 min
3 rd period	20 min	20 min
3rd break	1 min	15 min
Overtime	5 min	20 min
4th break		15 min
(Sudden Victory OT)		20min
...		...

- (5) Any award ceremony, specials event, etc. have to conclude before the presentation of the starting six. Only the honorary faceoff is allowed directly before the start of the game. Only arena staff, players and referees, are allowed on the ice before the puck drop. The official starting times of the game must be observed sharply. In the case of repeated delay of the official starting times, the ICE Hockey League Justice Commission will impose disciplinary sanctions.

- (6) The starting times for all games held on the last two game days of the regular season must be standardized. If the regular season has more phases, the starting times of the last two game days must be standardized for each phase.
- (7) In the case a team has a Play-Off game scheduled for a date in which their arena is unavailable, the club in question must arrange an alternative venue. This alternative venue must be in line with all rules, in terms of security and sports regulations. If the team has no alternative venue available, the team loses the right for home ice on this game.

§ 4 Television Coverage

- (1) The ICE Hockey League is authorized to reschedule games for the purpose of television coverage.
- (2) In order to ensure proper television broadcasts, the catalogs of requirements agreed upon with television partners must be observed.

§ 5 Complimentary Tickets, Accreditations

The ICE Hockey League will issue accreditations for club representatives, federation representatives, officials, league representatives and league employees. A league accreditation represents an access authorization which entitles the holder (upon presentation of the accreditation card) to enter the game venue and to access the zones designated on the accreditation card. Each club is obligated to ensure that its usher service is familiar with how to handle league accreditations. In cases of abuse (e.g., permitting unauthorized persons to use accreditations), accreditation cards will be withheld or recalled.

- (1) **Referee observer or league observer** assigned to a game will receive one seating-ticket free of charge from the home club. Wherever possible, such tickets are to be requested at least 24 hours prior to the start of the game. The observer's seat must be located in the middle third of the stands so that optimum viewing conditions are ensured. Moreover, the home club must ensure that referee observers and league supervisors can move freely about the arena and ancillary rooms.
- (2) **Other ICE Hockey League clubs** receive a ticket for one seat free of charge for observing purposes if those clubs request the ticket one week in advance.
- (3) Upon request (at least 24 hours prior to the start of the game), the home club is to provide the representatives of the visiting club with five seating-tickets with VIP access and parking (if available) free of charge. The tickets to be provided must be of the best category. Any additional league accreditations which entitle the holder to access the game venue will not include VIP authorization or the right to a seat in the venue.

- (4) Upon request (at least 24 hours prior to the start of the game), the **ICE Hockey League** must be provided with four seating-tickets (Final series max. eight) of the best category with VIP access and parking (if available) free of charge.
- (5) Upon request (at least 72 hours prior to the start of the game), the members of the Management Board of the **Austrian Ice Hockey Federation** (ÖEHV) the Secretary General and Sport Managers are each to be provided with two seating-tickets of the best category for each game, with VIP access and parking (if available), free of charge.
- (6) Upon request (at least 24 hours prior to the start of the game), two seating tickets (in total) have to be provided for federation employees.
- (7) Upon request (at least 24 hours prior to the start of the game), members of the **ICE Hockey League Disciplinary Senate** are each to be provided with two seating-tickets of the best category for each game, with VIP access and parking (if available), free of charge.
- (8) Seating-tickets for all **League-Partners** (TV / Sponsors) according to the respective contract
- (9) Upon request, the on-ice game officials, assigned to a game are to be provided with one seating-ticket to that game free of charge for an accompanying person. Wherever possible, such tickets are to be requested at least 24 hours prior to the start of the game.
- (10) Upon request (at least 24 hours prior to the start of the game) and with presentation of a referee's identification card, all referees, provincial representatives, and referee observers deployed in the ICE Hockey League and Alps Hockey League, will have the possibility to 1 seating ticket to that game free of charge. In the event the game is 80% sold or greater, the respective team has the right to refuse a free ticket. Special Event games –Winter Classic, Open Air and ICE Hockey League playoff games are excluded from free admission.

§ 6 Referee Attendants

- (1) Each club must provide the ICE Hockey League with the name of its referee attendant by August 31st, of each respective year. The referee attendant may not have any other official function (e.g., manager) in the club and must behave in a neutral manner vis-à-vis the referees at all times. The ICE Hockey League Administrative Office will compile the relevant list and make it available to the referees.
- (2) The referee attendant serves as the referee's contact person for communication with the club as well as food and beverages; the assistant

must generally remain in the vicinity of the referees' dressing room 45 minutes before and 30 minutes after each game. The referees' attendant may only enter the referees' dressing room in order to carry out his/her duties or if asked to do so by the referees. With the exception of the official scorekeeper, the referee attendant is the only club representative who may enter the referees' dressing room.

- (3) Due to the international referee exchange program, it is necessary for the referee attendant in question to be able to communicate in English in order to provide support for non-German-speaking referees. At least one person with a command of the English language must be assigned to the officials' panel for the games in question.
- (4) The referee attendant is responsible to notify the referees about the remaining time until the next period starts (5 and 3 minutes prior to the beginning).

§ 7 Medical Service, Security

- (1) The home club is required to make a physician and an ambulance available at the arena from 40 minutes prior to the start of the game until 15 minutes after the end of the game.
- (2) The home club is also required to comply with all legal and official regulations regarding the number and deployment of security and rescue personnel.
- (3) The costs of standby medical care at the arena are to be borne by the home club. The same applies to medics.
- (4) The home club is responsible for ensuring that the physician is actually present in the vicinity of the players' benches, easily recognizable by wearing a bib, ready for duty and reachable at all times. The physician is required for all medical usage before, during and after the game for the home club, visiting club, referee's and off ice officials.

10
23

§ 8 Off-Ice Officials

- (1) In accordance with the latest IIHF Rule Book and the ICE Hockey League Fundamental Rules, the following off-ice officials must be present at each game:
 - One scorekeeper (with up to two assistants)
 - One timekeeper
 - One announcer
 - Two penalty bench attendants

- One Live Scoring System operator
- One video system operator for the above-goal camera

(2) At each ICE Hockey League game, at least two scorekeepers licensed by the ÖEHV must be present. The scorekeepers are certified by the ÖEHV before the start of each season. Official game sheets can only be signed by scorekeepers who have this certification. As the scorekeeper is responsible for all off-ice officials at the game, in cases where the scorekeeper is absent only his/her representatives, who must likewise have participated in the training seminar, or in exceptional cases third parties explicitly and verifiably instructed by the scorekeeper, may sign the official game sheet.

Each club is required to send all scorekeepers deployed in the course of a season to the ÖEHV Off-Ice Officials education – weekend workshop.

Each club has to ensure that additional Education Arena Workshops training seminars can be held at the arena before and during the ICE Hockey League championship in terms of scorekeeper staff and meeting rooms.

Off-Ice Officials Education – Live Game Checks can be done by the ÖEHV Statistic responsible person. The respective club has to enable access to the arena and the scorekeeper's bench without any costs.

The presence of official scorekeepers (with an ÖEHV identification card) will be verified by the referees officiating at the game. Should a scorekeeper be unable to provide proof of his/her identity (by means of an identification card), this will be penalized in accordance with the ICE Hockey League Penalty Catalog (Part I). Likewise, the non-participation of scorekeepers (at least three per club) in the ÖEHV Scorekeeper Training Seminars will be penalized in accordance with the ICE Hockey League Penalty Catalog.

(3) The Off-Ice officials must support the referees before, during and after the game. Off-ice officials must not communicate the content of discussions with referees to club representatives, coaches, players or representatives of the media.

Their behavior must be neutral and objective in all cases. Especially during play, the Off-Ice officials must not judge or comment on the referees' decisions by means of gestures, facial expressions or verbal statements.

(4) All other duties to be fulfilled by off-ice officials can be found in the IIHF Off-Ice Officials Handbook.

(5) The Off-Ice Officials have to be dressed neutral (no team apparel allowed). In the event the ICE Hockey League provides clothing it will become mandatory to wear.

§ 9 Official Game Sheets

- (1) Official game sheets are prepared by the ICE Hockey League's Live Scoring System. For this purpose, the clubs' scorekeepers are trained and provided with a manual at the ICE Hockey League Scorekeeper Training Seminars. The home club is required to provide the hardware necessary for the ICE Hockey League Live Scoring System (laptop computer with Windows XP or later, Internet Explorer 7 or higher) as well as a printer, to keep the hardware ready for operation and to make the necessary telecommunications connections (full Internet connection) available. The home club's scorekeeper is required to make the following entries in the ICE Hockey League Live Scoring System:
- a) At least 75 minutes prior to opening face-off:
 - Submission of completed team rosters signed by the responsible club official with a maximum of 22 eligible players and lineups to the scorekeeper / online scorer in the team's dressing room
 - b) 60 minutes prior to opening face-off:
 - Submission of official game sheet to the responsible club official by the scorekeeper / online scorer
 - The responsible official is to confirm the roster shown with his/her signature.
 - c) 20 minutes prior to opening face-off:
 - Announcement of the starting six
 - d) 10 minutes prior to opening face-off:
 - The responsible officials receive a copy of the official game sheet showing the starting six players for each team.
 - e) During the game:
 - Goal scorers and assistants
 - Penalties
 - Goalkeeper changes
 - +/-
 - Shots on goalkeeper
 - Time outs
 - Face-Offs
 - Goal shots players

- Remaining gaming time every minute (20, 19, 18...)
- In case of penalty shooting ALL penalty shooters

f) After the game:

- Number of spectators
- Entry of additional statistics

In this context, it is necessary to note explicitly that there is no need to prepare the official game sheet in handwritten form, but in the event of electronic failure it must be prepared at all times in parallel to the electronic entry of the data.

(2) In cases when the necessary technical equipment fails, or the internet connection is disrupted, the schedule indicated above must be observed as closely as possible. Each home club is responsible to have a handheld stop clock in the event the game clock is experiencing technical difficulties. This handheld stop clock will be considered the official game time until the game is finished, or the technical difficulties have been resolved and the game clock is fully operational.

(3) The original game report has to be signed by the Referees and the responsible functionaries and sent via E-Mail to the following:

13
23

- a) ICE Hockey League
E-Mail: office@ice.hockey
- b) Austrian Hockey Federation (ÖEHV)
E-Mail: info@eishockey.at
- c) ICE Hockey League Statistics
E-Mail: statistik@ice.hockey
- d) Office of the respective visiting team (E-Mail ICE Hockey League Media Guide)

The scorekeeper is to verify the timely dispatch of these reports on the basis of the transmission report.

Any additional notifications (reports) must also be mailed to the recipients under a) to c) by 12:00 noon on the day following the game.

No additional statistics or additional notifications may be made available to third parties.

(4) All other requirements regarding the completion of the official game sheet can be found in the IIHF Off-Ice Officials Handbook.

§ 10 Schedule Ahead of Games

The schedule prior to the start of the game is defined below.

- (1) Two minutes prior to the puck drop the starting six player's line up at their blue line with helmets in hand. Goalies remain in their goal crease with helmet in hand. First the starting six of the visiting club then the starting six of the home club. Players remain at their blue line during introduction until the home goalie has been introduced. The remaining players must take a seat on their players' benches.
- (2) The introduction of the starting six is done by the stadium announcer. At first two defenders, then three forwards and finally the goalkeeper are introduced (e.g., with personal information or statistics). This introduction must be carried out in a neutral manner and without any form of provocation. It is not permitted to mention penalty times, suspensions, etc. in these announcements.

§ 11 Schedule Before Play-Off Finals

- (1) In coordination with the ICE Hockey League and the television broadcaster covering the event, the home club must compile its schedule in such a way that the "final ceremony" and the entry of the players and referees as well as the lineup of both teams on their respective blue lines is included and completed by the scheduled opening face-off time.
- (2) The home club must communicate this schedule in writing to the ICE Hockey League, the visiting club, the referees and the production manager from the television broadcaster covering the event at least two hours prior to the start of the game.
- (3) 4 minutes prior to opening face-off the teams national anthem(s) is (are) played, if possible live.
- (4) Two minutes prior to the puck drop the starting six players line up at their blue line with helmets in hand. Goalies remain in their goal crease with helmet in hand. First the starting six of the visiting club then the starting six of the home club. Players remain at their blue line during introduction until the home goalie has been introduced. The remaining players must take a seat on their players' benches.
- (5) The introduction of the starting six is done by the stadium announcer. At first two defenders, then three forwards and finally the goalkeeper are introduced (e.g., with personal information or statistics). This introduction must be carried out in a neutral manner and without any form of provocation. It is not permitted to mention penalty times, suspensions, etc. in these announcements.

§ 12 Presentation of Video and Audio Material

- (1) It is important to ensure that the video and audio material presented does not include any insulting or provoking content or interfere with the sportsmanlike execution of the championship game in any other way. The media views made available, are to be deployed in such a way that the sportsmanlike execution of the game is not compromised, that players and referees are not disturbed or irritated, and it complies with the spirit of fair play – especially vis-à-vis the visiting team, players and officials.
- (2) Showing replays of penalty decisions, injured players or disallowed goals, especially video evidence, is prohibited. In addition, no replays of complaints or other unsportsmanlike conduct on the part of players or officials may be shown.
- (3) Showing replays of fights between two or more players is prohibited.
- (4) Entertaining material such as “Kiss-Cam” is not allowed to be shown in reference to all players, coaches and on ice game officials.
- (5) The IIHF's Jumbo Screen rules apply (§ 21).

§ 13 Announcements

- (1) During the entire event, it is not permitted to announce the sponsors of bonuses for goals or assists.
- (2) Advertising announcements may only be made before the game, during game interruptions, during intermissions, and after the game.
- (3) All announcements must be made in a neutral manner without provocation of the teams or officials.
- (4) The game officials' nationality or place of residence may not be announced.
- (5) Announcers are not permitted to carry out ancillary activities (e.g., radio announcing) during the game.
- (6) The interim and final results of other games may be announced. Commenting on such results is not permitted.
- (7) The announcer is to convey the following information via the public address system:
 - a) Goal scorers and assistants
 - b) Penalties
 - c) End of penalty times

- d) 1-minute remaining until the end of the first and second periods
- e) 2 minutes remaining until the end of the third period of the game
- f) Timeouts
- g) Reviews of plays by referees and their decisions (Video Decisions)
- h) Power break

§ 14 Athlete's Greetings

- (1) The captains of each team must introduce themselves to the referees on the ice with a handshake before each game and take leave of the referees – likewise with a handshake – at the end of each game.
- (2) After all regular season games and games in which a playoff round is decided, all players must take leave of each other by shaking hands on the ice. This practice is omitted in all other playoff games.

§ 15 Award Ceremony

- (1) At least 48 hours before finals in which a club can win the championship, the ICE Hockey League will provide the club with a schedule for the award ceremony coordinated with the ÖEHV; this schedule will describe the awarding of the cup as well as the security service, among other things. The instructions of the persons responsible at ICE Hockey League must be followed in any case.
- (2) In due time before the start of the game, a meeting will be held between the representatives of the clubs involved, the head of usher services, a representative of the ICE Hockey League and a representative of the ÖEHV.
- (3) The award ceremony will take place immediately after the end of the game. The home club must (if necessary, with the help of its security service) ensure that no unauthorized persons set foot on the ice before the award ceremony is finished. This applies in particular to spectators and to representatives of the press. Interviews, etc. will not be allowed prior to the end of the award ceremony.
- (4) The announcer will receive a text provided by the ICE Hockey League. The award ceremony must be carried out in an objective and appropriate manner. With the exception of the official IIHF anthem, music must not be played during the ceremony.
- (5) Both teams must line up at their respective blue lines and wait there until the award ceremony is finished.

- (6) Should any players/coaches leave the ice before the end of a ceremony, this violation will be penalized according to ICE Hockey League Penalty Catalog.
- (7) The award ceremony will be carried out in the following sequence unless otherwise agreed upon by the parties involved (ICE Hockey League, ÖEHV and clubs):
 - a) Award for Most Valuable Player of the Play Offs
 - b) Awarding of medals to the players and coach (ÖSTM medals) and awarding of cup to the captain of the runner-up team in the ICE Hockey League Championship
 - c) Awarding of medals to the players and coach (ÖSTM medals) and awarding of cup to the captain of the ICE Hockey League Champion team
- (8) The persons presenting the awards are to be dressed appropriately for the occasion.
- (9) In case of awarding Austrian National Championship medals, the representatives of the ÖEHV are the President and Head of Game Operations Department or a delegate nominated by the ÖEHV. The representatives of the ICE Hockey League are the President and League Manager, or a delegate nominated by the ICE Hockey League. After due consultation with the ICE Hockey League, representatives of the main sponsor and/or politicians may also participate in the awards ceremony.

§ 16 Anti-Doping

- (1) The provisions of the Austrian Federal Anti-Doping Act (ADBG) in conjunction with the most recent version of the WADA Code and the Anti-Doping provisions of the relevant International Federation (IIHF) are binding on all clubs and players participating in the ICE Hockey League.

NADA Austria may carry out unannounced doping controls (“testing”, both IC and OOC) on players in accordance with the provisions of the Austrian Federal Anti-Doping Act (see also Article 19 of the ÖEHV statutes). This also applies to all non-Austrian clubs and players taking part in the ICE Hockey League Championship with testing to be carried out by the respective National Anti-Doping Organizations (“NADO’s”).

- (2) In cases where such testing is ordered, the club and the team manager are responsible for ensuring that the selected player undergoes the testing properly.
- (3) Each club is required to name an officer responsible for anti-doping matters within the club by submitting the official Anti-Doping contact form to the

ÖEHV or the relevant national Ice Hockey Federation of the respective international team.

- (4) Each club is also required to name a physician responsible for anti-doping matters within the club by submitting the official Anti-Doping Contact Form to the ÖEHV or the relevant national Ice Hockey Federation of the respective international team.
- (5) All players deployed in the ICE Hockey League Championship are required to sign and return an original of the Confirmation of Roster Inclusion (declaration of commitment) to the ICE Hockey League and the respective national federation at the beginning of each season or upon commencing activities in an ICE Hockey League club.
- (6) Each club is required to submit a list of the top 22 players, including their first and last name, current living addresses and telephone numbers, to their respective national Ice Hockey Federation by August 23rd, of each respective year, so that this information can be forwarded to the respective NADO's.
- (7) All coaches and attendants who work in direct contact with the team and are deployed in the ICE Hockey League Championship are required to sign and return an original of the Confirmation of Roster Inclusion (declaration of commitment, Penalty Catalogue and Fair Play Code) to the ICE Hockey League and the respective national federation at the beginning of each season or upon commencing activities in an ICE Hockey League club.
- (8) From August 23rd, of each respective year onward, each club's anti-doping officer will be required to report weekly team activities and any exceptions in those activities to the respective NADO's.

In cases where a club fails to submit a report or submits a report which is missing essential information on team activities, the team will be sanctioned in accordance with the currently valid anti-doping provisions.

In cases where an athlete cannot take part in a team activity reported for a given week, that player has to provide the responsible team official with sufficiently detailed information on his whereabouts and how he can be reached during that time. The respective NADO must be notified of any such exceptions.

In the case of testing, if an athlete has not provided sufficiently detailed information on his whereabouts and how he can be reached (and is thus unavailable for testing), the athlete could be sanctioned in accordance with the currently valid anti-doping provisions.

- (9) All clubs are to ensure, – on their own initiative, – that the current living and contact addresses are kept up to date from August 23rd, of each respective year onward by means of the official Anti-Doping Contact Form. This applies

to all players on the top 22 roster as well as all registered anti-doping officers.

- (10) According to the Anti-Doping Federal Act (ADBG 2021) all members of Austrian ICE Hockey League clubs – including coaches as well as support staff – are obliged to complete one of the following eLearning courses before every season (After the first completion every participant will receive an e-mail by NADA Austria by 3 months before the certificate ends):

- a) License for Athletes (German):
<https://aktiv.nada.at/enrol/index.php?id=50>
- b) License for Trainers (German):
<https://aktiv.nada.at/enrol/index.php?id=51>
- c) License for Athletes (Englisch):
<https://aktiv.nada.at/enrol/index.php?id=71>

- (11) In addition to the eLearning courses, workshops for the members of the Austrian ICE Hockey League clubs – including coaches as well as support staff – have to be implemented every 2 years, according to the Anti-Doping Federal Act (ADBG 2021). To make an appointment, please contact the Information and Prevention Department of NADA Austria:

- David Senft, BSc BA MA
Information and Prevention Staff, Medicine.
Phone: +43 1 505 80 35 14
E-mail: d.senft@nada.at
- Michaela Gschaider, Bakk. MSc
Staff member Information and Prevention, Medicine
Phone: +43 1 505 80 35 14
E-mail: m.gschaider@nada.at

§ 17 Video Recording, Video Exchange System

The home club is responsible for a complete videorecording of the game including warm-ups and incidents that may have happened on the ice in the intermissions. Detailed procedures are laid down in Part M | Game Center and Part N | Filming Handbook of this Game Book.

§ 18 Practice time

- (1) Upon request and for a fee, the visiting club must be provided with ice time (30 to 60 minutes) in the morning (between 8:30 am and 12:00 noon) of the game day in the arena of the home team as long as the visiting club requests such ice time at least 5 days in advance. If the deadline cannot be met due to

the game mode (ex. Play-Offs), the deadline shortens to 12 o'clock until the day after the game being made official.

- (2) If there is only ice-time for the home team it has to be divided 50%:50% for the home and the away team.
- (3) If the home arena is not available (also for the home team) the home team has to take care for an ice time within a radius of 30 km from the arena where the game is to be held.

§ 19 Release of Senior Players (First Team) for National Team Games under IIHF Regulations on International Transfers

(Details see "[IIHF International Transfer Regulations](#)")

- (1) Each club which includes a player authorized in accordance with the IIHF bylaws to play for the national team of a national member federation will be required to release that player if he is selected for one of the national teams. Regardless of his age, the player is to be released in accordance with IIHF regulations on international transfers to the team of the national member federation for which he is authorized to play. This applies to all players, regardless of whether they are transferred or not.
- (2) This provision is binding for the following games:
 - a) A total of nine national team games per league season, on no more than four occasions.
 - b) Additionally, any games played in world and continental championships, Olympic Games and Olympic qualification games, for a maximum of 18 days for a senior competition and 12 days for a junior competition.
- (3) The duration of the release must also allow an appropriate period of time for practice. The relevant time periods for practice are as follows:
 - a) 48 hours for an international match.
 - b) 72 hours for an IIHF championship qualification tournament.
 - c) 72 hours for a qualification tournament for a competition within the framework of the Winter Olympic Games; 7 days for an IIHF championship.
 - d) 7 days for a competition within the framework of the Winter Olympic Games.

- (4) The club and the relevant national member federation may agree on a longer or shorter duration for a release. In any case, the player is to arrive at the match location at least 48 hours prior to the start of the match.
- (5) Clubs which release players are not entitled to receive financial compensation, including insurance, except in cases where compensation is agreed upon for extended-release duration.
- (6) The national member federation which requests a player's release will be required to bear the actual travel costs incurred for that player.
- (7) Each player registered with a club is required to comply if called up by his national federation to play for one of its national teams.
- (8) National member federations which wish to request the assistance of the IIHF in arranging for the release of a player who plays with a club abroad may do so under the following two conditions:
 - a) The national member federation with which the player is registered must have been asked to intervene (without success).
 - b) The case must be presented to the IIHF at least 14 days prior to the game for which the player's release was requested.
- (9) A player who is not able to comply with a call-up from his national member federation due to injury or illness, must (if requested by the relevant federation) agree to undergo a medical examination conducted by a physician of that federation's choice.
- (10) A player who has been selected by his national federation for one of its national teams must not play for the club with which he is registered during the time in which he is released or should have been released.
- (11) Should a club refuse to release a player or fail to release a player despite the provisions above, the following sanctions will be applied:
 - a) A monetary fine.
 - b) A warning, reprimand, or suspension of the club in question.
- (12) Any clubs which violate the restriction set forth under (11) will be subjected to the following sanctions:
 - a) Part or all of the sanctions listed in (11).
 - b) The national member federation to which the club belongs will be required to declare the game(s) in which the player participated as a loss (losses) for that club.

- (13) In cases where a player is again transferred to another club, the obligations above will still remain valid for the player, his new club and the new national member federation.
- (14) In cases where a special agreement regarding the release of a player for national team games (2) has already been approved and signed upon completion of a transfer, the old national member federation must enclose the relevant agreement with the international transfer card.
- (15) Each club is required to dispatch any requested players with a complete set of ice hockey equipment (except for helmets and gloves). Expenses for the player's hockey sticks will be reimbursed to the club accordingly. The enclosed form is to be submitted for this purpose. For all players, this reimbursement is paid out once per year after the end of the world championship.

§ 20 Jumbo Screen Regulations

The usage of the video jumbo screens and video scoreboards in arenas should enhance the game and not intrude or affect the flow of the game.

The images on the jumbo screen should entertain, but not incite the fans. Under no circumstances should video shown on the jumbo screen be used to disgrace the game, its players, game officials, team officials or spectators.

In general, a wide variety of different images can be shown on the jumbo screen during the game. However, the main focus should be on creating an additional value to the game itself by primarily using images such as live game action, game action replays, infotainment cartoons, player pictures etc.

In a lesser extend pure amusement images should be used such as crowd animation cartoons, fan close ups, etc.

The following guidelines should help the organization to reach these goals by using the jumbo screen.

In case of not following these rules, a consequence will be the prohibition to use the jumbo screen during the championship or the event.

- (1) At no time a video replay has to be shown on the jumbo screen if the intent or obvious effect of the replay will be to incite the fans or to be critical of the officiating of the game.
- (2) In particular, close, questionable or controversial officiating calls or plays in which no call is made and to which the crowd reaction is obviously negative, may not be replayed.

- (3) Although live game action is permitted on the jumbo screen, to show fights and situations leading to fights is forbidden. Showing of video from the video

JUMBO SCREEN USAGE POLICY (Scenes which can be shown)		
Type of Image	Time to be shown	Comments
Live Game Action	During the game	Consider the exceptions described above. No audio comments.
Replays	During stoppages of play, (commercial) time outs etc. – especially after exciting game actions, goal scenes as well as clear and non-questionable penalties	Consider the exceptions described above. No audio comments.
Game highlight packages	Before the game, in the intermissions and after the game	Consider the exceptions described above. No audio comments.
Player Pictures Team Rosters	Simultaneously with the roster presentation of the public announcer	Player Cards with picture, name, number, current club, age and nationality of the player
Starting 6	Simultaneously with the starting 6 presentations of the public announcer	
Goal scorer	During the goal scorer announcement	
Penalized player	During the penalty announcement	
Best Player of Game	During the Best Player of the Game presentation	
Penalty and referee sign Cartoons	Immediately following the Penalty call.	Entertaining informative cartoons showing the most common penalty reasons + one generic penalty cartoon followed by the respective referee sign Duration: approx. 10 sec
Entertainment images	During stoppages of play, commercial time outs etc	Cartoon mascot animating Spectators. Other animations (kiss me cam etc.)
Advertising clips	During the breaks the advertising clips can be played. They have to be stopped if the game continue.	



ICE Hockey League

GAME BOOK – Season 2023/2024

B | GAME MODE

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.

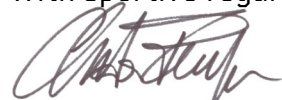


2
10

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

B GAME MODE	4
§ 1 Regular Season	4
§ 2 Pre-Play-Offs and Play-Offs	5
§ 3 Schedule Play-Offs:	5
§ 4 Ranking Final Table	5
§ 5 Participation in International Competitions	6
Appendix A – Play-Off Scenarios	7

B | GAME MODE

§ 1 Regular Season

- (1) The competition will be carried out in one group.
- (2) The Regular season consists of one phase in which a double round robin is played.

Ranking in the table will be decided during the regular season, until the second last game day, by a higher number of points, with the same number of points by better goal difference and then by higher number of goals scored.

After the last game day of regular season, ranking is made by Fundamental Rules Part II: §5(4).

win2day ICE Hockey League Coefficient-Table		5 th last S.		4 th last S.		3 rd last S.		2 nd last S.		last S.		Points
		2018/19		2019/20		2020/21		2021/2022		2022/2023		
		Ranking	20%	Ranking	40%	Ranking	60%	Ranking	80%	Ranking	100%	
1.	EC Red Bull Salzburg (AUT)	4	14	2	36	3	45	1	80	1	100	275
2.	HCB Südtirol Alperia (ITA)	6	10	1	40	2	54	9	24	2	90	218
3.	spusu Vienna Capitals (AUT)	2	18	3	30	4	42	4	56	4	70	216
4.	EC-KAC (AUT)	1	20	4	28	1	60	8	32	3	75	215
5.	Hydro Fehervar AV19 (HUN)	5	11	9	12	5	33	2	72	8	40	168
6.	EC iDM Wärmepumpen VSV (AUT)	10	5	6	20	8	24	3	60	6	50	159
7.	HC TIWAG Innsbruck - Die Haie (AUT)	9	6	10	10	10	15	11	16	5	55	102
8.	Steinbach Black Wings Linz (AUT)	7	9	7	18	9	18	13	8	7	45	98
9.	Moser Medical Graz99ers (AUT)	3	15	5	22	11	12	10	20	10	25	94
10.	HC Pustertal Wölfe (ITA)	n.t.	0	n.t.	0	n.t.	0	5	44	11	20	64
11.	HC Aqotec Orli Znojmo (CZE)	8	8	8	16	n.t.	0	7	36	n.t.	0	60
12.	HK SZ Olimpija (SLO)	n.t.	0	n.t.	0	n.t.	0	6	40	12	15	55
13.	Dornbirn Bulldogs (AUT)	11	4	11	8	6	30	12	12	n.t.	0	54
14.	Migross Supermercati Asiago Hockey (ITA)	n.t.	0	n.t.	0	n.t.	0	n.t.	0	9	30	30
15.	BEMER Pioneers Vorarlberg (AUT)	n.t.	0	n.t.	0	n.t.	0	n.t.	0	13	10	10

Ranking league coefficient-table by level on points:

By level on points in the coefficient table, the club, which was ranked better in the last season, is ranked first. New teams are ranked below the last team listed. If there is more than one new club they are listed inside the new clubs as following: per date and time of the registration for the depending season (earliest is best ranked)

§ 2 Pre-Play-Offs and Play-Offs

- (1) The teams placed 1 – 6 after regular season are qualified for the ICE Hockey League Play-Off Quarterfinals.
- (2) The teams placed 7 – 10 after regular season play the ICE Hockey League Pre-Play-Offs in a “Best-of-Three” series. The team reaching two wins first, wins the respective series and qualifies for the ICE Hockey League Play-Off Quarterfinals. The two winners of the Pre-Play-Offs take positions 7 – 8 in the Quarterfinals ranked by the better position after regular season.
- (3) The team placed seventh after regular season has earned the right to choose its’ opponent from the teams placed ninth to tenth. The team placed eighth after regular season plays the team not picked in the ICE Hockey League Pre-Play-Offs.
- (4) By finishing first after the regular season, the team placed on top of the placement has earned the right to choose its’ opponent from the teams placed fifth to eighth (“First-pick-right”). The second placed team picks next from the team left in the 5-to-8-group, then the third placed team picks from the teams left and finally, the team placed fourth after the regular season plays the team that has not been picked yet. Home ice remains with the first to fourth placed team.
- (5) The semifinals will feature the four quarterfinal winners. The best-placed team after the last phase of regular season still left in the competition plays the lowest seeded team after the last phase of regular season and the second best-placed team plays the lower seated team.
- (6) Both winning semifinalists play the final in a “Best-of-Seven”
- (7) In Pre-Play-Off and Play-Off games, home ice remains with the better placed team after the regular season.

5
10

The league organization is authorized to adapt the schedule best possible in order to enable a “best-of-seven” series for all Play-Off rounds.

§ 3 Schedule Play-Offs:

The schedule for the play-offs and its scenarios announced by the league organization is an integral part of this GameBook.

In the play-off scenarios, the respective game days are shown, and it can be seen when a subsequent series begins if the previous series ended early. See Appendix A

§ 4 Ranking Final Table

In accordance with Fundamental Rules Part II: §5(4)c)

§ 5 Participation in International Competitions

- (1) The highest placed Austrian-based team in the final ranking will be awarded the title „Austrian National Champion ... (of the respective season)“. The second best placed Austrian-based team will be awarded the title „Austrian National Vice-Champion ... (of the respective season)“.
- (2) The highest placed Austrian-based club in the final ranking is qualified to play in the international club competition governed by the IIHF (Continental Cup)

In cases where the Austrian club which places best in the final ranking is not interested in participating, the Austrian club which places second best in the final ranking will be entitled to participate in the competition organized by the IIHF (Continental Cup). (This is based on the assumption that the IIHF offers only one spot in the Continental Cup.)

Should two clubs be entitled to participate in the competition organized by the IIHF (Continental Cup), first the Austrian club which places best in the final ranking will be entitled to participate and the club which places second best in the final ranking will be entitled to participate in the competition. In case none of these two clubs will participate, then the best placed Austrian club after the last Phase of the regular season will be entitled to participate in the competition.

The non-Austrian teams will be subject to their countries' national regulations in this regard.

- (3) For the 2024/25 Champions Hockey League qualification the criteria are described in the CHL rules & regulations.

Appendix A – Play-Off Scenarios

- (1) Should all 4 quarter-final series be completed after 4 or 5 games, the 2 semi-final series will begin on **15.03.2024**.
- a. Should both semi-final series be completed after 4 or 5 games, the final series will begin on **28.03.2024**.

Play-Off Scenario (1)a.:

VF NACH QF4/QF5 beendet UND SF NACH SF4/SF5 beendet
QF finished AFTER QF4/QF5 AND SF finished AFTER SF4/SF5

March	April
01. Fr./Fri.	01. Mo./Mon.
02. Sa./Sat.	02. Di./Tue. F 3
03. So./Sun. QF 1	03. Mi./Wed.
04. Mo./Mon.	04. Do./Thu.
05. Di./Tue. QF 2	05. Fr./Fri. F 4
06. Mi./Wed.	06. Sa./Sat.
07. Do./Thu. QF 3	07. So./Sun. F 5
08. Fr./Fri.	08. Mo./Mon.
09. Sa./Sat. QF 4	09. Di./Tue. F 6
10. So./Sun.	10. Mi./Wed.
11. Mo./Mon. QF 5	11. Do./Thu.
12. Di./Tue. 2-3 days off	12. Fr./Fri. F 7
13. Mi./Wed.	13. Sa./Sat.
14. Do./Thu. E*SF 1 - HUN	14. So./Sun.
15. Fr./Fri. SF 1	15. Mo./Mon.
16. Sa./Sat.	16. Di./Tue.
17. So./Sun. SF 2	17. Mi./Wed.
18. Mo./Mon.	18. Do./Thu.
19. Di./Tue. SF 3	19. Fr./Fri.
20. Mi./Wed.	20. Sa./Sat.
21. Do./Thu.	21. So./Sun.
22. Fr./Fri. SF 4	22. Mo./Mon.
23. Sa./Sat.	23. Di./Tue.
24. So./Sun. SF 5	24. Mi./Wed.
25. Mo./Mon.	25. Do./Thu.
26. Di./Tue. 3 days off	26. Fr./Fri.
27. Mi./Wed.	27. Sa./Sat.
28. Do./Thu. F 1	28. So./Sun.
29. Fr./Fri. Good Friday	29. Mo./Mon.
30. Sa./Sat. F 2	30. Di./Tue.
31. So./Sun. Easter Sunday	

- b. Should both semi-final series be completed after 6 or 7 games, the final series will begin on **02.04.2024**.

Play-Off Scenario (1)b.:

VF NACH QF4/QF5 beendet UND SF NACH SF6/SF7 beendet
QF finished AFTER QF4/QF5 AND SF finished AFTER SF6/SF7

March	April
01. Fr./Fri.	01. Mo./Mon.
02. Sa./Sat.	02. Di./Tue. F 1
03. So./Sun. QF 1	03. Mi./Wed.
04. Mo./Mon.	04. Do./Thu. F 2
05. Di./Tue. QF 2	05. Fr./Fri. F 3
06. Mi./Wed. QF 3	06. Sa./Sat. F 4
07. Do./Thu. QF 4	07. So./Sun. F 5
08. Fr./Fri. QF 5	08. Mo./Mon. F 6
09. Sa./Sat. QF 6	09. Di./Tue. F 7
10. So./Sun. QF 7	10. Mi./Wed.
11. Mo./Mon. QF 8	11. Do./Thu. F 8
12. Di./Tue. 2-3 days off	12. Fr./Fri. F 9
13. Mi./Wed. E*SF 1 - HUN	13. Sa./Sat. F 10
14. Do./Thu. SF 1	14. So./Sun. F 11
15. Fr./Fri. SF 2	15. Mo./Mon.
16. Sa./Sat. SF 3	16. Di./Tue. F 12
17. So./Sun. SF 4	17. Mi./Wed.
18. Mo./Mon.	18. Do./Thu.
19. Di./Tue. SF 5	19. Fr./Fri.
20. Mi./Wed.	20. Sa./Sat.
21. Do./Thu.	21. So./Sun.
22. Fr./Fri. SF 6	22. Mo./Mon.
23. Sa./Sat. SF 7	23. Di./Tue.
24. So./Sun. SF 8	24. Mi./Wed.
25. Mo./Mon.	25. Do./Thu.
26. Di./Tue. SF 9	26. Fr./Fri.
27. Mi./Wed.	27. Sa./Sat.
28. Do./Thu. SF 10	28. So./Sun.
29. Fr./Fri. 4 days off	29. Mo./Mon.
30. Sa./Sat.	30. Di./Tue.
31. So./Sun.	

(2) Should all 4 quarter-final series be completed after 6 or 7 games, the 2 semi-final series will begin on **19.03.2024**

a. Should both semi-final series be completed after 4 or 5 games, the final series will begin on **02.04.2024**.

Play-Off Scenario (2)a.:

VF NACH QF6/QF7 beendet UND SF NACH SF4/SF5 beendet
QF finished AFTER QF6/QF7 AND SF finished AFTER SF4/SF5

March	April
01. Fr./Fri.	01. Mo./Mon.
02. Sa./Sat.	02. Di./Tue. F 1
03. So./Sun. QF 1	03. Mi./Wed.
04. Mo./Mon.	04. Do./Thu.
05. Di./Tue. QF 2	05. Fr./Fri. F 2
06. Mi./Wed.	06. Sa./Sat.
07. Do./Thu. QF 3	07. So./Sun. F 3
08. Fr./Fri.	08. Mo./Mon.
09. Sa./Sat. QF 4	09. Di./Tue. F 4
10. So./Sun.	10. Mi./Wed.
11. Mo./Mon. QF 5	11. Do./Thu.
12. Di./Tue.	12. Fr./Fri. F 5
13. Mi./Wed. QF 6	13. Sa./Sat.
14. Do./Thu.	14. So./Sun. F 6
15. Fr./Fri. QF 7	15. Mo./Mon.
16. Sa./Sat. E*QF7 - HUN	16. Di./Tue. F 7
17. So./Sun. 2-3 days off	17. Mi./Wed.
18. Mo./Mon.	18. Do./Thu.
19. Di./Tue. SF 1	19. Fr./Fri.
20. Mi./Wed.	20. Sa./Sat.
21. Do./Thu.	21. So./Sun.
22. Fr./Fri. SF 2	22. Mo./Mon.
23. Sa./Sat.	23. Di./Tue.
24. So./Sun. SF 3	24. Mi./Wed.
25. Mo./Mon.	25. Do./Thu.
26. Di./Tue. SF 4	26. Fr./Fri.
27. Mi./Wed.	27. Sa./Sat.
28. Do./Thu. SF 5	28. So./Sun.
29. Fr./Fri.	29. Mo./Mon.
30. Sa./Sat. 4 days off	30. Di./Tue.
31. So./Sun.	

- b. Should both semi-final series be completed after 6 or 7 games, the final series will begin on **05.04.2024**.

Play-Off Scenario (2)b.:

VF NACH QF6/QF7 beendet UND SF NACH SF6/SF7 beendet
QF finished AFTER QF6/QF7 AND SF finished AFTER SF6/SF7

March	April
01. Fr./Fri.	01. Mo./Mon.
02. Sa./Sat.	02. Di./Tue. SF 7
03. So./Sun. QF 1	03. Mi./Wed. 2 days off
04. Mo./Mon.	04. Do./Thu.
05. Di./Tue. QF 2	05. Fr./Fri. F 1
06. Mi./Wed.	06. Sa./Sat. F 2
07. Do./Thu. QF 3	07. So./Sun. F 2
08. Fr./Fri.	08. Mo./Mon.
09. Sa./Sat. QF 4	09. Di./Tue. F 3
10. So./Sun.	10. Mi./Wed.
11. Mo./Mon. QF 5	11. Do./Thu. F 4
12. Di./Tue.	12. Fr./Fri. F 4
13. Mi./Wed. QF 6	13. Sa./Sat. F 5
14. Do./Thu.	14. So./Sun. F 5
15. Fr./Fri. QF 7	15. Mo./Mon.
16. Sa./Sat. E*QF7 - HUN	16. Di./Tue. F 6
17. So./Sun. 2-3 days off	17. Mi./Wed.
18. Mo./Mon.	18. Do./Thu. F 7
19. Di./Tue. SF 1	19. Fr./Fri. F 7
20. Mi./Wed.	20. Sa./Sat.
21. Do./Thu.	21. So./Sun.
22. Fr./Fri. SF 2	22. Mo./Mon.
23. Sa./Sat.	23. Di./Tue.
24. So./Sun. SF 3	24. Mi./Wed.
25. Mo./Mon.	25. Do./Thu.
26. Di./Tue. SF 4	26. Fr./Fri.
27. Mi./Wed.	27. Sa./Sat.
28. Do./Thu. SF 5	28. So./Sun.
29. Fr./Fri. Good Friday	29. Mo./Mon.
30. Sa./Sat. SF 6	30. Di./Tue.
31. So./Sun. Easter Sunday	



ICE Hockey League

GAME BOOK – Season 2023/2024

C | ROSTER REGULATIONS

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
9

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

C ROSTER REGULATIONS	4
§ 1 Preamble	4
§ 2 Definition “Domestic Player”	4
§ 3 Roster Composition / Roster Notification.....	5
§ 4 Roster Notification on the Official Game Sheet	6
§ 5 Player Eligibility.....	7
§ 6 Registration and Deregistration / Player Loan Agreements.....	7
§ 7 Suspensions	7
§ 8 Transfer of Players within the ICE Hockey League.....	7
§ 9 Call-Up of U18 and U20 National Team.....	9

C | ROSTER REGULATIONS

§ 1 Preamble

From the 2022/23 season on and in accordance with the IIHF Rule Book, that defines a maximum of 22 dressed players, for an official ICE Hockey League Championship game, there must be a minimum of 12 domestic players, as defined by §2, listed on a full strength 22-player game sheet, including minimum 2 athletes of the category “Domestic UNDER 24”.

An ICE Hockey League Team can register a maximum of 26 player in the age category “OVER 24” per season within the ICE Hockey League transfer deadline. There is no numerical limit regarding category “Domestic UNDER 24” players, but they must be confirmed and verified on the ICE Hockey League roster as eligible to play.

Upon the conclusion of the ÖEHV and the ICE Hockey League agreement, the regulation shall be re-evaluated jointly, by the ÖEHV and the ICE Hockey League. The declared aim is to further increase the number of domestic players.

§ 2 Definition “Domestic Player”

Domestic players are defined as all those players with one or more citizenships, who according to IIHF guidelines (eligibility request*), are eligible to play on the national team for the country in which the club is located with the intent to register them for the ICE Hockey League Championship.

** All required documents and necessary information are provided by the applicant to the respective national federation. Only after all required documents are available, the respective national federation will commission the examination at IIHF.*

Considered a domestic player is a player:

- (1) with one citizenship (AUT at AUT-Team, HUN at HUN-Team, ...)
- (2) with two or more citizenships, if according the currently valid IIHF Statutes and Bylaws (Bylaw 4) the player at the day of the registration deadline of the initial 22-man roster as defined in §3(6) is eligible to play on the respective National Team of the country of the registering club (at AUT-Club for AUT-National Team, at ITA-Club for ITA-National Team, at HUN-Club for HUN-National Team, ...), by confirmation of the responsible National Federation and independently if the club is obligated to make an IIHF International Transfer Card for the player for the season

When a player has been declared as domestic player, through confirmation of the respective federation and status on the ICE Hockey League roster confirmation, that

said player may not change its domestic or non-domestic status during the respective season.

Players with multiple passports/ Nationalities within the ICE Hockey League Nations, may declare once which national team they will represent, provided the relevant player is declared eligible to play for the respective National Federation. The 'player' will be considered as a domestic player, for the declared nation, for the entire duration of play within ICE Hockey League (once a player designates his ICE Hockey League Nationality, he cannot switch his Nationality for the duration of his time within the ICE Hockey League)

§ 3 Roster Composition / Roster Notification

- (1) A club may license a maximum of 26 players per season (in detail: until the respective ICE Hockey League transfer deadline) who do not fall into the category of domestic U24 players.
- (2) Each ICE Hockey League club must have an affiliation team in the Alps Hockey League, or an affiliation approved by the competent National Federation with a minimum of one (1) National Club of minor category.

A team shall be allowed to use domestic players of category over 24 for maximum 5 games in the season in form of a free player movement without consideration in the 26-player roster category over 24.

A team shall furthermore be allowed to use domestic players of category under 24, registered regularly with the affiliated team of minor category and additionally for the ICE Hockey League club, without any limitation.

- (3) Only players can be registered respectively and permitted to play within the ICE Hockey League, who sign all ICE Hockey League required waivers and confirm the required documents with their personal signature. Example, but not limited to; Anti-Doping regulation of the Austrian Anti-Doping-Law, Penalty Catalogue of the ICE Hockey League, Fair Play statement of commitment, Covid Appendix, ...
- (4) All players on ICE Hockey League roster must have a medical check & clearance, as per the respective team doctor, before being permitted on the team roster.
- (5) The deadline for reporting each team's initial roster is the first gameday of each respective season, 11:59am. From this moment on, at least 10 players and one goalie must be registered throughout the entire season.
- (6) The last possibility to register a player of any category, is until 11:59pm of the ICE Hockey League transfer deadline day. Documents must be at the

league in their entirety by 12 noon the next day - the burden of proof lies with the club.

1	
2	26 LICENSED PLAYERS
3	
...	ORIGIN, STATISTICS, POSITION, PLAYER
...	QUALITY etc. DOESN'T MATTER
24	
25	ALL PLAYERS OVER 24 FALL INTO THIS RULE
26	
	+ UNLIMITED DOMESTIC U24 PLAYERS

§ 4 Roster Notification on the Official Game Sheet

- (1) A maximum of 20 players and 2 goalkeepers can be indicated on the official game sheet.
- (2) A minimum of 12 domestic players must be indicated on the official game sheet. Out of these 12 players a minimum of 2 domestic players must be in the age category U24. Only in provable situations, that makes it impossible for a club to reach to full 22-players line-up i.e., due to injuries/sickness, there might be less than 12 domestic players listed on the official game roster – in no case these domestic players can be replaced by players of any other category.
- (3) In the event of illness or injury of a player or goalkeeper indicated on the official score sheet for warm-ups a change is permitted on the score sheet provided the score keeper, the referees and the opposing team are notified of such change a maximum of 10 minutes after the conclusion of warm-ups. Such changes must be official on the score sheet.

min. 12 positions for domestic players in total			max. 10 positions for NON-domestic players
	min. 2 domestic under 24 players	min. 10 domestic over 24 players	
1	NAT U24 PLAYERS	X	X
2	born 1999 or later	X	X
3	X	NAT	X
4	X	NAT	X
5	X	NAT	X
6	X	NAT	X
7	X	NAT	X
8	X	NAT	X
9	X	NAT	X
10	X	NAT	X
11	X	NAT	X
12	X	NAT	X
13	X	X	FREE
14	X	X	FREE
15	X	X	FREE
16	X	X	FREE
17	X	X	FREE
18	X	X	FREE
19	X	X	FREE
20	X	X	FREE
21	X	X	FREE
22	X	X	FREE

§ 5 Player Eligibility

Only players who are registered properly with the respective national federations of the clubs and with the ICE Hockey League are eligible to play.

§ 6 Registration and Deregistration / Player Loan Agreements

The registration and deregistration of domestic players, whether they are subject to IIHF International Transfer Cards or not, of non-domestic players with foreign citizenship, as well as the registration of player loan agreements will only be permitted until the ICE Hockey League Transfer-Deadline 15.02.2024 – 11:59pm.

§ 7 Suspensions

- (1) When a non-domestic player receives a game suspension, the team also loses a non-domestic roster spot on the game sheet for the length of the suspension. The lost non-domestic roster spot may be filled by a domestic player.
- (2) In cases where a player is suspended for one or more championship games, the suspended player cannot be deregistered or traded during the time of the suspension. If the employment between a player and a team ends before the end of the suspension the player can be deregistered, but the player remains on the roster sheet.
- (3) In the event a suspended non-domestic player changes team within the ICE Hockey League during his suspension period, he will not be able to play for the new team until the suspension in terms of assigned game days is fully served. Additionally, for the team in which he played while receiving the suspension § 7 (1) applies.

§ 8 Transfer of Players within the ICE Hockey League

- Domestic or non-domestic player transfers from one international club to another international club (e.g., ITA-player transfers from HUN-team to AUT-club or a CAN-player transfers from an ICE Hockey League club to another ICE Hockey League club):

Regulation in paragraph (1) and (4) is valid.

- Domestic player transfer from one national ICE Hockey League club to another (e.g., AUT-player transfer from AUT-club to another AUT-club)

Regulation in paragraph (2) and (4) is valid.

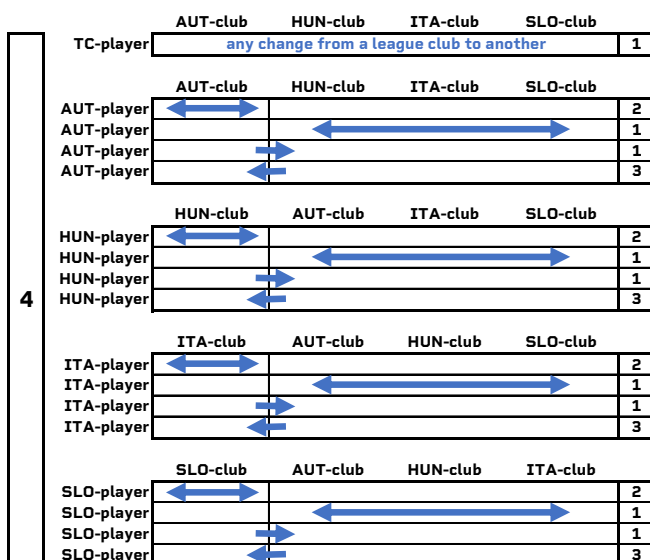
- Domestic player transfer from a national ICE Hockey League club to an international ICE Hockey League club as a non-domestic player (e.g., HUN-player transfers from a HUN-club to a SLO-club)

Regulation in paragraph (1) and (4) is valid.

- Domestic player transfer from an international ICE Hockey League club to a national ICE Hockey League club, with International IIHF Transfer Card (e.g., ITA-player transfers from AUT-club to ITA-club)

Regulation in paragraph (3) and (4) is valid.

- Non-domestic players with foreign nationality may change clubs within the ICE Hockey League until December 30th, 6pm of each respective season if the players original team states in written that it does not object to the change. Non-domestic players may change clubs within the ICE Hockey League if there are valid reasons for a justified departure under the regulations of applicable national labor law.
- Until ICE Hockey League Transfer Deadline date, domestic players may change from one national club to another if the transferring club confirms its consent to the change in writing or if there are valid reasons for a justified departure under the regulations of applicable national labor law.
- Until ICE Hockey League Transfer Deadline date, domestic players may change from an international club to a national club if the transferring club confirms its consent to the change in writing or if there are valid reasons for a justified departure under the regulations of applicable national labor law. It is defined that according to the current IIHF regulations an International IIHF Transfer Card has to be requested by the registering club.
- If a player becomes eligible for transfer within the ICE Hockey League, the league must be notified by an official declaration by the team releasing the player.



§ 9 Call-Up of U18 and U20 National Team

The ICE Hockey League championship will not be interrupted for the U18 and U20 World Championships or their preparations. The ICE Hockey League clubs will make the players in question available. In cases where a call-up is disregarded, the player will be considered suspended until the return of the junior national teams. The same regulation applies to players who cancel due to illness or other reasons preventing their participation. In cases of extraordinary sportive circumstances, the sports director of the Austrian Ice Hockey Federation will decide.



ICE Hockey League

GAME BOOK – Season 2023/2024

D | CASE BOOK

January 19th, 2024

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
26

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

D CASE BOOK	4
§ 1 Preamble	4
§ 2 Game Participation Rule for ICE Hockey League Games	5
§ 3 Officials.....	5
§ 4 Pre-Game and Warm-Ups.....	6
§ 5 Ice Surface Fit to Play	8
§ 6 Objects thrown on Ice	9
§ 7 Team Composition	10
§ 8 Protective Equipment – Non-compliance with protection equipment	11
§ 9 Television Timeouts.....	12
§ 10 Overtime Period	13
§ 11 Video Goal Review System	16
§ 12 Abuse of Officials	20
§ 13 Delay of Game Player Jersey	21
§ 14 Diving Embellishment	21
§ 15 Fighting.....	21
§ 16 Interference on the Goaltender (Addition to the IIHF Rule Book):.....	22
§ 17 Time-Out	23
§ 18 On-Ice Video Review of Major Penalties.....	23
§ 19 Face-Off Procedures	24
§ 20 Kicking / Goals	24
§ 21 IIHF New Rules	25

D | CASE BOOK

§ 1 Preamble

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 Rulebook or IIHF Casebook. In addition, the ICE Hockey League governing body, in cooperation with the Department of Player Safety (DOPS), has developed specific rule amendments.

The purpose of the ICE Hockey League Case Book is to clarify the interpretation of specific rules and in specific cases, a modification to the existing IIHF rule. This document serves as an official release of the interpretation and governing rules for the respective ICE Hockey League season. The interpretations set forth in the ICE Hockey League Case Book will replace or in specific cases, supersede the ruling that is currently within the IIHF Rule Book. For all rules not mentioned in the ICE Hockey League Case Book, the official IIHF Rulebook in its current version and IIHF Casebook 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 ICE Hockey League Case Book will be updated. Each rule update will be sent by email, is available on the ICE Hockey League web site and in print. The new rule interpretation or change will have an “effective of” date in the upper left-hand corner and remain in effect the remainder of the hockey season. It is each on-ice official and team official’s responsibility to update the information when updates arise.

Referees are authorized to call all penalties provided for in the rule book from the start of warm-up time until 30 minutes after the end of the game. In the case of incidents outside of this period, the main referee must submit a report to the Disciplinary Senate.

Questions regarding the ICE Hockey League Case Book can be emailed to:

Director of Hockey Operations – ICE Hockey League

Lyle Seitz

lyle.seitz@ice.hockey

§ 2 Game Participation Rule for ICE Hockey League Games

- (1) The difference between the starting times of two games by the same team, inclusive of all players, must be a minimum of 10 hours.

No player can be called upon to play in an ICE Hockey League game without a minimum 10 hour separation between games; inclusive of all leagues.

In determining if a player participated in a game, if the player in question was named on an official game sheet, he/she will be considered to have participated.

Exception: if a goalie was listed on a game sheet in a previous game (within 10-hour rule) and did not participate on the ice, he may be eligible to play, subject to ICE Hockey League approval.

- (2) Players' Bench

- a) Apart from the players indicated on the official game sheet, a maximum of seven officials per club may be present on the players' benches during the game. The officials must be identified appropriately on the score sheet. If not listed on the official score sheet no other persons will be permitted on the players benches.
- b) A player or club official who is charged with a match penalty or a game misconduct penalty may not return to the ice or the players' bench during the game.

§ 3 Officials

- (1) Referees are required to submit all reports and notifications by fax or e-mail to the ICE Hockey League Administrative Office and the clubs involved in those notifications by 12:00 noon on the day following the game. Those notified by the referee have the right to submit their comment by telefax or email. This comment must arrive at the ICE Hockey League Office by 12:00 noon on the day following the game.
- (2) The referees assigned to a game must be provided with a secured parking space near the respective ice arena.
- (3) Assigned referees are required to arrive at the ice arena at least one hour prior to the opening face-off.
- (4) Assigned referees cannot be rejected by clubs.

(5) The ICE Hockey League clubs have to provide the referees with the following items prior, during and after the game:

- Location preferably away from both teams
- Shower stall, toilet, sink...
- 4 towels for showering
- 4 secured parking stalls
- Water, juices, fruit...
- Food after the game
- Tape, equipment services
- If necessary, support by team doctor/physiotherapist

§ 4 Pre-Game and Warm-Ups

(1) 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 ICE Hockey League Penalty Catalog Ref. No. 104/105 - Unsportsmanlike Conduct. In addition, the head coach of the team who is investigated (started) or provoked such activity is subject to a suspension or fine to the respective club.

(2) The game timekeeper shall be responsible for signaling the commencement and termination of the pre-game warm-up. The timekeeper must honk the horn 1 time when the countdown clock is at 35:00 to signal the warm-up begins. The timekeeper will honk the horn 1 time when the countdown clock is at 21:00 to signal 1-minute left in warm-ups and 2 times when the countdown clock is at 20:00, to signal warm-up is over and all players must be off the ice.

The only time players are permitted to be on the ice for warm-up is between the times when the clock reads 35 minutes, and all players must exit the ice no later than the clock reading 20 minutes.

Only team personnel to pick up the pucks shall be on the ice. If players remain on the ice past this time, they shall be subjected to a suspension and/or fine under the ICE Hockey League Penalty Catalog Ref. No. 104/105 - Unsportsmanlike Conduct.

- 1st time - €250,00 – team fine
- 2nd time - €500,00 – team fine
- 3rd time - €1.000,00 – team fine
- 4th time and all subsequent times – Coach suspension + €2.500,00 team fine

Twenty minutes before the time scheduled for the start of the game, both teams shall vacate the ice and proceed to their dressing rooms while the ice is being flooded. Both teams shall be signaled by the game timekeeper to return to the ice together in time for the scheduled start of the game.

- a) Game preparation and starting six: The schedule prior to the game must be based on the game's starting time (puck drop) as specified in this GameBook.
- b) The home club is to provide the visiting club with 35 pucks available at their respective players bench before the warmup begins.
- c) The referees have the right to reserve the neutral zone of the rink for their own warm-up activities if the teams do not leave them sufficient space on the ice.
- d) Warm-up time may be shortened or postponed by mutual consent, for example due to the delayed arrival of the visiting club. In any case, warm-up time must be provided simultaneously and in the same duration for both teams.
- e) Only the 22 eligible players who are entered in the team roster may take part in this warm-up

(3) Starting 6 Procedure:

The schedule prior to the start of the game is defined below:

Two minutes prior to the puck drop the starting six player's line up at their blue line with helmets in hand. Goalies remain in their goal crease with helmet in hand. First the starting six of the visiting club then the starting six of the home club. **Players remain at their blue line during introduction until the home goalie has been introduced.** The remaining players must take a seat on their players' benches.

- a) Players are on the ice and ready at minimum 2 mins left on clock
- b) Players are stationary on blue line
- c) Goalie is stationary in the crease area
- d) Helmets are off

- e) **No players/goalies are to move until the starting six is fully announced**

In the case the procedures are not followed, disciplinary action will occur.

(4) Upload Video procedure:

- a) **Pre-Game Warm-up**
The video must be on and filming 3 minutes before warm-ups begin, until the last player has left the ice. The camera should be stationary filming the Center Red Line the entire warm-up.
- b) **Intermissions**
The video must be on and filming, beginning 3 minutes left in the intermission of each period, including over time intermissions. Video for the upload will now include - 3 minutes before the start of the period, the entire period and until the last player has left the ice at the end of the period.

The Game Delegate and/or Game Supervisor must view from the start of warm-ups until the last player has left the ice. In the event any activity happens during warm-ups that involve verbal or physical attention to the opposing team, a detailed report must be submitted.

§ 5 Ice Surface | Fit to Play

- (1) The freshly resurfaced ice must be available 40 minutes prior to opening face-off. The ice must also be resurfaced before the game begins, during the intermissions and in playoff games with endless overtime before each extension of the game.
- (2) The ice resurfacing must be completed at least four minutes before the next playing period starts to allow proper freezing and set-up of the ice.
- (3) At the end of regular playing time the ice surface will not be cleaned for overtime or shootouts.
- (4) If, prior to or during the playing of a game, any section of the ice or rink becomes damaged, the on-ice officials will immediately stop the game and ensure the necessary repairs are made before game action resumes.
- (5) If the repairs delay the game unduly, the referee has the option to send the teams to their respective dressing rooms until the rink is deemed fit to play. If the problem cannot be solved in a short period of time or if any section of the ice or rink is of a quality that makes playing the game dangerous, the referee has the right to postpone the game until such a time as the ice or rink can be properly made fit to play.

- (6) 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.

§ 6 Objects thrown on Ice

The ice surface is intended only for players and on-ice officials. Any objects on the ice that are not directly related to them or their equipment, or the puck, are strictly forbidden. Any damage to the playing facilities by any means will result in the immediate stoppage of game action. Play will not resume until the ice is clear of these objects and the playing area ready for game action.

If during the course of an ICE Hockey League game, the ice is littered with objects from the fans, (coins, lighters, plastic bottles, etc.) the game officials will not be picking any of the objects off the ice.

In the event that objects are thrown on the ice that interferes with the progress of the game, the referee shall blow the whistle and stop the play. The puck shall be faced-off at a face-off spot in the zone nearest to the spot where play is stopped.

When objects are thrown on the ice during a stoppage in play and there are multiple amounts of debris on the ice surface, the game will be stopped. All game participants will exit the ice to their respective dressing rooms and a full ice clean will commence. The Zamboni operator must be prepared to dry scrape the ice surface immediately, with no delay. Game participants must be prepared to resume play within 2 minutes (or sooner) of the ice surface being cleaned.

It will be the responsibility of the home team to have people ready to enter the ice to clean up the debris. In addition; shovels, brooms and ice scrapers should be available for immediate use.

During the 1st delay a warning is given. The game officials shall announce over the public-address system that any further occurrences will result in a 2-minute bench minor penalty assessed to the home team.

If during the course of a game, multiple debris is thrown on the ice where the game is delayed a 2nd time, following the delay, the home team will be assessed a 2-minute bench minor penalty.

§ 7 Team Composition

- (1) The entry of a player on the official game sheet will be regarded as participation in the game in question, even in cases where the player is not deployed. In the event of a 'special circumstance' after warm-ups and before the start of the game, a player change(s) may be accepted upon the approval, by notification, to an ICE Hockey League representative. Once the game has begun, it is no longer possible to enter or make a change of players on the official score sheet.

(2) **ICE Hockey League addition - Rule 5.3 Goalkeeper**

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.

If, during the course of a game, a Goalkeeper is injured and must leave the game, a team is permitted to dress an additional Goalkeeper (3rd), provided the Goalkeeper is registered and eligible. The 3rd Goalkeeper may not play, unless both Goalkeepers listed on the scoresheet cannot play. If, however, the third (3rd) Goalkeeper is dressed and on the players' bench when the second (2nd) Goalkeeper becomes incapacitated, the third (3rd) Goalkeeper shall enter the game immediately and no warm-up is permitted.

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 goaltender in the arena, the team will be allowed to dress the Goalkeeper. The Goalkeeper 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.

In addition, IIHF Rule 5.3 remains in place.

The incident requires ICE Hockey League Management notification and approval before the 3rd Goalkeeper is legally permitted to play.

- (3) The team managers authorized by each ICE Hockey League club are required to provide the home club's scorekeeper with a team roster using the lineup form at least 75 minutes prior to the start of each game. The roster must be filled out completely and accurately, and it must be signed and dated by the team manager.

In this context, it is also necessary to refer to the IIHF Rulebook (see also the bylaws in the Annex). Should the team manager fail to submit the team roster, the ICE Hockey League club will not be able to claim that the entries on the official game sheet are inaccurate or incomplete.

- (4) Each player who is not listed on the official game sheet will be considered ineligible to play, with the consequence of a game points allocation pursuant to Fundamental Rules Part II §5 (6) d)

§ 8 Protective Equipment – Non-compliance with protection equipment

The On-ice officials will respond appropriately if a player on the ice is not wearing their protection equipment in accordance with the rules (e.g., visor pushed up, face protection not properly attached, removed ear-protection, no mouth guard, etc.).

The On-ice officials will respond appropriately when a Player who is required to wear a mouthguard is obviously not wearing it while on the ice, incorrect facial protection, or the wearing of jewelry.

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 requested to wear the protection equipment properly.

The next Player found not to be wearing the protection equipment not in accordance with the rule shall be penalized with a ten-minute (10') Misconduct Penalty.

Department of Player Safety (DOPS) procedure: In the event the ICE Hockey League Department of Player Safety (DOPS) identifies a player wearing his visor in a manner deemed dangerous (i.e., angled up), playing without proper mouth protection or wearing jewelry, the player will receive the following supplementary discipline:

- Warning
- Fine - 100 Euros for 1st time offender
- Repeat Offender – the fine will subsequently double (x2) for each repeat incident. (i.e., 1st time – 100 Euros, 2nd time – 200 Euros, 3rd time – 400 Euros, ...)

(1) Mouth Guard

All players participating in the ICE Hockey League must properly wear a mouth guard.

It's recommended that goalkeepers wear proper mouth protection, but not mandatory.

All Players must wear a mouthguard, preferably of the custom-made variety.

The mouthguard is designed to protect the teeth and jaws from impact and may also serve to reduce the risk of concussions. Players must wear this mouthguard in a compliant manner at all times when on the ice. It is not allowed to wear the mouthguard not completely in the mouth (i.e. to chew on it).

During play, if a player who entered the ice with a mouth guard and loses his mouth guard, he may continue play until the 1st stoppage of play.

(2) Facial Protection

There are three (3) permissible types of facial protection which can be attached to the front of a Players' helmet: a visor protection, a cage protection, or a full-face protection visor.

All Players, must wear, as a minimum a visor as a facial protection. The visor face protection must be properly affixed to their helmet and must extend down in such a fashion as to ensure adequate eye protection, to cover the eyes and nose in its entirety. It must be fixed to the helmet along the sides so that it cannot be flipped up.

A Player whose visor face protection becomes cracked or broken during game action must leave the ice immediately.

Players are not allowed to wear a colored or tinted visor.

(3) Illegal Equipment – Jewelry

Equipment that does not conform to IIHF standards and equipment that is deemed unacceptable for the game action will be classified as "Dangerous Equipment".

Jewelry cannot be worn, either under a player's equipment or exposed to the outside of equipment.

Jewelry is considered any piece of product not considered protective, inclusive of all rings, arm bracelets, rings, ...

In the event, a player has sustained an injury requiring a modification to existing equipment or addition of a piece of equipment or modified facial protection:

- The injured Player shall be entitled to wear a protective device approved and prescribed by the Team Doctor
- The ICE Hockey League has approved the protective device.

§ 9 Television Timeouts

- (1) Every ICE Hockey League game is subject to two 45 second commercial timeouts per period.
- (2) These timeouts occur after the whistle following the 14:00 mark and the 8:00 mark.

- (3) Television timeouts cannot take place:
- a) After an icing call
 - b) During a power play*
 - c) After a goal
 - d) If a penalty shot call has been called
- (4) If a commercial timeout is not taken during the prescribed time slot, it will be made up for at the first whistle in the next commercial break time slot. The second commercial will then be taken two whistles after the first commercial break is taken in this time slot. If there is another incident where the second commercial is missed, this procedure will repeat itself until all breaks are taken. The only exception occurs when a five-minute (non-coincident) major penalty is called on a player. In this situation, the commercial break will occur at the prescribed time.
- (5) Television timeouts are not allowed during the overtime period.

*Clarification; Numerical on ice differential.

When playing 4-4, 3-3 TV/power break is permitted.

When playing 5-4, 5-3, 4-3 TV/power break is not permitted

13
26

§ 10 Overtime Period

- (1) **Overtime – Regular-season** - If, at the end of the three regular twenty (20) minute periods, the score shall be tied, each team shall be awarded one point in the league standings. The teams will then play an additional overtime period of not more than five minutes with the team scoring first declared the winner and awarded an additional point. The overtime period shall be played with each team at a numerical strength of three skaters and one goalkeeper. Additional penalties to be assessed consistent with the rules in regulation time.

The overtime period will commence following a 1-minute break. The ice will not be dry scraped at this break. The players will remain at their respective benches. The teams will not change ends for the overtime period (defend same goal as in the 3rd period). Goalkeepers may go to their respective players' benches during this rest period. However, penalized players must remain on the penalty bench. Should a penalized player exit the penalty bench, he shall be returned immediately by the officials with no additional penalty being assessed, unless he commits an infraction of any rule.

- (2) **Overtime – Regular-season – Extra Attacker** – A team shall be allowed to pull its goalkeeper in favor of an additional skater in the overtime period. However, should that team lose the game during the time in which the goalkeeper has been removed, it would forfeit the automatic point gained in the tie at the end of regulation play, except if the goalkeeper has been removed at the call of a delayed penalty against the other team. Should the goalkeeper proceed to his bench for an extra attacker due to a delayed penalty call against the opposing team, and should the non-offending team shoot the puck directly into their own goal, the game shall be over and the team that was to be penalized declared the winner.

Once the goalkeeper has been removed for an extra attacker in overtime during the regular season, he must wait for the next stoppage of play before returning to his position. He cannot change “on the fly.” If he does, a bench minor penalty shall be assessed for having an ineligible player.

- (3) **Overtime – Regular-season – Penalties** – When regulation time ends and the teams are 5 on 3, teams will start overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3, 4 on 4, or 3 on 3, as appropriate. When regulation ends and teams are 4 on 4 teams will start overtime 3 on 3. If at the end of regulation time teams are three skaters on three skaters, overtime starts three skaters on three skaters. Once player strength reaches five skaters on four skaters or five skaters on five skaters, at the next stoppage player strength is adjusted to four skaters on three skaters, four skaters on four skaters, or three skaters on three skaters, as appropriate.

At no time will a team have less than three players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed.

If a team is penalized in overtime, teams play four skaters against three skaters. If both teams are penalized with minor penalties at the same stoppage of play, with no other penalties in effect, teams will play three skaters against three skaters. In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three skaters while the non-offending team will be permitted a fifth skater. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either four skaters on four skaters, four skaters on three skaters, or three skaters on three skaters situation, as appropriate.

- (4) **Overtime – ICE Hockey League Non-Elimination Playoff Games** – If at the end of the three regular twenty minutes periods of a non-elimination game and the two playing teams are tied, the teams will then play a ‘sudden death’ overtime period(s) of not more than 20 minutes with the team scoring first declared the winner.

The teams shall take a normal intermission (fifteen minutes) and resume playing twenty-minute periods (with a normal intermission each subsequent OT period), changing ends for the start of each overtime period. The ice is to be resurfaced at the end of regulation time and after each additional 20-minute period.

The 1st 20-minute overtime period shall be played with each team at a numerical strength of five skaters and one goaltender.

The 2nd overtime period and remainder of overtime until a team scores, will be played with each team at a numerical strength of three skaters and one goaltender.

- (5) **Overtime – ICE Hockey League Elimination Playoff Games** - When a game is tied after three twenty (20) minute regular periods of play, the teams shall take a normal intermission (fifteen minutes) and resume playing twenty (20) minute periods (with a normal intermission each subsequent OT period), changing ends for the start of each overtime period. The team scoring the first goal in overtime shall be declared the winner of the game. The ice is to be resurfaced at the end of regulation time and after each additional 20-minute period.

(6) **Penalty-Shot Shootout Procedure**

If following the completion of regulation time and the score of the game is tied, the teams will then play an overtime period with a maximum duration and number of players as specified in the ICE Hockey League Case Book with the team scoring first declared the winner.

If no goal is scored in the overtime period, then the ICE Hockey League Penalty-Shot Shootout procedure will apply. The following procedure will be utilized:

- a) Shots will be taken at both ends of the ice surface. The 14-meter-wide longitudinal center section of the rink, between the face-off spots in the neutral and end zones, will not be dry-scraped by the ice-resurfacing machine prior to the Penalty-Shot Shootout during the time required to organize the program accordingly.
- b) The procedure will begin with three different shooters from each team taking alternate shots. The players do not need to be named beforehand. Eligible to participate in the Penalty-Shot Shootout will be the four goaltenders and all players from both teams listed on the official game sheet except as specified in article c) below.
- c) Any player whose penalty had not been completed when the overtime period ended is not eligible to be one of the players selected to take

the shots and must remain in the penalty box or in the dressing room. Also, players serving penalties assessed during the Penalty-Shot Shootout must remain in the penalty box or in the dressing room until the end of the procedure.

- d) The referee will call the two captains to the referee crease and the home team has the right to choose to shoot first or second.
- e) The goaltenders shall defend the same goal as in the overtime period and may remain at their goal creases while the opposing team is taking a shot.
- f) The goaltenders from each team may be changed after each shot.
- g) The execution of these shots is generally subject to regulations in IIHF-Rulebook.
- h) The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- i) If the score is still tied after all shots are taken by each team, the procedure shall continue with a tiebreak shoot-out, using the same or new players. The team that shot second in the first three penalty-shots will start first in the tie-break shots. The game shall be finished as soon as a duel of two players brings the decisive result. The same player can be used for each shot by a team in the tie-break shoot-out.
- j) The official scorekeeper will record all shots taken, indicating the players, goaltenders and goals scored.
- k) Only the decisive goal will count in the result of the game. It shall be credited to the team that scored the goal and charged against the team that was scored upon.
- l) If a team declines to participate in the Penalty-Shot Shootout, the game will be declared as a loss for that team and the other team will be awarded 3 points for a win. If a player declines to take a shot it will be declared "no score" for his team.

§ 11 Video Goal Review System

All players must go to their benches during the review.

A team does not have the authority to request a video review (VGR) of a play.

If the puck enters the net and play was to continue, then the review would take place during the first stoppage of play following the incident. If no review is performed during this first stoppage of play, then no review of the play will be permitted at a later time.

A video review of the play may be called even though the first stoppage of play signals the end of a period or the end of a game.

ICE Hockey League Team Official Request for a VGR Decision (Coaches Challenge)

The video review process, triggered by the Coach's Challenge, can only be utilized in a GOAL situation, and is intended to be extremely narrow in scope. 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.

Three (3) possible outcomes:

- (1) Call on ice stands or;
- (2) Call on ice is overturned or;
- (3) Video review is inconclusive

Challenge #1 (First):

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

Challenge #2 (Second):

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

Further Challenges (3+):

If a team that has already initiated two or more Challenges that were unsuccessful, initiates a Coach's Challenge for any of the listed scenarios and such Challenge does not result in the original call on the ice being overturned, the team exercising such Challenge shall be assessed a double – minor penalty for delaying the game

Video reviews that are deemed INCONCLUSIVE will not result in the team being assessed a bench minor penalty and the original call on the ice stands.

VGR Coaches Challenge - Each team is permitted a VGR Coaches Challenge, under the following criteria:

- A team may only request a Coach's Challenge to review 1 of the 11 VGR criteria or an off-side situation or a "Missed Game Stoppage" that led to a goal. The head coach must notify the on-ice officials specifically with which 1 of the criteria is to be challenged.

- The official scorekeeper shall record on the game sheet the time and the result of all Coach's Challenges.

The referee will inform the opposing coach that an official VGR process is underway and what specifically is being reviewed.

Notify the PA announcer that team X has called for an official VGR, for the purpose of informing TV and the spectators, the cause for delay.

SITUATIONS SUBJECT TO COACH'S CHALLENGE:

A team may request a Coach's Challenge to review the following scenario:

"Off-Side" – Play leading to a goal

A play that results in a "goal" call on the ice where the defending team claims that the play should have been stopped by reason of an "Off-Side" infraction by the attacking team.

Rule 83 – Off-Side

The video review process triggered by the Coach's Challenge can only be utilized in a GOAL situation and is intended to be extremely narrow in scope. The original call on the ice will be overturned if, and only if, a conclusive and irrefutable determination can be made based on video evidence, that the original call on the ice was clearly not correct, the original call on the ice will be confirmed.

A Coach's Challenge must be initiated by notice verbally communicated to a referee prior to the center ice face-off following the GOAL. Teams may not unduly delay the resumption of play while evaluating whether to initiate a Coach's Challenge.

To expedite the review process, the Coach initiating a Coach's Challenge is required to provide to the Referee the approximate time on the clock when the suggested infraction occurred.

There are only three possible outcomes for the Video Goal Judge on a Coach's Challenge:

- Disallowed goal, reset the time on the score clock to when the off-side would have occurred and face-off at the appropriate location
- Allow the goal
- Inconclusive video available for the game officials, therefore, goal is allowed

Once the Officials have indicated their decision following a coach's challenge, no additional explanation is required at the players bench and the Officials are to immediately proceed with the appropriate line change procedure and face-off.

Rule 38.10. – Applicable Standards For “Missed Game Stoppage Event In The Attacking Zone” Challenge

The standard for overturning the call in the event of a “goal” call on the ice is that the On-ice Officials (Referees), after reviewing any and all available replays and consulting with the IIHF Video Review Operations determine that the play should have been stopped but was not at some point after the puck entered the Attacking Zone but prior to the goal being scored; where this standard is met, the goal will be disallowed.

Potential infractions that would require a play stoppage in the Attacking Zone include but may not be limited to:

- - Hand Pass (Rule 79);
- - High-Sticking the Puck (Rule 80);
- - and Puck Out of Bounds (Rule 85).

Such infractions will only serve as a basis for overturning a “goal” call on the ice if Video Review can conclusively establish that a game stoppage event had occurred in the Attacking Zone and was missed by the On-ice Official(s).

→ RULES 79, 80 AND 85

Where the infraction at issue was a missed penalty call subject to the judgment or discretion of the On-ice Official(s), such infraction cannot result in the “goal” call on the ice being overturned, even if upon review, the On-ice Official(s) would have made a different call.

Goals will only be reviewed for a potential “Missed Game Stoppage Event in the Attacking Zone” if the puck does not come out of the Attacking Zone again between the time of the “Missed Game Stoppage Event in the Attacking Zone” and the time the goal is scored.

Examples

Teams are allowed to challenge, and we are allowed to initiate a review for “stoppages” that should have happened before a goal. High sticking the puck, glove pass, puck out of play are all reviewable after the scoring of a goal. Provided the foul happened in the attacking zone. The play will be reset, each time there is a whistle, or the puck clears the blue line.

- Attacking team high sticks the puck in the attacking zone and plays the puck in the attacking zone. This is reviewed and called a high stick because it was completed in the attacking zone. Therefore, we would have **NO GOAL**

- Attacking team high sticks the puck in the neutral zone, the attacking team plays the puck in the attacking zone. This is reviewed and called a high stick because it was completed in the attacking zone. Therefore, we have **NO GOAL ON THE PLAY**
- Attacking team high sticks puck in the neutral zone, the attacking team plays the puck in the neutral zone. This is reviewed and not called high sticking because the play was completed in the neutral zone. Therefore, we have **GOAL ON THE PLAY**
- Puck hits the netting in the attacking zone and is undetected by the officials on the ice. Play can be reviewed and if it is clear undisputable evidence, it hit the netting, we would have **NO GOAL**
- Attacking team high sticks the puck in the attacking zone, play continues, and the puck clears the zone (into the neutral zone) and play returns to the attacking zone and a goal is scored. This is not a reviewable play as the puck exited the defending zone into the neutral zone at which time the play was reset.

On all these plays, we need undisputed evidence to overturn the call on the ice.

§ 12 Abuse of Officials

Physical Abuse of Officials: Game Misconduct Penalty (Match penalty option is replaced by a Game Misconduct and no time penalty)

20
26

- (1) A player or team official who deliberately applies physical force in any manner against an on-ice official and is detrimental to the conducting of the game
- (2) A player who swings or physically uses his stick at an on-ice official
- (3) In any manner, attempts to injure or physically demeans an official
- (4) Deliberately applies physical force to an on-ice official solely for the purpose of getting free of such an official during or immediately following an altercation

Automatic Suspension – Process: Immediately after the game in which such game misconduct penalty is imposed, the Referees shall, in consultation with the Linesmen, decide the category of the offense. They shall make a verbal report to the League Director of Hockey Operations immediately after game and a written report to the Director of Hockey Operations in which they may request a review as to the adequacy of the suspension.

ICE Hockey League Categories (Decision made by the officiating team following the game):

- Category 1 up to 3 games – physically demeans or threatens or applies force solely for the purpose of getting free of an official
- Category 2 3-6 games – applies force without intent to injure
- Category 3 7+ up to lifetime – intent to injure with deliberate action causing injury

ICE Hockey League Department of Player Safety (DOPS): in consultation with the affected official and in consideration for the category assessed by the game officials, ICE Hockey League DOPS will make a final determination for the game suspension length.

§ 13 Delay of Game | Player Jersey

Player Jerseys – Players that enter the ice (during a line change), that have their jersey tucked in their pants and/or their back # is not visible, the player must be sent to players bench for an immediate substitution. In the event a player/team does not adhere to the player substitution or uses it as a tactic to delay the game, a 2-minute penalty may be assessed for 'delay of game'. If after a warning (and substitution) a player repeatedly enters the ice with his jersey tucked in, a 10-minute Misconduct will be issued to the player under IIHF – Dangerous Equipment.

§ 14 Diving | Embellishment

Definition – Any player who, at the discretion of the referee, blatantly embellishes (enhances) a fall, a reaction or fakes an injury in attempt to draw a penalty by his action.

DOPS (Department of Player Safety)

Regardless of the call at ice level, DOPS will have the ability to fine players € 250,- in situations where players feign an injury, embellish, enhance or dive within a game. In addition, players that become repeat offenders will be fined € 500,- for each subsequent act. This procedure will be conclusive upon the video footage following a game. The fact a player received a 'Diving' penalty within a game by an on-ice official, does not automatically mean a fine will ensue.

§ 15 Fighting

Referees are provided wide latitude in penalties they may impose under this rule. This is done to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fight.

Definition – A player who jostles or strikes an opponent, during game action, after a whistle, or any time during the regular course of a game or a prolonged player confrontation.

- (1) A player involved in a confrontation with an opponent may be assessed a minor, double minor, major or major and automatic game-misconduct penalty.
- (2) All fighting situations (where a 5-minute major is to be called) will be assessed a game-misconduct with the exception of a fight with 2 willing combatants (No automatic game-misconduct shall be assessed if the following criteria are fulfilled):
 - a) The fight is only between 2 willing combatants who are involved in the initial situation with no other player to be involved.
 - b) The fight stopped immediately after the linesmen are in.
 - c) After stoppage of the fight, no throwing of punches or resisting officials once the fight is done, players have to enter the penalty bench immediately and without hesitation.
- (3) A game-misconduct penalty shall be imposed on any player who is assessed a major penalty for fighting after the original altercation has started. A maximum of 5 misconduct and/or game-misconduct penalties per team can be assessed under this rule at any stoppage.

* Any penalty called for fouls committed before the start of the fisticuff/scrum has to be assessed in addition to the penalties which resulted from the altercation.

** A player receiving 2 fighting majors in the same game will be assessed an automatic game-misconduct

Helmet – No helmet on or removal of a helmet before engaging in an altercation/fight:

- (1) In all circumstances, any player engaging in a fight must have a helmet on and properly fastened. If the player's helmet is not on or is taken off before engaging in a fight, the player(s) will be assessed a 2-minute minor penalty and 10-minute misconduct.
- (2) Helmets that come off in the course of, and resulting from the altercation, will not result in a penalty to either player.

§ 16 Interference on the Goaltender (Addition to the IIHF Rule Book):

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

- (1) Is the goaltender 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 crease? Contact in the blue paint area calls for disallowing a goal.

§ 17 Time-Out

30 second countdown: in this period, game time has to stop, and any noise (music, announcer, commercials) are forbidden.

§ 18 On-Ice Video Review of Major Penalties

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

Such reviews will be conducted exclusively by the Referee(s) on the ice in consultation with other On-ice Official(s), as appropriate, using the technology (for example, a handheld tablet or a television or computer monitor) specified in and provided pursuant to Rule 38.5. Communication between the Video Review Operation and the On-ice Officials shall be limited to contact between the appropriate Video Review Consultant and the Referee to ensure the Referee is receiving any and all video they might request, as well as the appropriate replay angles they may need to review the penalty call.

There shall be no contact or consultation except between the On-ice Official(s) and the Video Review Operation.

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

- (1) confirming their original Major Penalty call, inclusive of a 2+2 high stick call; or
- (2) reducing their original Major Penalty call to a lesser penalty for the same infraction: or
- (3) deleting the penalty call in its entirety, when video provides conclusive evidence, and the call is deemed assessed in error. Ex. A high stick 2+2 penalty call, where the video provides evidence, the high stick was caused by a player of the same team.

§ 19 Face-Off Procedures

As soon as the line change procedure has been completed by the referee and they lower their hand to indicate no further changes, the linesperson conducting the “face-off” shall blow their whistle. This will signal to both teams that they have no more than five (5) seconds to line up for the ensuing “face-off”. At the end of the five (5) seconds (or sooner if both centers are ready), the linesperson will conduct a proper “face-off”.

However, if:

- (1) One or both centers are not positioned for the “face-off”,
- (2) One or both centers refrain from placing their stick on the ice,
- (3) Any player has encroached into the face-off circle,
- (4) Any player makes physical contact with an opponent, or
- (5) Any player who lines up for the “face-off” in an off-side position, the Linesperson shall have the offending center(s) may assess a warning for a “face-off” violation prior to dropping the puck.

Addition - If one of the centers wins the face-off by the usage of the skates, the ICE Hockey League **DOES PERMIT** such action.

24
26

§ 20 Kicking / Goals

Kicking the puck shall be permitted in all zones.

A goal **CAN** be scored by an attacking Player who uses a kicking motion to propel the puck into the net with their skate/foot, provided the kicking motion occurred anywhere on the ice other than a ‘distinct kicking motion’ within the goal crease.

A puck that deflects into the net off an attacking Player’s skate who use’s a “kicking motion” is a legitimate goal.

A goal cannot be scored by an attacking Player who “kicks” a puck that deflects into the net off an official.

A puck that is “directed” into the net by an attacking Player’s skate shall be a legitimate goal.

The following should clarify deflections following a “kicked puck” that enters the goal:

- (1) A “kicked puck” that “deflects” off the stick of any Player (including the Goalkeeper) shall be ruled a “good goal”.

- (2) With the use of a foot/skate, was a distinct kicking motion evident when the puck is located within the crease? If so, the apparent goal must be disallowed.
- (3) A goal will be allowed when an attacking Player “kicks” the puck, and the puck “deflects” off their own stick and then into the net.
- (4) A goal will be allowed when a puck enters the goal after “deflecting” off an attacking Player’s skate or “deflects” off their skate while they are in the “process of stopping”.
- (5) A goal cannot be scored by an attacking Player who “kicks” any equipment (stick, glove, helmet, etc.) at the puck, including “kicking” the blade of their own stick, causing the puck to cross the Goal Line

Determination of puck in crease:

- Puck has contact with the blue paint.
- Distinct kick motion is determined with the position of the puck when the skate makes initial contact.
- A distinct kicking motion is one which, with a pendulum motion, the player propels the puck with his skate into the net.

25
26

§ 21 IIHF New Rules

19.1. Coincidental minor penalties

When “Coincidental Minor Penalties” or “Coincidental Minor Penalties of Equal Duration” are imposed against Players of both Teams, the penalized Players shall all take their places in the Penalty Boxes and such penalized Players shall not leave the Penalty Box until the first stoppage of play following the expiry of their respective penalties. Where Goalkeepers are involved, refer to => Rule 27.1 – Goalkeeper Penalties.

Immediate substitution shall be made for an “Equal Number of Minor Penalties or “Coincidental Minor Penalties of Equal Duration” to each Team penalized and the penalties of the Players for which substitutions have been made shall not be taken into account for the purpose of the “Delayed Penalty” rule => Rule 26 – Delayed Penalties.

When multiple penalties are assessed to both Teams, “Equal Numbers of Minor and Major Penalties” shall be eliminated using the “Coincidental Penalty” rule and any differential in time penalties shall be served in the normal manner and displayed on the penalty time clock accordingly – see Rule 19.5 => Applying the Coincidental Penalty Rule.

If there is no differential in time penalties, all Players will serve their allotted penalty time, but will not be released until the first stoppage of play following the expiration of

their respective penalties. For “Coincidental Penalties” that carry over into, or are assessed during Overtime, see Rule 84 – Overtime Operations.

9.6 Helmets

If the Goalkeeper deliberately removes their helmet and/or face mask when the opposing Team is on a breakaway (where the criteria’s for a penalty shot is meet except for a foul from behind), or during the course of a “Penalty Shot” or shootout attempt, the Referee shall award a goal to the non-offending Team.



ICE Hockey League

GAME BOOK – Season 2023/2024

E | INFRASTRUCTURE PROTOCOL

August 15th, 2023

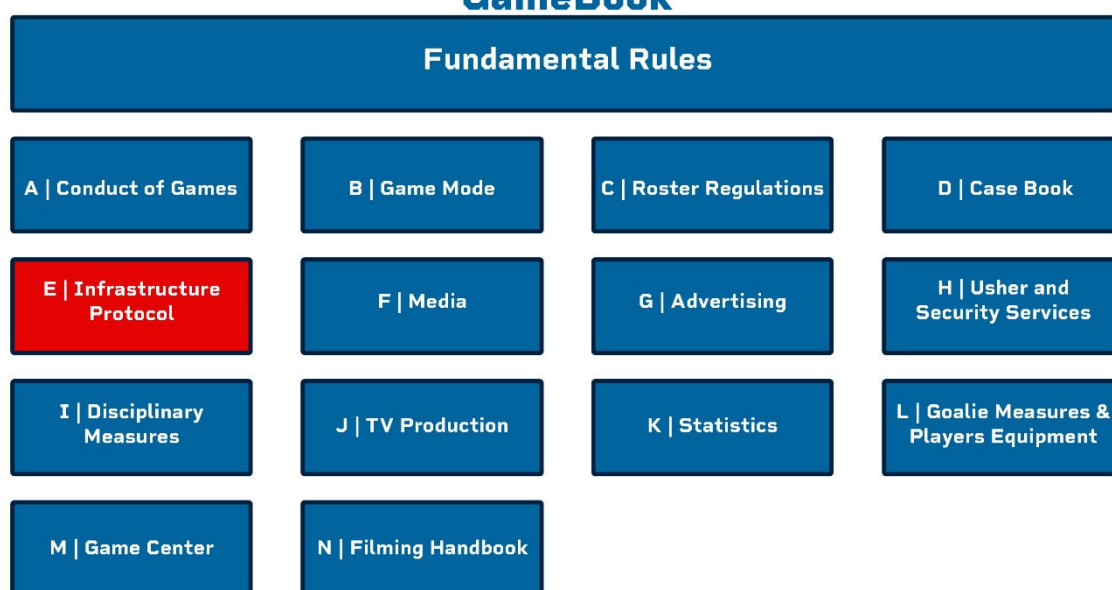
To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.

ICE Hockey League GameBook

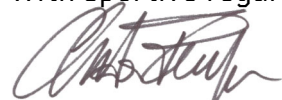


2
15

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

E INFRASTRUCTURE PROTOCOL	4
§ 1 Preamble	4
§ 2 Ice Surface/Fit to Play	4
§ 3 Player's Benches	4
§ 4 Rink Boards	5
§ 5 Protective Glass	6
§ 6 Protective Netting	6
§ 7 Ice Surface Markings/Zones	6
§ 8 Ice Surface Markings/Faceoff Circles and Spots	7
§ 9 Ice Surface Markings/Creases	8
§ 10 Goal Net	9
§ 11 ICE Hockey League – Signal and Timing Devices	10
§ 12 Visiting Team Dressing Rooms	11
§ 13 Officials Room	11
§ 14 Infrastructural Requirements	12

E | INFRASTRUCTURE PROTOCOL

§ 1 Preamble

Standards of play ensure fairness of games at all levels. These rules recognize the need for a level playing field and the responsibility of member national associations, the ICE Hockey League teams, players, and officials to adhere to these standards.

Any deviations from these requirements for all ICE Hockey League games, require ICE Hockey League approval. For arena guidelines and facility requirements, see information within.

Random site checks, by ICE Hockey League Management personal, will be performed throughout the hockey season.

All terms and regulations, not fulfilled within, are subject to the ICE Hockey League Disciplinary Catalogue.

§ 2 Ice Surface/Fit to Play

ICE Hockey League - Ice Surface

The freshly resurfaced ice sheet must be available 40 minutes prior to opening face-off for warm-up. The ice must be resurfaced before the game begins, during the intermissions (including Play-offs with endless OT).

At the conclusion of regular playing time, the ice surface will not be cleaned for OT or shootouts.

***The ice sheet, during each intermission, must be cleaned with the Zamboni off the ice, with at least 4 minutes of time before conclusion of intermission, to allow the ice to properly set.**

Delays – No delay shall be permitted by reason of any ceremony, exhibition, demonstration, or presentation unless approved by the ICE Hockey League Management and advance notice is given to the visiting team.

§ 3 Player's Benches

- (1) Although the player's benches are not a part of the ice surface, they are considered a part of the rink and are subject to all rules pertaining to the ice surface.
- (2) Both player's benches must be of the same dimensions and quality, offering advantage to neither team in any manner.
- (3) Each player's bench must be at least 10 meters wide and 1.5 meters deep.

- (4) Each player's bench must have two doors, one at either end.
- (5) The player's benches must be located on the same side of the rink, opposite their respective penalty boxes and the scorekeeper's bench.
- (6) Player's benches must be enclosed on all three sides from spectators, the only open-air side being the one with direct access to the ice for the players themselves.
- (7) A solid dividing petition must be implemented between the players bench.
- (8) Each rink shall be provided with seats or benches for the use of players of both teams. The accommodations provided, including benches and doors, MUST be uniform for both teams. Such seats or benches shall have accommodation for at least 16 persons of each team. The benches shall be placed immediately alongside the ice as near to the center of the rink as possible.
- (9) Each player's bench shall have two doors which must be uniform in location and size. ("Mirrored image benches") All doors opening to the playing surface shall be constructed so that they swing inward.

§ 4 Rink Boards

- (1) The rink must be contained within an enclosure known as boards which are made out of sections of wood or plastic and be painted white.
- (2) The space between the panels which comprise the boards should be no more than 3 mm.
- (3) The boards must be constructed in such a manner that the surface facing the ice must be smooth and free of any obstruction that could cause injury to players or unnaturally alter the course of a puck.
- (4) The height of the boards should be 107 cm from the ice surface.
- (5) Affixed to the bottom of the boards must be a yellow kick plate which extends around the entire circumference along the ice. It should be 15 – 25cm high.
- (6) Affixed to the top of the boards must be a blue dasher which extends around the entire circumference of the boards and marks the area where the boards end and the protective glass begins. The dasher should be 110 cm from the concrete flooring under the ice.

***ICE Hockey League - 'Giveaway Rink Boards'**

Link to suppliers for Giveaway Rink Boards (Click on „Europe“ and then „Dasher Board and Glass Systems“):

http://arenaguide.iihf.com/en/facility_supplier_directory/index.php

§ 5 Protective Glass

- (1) Panes of Plexiglas or similar acrylic material that are 12mm – 15mm thick and both transparent and of high durability must be inserted into and affixed to the top of the boards. The glass must be aligned using stanchions which allow the sections to be flexible. This is an obligatory component for IIHF competitions.
- (2) The protective glass must be 2,4 meters high behind the goals and must extend at least 4,0 meters from the icing line towards the blue line. The glass must be 1,8 meters high along the sides except in front of the players' benches.
- (3) There is no protective glass permitted in front of the players' benches, but there must be protective glass of similar height outlined in 14-ii behind and along the sides of the players' benches and penalty boxes. Where the glass deviates from the boards there must be protective padding extending its full height.
- (4) The protective glass and fixtures used to hold the boards in position must be mounted on the side away from the playing surface.
- (5) The gaps between the panels of protective glass must not be more than 5mm.
- (6) No openings or holes are allowed anywhere along the full circumference of the protective glass with the exception of a round hole 10 cm in width in front of the scorekeeper's bench.
- (7) The protective glass must be installed in such a way that one sheet can be replaced without compromising the integrity of any others.

***ICE Hockey League - 'Giveaway Rink Boards'**

§ 6 Protective Netting

- (1) Protective netting of a suitable height must be suspended above the end-zone protective glass behind both goals and must extend around the rink at least to where the icing line meets the boards.
- (2) Protective netting behind both goals is an obligatory component for ICE Hockey League competitions.

§ 7 Ice Surface Markings/Zones

- (1) The ice surface must be divided lengthwise by five lines marked on the ice surface, extending completely across, and continuing vertically up the boards to the dasher: icing line, blue line, center red line, blue line, icing line.

- (2) The middle three lines mark the three zones of the rink and are referred to as the defending zone, the neutral zone, and the attacking zone. The zones will be established as such: icing line to blue line, blue line to blue line and blue line to icing line, as measured from the middle of each line.
- (3) The center red line divides the length of the rink exactly equally. It must be 30cm wide and extend up the kick plate and up the full height of the boards to the dasher. In case of advertising allowed on the boards, the lines must be marked at least on the kick plate.
- (4) The two icing lines must be marked 4,0 meters from the flat and middle sections of the end boards (i.e., not the curved sections) at both ends of the rink and must be 5cm wide.
- (5) The blue lines must be 22,86 meters from the flat and middle sections of the end boards at both ends of the rink and be 30cm wide. They must extend up the kick plate and onto the boards. In case of advertising allowed on the boards, the lines must be marked at least on the kick plate.
- (6) Goalkeeper restricted area:
With the addition of the 'New' IIHF Rule Book, the ICE Hockey League will be required to add 2 more lines in each end zone, from the goal line to the backboards. The dimensions of the goalkeeper restricted area can be found in the [IIHF Rule Book](#).

***ICE Hockey League - No advertising or additional ice marking can be within 30cm of any of the five lines marked on the ice surface.**

In addition, the ICE Hockey League marketing committee guidelines, beginning with the 2015/2016 season will be in effect.

§ 8 Ice Surface Markings/Faceoff Circles and Spots

- (1) There must be nine faceoff spots on the ice. These are only places at which an on-ice official can drop the puck to begin game action.
- (2) All faceoff spots must be red except for the one at center ice which must be blue.
- (3) A circular spot 30cm in diameter must be marked exactly in the center of the ice surface. With this spot as a center, a circle with a radius of 4,5 meters must be marked with a blue line 5cm wide. This constitutes the center faceoff circle.
- (4) A total of four faceoff spots 60cm in diameter must be marked in the neutral zone. There must be two such spots 1,5 meters from each blue line. These faceoff spots should be the same distance from an imaginary straight line running from the center of both goal lines as the end-zone faceoff spots.

- (5) A total of four faceoff spots 60cm in diameter and red circles 5cm wide with a radius of 4,5 meters from the center of the faceoff spot must be marked on the ice in both end zones and on both sides of each goal. On either side of the end zone faceoff spots must be marked a double "L".
- (6) The location of the end zone faceoff spots must be fixed along a line 6 meters from each icing line. Parallel to this, mark two points 7 meters on both sides of a straight line drawn from the center of one goal line to the other. Each point will be the center of the end faceoff spot.
 - a) In resurfacing the ice, it is necessary to ensure that the win2day logo circle under the ice and the PULS 24 logo are visible and clearly recognizable at all times; in particular, it is necessary to ensure that the logos are not made unrecognizable by the thickening of the ice.

No advertising or additional marking can be the same or close to the same color as the "L" marking or faceoff spots.

No advertising or additional markings can cross through or be part of the faceoff spots.

In addition, the ICE Hockey League marketing committee guidelines, beginning with the 2015/2016 season will be in effect.

§ 9 Ice Surface Markings/Creases

- (1) There are three creases on the ice: one for each goaltender in front of either goal net and one at the boards by the scorekeeper's bench for on-ice officials.
- (2) The red, on-ice officials' crease must be marked on the ice in a semi-circle 5cm wide with a radius of 3,0 meters immediately in front of the scorekeeper's bench. Players are not allowed in this area during stoppages of play when on-ice officials are in consultation with each other or reporting to off-ice officials.
- (3) In front of each goal net a goal-crease area must be marked by a red line, 5cm wide.
- (4) The goal-crease area must be painted light blue, but inside the goal-net area from the goal line to the back of the goal net must be white.
- (5) The goal crease is a three-dimensional space and includes the air above the markings on ice up to the top of the crossbar.
- (6) The goal crease must be marked as follows:
 - a) A red semi-circle 180cm in radius and 5cm in width must be drawn using the center of the goal line as the center point.

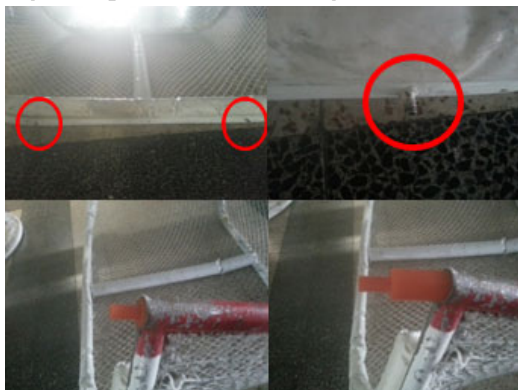
- b) A red, “L”-shaped marking of 15cm in length (each line) must be added at each front corner.
 - c) The location of the “L” is measured by drawing an imaginary line 122cm from the goal line to the edge of the semi-circle.
- (7) The measurements of all creases must be taken from the outside edge of the lines such that the full thickness of the lines is considered part of the crease.

The two goal creases must be free of all advertising, additional markings, and be maintained in the designated color's to be highly visible at all times. This includes, as the season progresses, the fading and extreme scarring that can naturally be caused.

§ 10 Goal Net

- (1) Each goal net must be located in the center of the icing line at either end and must be installed in such manner as to remain stationary during the progress of the game. For ICE Hockey League competitions, flexible goal pegs to hold the goal frame in place but which displace the goal net from its moorings upon significant contact are mandatory. The holes for the goal pegs must be located exactly on the icing line.
- (2) The goal posts and crossbar must be red. All other parts of the net and frame must be white.
- (3) The goal posts and crossbar must be completed by a white frame inside the base of the goal frame along the ice and top extending from post to post towards the end boards and supporting the netting, the deepest point of which must be 0.60 – 1.12 meters.
- (4) A netting of durable white nylon cord must be attached securely over the entire back of the goal frame in such a manner as to trap the puck in the goal net after it has entered and to prevent the puck from entering the goal net in any way other than in front.
- (5) The inside parts of the supports of the white frame, other than the goal posts and the crossbar, must be covered by white padding. The padding of the base frame must start not less than 10cm from the goal post and must be attached in a manner that does not restrict the puck from completely crossing the goal line.
- (6) From the 2023/24 season on the ICE Hockey League will have mandatory Goal Pegs which are affixed into the cement below the ice surface.

***ICE Hockey League** - In addition to the 2 goal pegs, an additional 2 pegs must be permanently stationed on the back, lower supporting bar, 100cm apart. Each peg will be 2,5cm in length, with a diameter of 1,5cm. There will be 2 additional holes drilled in the ice where each respective peg sits. The usage of the goal peg system which has been assigned by the ICE Hockey League is mandatory.



§ 11 ICE Hockey League – Signal and Timing Devices

- (1) Signal Devices – Each rink must be provided with a siren, or other suitable sound device that will sound automatically at the conclusion of each period of play. Should the sound device fail to sound automatically when time expires, the determining factor as to whether or not the period has ended shall be the timing device.
- (2) A light, normally red in color, will be situated at or near the timekeeper's bench and will be illuminated when a power break timeout is in progress and immediately following a goal when TV requires a 45 second delay. This light will be extinguished when the commercial time-out is complete to indicate to the teams and the officials that play may resume.
- (3) Timing Devices – Each rink shall be provided with some form of electronic clock for the purpose of keeping the spectators, players and game officials accurately informed as to all time elements at all stages of the game including the time remaining to be played in any period and the time remaining to be served by at least two penalized players on each team.

Time recording for both game time and penalty time shall show time remaining to be played or served.

The game time clock shall measure the time remaining in tenths of a second during the last minutes of each period.

- a. The rundown of the game clock has to start exactly 60 minutes before puck drop to start the game.
- b. In all games, the game clock must count down.

- c. Warm-up will start at 35 minutes on count clock and conclude at 20 minutes

Game preparation and starting six: The schedule prior to the game must be based on the game's starting time (puck drop) as specified in this GameBook.

§ 12 Visiting Team Dressing Rooms

An electronic device with the game clock time shown within dressing room is required, which must show the game time count down before each game and intermission time remaining during each intermission.

Locker Rooms

Clubs are to provide professional quality dressing rooms, with all parts of the room in a clean and orderly manner, sanitized(cleanliness) and secured from all people not associated with team (including kids teams, parents, etc. that may be using the ice previous to the game), at least 2 hours before game time.

- (1) Entrance of teams:
Preferably – different entrances to the ice rinks for both teams. For visiting team, a security presence and a covered canopy (moveable) structure when there is open access to the fans from the dressing room to the ice surface.
- (2) Locker room requirements:
 - Sanitized shower stalls, toilets, sinks ...
 - Internet availability
 - Laundry availability access (commercial grade washer/dryer) located within arena when requested by visiting team and/or game officials.
- (3) Supply to guest team:
 - Extra coaches room for opposing coach
 - Medical room availability
 - Minimum –3 bikes for warm-up
 - 30 towels for showering
 - 10 towels for the player bench
 - Coffee before the game
 - Bus parking with easy access for visiting team to/from arena within a secured area. Security presence at all times while visiting team is entering and exiting the facility
 - Shower products (shampoo, soap ...)

11
15

§ 13 Officials Room

An electronic device with the game clock time shown within dressing room is required, which must show the game time count down before each game and intermission time remaining during each intermission.

To the extent feasible and practicable, the officials room should be located in a secure and neutral area, free of direct contact by fans and club personal.

- (1) Each ICE Hockey League club must provide for the referees, the following items for each game:
 - Beverages - bottled water, fruit juices (before game)
 - Fruit (before game)
 - 4 towels and shower products
 - Dinner for each official (immediately after the game)
 - Tapes (black, white & stretch)
 - Equipment service
 - If necessary support by team-doctor / physiotherapist.
- (2) 4 secured parking stalls
- (3) A security person has to be stationed at the door or access area of the referee's room.
- (4) A security person must accompany referee's on the way to/from the ice surface. As well as to/from parking area in game's with high emotions or potential for issues.

§ 14 Infrastructural Requirements

The game venue must be equipped with the infrastructural facilities listed below. The capacities and quantities mentioned below are minimum requirements. The respective capacities must at least correspond with the actual accreditations and access authorizations issued by the home club. If any of the following defaults cannot be implemented due to constructional reasons, the home club has to report that to the league office until August 15th, of each respective season. A coordination / adaption that meets the defaults best possible, has to be made between the club and the league organization until beginning of the season

- (1) Press box
The press box shall be located on the main stands or the opposite stands. The press box must have individual numbered seats. Important facilities for the media, such as work rooms or the press conference room, must be easily reachable from the press box, and clear signage must be ensured.

At least 10 fixed workstations with a desk, power connection and wireless LAN connection must be made available for media representatives. For games which attract high levels of media interest and for playoff games, it must be possible to increase the number of workstations to at least 15.

Additional 5 workstations for press guest must be provided from each club. These workstations will be allocated by the media ranking.

The press box should only be accessible for the writing press. Seats for photographers, officials of the guest team and representatives of authorities, should be reserved in a different location.

In the case of television broadcasts, the following applies:

A closed commentators' box with space for at least two persons, or alternatively a sufficiently large section of the stands which is set on level pedestals, must be provided at a location overlooking the center of the rink and with an unobstructed view of the entire ice surface. The commentators' position must always be on the same side as the lead camera. In addition, four observers' seats for statisticians from the graphics service provider must be made available at a location overlooking the center of the rink and with an unobstructed view of the entire ice surface. These seats must also be on the same side as the lead camera.

(2) Media area

a) Accreditation desk

A central point of contact must be established for picking up accreditation documents and for other media-related matters.

b) Press conference room

If the home club holds a press conference in accordance with Paragraph (3), a press conference room should be made available for at least 20 media representatives if possible. This room should be easily reachable from the players' area and from the mixed zone. Coaches and other club members should be able to access this area without having to cross the areas accessible to spectators and/or they should be accompanied by usher personnel.

The press conference room should be separated from the VIP area and be equipped as follows:

- On one side of the room, there should be a podium for at least four persons. A presentation wall is to be set up behind the podium; the ICE Hockey League main sponsor logo and the ICE Hockey League Live TV partner logo must feature prominently on this presentation wall.
- The room must be equipped with a PA system.

c) Media work room / break room

A separate media work room should be made available. For this purpose, it is also possible to use a specially equipped part of the press conference room.

d) Photographer's work room / technical infrastructure for photographers / bibs

The ice arena should also be equipped with a work room for photographers. If this is not the case, photographers must have the right to shared use of the media work room. A wireless LAN hot spot (with a big bandwidth) should be available for photographers. In addition, photographers must also be provided with a suitable rink-side working area. The photographers' bibs provided by the ICE Hockey League must be distributed and administered by the ICE Hockey League club in the course of accrediting photographers. Photographers without bibs do not have access to the rink-side photographer's zones or to the mixed zone and press conference rooms; such photographers are to be refused entry by the usher personnel.

(3) Mixed zone

The mixed zone must be situated in a central area between the locker rooms and the team exits; this zone must be permanently marked as such. The mixed zone must be easily reachable from the locker rooms as well as the press box and the media work room. The mixed zone must not be accessible to spectators. The home club must ensure that the players and coaches can pass through the mixed zone safely and without contact with the spectator areas.

The mixed zone is to be used for interviews conducted by all television broadcasters directly after the end of the game or during the intermissions. Interview backdrops will be made available by the ICE Hockey League.

For TV broadcasts, interview requests made by the ICE Hockey League Live TV partner will take priority over those of other media representatives.

(4) Television production and camera positions

In the ice arenas, it is necessary to ensure that the cameras required in order to produce television signals have fixed positions, if necessary on pedestals, in the stands and possibly also along the boards of the rink. All camera positions must enjoy an unobstructed view of the entire rink at all times. Any obstructions of view, for example due to structural elements of the arena, advertising banners, advertising stickers, spectators, photographers or other persons moving in front of the camera positions must be prevented.

The number and positions of cameras (and microphones) will be based on the production standards of the television broadcasting partner. In this context, it is necessary to ensure that no cameras or microphones protrude into the rink.

The home team has to ensure that the security glass in front of camera positions (TV and photographers) is cleaned before the game and during breaks on both sides. If the security glass is not cleaned by the home club this violation is forwarded to the ICE Hockey League Disciplinary Senate.

For TV broadcasts, the ICE Hockey League catalog of requirements for TV ICE Hockey League broadcasts also applies.

(5) Car parking spaces

A sufficient number of parking spaces close to the arena should be made available for media representatives (corresponding to the number of fixed work stations in the arena). The photographers and ICE Hockey League teams which carry heavy equipment should be provided with preferred parking spaces.

(6) Exceptions

At the request of a club, the ICE Hockey League may permit temporary exceptions to the requirements above in special justified cases.



ICE Hockey League

GAME BOOK – Season 2023/2024

F | MEDIA REQUIREMENTS

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
7

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

F MEDIA REQUIREMENTS	4
§ 1 Personnel Requirements	4
§ 2 Conducting Press Conferences / Open Locker Rooms	5
§ 3 Program Booklets	6
§ 4 Accreditation Deadline / Accreditation for Media Representatives	7

F | MEDIA REQUIREMENTS

§ 1 Personnel Requirements

(1) Media relations officer

ICE Hockey League clubs need to name at least one Media relations officer. (Will be dubbed “media RO” in the following) The media RO is responsible for the following functions and duties:

- Pre-selection of applications for press-accreditations before the season.
- Responsible partner for the media during the game week (accreditations and suchlike) and at the home- and away-games that his club plays. (amongst other things, organization of press conferences respectively „open locker room“).
- Implementation of the ICE Hockey League GameBook Part F
- Responsible person for the media at home games at the arena at least two hours prior to the face-off (for accreditation purposes amongst other things). If necessary, the media RO will, supported by the ICE Hockey League, conduct the final inspection and approval of the TV/moving picture production (dubbed “TV production” in the following) until two hours prior to the start of the game.
- The media RO is responsible for ensuring the media representatives are provided with team rosters and the preliminary official game sheet at least 30 minutes prior to the start of the game.
- The media ROs of both clubs involved coordinate the selection of the interview partners during the course of the game.
- The media RO is also the contact person responsible for media-related matters for the ICE Hockey League; the media RO takes part in all specialist events of the ICE Hockey League.

(2) Usher services

The sensitivity and special significance of work carried out in the media areas in particular are to be taken into account when selecting the usher personnel assigned to those areas.

The club must take the necessary and appropriate security measures to protect media representatives and media areas and to ensure that media representatives can work without disruptions or other disturbances.

§ 2 Conducting Press Conferences / Open Locker Rooms

(1) Press conference

The press conference is an information event for media representatives. At the same time, press conferences represent a "showcase" for the club and the league.

- a) The press conference is to begin at the latest 15 minutes after the end of the game.
- b) The moderator is to run the press conference in a neutral and objective manner. A maximum of two representatives – including the coach or athletic director – per club will be permitted for the purpose of providing information.
- c) The press conference is to be held in the appropriate national language and in case of international representatives and needs in English. Should a club representative not have a sufficient command of the German language, his/her statements must be translated by an interpreter or by the moderator.

(2) Open locker rooms

As an alternative to the press conference, it is also possible to offer "open locker rooms". The open locker room is to begin at the latest 15 minutes after the end of the game.

- a) Representatives of the two teams (including the coach or athletic director) must be present in the mixed zone for interviews at the latest 15 minutes after the end of the game.
- b) The home club is required to grant radio, print and internet media representative's free access to its locker room for a period of 15 minutes and to ensure that interviews can be conducted.
- c) Interview requests involving players from the visiting team must be coordinated by the media relations officers of both teams.
- d) All television interviews must be carried out in front of the official ICE Hockey League logo wall in the mixed zone.

i. Pre-Game Interviews:

The requested interview partners (players, head coach, club representatives, etc.) must be available between 105 minutes to 90 minutes (with Puls24 and other TV partner double productions 110 minutes to 90 minutes) before face-off for game-day and game-related TV interviews. The interview partners for pre-recording will be sent to the respective press officer in writing 24

hours before the game. Should the desired interview partner be prevented or refuses the interview, then at least the team captain or assistant and the head coach must be made available as an interview partner.

ii. Interviews during the game:

Interview partners during the game (power break, break between periods, etc.) are announced by the TV partners to the respective club/club media representatives.

iii. Post-Game Interviews:

The interview partners requested must be available to the TV partner/media partner for at least 30 minutes after the end of the game.

In Puls24 games, the head coach of the losing team is waiting on the players' bench for a quick post-game interview. The manager of the winning team is also waiting for his interview, which usually takes place after the losing team's coach.

Further interviews are made on the editorial discretion, however, each team has up to and including 30 minutes after the end of a game to provide the captain and assistants for interviews.

- e) The TV host broadcaster or other TV stations which do a live broadcast of an ICE Hockey League game are allowed produce film material inside the player locker rooms until 1 hour before the start of the warm-ups. This has to be agreed between the TV partner and the media responsible person of the club. After the game only access to the locker room of the winning team is allowed to produce film material. The respective team has to make sure that those film productions can be done without any longer delay.

§ 3 Program Booklets

- (1) The home club is responsible for the content and external appearance of the program booklet.
- (2) The program booklet must be objective and must not contain any abusive or derogatory statements, in particular with regard to other clubs, their national federations, and the ICE Hockey League.
- (3) Upon publication, each program booklet must be sent to the ICE Hockey League voluntarily.
- (4) The league sponsor logo must be placed in a prominent size in the sponsor bottom border.

§ 4 Accreditation Deadline / Accreditation for Media Representatives

The ICE Hockey League will issue journalist and media accreditations. A media accreditation represents an access authorization which entitles the holder (upon presentation of the accreditation card) to enter the game venue and to access the zones designated on the accreditation card. Each ICE Hockey League club is obligated to ensure that its' usher service is familiar with how to handle league accreditations. In addition to the media accreditation an application is needed for the designated game.

- (1) Ahead of home games, the application deadline for all media representatives is one business days before game day.
- (2) The club's media relations officer must confirm or reject accreditation requests in writing.



ICE Hockey League

GAME BOOK – Season 2023/2024

G | ADVERTISING

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
8

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

G ADVERTISING.....	4
§ 1 General Provisions.....	4
§ 2 Marketing by ICE Hockey League.....	4
§ 3 Clubs' Advertising	5
§ 4 Use of Club Logos.....	8

G | ADVERTISING

§ 1 General Provisions

- (1) Subject to these Procedure Regulations, advertising during ICE Hockey League games is generally unrestricted and is the responsibility of the clubs.
- (2) Advertising is defined as the promotion of goods and services in connection with commercial services, in connection with commercial trade and the mention or display of names, company names, emblems, logos, written characters, images or other depictions of companies, products, services or other objects as well as the corresponding references to them, including brands, service marks and equipment for services, for promotional purposes.
- (3) Advertising which violates applicable law or the generally accepted principles of sports, especially the principle of political and religious neutrality, is not permitted.
- (4) Advertising must not distort or alienate the fundamental message of sports, which refers to a comparison of performance in the course of a fair competition. The independence of sports in general and the uniqueness of sporting activities in particular must be given absolute priority.
- (5) The ICE Hockey League may prohibit clubs from carrying out specific advertising activities for important reasons, especially in the overall interest of the league.

4
8

§ 2 Marketing by ICE Hockey League

- (1) ICE Hockey League's rights
 - a) Marketing of the following rights will be executed exclusively by ICE Hockey League:
 - Awarding of Sponsor/partner titles at league level
 - Advertising on Referee's uniforms
 - Advertising on Jerseys (According to main sponsor contract)
 - Kick plate advertising according to IIHF-Rulebook
 - In-ice advertising – face-off circle (According to main sponsor contract)
 - Advertising on boards (According to main sponsor contract)
 - Banner advertising (According to main sponsor contract)

- Presentation of starting six
- Licensed products across multiple clubs, such as player cards, games, fan items, etc.
- Internet homepage of ICE Hockey League and statistics
- Advertising use of league play where related to part or all of the league name (e.g., title sponsors, presenters)
- ICE Hockey League ALL-STAR-GAME; etc.
- TV insert sponsoring (graphic sponsoring for television broadcasts).
- ICE Hockey League special events according to detailed regulations

In cases where no league-wide marketing exploitation by the ICE Hockey League is realized by April 30th prior to the start of a season, ICE Hockey League clubs may market the advertising space on the kick plate as well as the presentation of the starting six independently in consultation with the ICE Hockey League. In the marketing of advertising space on the kick plate, it is explicitly necessary to ensure that the yellow base color remains unchanged. Any such proposed designs are to be submitted to the ICE Hockey League for approval. On conclusion of a league wide agreement, the respective club has to provide the advertising space kick board in the next season to the ICE Hockey League.

- b) The clubs are responsible for ensuring that the ICE Hockey League can exercise the above-mentioned rights without restrictions due to third-party rights and without any actual obstructions.

§ 3 Clubs' Advertising

- (1) Advertising on players' uniforms
Club specific advertising on players' uniforms does not require special permission from the ICE Hockey League. The advertising logos of the title sponsor are to be applied in accordance with the ICE Hockey League – win2day title sponsorship agreement and submitted to the ICE Hockey League for approval.

However, if advertising has an irritating effect, it must be adapted through mutual coordination.

- a) Jerseys: Advertising on player jerseys is permitted.
- b) Helmets: Advertising on player helmets is permitted.
- c) Pants: Advertising on player pants is permitted.
- d) Stockings: Advertising on player stockings is permitted.

(2) Outfitter logos on players' uniforms

- a) Player jersey:
The logo of the manufacturer/outfitter may be applied with a maximum size of 20cm² either along the bottom hem on the back of the jersey or in the center below the collar on the front or back of the jersey.
- b) Pants:
The logo of the manufacturer/outfitter may be applied with a maximum size of 20cm². The positioning of this logo is not restricted.
- c) Stockings:
The players' stockings may bear the logo of the manufacturer/outfitter with a maximum size of 20cm².

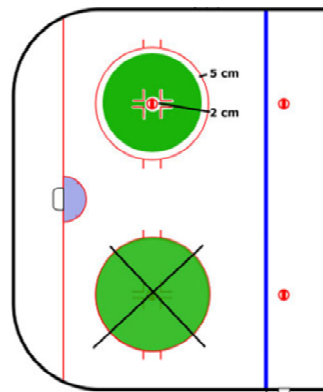
(3) In-ice advertising

- a) The following surfaces are defined for the integration of advertising into the ice surface:
 - 4 end zone face-off circles
 - Center circle
 - Two advertising areas behind each goal line
 - Open surfaces in the neutral zone; in this context, it is necessary to ensure that advertising surfaces do not overlap.

In addition, the ICE Hockey League marketing committee guidelines, beginning with the 2016/2017 season will be in effect.

- b) All in-ice advertising must be designed in such a way that the ice markings and lines are clearly visible and the puck is visible on all parts of the ice surface.

There has to be a 5cm border around any lines and any face-off dots and a 2cm border around the "L"s.



Should it turn out that integrated advertising surfaces impair the visibility of the puck in television broadcasts or in play, the ICE Hockey League will have the right to instruct the club to change the surface in question without delay.

- c) Clubs are free to design advertising in the center circle without restrictions. However, in this context it is necessary to observe the guidelines prescribed by the IIHF with regard to ice markings (center line and center face-off spot, cf. IIHF Rulebook).
- d) Clubs are free to design advertising in the end zone face-off circles without restrictions. However, in this context it is necessary to observe the guidelines prescribed by the IIHF with regard to ice markings (outer line, double "L" markings, face-off spot, cf. IIHF Rulebook).

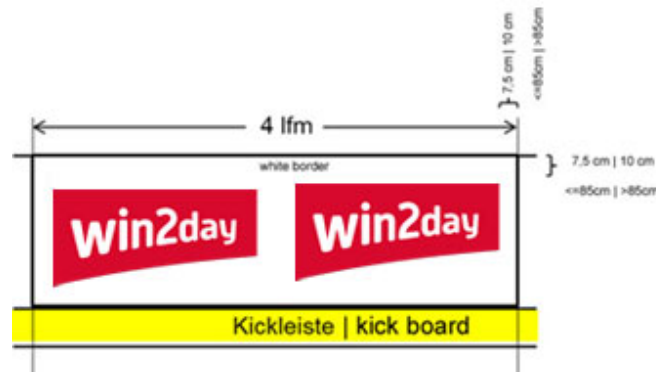
7
8

(4) Advertising on boards and light effects

- a) The use of scrolling advertisements on the boards is permitted as long as this does not impair the production of television images or disturb play during the game. However, this regulation only applies to the intermissions between periods and the time before and after the game. During play, the use of scrolling or illuminated boards, or boards with 3D effects, is not permitted. During game interruptions, light effects are permitted as long as they do not disturb the course of the game; deciding whether or not such effects are a disturbance is the responsibility of the relevant team of officials in consultation with the coaches of each team.
- b) The same applies to reflective in-ice advertising and light effects generated by projections. Scan lights on the ice surface are not permitted during the game. As soon as the referee shows the continuance of the game with his hand signal all light effects must be stopped and the whole light intensity must be available.

c)

The advertising on board has to be designed with a 10 cm white border around the advertising on boards higher than 85 cm or has to be designed with a 7.5 cm white border around on boards up to 85 cm.



§ 4 Use of Club Logos

In due time prior to the start of each season, the ICE Hockey League will provide the clubs with all current logos in various file formats.

Only the designs provided by the ICE Hockey League may be used in the production of printed materials.



ICE Hockey League

GAME BOOK – Season 2023/2024

H | USHER & SECURITY SERVICES

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
9

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

H USHER AND SECURITY SERVICES	4
§ 1 Preamble	4
§ 2 Usher Personnel	4
§ 3 Protection of Referees.....	4
§ 4 Protection of the Teams	5
§ 5 Protection of Media Areas	5
§ 6 Arena Bans.....	6
§ 7 Fan-Banners	6
§ 8 Flow of Game	6
§ 9 Security Coordinator	7
§ 10 ICE Hockey League Game Delegate	7
§ 11 Prohibited Items.....	8

H | USHER AND SECURITY SERVICES

§ 1 Preamble

The rules and requirements issued by the competent authority will take priority over the provisions listed below; the ICE Hockey League club must make every effort to ensure a safe and secure environment for conducting ICE Hockey League competitions.

§ 2 Usher Personnel

- (1) The usher and security service must ensure safety and security in the course of the game. In particular, this includes protecting the spectators, the players, the coaches, the referees and club/league officials as well as media representatives.

In this context, it is especially important to consider the special requirements of the often family-oriented audience, as long as no security issues conflict with this imperative. The traditionally peaceful fan culture should also be maintained and encouraged.

- (2) The home club is required to comply with all legal and official regulations regarding the number and deployment of security and rescue personnel.
- (3) All security personnel and ushers must be clearly recognizable as such (i.e., by means of specially colored vests/bibs, jackets, etc.).
- (4) Only appropriately trained usher personnel may be used, with due fulfillment of liability law requirements and insurance requirements.
- (5) Every club needs to use a minimum of professional usher personnel at home games according to the guidelines of the local authorities.

§ 3 Protection of Referees

- (1) From the arrival of the referees at the rink, until their leaving the rink, a security person has to be stationed directly at the door of the referee's locker room. This security has to deny access to anyone except for the following: referees, referee attendant, referee supervisor, scorekeepers, ICE Hockey League game delegate and Director of Hockey Operations.
- (2) Unauthorized persons who enter the referee's locker room or stay there have to be penalized with a fine by the ICE Hockey League Disciplinary Senate notwithstanding further punishment under the IIHF rules. The referees have to file an additional report on such an incident.
- (3) The referees are to be accompanied on their way on and off the ice as well as towards the parking lot by sufficient security personnel to ensure attacks are prevented. The referees need to be provided with guarded or secured parking

spots. The cost for damage occurred in the course of duty at a game will be borne by the responsible (i.e., the home) club plus applicable ICE Hockey League disciplinary actions.

- (4) The way for referees towards their locker rooms needs to be guarded in such a way that neither teams nor spectators can attack them.
- (5) Persons who physically attack the referees or throw objects at them must be penalized with a general arena ban. Furthermore, the particulars (personal data) of said persons need to be recorded and forwarded to the ICE Hockey League.

§ 4 Protection of the Teams

- (1) The entire locker room area must not be accessible to spectators. Apart from players, team officials and game officials, only the referee observers and league supervisors have access to the locker rooms.
- (2) The players' path to the locker rooms must be protected in such a way that attacks from the spectators are not possible.
- (3) The players' and penalty box benches must also be protected in such a way that attacks from the spectators are not possible. The players' and penalty box benches must be executed in a technical manner that there is no open space on the backside up to the roofing respectively the height of the back board must be sufficient.
- (4) On the way to and from the ice surface and to the parking lot, the players and coaches must be accompanied by sufficient usher personnel to ensure that attacks are prevented. The players' bus must be provided with a guarded or appropriately protected parking space with direct access to the arena. Players and coaches are advised to use the official, from side of the organizer designated, entrances and exits. This security issue needs to be secured for the guest team by sufficient usher personnel from the beginning of arrival until departure.

§ 5 Protection of Media Areas

- (1) The sensitivity and the special significance of work carried out in the media areas are to be taken into account when selecting the usher service personnel assigned to these areas.
- (2) The club must take the necessary and appropriate measures to protect media representatives and media areas and ensure that media representatives can work without disruptions or other disturbances. Attacks from spectators must be prevented. In case of such an incident, the person in question must be identified and penalized.

- (3) The mixed zone and the press conference room must not be accessible to spectators. The home club must ensure that all players and coaches can pass through the mixed zone without contact with the spectator area. After the end of the game, access to the mixed zone must be restricted to media representatives, the media relations officers of the two clubs, the referee observers and league supervisors.
- (4) Wherever possible under the security regulations of the game venue or of the ICE Hockey League, the work of ICE Hockey League's television partners must not be disturbed by usher personnel.

§ 6 Arena Bans

It is at the ICE Hockey League and at the ICE Hockey League clubs' discretion to hand out arena bans. In the case of special interest (information about high-risk fans or possible risk also for away games) the ICE Hockey League club must forward information on a person with an arena ban to the league. The league will then discuss and potentially declare a league wide arena ban and will inform the clubs and the ministry of the interior (fan-police).

§ 7 Fan-Banners

- (1) Any kind of banners with glorification of violence, bawdy, abusive or racist taunts and any kind of discriminating statements against minority groups or fringe groups are prohibited.
- (2) The security staff of the home team is obliged to remove those kinds of banners immediately.
- (3) Clubs have to inform all their fan-clubs that those kinds of statements and banners will not be tolerated and will be punished with a fine accordingly
- (4) If a game delegate or other game officials reject banners, the security staff has to remove those banners immediately.

§ 8 Flow of Game

Spectators who throw objects onto the ice or attempt to physically harm, spit on, or otherwise attack players or officials must be removed from the arena immediately and penalized with an arena ban pursuant to §6. Moreover, the particulars of the person(s) in question are to be recorded and, in the case of repeat offenses, communicated to the ICE Hockey League. The home team has to take the maximum lengths to ensure that throwing of objects onto the ice surface is prevented. If problems with objects on the ice surface occur, the referees have to file an according additional report and send it to the ICE Hockey League office. Failure of the usher service results in a penalization according to the ICE Hockey League penalty catalogue. Repeated incidents can cause the Disciplinary Senate to greatly increase the penalty.

§ 9 Security Coordinator

- (1) Prior to the start of each season, each club is to provide the ICE Hockey League with the name of its security coordinator by August 1st, of each respective season; the security coordinator serves as the contact person responsible for security matters. The security coordinator may be an employee of the club, of the company which operates the game venue, or of a security service which is responsible for the game venue.
- (2) The security coordinator must attend the training and orientation seminars held by the ICE Hockey League when offered and organized by the ICE Hockey League.
- (3) The security coordinator is to ensure the regular exchange of information and experiences with:
 - a) the club's internal officials (event management, general management, fan relations officers).
 - b) the ÖEHV and ICE Hockey League.
 - c) external institutions (e.g., police, fire department).
 - d) Head of sport activities (ZSA) from federal ministry of the interior (BM.I.)
- (4) Before each game, the security coordinator is required to obtain information on the planned schedule, arrival and departure of the teams and referees, expected spectators, the number of tickets sold in advance, any other peripheral events, special potential dangers, necessary countermeasures, planned deployment of security personnel, deployment meetings, information sheets, etc., and to pass this information on to the usher personnel.
- (5) Prior to a game, the security coordinator is to exchange insights and information with the security coordinator from the opposing club.

§ 10 ICE Hockey League Game Delegate

- (1) The ICE Hockey League can nominate a game delegate for every game during the championship. The game delegate is engaged to send a written report about each supervised ICE Hockey League game to the league office and the ICE Hockey League disciplinary commission on the following day.
- (2) The home club has to grant an "All-area-Access" to the game delegate at all times from 2 hours before until 1 hour after the game.
- (3) The instructions of the game-delegate have to be followed in any case

- (4) The game delegate is checking and observing the following topics:
- Technical issues such as Video Goal Judge System, commercial break materials, video upload system or online scoring
 - Observation of all security issues
 - Observation of all rules and regulations of game operations
 - Observation of all rules and regulations for marketing, sponsoring and TV
- (5) In case of complaints in different areas, the league office will send a report to the respective club.
- (6) For the ICE Hockey League regular season, each of the ICE Hockey League teams can have 3 sight visits/season (based over 52 game days), provided no issues or concerns were raised on the routine sight visits.
- (7) In the event a game delegate sight visit witnesses an issue or concern(s), where a follow up game must occur to secure the ICE Hockey League product, sponsorship or integrity may be affected or when the league has to send a league representative, more than once/season, to correct issues with VGJ, Game Center, etc. in an arena or games that require special attention or “high alert” games. The cost will be billed to the respective club at 300 Euros/visit + reasonable assumed travel expenses, which will occur until the problem(s) are corrected.
- (8) When a team has willfully or intentionally broke the ICE Hockey League Bylaws or ICE Hockey League Regulations, the ICE Hockey League will send a game delegate and/or league representative at a cost to the guilty team of 500 Euros/game + reasonable assumed travel expenses, for a minimum of 6 games or as long as the issue(s) remain and billed directly to the team that created the issues.
- (9) For the ICE Hockey League Play-Offs, the presence of a game delegate is of great importance. Meaning the possibility of sending a game delegate cannot be determined by a set number of games. Instead, will be on a series-by-series nature.

§ 11 Prohibited Items

- (1) The rules of each arena and the official regulations applying to the venue list the items which spectators may not bring into the arena. A list of prohibited items compiled in cooperation with the Center for Sports Affairs (Zentrum für Sportangelegenheiten) and the Austrian federal ministry of the interior must be placed in a clearly visible location in all league arenas (entrance area).

- (2) According to IIHF rules, spectators are not allowed to bring whistles or compressed air horns into the arena.
- (3) Prohibited items such as glass containers/bottles and horns must not be offered for sale inside the arena.
- (4) The promotional give-away activities of sponsors or partners must not involve the distribution of items which may be thrown as projectiles.
- (5) Items which are considered pyrotechnical devices under the law of the respective country and “laser pointers” (meaning devices, which enable persons from the stands to direct or beam light towards players or officials on the ice) are not allowed at all.



ICE Hockey League

GAME BOOK – Season 2023/2024

I | DISCIPLINARY MEASURES

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
32

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

I DISCIPLINARY MEASURES	4
I. Application	4
§ 1 Subject and Objectives	4
§ 2 Scope of Material Application	4
§ 3 Scope of Personal Application	4
§ 4 Applicable Law	5
II. Organization and Competence Disciplinary System	6
§ 1 Disciplinary Bodies	6
§ 2 Disciplinary Senate	6
§ 3 Sport Board Composition	7
§ 4 Sport Board Competency	7
§ 5 Sport Board Procedures	8
§ 6 Justice Commission	9
§ 7 Justice Commission Competency	9
§ 8 Justice Commission Procedures	9
§ 9 Investigation Procedures	10
§ 10 Appeal Board Competency	11
§ 11 Location of Meetings	12
III. General Topics	13
§ 1 Player Agent Licensing	13
§ 2 Approach for Charges	13
§ 3 Regulation for Suspended Coach/Functionary	13
IV. Substantive Law	14
§ 1 Game Officials and Game Supervisor	14
§ 2 Disciplinary Measures and Directives	19
Appendix A – ICE Hockey League Penalty Catalog	28

I | DISCIPLINARY MEASURES

I. Application

§ 1 Subject and Objectives

These regulations contain the substantive and formal provisions governing the punishment of disciplinary offenses falling within their scope of application. They describe the infringements, regulate the application of penalties, and govern the organization and actions of the disciplinary bodies and the procedures to be followed before these bodies.

These regulations serve to ensure that the objectives of the ICE Hockey League are attained in accordance with the ICE Hockey League Regulations.

§ 2 Scope of Material Application

These regulations apply to any violation of the ICE Hockey League Regulations, ICE Hockey League Sport Regulations, and the official playing rules of the ICE Hockey League – altogether referred to in all ICE Hockey League documents as ICE Hockey League law and ICE Hockey League directives and decisions.

When a case seems to come under the authority of more than one disciplinary body, the ICE Hockey League Presidency shall decide which disciplinary body hears the case.

These regulations apply to every game and competition organized by the ICE Hockey League.

These regulations govern all matters to which the text explicitly or implicitly relates.

§ 3 Scope of Personal Application

By way of participating in the ICE Hockey League competition, the following are subject to these regulations:

Founding leagues (ICE Hockey League, Alps Hockey League) and the leagues respective officials (i.e., all persons assigned by a founding league, national federation, or the ICE Hockey League to exercise a function either directly or indirectly associated with the ICE Hockey League)

Participating clubs and their officials (i.e., all persons assigned by a participating club or the ICE Hockey League to exercise a function either directly or indirectly associated with the ICE Hockey League)

- All game officials
- All players and coaches

- All persons assigned by the ICE Hockey League to exercise a function either directly or indirectly associated with the ICE Hockey League

The above entities and persons are subject to ICE Hockey League disciplinary powers. They are bound by and recognize ICE Hockey League law, directives and decisions.

Participating clubs are responsible for the conduct of its players, staff and fans at games.

§ 4 Applicable Law

The disciplinary bodies base their decisions on the ICE Hockey League law, directives and decision as well as on Austrian law and any other law that the competent body considers applicable.

II. Organization and Competence Disciplinary System

§ 1 Disciplinary Bodies

The ICE Hockey League disciplinary system is administered by the:

- (1) Disciplinary board; and
- (2) Appeal board.

All disciplinary bodies must observe and follow all essential elements of due process in all disciplinary procedures/proceedings including providing the accused party the right to be heard through written comments and/or a formal hearing.

The language of all proceedings and communications is English.

§ 2 Disciplinary Senate

The Disciplinary Senate is divided into two boards:

- (1) Department of Player Safety (DOPS)
- (2) Justice Commission (Off-Ice)
- (3) Composition and appointment of the ICE Hockey League Disciplinary Senate
 - a) The ICE Hockey League Disciplinary Senate decides on incidents happening in ICE Hockey League | Alps Hockey League.
 - b) The Disciplinary Senate consists of ICE Hockey League Justice Commission (Off-Ice) and the Department of Player Safety as described in §2(4). The members of the Justice Commission are announced by the ICE Hockey League Presidency according to the statutes. The chair of the board is perceived by the respective Director of Hockey Operations. He also will be sent as a member to the international Player Safety Committee.
- (4) Responsibilities of the ICE Hockey League -Disciplinary Senate
 - a) In all cases where ICE Hockey League | Alps Hockey League Fundamental Rules and it's integrating agreements (see Fundamental Rules Part I §2), the ICE Hockey League Disciplinary Senate is responsible to set penalties against offenders by way of a ruling. The ICE Hockey League Disciplinary Senate is divided into two levels. The ICE Hockey League Justice Commission (Off-Ice) is responsible for league disputes, for game authentication, support of the league Presidency in common law questions, the written finalization (official copy) of senates decisions and to declare verdicts against team officials. The Department of Player

Safety (DOPS) is made up by the ICE Hockey League Director of Hockey Operations, and international committee members of the Player Safety Committee (PSC).

- b) The payment of the fines for penalties handed and the respective arrival of the money will be announced to the ICE Hockey League Disciplinary Senate following the end of the payment period.

(5) Decisions by the ICE Hockey League Disciplinary Senate

- a) The ICE Hockey League Disciplinary Senate will generally determine penalties by a ruling based on the available documentation. If considered necessary, it is at the discretion of the ICE Hockey League Disciplinary Senate, to conduct an oral hearing and gathering of evidence.
- b) Especially TV footage and video footage, the referee's view or alternatively the view of an ICE Hockey League supervisor and game delegate (if present) is generally considered evidence. Whether this evidence is considered conclusive for the relevant cause will be decided by the ICE Hockey League Disciplinary Senate at its own obligatory discretion.

§ 3 Sport Board Composition

DOPS shall consist of a chairman (ICE Hockey League Director of Hockey Operations), the ICE Hockey League Commissioner and Player Safety Committee which consists of up to five members. The sport board should be highly experienced, competent and well versed with ice hockey, its rules and procedures. The board is independent, not bound by instruction and is not accountable to anyone for its decisions.

It shall be the duty of the sport board to act as the sole decider of the matters brought before it as if the members presiding over a case were judges in a civil proceeding.

The sport board's decisions will generally be adopted by video conference, email, phone, or skype but can be adopted in a formal hearing. The chairman shall decide on the modality to be used for the decision process.

The sport board shall make its decision by simple majority of the votes. No member may abstain from voting.

§ 4 Sport Board Competency

The Sport Board can sanction all persons/entities indicated herein if they:

- (1) Infringe on the official rules of the game (IIHF Official Rule Book in its current version)

- (2) Commit any violations of ICE Hockey League on-ice rules including, but not limited to, ICE Hockey League Goalie Standards, ICE Hockey League Case Book... as determined by the Sport Board in its sole discretion.

The sport board must review all

- match penalties
- aggressive nature - major penalties
- aggressive or abusive nature – game misconducts
- all abuse of official penalties and
- serious injury situations regardless of the penalty being called.

The Sport Board may review any other incident referred to it by the game supervisor or which the sport board views as requiring supplementary jurisdiction.

§ 5 Sport Board Procedures

The Sport Board disciplinary procedures are opened by the ICE Hockey League DOPS and/or the game supervisor's disciplinary report indicating certain game incidents require supplementary jurisdiction or are opened at the sport board's discretion for any incident of which it deems reviewable. The game supervisor shall provide the Sport Director and Sport Board chairman the same supervisor disciplinary report, all referee and linesmen reports and any other evidence relevant to any game incidents.

If, after an initial assessment of a game supervisor's report, the Sport Board chairman determines that a supplementary jurisdiction case exists, the sport director may notify the respective participating club. For suspensions of four games or more, the accused party (via the participating club) have the opportunity to submit written and/or verbal comments (via email or other means depending on time restraints, as permitted by the Sport Board) within the deadline indicated in the notice (not less than 03:00pm the day following the game in question when the participating club plays another ICE Hockey League game the day following the game in question).

All communication with the accused party, including notice, is addressed to the participating club who has the responsibility to inform the accused party. Communication is sent via e-mail and shall be deemed received the same day.

After providing notice to the accused party, the Sport Director shall notify the Sport Board members providing all relevant evidence/reports including video footage of the incident and any written comments from the accused party by 03:00pm the day following the game in question.

§ 6 Justice Commission

The Justice Commission shall consist of three members. The Justice Commission shall be assisted by the ICE Hockey League Office when necessary. The Justice Commission consists of three highly experienced, competent lawyers. The board is independent, not bound by instruction and is not accountable to anyone for its decisions.

It shall be the duty of the Justice Commission to act as the sole decider of the matters brought before it, as if the members presiding over a case were judges in a civil proceeding.

The Justice Commission's decision can be adopted in a formal hearing, by correspondence, by telephone or by video conference. The chairman shall decide the modality to be used. The Justice Commission must convene for a formal hearing, if the chairman so decides, or if the accused party requests a formal hearing.

The Justice Commission shall make its decision by simple majority of the votes. No member may abstain from voting.

§ 7 Justice Commission Competency

The Justice Commission can sanction all persons/entities indicated if they:

- Infringe on ICE Hockey League law (except those infringements specifically within the jurisdiction of the Sport Board.
- Violate the good order of ice hockey.
- Bring the sport of ice hockey into disrepute.
- Fail to comply with any decision or directive of ICE Hockey League officials/bodies who are entrusted with the implementation of the ICE Hockey League law.

9
32

The Justice Commission is responsible for all cases of first instance referred to the Disciplinary Senate.

§ 8 Justice Commission Procedures

The Justice Board disciplinary procedures are opened on the basis of:

- (1) the game supervisor's disciplinary report,
- (2) a formal request from the ICE Hockey League Presidency, ICE Hockey League President, ICE Hockey League Commissioner, WADA, a participating club, or
- (3) when initiated at the discretion of a Justice Commission member.

The Justice Board must receive the formal request within 30 days of the day the alleged incident took place.

The request for Justice Commission disciplinary proceedings must be submitted in writing to the Disciplinary Board members. A board member shall notify the accused party and corresponding participating club, in writing and in a timely manner that such a request has been received or, if applicable, proceedings have been initiated by the Justice Commission. The noticed or subsequent communication shall allege the violation/offense; include all relevant documents and/or correspondence; explain the accused party's due process rights including the right to submit written evidence, have an oral hearing, call and question witnesses at such hearing; and explain the fact that if the accused party does not submit written comments within the indicated deadline, the Justice Commission will make a decision on the basis of the currently available evidence. All communication with the accused party, including notice, is addressed to the participating club (or league where applicable), who has the responsibility to inform the accused party. Communication is sent via e-mail and shall be deemed received the same day. The accused party, as well as the respective participating club shall submit their written comments to the Justice Board no later than 14 days after having received the notice of disciplinary proceedings.

On request of the accused party or if the Justice Commission members so decides, a formal hearing shall be held. The Justice Commission shall set the date of the formal hearing and has ultimate authority over the formal hearing procedures, including deadlines for submitting additional evidence or naming witnesses. The accused party must attend the formal hearing at his own costs. The accused party has the right to be represented by a person/counsel of his choice at his own expense. The formal hearing is not public. Ten days prior to the formal hearing, the accused party must disclose all written evidence which he intends to present and specify any witnesses/experts which he intends to or may call at the formal hearing.

The Justice Commission shall reach its decision within a reasonable period of time. The disciplinary party, as well as the appellant initiating the proceedings and the ICE Hockey League must be notified, in writing, as soon as a decision has been reached. The notice shall include a written statement of the reasons for the decision.

The disciplined party must be informed about these appeal rights. The decision of the Sport Board remains in effect while under appeal unless the respective appeal body orders otherwise.

§ 9 Investigation Procedures

The ICE Hockey League Disciplinary Senate can investigate all cases where violations of the ICE Hockey League Fundamental Rules, the ICE Hockey League Game Book and especially the IIHF Rule Book are known.

An official complaint by a club is possible only until 12:00pm (noon) the next day after a game in question. Simultaneously with the forwarding of the video evidence by email,

an e-banking voucher stating € 500.- (application cost per case) have been paid to ICE Hockey League organization has to be filed. In the case the complaint of a club gets accepted with a positive feedback, 50% of the fee will be returned to the respective allocation account of the club.

The ICE Hockey League Disciplinary Senate informs the persons/clubs who are the subject of the official complaint via phone or by fax or e-mail about the respective complaint, with a request to file a written statement about the incident before 06:00pm on the same day.

Complaints about public violence or security failure can only be filed by the officiating team or an ICE Hockey League supervisor on duty.

All complaints have to be sent to the following contacts:

E-Mail: recht@ice.hockey and Fax: +43 / (0)1 /89 01 754 - 12

§ 10 Appeal Board Competency

(1) Verdict for “On-Ice Situations” | Department of Player Safety

The Director of Hockey Operations will investigate and determine whether an additional suspension is deemed necessary.

In cases where a suspension (not an automatic suspension) is deemed necessary, the respective means of evidence will be sent to the members of the Player Safety Committee (PSC). After receiving the judgment of the PSC members, the decision is final and distributed by the ICE Hockey League Director of Hockey Operations. An appeal process is possible against this decision. A detailed description of the appeal process is specified under § 10 (2). A detailed description of the procedure “DOPS” | “PSC” can be found in Appendix A.

Should the original provision remain unconfirmed, or, if an imposition of sanctions is deemed unnecessary, the ICE Hockey League Disciplinary Senate will dismiss the charges. There are no legal means against this decision.

(2) The ICE Hockey League Justice Commission acts as the court of appeal for DOPS decisions. An appeal process against DOPS decisions (“On-Ice” decisions) is possible under the following conditions:

- The appeal has to be sent in within a time limit from 12:00 o’clock of the next day after receiving the decision by DOPS with a written explanatory statement.
- An appeal is only possible by the affected party.

- The appeal condition is the payment of the appeal fee of € 2,500.- until 12:00pm (noon) of the day after the DOPS decision. Simultaneously a proof of payment (e-banking receipt) has to be sent.
 - An appeal is only possible for DOPS decisions of more than 2 games.
 - DOPS has to send the appeal with a statement immediately to the Justice Commission.
 - The decision of the court of appeal is prior based on videos and reports.
 - The court of appeal can ask for feedback from international hockey specialists.
 - The court of appeal can raise and reduce sanctions.
 - An appeal has no penalty postponing effects.
 - The court of appeal decides within 48 hours after the end of the appeal deadline and not earlier than before the end of the DOPS decision following league game.
- (3) A standardized justification of the verdict is sufficient. The verdict must contain a decision on the costs.
- (4) There are no further legal means against the appeal decision of the ICE Hockey League Justice Commission as court of appeal for DOPS decisions.
- (5) A founded appeal can be filed against the verdict of the ICE Hockey League Justice Commission with simultaneously transmission of proof of payment (e-banking receipt) of an appeal fee of € 5,000.- (per case) and flat-rate arbitration costs of € 2,000.- (per case) within two days, 12:00pm (noon) after delivery date, which has to be sent by e-mail to recht@ice.hockey and fax to +43 / (0)1 / 890 17 54 – 12. The arbitration court of the Austrian Ice Hockey Federation will decide on the appeal.

§ 11 Location of Meetings

The ICE Hockey League Justice Commission will hold meetings in Vienna, except, if the members order another location due to objective reasons. There is no right to determine a different location. A meeting by phone or video conference is possible. Decisions by DOPS will generally be made by way of video or phone conference.

III. General Topics

§ 1 Player Agent Licensing

Starting with the time that licensing for player agents is obligatory, ICE Hockey League clubs are obliged, to ensure that all formal and organizational arrangements for this purpose are carried out in due time.

§ 2 Approach for Charges

If a person related to the club presses charges with a state authority after a game situation resulted in an injury and a process is being started, the respective club has to pay a processing fee of € 15,000.- within 7 working days to the ICE Hockey League.

The ICE Hockey League will use this processing fee to engage a specialist so that all such incidents stay out of public sanctions range and mitigate the consequences.

§ 3 Regulation for Suspended Coach/Functionary

A suspended coach/functionary is NOT ALLOWED to stay in the following described areas or respectively have any contact with the team 1 hour before the start of the game and until 30 minutes after the game:

- be within the locker room 1 hour before the game until 30 minutes after the game
- be within the mixed zone on the way from the locker room to the players bench
- be at or next to the players bench
- have contact with any members active on the players bench by signals or verbal means (including usage of electronic devices)

13
32

The suspended coach/functionary is not part of the team during his suspension and his league wide accreditation is not valid during his suspension. He is not allowed to sign any game report or other documents and cannot give any official statement for the club.

The suspended coach/functionary can watch and observe the game at home games as well as away games from the spectator area. The respective ticket has to be taken from the respective ticket allocation of the away team. The respective home club must be informed in good time prior to the game.

If the suspended coach/functionary does not act according to these guidelines, this will lead to another decision by the Justice Commission of the ICE Hockey League.

The club managers are responsible for the observation and supervision of these rules and have to inform the arena security personal when the suspended coach/functionary is coming for the respective away game.

IV. Substantive Law

§ 1 Game Officials and Game Supervisor

(1) ICE Hockey League Game Officials

Assignments: All games in the ICE Hockey League will be officiated by licensed referees and linesmen according to the four-man system. The game officials shall be nominated and appointed by the ICE Hockey League Director of Hockey Operations in consultation with the ICE Hockey League Referee-in-Chief.

The ICE Hockey League has appointed a Director of Officiating for the 2023-24 season who will be assisted by the ICE Hockey League Director of Hockey Operations.

ICE Hockey League officials' pool: The ICE Hockey League officials' pool shall consist of foreign and domestic referees and linesmen. The ICE Hockey League referee pool shall contain the best ranked officials, regardless of nationality.

Acceptance of referee assignments: No participating club or league shall be able to protest the ICE Hockey League's appointment of any referee and/or linesmen to any ICE Hockey League game.

Inability to fulfill an assignment: Should an ICE Hockey League game official not be able to officiate a game for any reason (i.e., illness, travel incidents, etc.), the ICE Hockey League reserves the right to replace the game official with any game official assigned by the ICE Hockey League.

Logistics: The ICE Hockey League Office, together with the ICE Hockey League Referee-in-Chief, will be in charge of the travel logistics for the game officials.

Game official transportation: If requested, the home club shall arrange transportation for game officials from the nearest airport or railway station to/from the hotel, arena and any other official venue. The referee attendant shall be in charge of game official transportation.

ICE Hockey League game official's duties: The regulations and duties as set out in the IIHF Official Rule Book in its current version shall apply for the referees, linesmen and off-ice officials.

ICE Hockey League Case Book: During the course of each season, the emergence of new situations arises. In certain situations, we cannot guarantee with certainty the situations have support from the IIHF Rule Book or IIHF Case Book. In addition, the ICE Hockey League governing body in

cooperation with the Department of Player Safety (DOPS) has specific rule amendments developed. The purpose of the ICE Hockey League Case Book is to clarify the interpretation of specific rules and in specific cases a modification to the existing IIHF rule. This document serves as an official release of the interpretation and governing rules for the ICE Hockey League season. The interpretations set forth in the ICE Hockey League Case Book 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 ICE Hockey League Case Book, the official IIHF Rule Book, in its current version, and IIHF Case Book will serve as the official ruling.

Immediately following each game, one game official (representing the thought of the four game officials) must text, e-mail or phone the Director of Hockey Operation (DOPS) to notify of any potential issues or that the game was issue free.

(2) ICE Hockey League Game Supervisor

The ICE Hockey League and its leagues nominate, and the ICE Hockey League appoints, an ICE Hockey League game supervisor for random ICE Hockey League games. The game supervisor is required to send:

- a) a general written report to the ICE Hockey League Office, and
- b) a disciplinary report which includes all incidents requiring supplementary jurisdiction and the corresponding referee/linesmen report to the ICE Hockey League Sport Board (preferably within) one hour after each ICE Hockey League game but no later than 10:00am the following day.

15
32

The home club must grant “All Area Access” to the ICE Hockey League game supervisor from two hours before the ICE Hockey League game until one hour after the ICE Hockey League game.

The participating clubs must follow all decisions and instructions of the ICE Hockey League game supervisor at all times.

(3) Video Exchange System

Prior to the start of the season, the ICE Hockey League will inform all clubs about any video exchange program of game footage.

Such footage may be used by the ICE Hockey League Disciplinary Committee to review game relevant scenes and if necessary, award penalties, suspensions or fines to clubs, players, coaches, or other club staff.

(4) Offenses

Violations of the principles and rules found in below are punishable by means of disciplinary measures in accordance with these disciplinary regulations.

(5) General Principles of Conduct

All persons bound by these ICE Hockey League disciplinary regulations must respect the laws of the game, as well as the ICE Hockey League law, directives, and decisions, and comply with the principles of loyalty, integrity and sportsmanship.

A breach of the principles of loyalty, integrity and sportsmanship is committed by anyone bound by these disciplinary regulations:

- Who engages in or attempts to engage in active or passive bribery and/or corruption directly or indirectly related to an ICE Hockey League game.
- Whose conduct is insulting or otherwise violates the basic rules of decent conduct.
- Who uses ICE Hockey League games for manifestations of a non-sporting nature.
- Whose conduct brings the sport of ice hockey, and the ICE Hockey League in particular, into disrepute.
- Who does not abide by the ICE Hockey League disciplinary system's decisions or directives or decisions of the Court of Arbitration for Sport (CAS) involving the ICE Hockey League as a party.
- Who does not comply with instructions given by the game officials.
- Who culpably reports late – or not at all – for a game or is responsible for a late start.
- Who culpably causes a game to be interrupted or abandoned or is responsible for its interruption or abandonment.
- Who enters a player on a game sheet who is not eligible to participate in the respective game.
- Who commits an act of assault.
- Who behaves in an unsporting manner.
- Who criticizes or insults any ICE Hockey League official, including but not limited to ICE Hockey League officials, in the public (papers, TV, etc.) or social media (Facebook, Twitter, etc.).

(6) Protection of ICE Hockey League Game Officials

From the time of the ICE Hockey League game official's arrival until the time of departure from the arena, the home club is in charge of the official's well-being. Only the referees, linesmen, referee attendant, referee supervisor, point keepers and ICE Hockey League game supervisor are allowed to enter the officials' locker room. Any unauthorized persons entering the officials' locker room must be reported to the ICE Hockey League DOHOPS.

Referees are to be accompanied from/to the officials' locker room to/from the ice as well as from/to the parking lot to/from the officials' locker room. The home club must provide the officials with four protected parking spaces with direct access to the arena.

The cost of a referee's bodily or property damage which occurs during the course of his duty at an ICE Hockey League game as a result of the home club not providing security will be borne by the home club.

Home clubs are to provide the officials with the following items prior to, during and after the game: mineral water, fruit juice, fruit, food-dinner (after the game), towels, shower products, tape, equipment services and, if necessary, support by the home club doctor/ physiotherapist.

Insult, discrimination and physical violence against an ICE Hockey League game official: no coach, player or team official can make remarks and/or gestures towards an official in an obscene, swearing or derogatory manner or question the integrity of an official's decision in an unfitting manner at any time. Any person engaging in any type of physical violence towards any official shall be subject to a general arena ban. The respective official shall issue an additional report to the ICE Hockey League Office on any such incidents.

(7) Protection of Teams

The home club must ensure that the team locker rooms are not accessible to spectators. The home club must protect the players' path to and from the locker room as well as the players and penalty bench to prevent any type of spectator violence (no open space from the backside up to the roofing of the players and penalty bench).

Security shall be provided at all times from arrival until departure of a team. The team bus must be provided with an appropriately protected parking space with direct access to the arena.

The cost of a player's or coaches' bodily or property damage which occurs during the course of his duty at an ICE Hockey League game as a result of the home club not providing security will be borne by the home club.

(8) Integrity of ICE Hockey League Games and Match Fixing

All persons bound by these ICE Hockey League disciplinary regulations must refrain from any behavior that damages or could damage the integrity of an ICE Hockey League game and must cooperate fully with the ICE Hockey League at all times in its efforts to combat such behavior.

The integrity of games is violated by anyone bound by these ICE Hockey League disciplinary regulations:

- Who acts in a manner that is likely to exert an unlawful or undue influence on the course and/or result of an ICE Hockey League game with a view to gaining an advantage for himself or a third party.
- Who participates directly or indirectly in betting or similar activities relating to an ICE Hockey League game or who has a direct or indirect financial interest in such activities.
- Who uses or provides others with information, which is not publicly available, which is obtained through his involvement in the ICE Hockey League, and damages or could damage the integrity of an ICE Hockey League game.
- Who does not immediately and voluntarily inform the ICE Hockey League if approached in connection with activities aimed at influencing in an unlawful or undue manner the course and/or result of an ICE Hockey League game.
- Who does not immediately and voluntarily report to the ICE Hockey League any behavior he is aware of that may fall within the scope of this article.

If a violation is notified to the ICE Hockey League after the relevant game stage has finished, such violations shall have no impact on the sporting results of the relevant ICE Hockey League game (the respective ICE Hockey League game cannot be replayed).

(9) Doping

Doping is punishable in accordance with the IIHF anti-doping regulations, ICE Hockey League Fundamental Rules and these ICE Hockey League disciplinary regulations.

(10) Racism, Discrimination and Propaganda

No person bound by these disciplinary regulations shall insult the human dignity of a person or group of persons, directly or indirectly associated with the ICE Hockey League, by any means, including on the grounds of skin color, race, religion or ethnic origin.

All forms of ideological, political and religious propaganda are forbidden.

§ 2 Disciplinary Measures and Directives

(1) Disciplinary Measures

The following disciplinary measures may be imposed on clubs:

- Warning
- Reprimand
- Fine
- Annulment of game results
- Order the game to be replayed
- Deduction of points
- Order the game to be declared forfeited
- Playing a game behind closed doors
- Prohibition of registering new players in the ICE Hockey League competition
- Restriction on the number of players that a participating club may register for ICE Hockey League competition
- Exclusion from future ICE Hockey League games and withdrawal of title or award

A fine shall be not less than € 250,- and not more than € 500,000,-. Any fine not paid within 30 days of the final decision implementing such fine shall accrue interest in the rate of 7.5% monthly. The ICE Hockey League reserves the right to deduct the amount from any open payments due to the clubs by the ICE Hockey League.

The disciplinary measure may be imposed individually or in combination with any other disciplinary measure. The following sanctions may apply (all amounts in €):

Game suspension / sanction	250 – 5,000
Failure to comply with orders from the ICE Hockey League	250 – 10,000

Failure to comply with implementations according to guidelines provided for ICE Hockey League GameCenter	1,000 – 25,000
Failure to provide the required internet connections in the specified form in the required locations	1,000 – 5,000
Violations of uniform obligations	1,000 – 5,000
Violations against ICE Hockey League Fundamental Rules	250 – 25,000
Violations of ICE Hockey League procedural regulations	250 – 25,000
Violation of ICE Hockey League Case Book rules	250 – 10,000
Violation of ICE Hockey League goalkeeper procedures	250 – 5,000
Unusable or unavailable Video Goal Judge System	500 – 25,000
Violation of statistic provider regulations	500 – 20,000
Violations against integrity of league and officials	500 – 25,000

The following disciplinary measures may be imposed on individuals (players, coaches, team staff, etc.):

- Warning
- Reprimand
- Fine
- Suspension from all ice hockey activity associated with the ICE Hockey League for a specified number of games or for a specified period of time
- Suspension from carrying out a specific function for a specified number of games or for a specified period of time
- Withdrawal of accreditation
- Arena ban and

- Withdrawal of a title or award.

A fine shall be no less than € 250.- and no more than € 25,000.-. Any fine not paid within 30 days of the final decision implementing such fine shall accrue interest in the rate of 7.5% monthly. The ICE Hockey League reserves the right to deduct the amount from any open payments due to the clubs by the ICE Hockey League.

All disciplinary measures may be imposed individually or in combination with any other disciplinary measure. The following sanctions may apply (all amounts in €):

Game suspension / sanction	250 – 5,000
Failure to comply with orders from the ICE Hockey League	250 – 10,000
Violations of uniform obligations	1,000 – 5,000
Violations against ICE Hockey League Fundamental Rules	250 – 10,000
Violations of ICE Hockey League procedural regulations	250 – 10,000
Violation of ICE Hockey League Case Book rules	250 – 5,000
Violation of ICE Hockey League goalkeeper procedures	250 – 5,000
Violations against integrity of league and officials	500 – 25,000
Head coach/players for not attending mandatory events	500 – 5,000
Violations of club manual obligations	500 – 10,000
Non-sportsmanlike conduct in general on and off the ice	500 – 10,000

(2) Game Suspensions | Sanction Fines:

- The League may issue a fine for conduct that falls short of warranting a suspension. The decision in warranting a disciplinary measure for a fine suspension can be made by either the ICE Hockey League Player

Safety Committee or the ICE Hockey League Department of Player Safety.

- b) A fine may be in an equivalent amount considered for a 1 game suspension under the 3.5-4-point player category based on the infraction definition (Penalty Catalog Ref. Nr.). Meaning point value of a player is not taken into consideration and instead, all players are considered under the 3.5-4-point fineable amount under 'fine amount per game' in the ICE Hockey League Penalty Catalog.
- c) For fines, within 24 hours of the completion of the game in which the incident took place, provide:
 - i. notice of the fine,
 - ii. an explanation of the fine, and
 - iii. written reports (verdict) to the fined player and his club.
- d) A recipient of a fine will not be treated as a "repeat" offender for purposes of calculating the amount of compensation that will be forfeited upon suspension. However, such a disciplinary fine will carry consequences for the balance of that season and any further supplementary discipline for on-ice conduct that is imposed in that season will take into account the offense for which the player has been fined.

(3) Automatic Suspensions

Should a player or official be penalized with a match penalty or a second game misconduct penalty anytime during the ICE Hockey League season (that did not carry an additional suspension issued through DOPS), that player or official will be suspended automatically for the ensuing ICE Hockey League game. The same applies should a player or official be penalized with the fourth, sixth, etc. game misconduct.

If a player is assessed a game misconduct penalty because he received a second misconduct penalty in the same game, then only the game misconduct penalty will count in the calculation.

Should a player or official be penalized with a match penalty or game misconduct penalty in an ICE Hockey League game, where the penalty was called in error or not conforming to ICE Hockey League rules and there is a unanimous decision by the ICE Hockey League PSC, the causing the automatic suspension can be rescinded.

Should a player or official be penalized with a 5-minute major + game misconduct penalty that did not carry an additional suspension issued through

DOPS (no further suspension) such player or team official is subject to an automatic fine as follows:

5-minute major + game misconduct, no further suspension (first time offender)	€ 200
5-minute major + game misconduct, no further suspension (repeat offender)	€ 400

Fighting – Fines and Suspensions: Instigator/Aggressor in final five minutes of regulation time (or anytime in overtime)

- a) A player who is deemed to be the instigator/aggressor of an altercation in the final five minutes of regulation time or at any time in overtime shall be suspended for one additional game, pending a review of the incident.
- b) When the one-game suspension is imposed, the coach shall be suspended 1 game – a suspension that will double for each subsequent incident.
- c) The suspension shall be served unless, upon review of the incident, the Director of Hockey Operations, at his discretion, deems the incident is not related to the score, previous incidents in the game or prior games, retaliatory in nature, “message sending”, etc. This suspension shall be served in addition to any other automatic suspensions a player may incur.

23
32

Fighting - Automatic Supplementary Discipline (DOPS):

- a) If a player is assessed a fighting major for the 2nd time during the ICE Hockey League regular season, such player is assessed an automatic one game suspension, in addition to any other penalties assessed.
- b) If a player is assessed a fighting major for the 3rd time or more during the ICE Hockey League regular season, such player is assessed an automatic two game suspension for each additional fighting major, in addition to any other penalties assessed.
- c) If a player is deemed to be the instigator in any of the fights above the two-game threshold, such player would be assessed an automatic two game suspension, in addition to any other penalties assessed.

Note: If a player is not the instigator, the fighting major is not included in the player’s total number of fights.

ICE Hockey League Play-Offs: The ICE Hockey League regular season automatic game suspensions are reset to zero at the start of the ICE Hockey League play-offs.

After the completion of a game, it is at the obligatory discretion of the ICE Hockey League Disciplinary Commission to examine each incident which arose in the course of the game, to conduct the relevant investigations, and to impose additional penalties on ICE Hockey League clubs and players.

The range of punishment (game and fee-penalties) for additional penalties is laid down in the ICE Hockey League penalty catalogue. The observation period for previous penalties or fines is retroactive 24 months from the date of the penalty or fine (e.g., 14.12.2014 – 14.12.2016). If during this period a penalty or fine has been imposed, the penalty or fine, increase by 50% to total 150%. If during this period more than one penalty or fine has been imposed, the penalty or fine, increase by 100% to total 200%.

In cases where a player or coach changes to another ICE Hockey League club or a foreign club, the unenforced remainder of the penalty will be suspended and must be served before the player or coach can resume activities with a domestic ICE Hockey League | Alps Hockey League club.

A suspension given within any of the ICE Hockey League affiliated leagues, inclusive of ICE Hockey League, Alps Hockey League, must be served in its entirety based on the suspended games within the league in which the suspension occurred. A suspended player or coach is not permitted to participate in the ICE Hockey League or its affiliate leagues until the suspension is served in its entirety, based on the league in which the suspension occurred.

Relevant investigations start after the end of the period of notification, with the goal set to finalize the proceedings, including the verdict until 24:00 of the day following the game but at the latest 10 o'clock of the next game day. Investigations of serious nature can be put "under review" until DOPS/PSC have sufficient time to adequately review the case pending with no maximum time frame.

(4) Suspended Sanction

All disciplinary measures may be suspended by the respective disciplinary board issuing the sanction except for:

- Warning
- Reprimand and
- Ban on ice hockey related activity in accordance with the WADA code

A probationary period as a result of a suspended sanction shall be a minimum of one year and a maximum of five years. This period may be extended in exceptional circumstances or suspended if the disciplinary party temporarily leaves the ICE Hockey League's jurisdiction.

If a further offense/violation is committed during the probationary period, the competent disciplinary board, as a rule, will order the original sanction to be executed. This may be added to the disciplinary measure imposed for the second offense.

(5) Aggravating and Mitigating Factors

Aggravating factors which may be considered by the disciplinary board shall include (without limitation and where applicable):

- A failure to cooperate with any investigation or request for information
- Previous disciplinary history (24 months prior to date of violation), which would be considered the period of a 'repeat offender'
- A person/entity receiving or being due to receive a significant benefit in connection with the violation
- The violation having affected, or having the potential to affect, the course or result of the ICE Hockey League competition
- The person/entity to be sanctioned displaying a lack of remorse and
- Any other aggravating factor the disciplinary body deems relevant

(6) Determination of Sanctions

The disciplinary board shall determine the type and extent of the disciplinary measure to be imposed according to the objective and subjective elements of the offense/violation, taking into consideration whether the offense/violation was minor, serious, or gross and taking into consideration whether any aggravating or mitigating circumstances exist.

When establishing whether an offense is minor, serious or gross, the following facts shall be taken into consideration: the importance of the provisions violated; the stature of the game; personal guilt or negligence, the consequences of the offense for persons affected directly or indirectly; negative effects on ice hockey; whether the offending party is a repeat offender or other unfavorable influences on the reputation of the ICE Hockey League.

A player or a coach who has a pending ICE Hockey League sanction and who transfers to another club (domestic or international) that is not part of the ICE Hockey League system before serving the full ICE Hockey League sanction, upon return to a participating club that is part of the ICE Hockey League system, shall be required to serve the remainder of his suspension before being allowed to participate in the ICE Hockey League competition.

A participating club or league that is bound by a rule of conduct laid down in the ICE Hockey League law may be subject to disciplinary measures if such a

rule is violated as a result of the conduct of one of its members, players, officials or supporters and any other person exercising a function on behalf of the participating club or league concerned, even if the participating club or league concerned can provide the absence of any fault or negligence.

(7) ICE Hockey League Player Safety Committee (PSC) Suspension Parameters Players are deemed responsible for their actions.

The ICE Hockey League PSC is the deciding factor for on-ice conduct, subject to:

- a) Type of conduct involved: conduct in violation of league playing rules, and whether the conduct is incidental, deliberate, or intentional that is deemed reckless and involves the use of excessive and unnecessary force.
- b) Injury to the opposing player(s) involved in the incident.
- c) The situation of the game in which the incident occurred.
- d) Such factors as may be appropriate in the circumstances.

Category 1 – ‘Careless’ – insufficient attention or thought to avoid harm or error. Liable to happen as a consequence of, by intending to affect an opponent through a reactionary or accidental motion or the incident is deemed careless causing negligence.

26
32

At the discretion of the ICE Hockey League PSC, incidental contact is when marginal and or accidental contact occurs between two or more players, with a foul that may be deemed by on-ice officials as a minimum minor penalty or greater. Contact is part of hockey provided it's while performing normal defensive and offensive duties, reaching for a loose puck, or otherwise provided that the contact doesn't allow a player to gain an advantage on the play that causes or may cause an injury based on an illegal act.

- a) Fine with no suspension, or
- b) Range 1-2 games + fine

Range 1-2 games

Category 2 – ‘Reckless’ – a deliberate and/or dangerous action with no concern for the result, with a conscious action to provoke, through intent and a willful purpose. Injury is not the determining factor but can be considered as influential means to the decision.

At the discretion of the ICE Hockey League PSC, deliberate contact is when a conscious decision is made for the purpose to inflict punishment that may

be deemed by the on-ice officials as a major penalty. Deliberate contact is done with a purpose,

Range 2-4 games

Category 3 – ‘Intentional’ - a willful purpose to injure. Incident is deemed serious in nature and is considered a willful negligence act of intent to cause injury, intending to affect the game by making illegal and/or unsuspecting contact.

Range 5+

Appendix A – ICE Hockey League Penalty Catalog

Ref. Nr.	Event	Revocation (months)		Penalty type Suspension (games)		Fine (euros)		Imposed on	Imposed by
		from	to	from	to	from	to		
1	Deception of the ICE Hockey League or ICE Hockey League bodies	xxx	xxx	xxx	xxx	1.000	5.000	Club	Justice Comm.
2	Conduct harmful to the league	xxx	xxx	xxx	xxx	5.000	10.000	Club	Justice Comm.
3	Insufficient protection of ICE Hockey League officials	xxx	xxx	xxx	xxx	2.500	10.000	Club	Justice Comm.
4	Insufficient usher service	xxx	xxx	xxx	xxx	2.500	15.000	Club	Justice Comm.
5	Failure to comply with ICE Hockey League orders, despite, name-calling or threat against league representatives	xxx	xxx	xxx	xxx	1.000	10.000	Club	Justice Comm.
6	Failure to send coach and captain (assistants) to coach/referee co-ordination meeting	xxx	xxx	xxx	xxx	2.500	xxx	Club	Justice Comm.
7	Failure to send coach and captain (assistant) to league press conferences	xxx	xxx	xxx	xxx	2.500	xxx	Club	Justice Comm.
8	Appearance in incorrect jerseys	xxx	xxx	xxx	xxx	2.500	xxx	Club	Justice Comm.
9	Insufficient protection of media representatives	xxx	xxx	xxx	xxx	2.500	10.000	Club	Justice Comm.
10	Failure to provide (sufficient) medical care	xxx	xxx	xxx	xxx	2.500	5.000	Club	Justice Comm.
11	Non-compliance with deadlines for submission of video recordings	xxx	xxx	xxx	xxx	1.000	2.500	Club	Justice Comm.
12	Failure to create a complete video recording of every game	xxx	xxx	xxx	xxx	1.000	5.000	Club	Justice Comm.
13	Departure from ice prior to completion of ceremony	xxx	xxx	xxx	xxx	2.000	5.000	Club	Justice Comm.
14	Refusing to give athletes' greeting	xxx	xxx	xxx	xxx	1.000	2.000	Club	Justice Comm.
15	Use of untrained personnel in usher service	xxx	xxx	xxx	xxx	1.000	10.000	Club	Justice Comm.
16	Prohibited items	xxx	xxx	xxx	xxx	1.000	5.000	Club	Justice Comm.
17	Obstruction of media representatives' work	xxx	xxx	xxx	xxx	1.000	2.500	Club	Justice Comm.

Ref. Nr.	Event	Revocation (months)		Penalty type Suspension (games)		Fine (euros)		Imposed on	Imposed by
		from	to	from	to	from	to		
18	Violation of regulations on conducting press conferences / open locker rooms	xxx	xxx	xxx	xxx	1.000	2.500	Club	Justice Comm.
19	Failure to meet infrastructural requirements	xxx	xxx	xxx	xxx	1.000	10.000	Club	Justice Comm.
20	Violation of regulations for program booklets	xxx	xxx	xxx	xxx	1.000	2.500	Club	Justice Comm.
21	Use of scrolling/illuminated boards or boards with 3D effects during play and disturbing light effects during the game	xxx	xxx	xxx	xxx	3.500	xxx	Club	Justice Comm.
22	Poor visibility or non-visibility of league-wide sponsor logos	xxx	xxx	xxx	xxx	2.500	5.000	Club	Justice Comm.
23	Violation of ICE Hockey League's exclusive marketing rights	xxx	xxx	xxx	xxx	5.000	25.000	Club	Justice Comm.
24	Violation of regulation on jersey advertising	xxx	xxx	xxx	xxx	1.000	2.500	Club	Justice Comm.
25	Advertising which violates applicable law or the generally accepted principles of sports, especially the principle of political and religious neutrality	xxx	xxx	xxx	xxx	1.000	5.000	Club	Justice Comm.
26	Referee parking space and damage (in addition repair of car)	xxx	xxx	xxx	xxx	2.500	xxx	Club	Justice Comm.
27	Not competing of a club	2	12	xxx	xxx	10.000	25.000	Club / Team Official	Justice Comm.
28	Not competing of a club / contractual penalty for opponent club	xxx	xxx	xxx	xxx	50.000	xxx	Club	Justice Comm.
29	Willful destroy of the cups	2	12	2	12	5.000	xxx	Club / Team Official / Player	Justice Comm.
30	Nonobservance of starting 6 procedure	1	10	xxx	xxx	2.500	5.000	Club / Team Official	Justice Comm.
31	Participation of a player without a player's license	xxx	xxx	xxx	xxx	500	xxx	Club	Justice Comm.
32	Insulting or threatening the referee, officials' panel or ÖEHV/ICE Hockey League officials	Remprim.	Lifetime	1	Lifetime	500	10.000	Club / Player	Justice Comm. / Senate / DOPS

I | DISCIPLINARY MEASURES



Ref. Nr.	Event	Revocation (months)		Penalty type Suspension (games)		Fine (euros)		Imposed on	Imposed by
		from	to	from	to	from	to		
33	Insulting or threatening opponents or spectators	1	Lifetime	1	Lifetime	2.500	10.000	Team Official / Player	Justice Comm. / DOPS
34	Bribery	4	Lifetime	3	Lifetime	2.500	10.000	Club / Team Official / Player	Justice Comm. / Senate
35	Anti-Doping, nonobservance of deadlines	1	12	1	Lifetime	1.000	5.000	Club / Team Official / Player	Justice Comm. / Senate
36	Wrongful accusations and degrading criticism	2	Lifetime	2	12	2.500	10.000	Club / Team Official / Player	Justice Comm. / Senate
37	Deception	2	Lifetime	3	10	2.500	10.000	Club / Team Official / Player	Justice Comm. / Senate
38	Deception of the league/federation or its bodies	2	Lifetime	2	Lifetime	xxx	xxx	Team Official / Player	Justice Comm. / Senate
39	Inaccurate completion of official game sheets	0	2	xxx	xxx	500	1.000	Club / Team Official	Justice Comm.
40	Inadequate preparation for a game	Remprim.	2	xxx	xxx	1.500	5.000	Club / Team Official	Justice Comm.
41	Non-appearance of a team	1	6	xxx	xxx	xxx	xxx	Team Official	Justice Comm.
42	Failure to comply with league/federation orders	Remprim.	8	Remprim.	8	2.500	5.000	Club / Team Official / Player	Justice Comm.
43	Failure to comply with referee's instructions	Remprim.	2	xxx	xxx	2.500	10.000	Club / Team Official	Justice Comm.
44	Failure to send participants to ÖEHV Live Scoring / Scorekeeper Training Seminar	xxx	xxx	xxx	xxx	1.000	xxx	Club	Justice Comm.
45	Scorekeeper without ID	xxx	xxx	xxx	xxx	1.000	xxx	Club	Justice Comm.
46	Violence in audience	xxx	xxx	xxx	xxx	2.500	10.000	Club	Justice Comm.
47	Games played by a suspended club	1	24	xxx	xxx	2.500	10.000	Club / Team Officials	Justice Comm.
48	Games played against a suspended club	xxx	xxx	xxx	xxx	2.500	10.000	Club	Justice Comm.
49	Games played against clubs not belonging to the federation	xxx	xxx	xxx	xxx	2.500	5.000	Club	Justice Comm.

30
32

Ref. Nr.	Event	Revocation (months)		Penalty type Suspension (games)		Fine (euros)		Imposed on	Imposed by
		from	to	from	to	from	to		
50	Damage to sporting integrity	1	Lifetime	xxx	xxx	2.500	25.000	Club / Team Officials	Justice Comm.
51	Physical violence toward an opponent or spectator	1	Lifetime	xxx	xxx	2.500	10.000	Club / Team Official	Justice Comm.
52	Unauthorized participation in a game	1	Lifetime	xxx	xxx	1.500	5.000	Club / Team Official	Justice Comm.
53	Inappropriate behavior toward a Federation/League body	1	Lifetime	1	Lifetime	2.500	10.000	Club / Team Official / Player	Justice Comm.
54	Unsportsmanlike behavior	Remprim.	Lifetime	Remprim.	Lifetime	500	10.000	Club / Team Official / Player	Justice Comm. / DOPS
55	Causing abandonment of a game	2	Lifetime	3	Lifetime	2.500	20.000	Club / Team Official / Player	Justice Comm. / Senate / DOPS
56	Violation of announcement rules during a game	xxx	xxx	xxx	xxx	2.500	5.000	Club	Justice Comm.
57	Violations of rules regarding video and audio materials	xxx	xxx	xxx	xxx	2.500	5.000	Club	Justice Comm.
58	Failure of Video Goal Judge System	1	12	xxx	xxx	2.500	5.000	Club / Team Official	Justice Comm.
59	Failure of Online-Scoring	1	12	xxx	xxx	1.000	5.000	Club / Team Official	Justice Comm.
60	Jumbo Scree Violation	1	12	xxx	xxx	2.500	5.000	Club / Team Official	Justice Comm.
61	Abuse of official and unsportsmanlike conduct	xxx	xxx	0	Lifetime	xxx	xxx	Team Officials / Player	DOPS
62	Unsportsmanlike conduct	xxx	xxx	0	8	xxx	xxx	Team Official / Player	DOPS
63	Altercation off the ice	xxx	xxx	0	Lifetime	xxx	xxx	Player	DOPS
64	Altercation with spectators	xxx	xxx	0	Lifetime	xxx	xxx	Player	DOPS
65	Returning to the ice or players' bench after a match or game misconduct penalty	xxx	xxx	4	32	xxx	xxx	Team Official / Player	DOPS
66	Unsportsmanlike behavior - Diving / Embellishment / Enhancement	xxx	xxx	xxx	xxx	250	500	Player	DOPS

Ref. Nr.	Event	Revocation (months)		Penalty type Suspension (games)		Fine (euros)		Imposed on	Imposed by
		from	to	from	from	to	from		
67	Continuing altercations	xxx	xxx	0	16	xxx	xxx	Player	DOPS
68	Excessive roughness (incl. sucker punches)	xxx	xxx	0	32	xxx	xxx	Player	DOPS
69	Racial remark or ethnic slur	xxx	xxx	0	16	xxx	xxx	Team Official / Player	DOPS
70	Resistance against team officials	xxx	xxx	0	16	xxx	xxx	Player	DOPS
71	Leaving the players' or penalty bench	xxx	xxx	0	16	xxx	xxx	Team Official / Player	DOPS
72	Attack on referees	0	12	10	Lifetime	1.000	10.000	Club / Team Official / Player	DOPS
73	Insulting or threatening opponents or spectators	1	Lifetime	xxx	xxx	xxx	xxx	Team Official	Senate
74	Double registration	xxx	xxx	xxx	xxx	1.000	2.500	Club	Senate
75	Goalkeeper's equipment	xxx	xxx	0	3	0	2.500	Player	DOPS
76	Physical violence toward an opponent or spectator	xxx	xxx	2	Lifetime	xxx	xxx	Player	DOPS
77	Damage to sporting integrity by players	xxx	xxx	1	Lifetime	xxx	xxx	Player	DOPS
78	Damage to sporting integrity by members of coaching team	xxx	xxx	1	Lifetime	xxx	xxx	Team Official	DOPS
79	Penalties as per the IIHF Rule Book (List see below)	xxx	xxx	0	32	xxx	xxx	Player	DOPS

Penalties as per the IIHF Rule Book

Boarding	Biting	Butt-ending	Charging
Checking from behind	Checking to the head or neck area		Clipping
Cross-checking	Elbowing	Fighting - Instigator or Aggressor	
Head-butting	High sticking	Hooking	Interference
Kicking	Kneeing	Roughing	Slashing
Slew footing	Spearing	Tripping	

Fines per game will be as follows:

- **Suspension Category 1:** € 200 /game suspended.
- **Suspension Category 2:** € 250 / game suspended.
- **Suspension Category 3:** € 300 / game suspended.



ICE Hockey League

GAME BOOK – Season 2023/2024

J | TV PRODUCTION

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
17

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

J TV PRODUCTION	4
I. Live TV Broadcasts HD	4
§ 1 Facilities.....	4
§ 2 Personnel	6
§ 3 Requirements for technical equipment	7
§ 4 Power Supply	9
§ 5 Provisions of Arenas / Building Services	9
§ 6 Deadlines.....	11
§ 7 Miscellaneous	11
II. Highlight Production	14
§ 1 Preamble	14
§ 2 Standards Rough Cuts & Highlights	14
§ 3 Delivery Rough Cuts, Highlights & Shot-List	15
§ 4 Format.....	15
§ 5 Shot-List (Example)	17

J | TV PRODUCTION

I. Live TV Broadcasts HD

§ 1 Facilities

(1) Studio area

Requires an area of at least 8 x 6m if necessary, on Schnakenberger or similar podium with at least 40 cm up to 1 m in height, or at ground level near the boards on an elevated position overlooking the ice surface. A power supply 3x 230V Schuko with at least 16 amps individually fused is required. Security see 2.5.

Dual productions (Play-Offs) require an additional field position. Placement and technical equipment are defined at the respective arena inspection.

The additional studio position for dual productions must meet the criteria of the standard studio position. Deviations and changes are only possible after consultation with the respective TV provider.

(2) Commentary Positions

A closed speaker's cabin with space for at least 2 people, in the middle with an unobstructed view of the entire ice surface, also slightly offset on request.

Alternatively: A sufficiently large section of the grandstand, which is pre-built with compensation platforms and ensures a clear view of the entire ice surface.

The commentator position must always be on the side of the main camera. Table with matching seating (comfortable bar stools) are provided by the club / arena. If necessary, the construction of a commentator's cabin is carried out by the ICE Hockey League Live TV Partner. A power supply 3x 230V Schuko with at least 16 amps, individually fused, is required. Security see 2.5.

For dual productions (play-offs) additional commentary positions (according to the above specification) are to be provided by the club. If there is no fixed space for structural reasons, an area in the seating area must be provided in which a commentator position can be installed. Placement is determined at the respective arena inspection.

The additional commentator position in dual productions must allow unrestricted work for up to two commentators. A clear view of the entire ice surface must be guaranteed.

(3) Scouting

Between 4 - 6 observer seats for statisticians near the commentator place, in the middle of the ice rink, with an unobstructed view of the entire ice rink.

These places must always be on the side of the main camera. Table with matching seating (bar stool) should be provided by the stadium. If there is no suitable place for this, then this can also be a section of the grandstand, next to the commentator's seat, which is pre-built with compensation podiums and ensures a clear view of the entire ice surface. A power supply 6x 230V Schuko with at least 16 amps, individually fused, is required.

(4) Observer place

Between 4 - 6 seats for observer's or editors of possibly present secondary exploiters in the middle of the ice, with an unobstructed view of the entire ice surface. These places must always be on the side of the main camera. Table with matching seating (bar stool) should be provided by the club. If there is no suitable place for it, then this can also be a section of the grandstand, which is pre-built with compensation platforms and ensures a clear view of the entire ice surface. It would be desirable if the observer places were positioned directly next to the commentator seats. The ICE Hockey League Live TV partners will install an ISDN connection respectively use the indoor Wi-Fi. 6x 230V Schuko with at least 16 amps individually fused is required.

(5) Camera locations

Sufficient spaces, for all cameras used (at least 2x 2m per camera). The same space requirement exists in each case with possibly inserted special technology (for example radio camera, Steadicam, Hot - Head, rope - Cam, crane etc.), in order to position the operative personnel necessary for it.

5
17

Shutters within a radius of at least 1.5 m at the corner cameras, remote or chip cameras behind the goals must be set up.

The pedestals, if necessary, e.g. corner cameras must be installed in accordance with the applicable safety regulations.

(6) Editorial- / Production Office

A sufficiently large room for mask and for use as a meeting room for at least 10 people. This room should be as close as possible to the studio or OB van and must be provided free of charge. Power connection 3x 230V Schuko, own toilet, etc.

For dual productions, additional space must be provided. This will be defined at the respective arena inspection.

(7) General

Access to all relevant positions must be ensured (penalty benches, player benches, player corridors, players' lockers, VIP room, video goal judge system, goals, etc.): no closed doors or similar. between OB van and the named positions.

The production & floor manager should have access to all the above premises.
See 7.1.

(8) Premises

All relevant premises must be open or accessible from the arrival of the technical staff and must remain open until they leave the arena / premises.

All premises are to be made available free of charge to the ICE Hockey League Live TV Partner and to the technical service providers commissioned by the ICE Hockey League Live TV Partner.

(9) Parking Lot

The parking and placement of technical vehicles (OB van, equipment truck, IP / SNG vehicle) should also be possible the day before. The footprint must be cleared of snow and in principle paved.

§ 2 Personnel

(1) Contact Persons Arenas

Compulsory and for the ICE Hockey League Live TV Partner and its commissioned service provider free of charge presence of a competent, tech-affine contact person of the house / arena on site from start of construction (about 6 hours before Face-Off) until after completion of dismantling (about 2 hours after end of transmission; see Dispos), with access to all relevant premises.

(2) ICE Hockey League Media Officer

Compulsory and for the ICE Hockey League Live TV Partner and its commissioned service provider free of charge presence of a contact person for the implementation of the time specifications of the transmitting ICE Hockey League Live TV Partner and to facilitate the editorial work (briefing interview partner, etc.) from the arrival of the editor 4 hours before face-off, available until after the expiration meeting, about 1 hour after the end of the transmission.

(3) Media Officer Club

Obligatory and for the ICE Hockey League Live TV Partner as well as the assigned service provider free of charge presence of a representative of the organizing club or organizer, which must be named at least 2 days before the respective transmission date by name and who is responsible, in consultation with the respective floor manager for the cooperation with the teams and other persons responsible for the on-site events. He is responsible, in consultation with the floor manager, for i.e. a punctual appearance of the teams on the ice and to the respective face-offs to the beginning of the game and to the face-offs for the next period. Organizing interviewees before the game, between periods and after the game.

(4) Power Guard

Compulsory and for the ICE Hockey League Live TV partner as well as its commissioned service provider free of charge presence of a technician as "Power Guard" on site for the entire time between arrival of technology (about 6 hours before face-off) and end of dismantling (about 2 hours after end of transmission) provided by the organizer / arena operator.

(5) Security Personnel

On problematic camera and technology locations also the OB van parking lot, such as narrow corridors with strong public transport or similar the organizer or the arena operator must, in good timely manner (at the latest from the public admission), post security personnel to safeguard the technology and personnel, or set up appropriate bypasses for the public, which comply with the security regulations in event arenas with public access.

(6) Technical Contact Arenas

Should the service provider commissioned by the ICE Hockey League Live TV partner hand over the TV signal to the arena's own video system, the ICE Hockey League or the arena operator must be able to hire competent technical staff who are in a position to recognize, to filter and to replace (e.g. by a club or arena logo) footage which is not suitable for the arena (e.g. slow motion of doubtful referee decisions or Studio ICE Hockey League Live TV Partner).

§ 3 Requirements for technical equipment

(1) Space requirements transmission technology

Adequate, free parking space for all necessary OB vans, equipment truck, IP / SNG, production vehicles also for possible present secondary exploiters in the immediate vicinity of the arena, contiguous, with absolute orientation of the satellite vehicle to the south-east and a direct access to the arena must be guaranteed.

Barrier TVC: The TVC must not be accessible to unauthorized personnel. This area must be secured and cordoned off accordingly (by construction fences or similar).

Dimensions:

- OB van: length: 22m, width: 4m (6m extended), height: 4m, weight: 38 tonnes
- Equipment truck: length: 22m, width: 4m, height: 4m, weight: 38 tonnes
- Graphics vehicle: length: 4,6m, width: 1,9m, height: 1,9m, weight: 2,6 tonnes

- IP/SNG van: length: 5,2m, width: 1,9m, height: 2m, weight: 3,5 tonnes
- Highspeed van: length: 4,6 m, width: 1,9m, height: 1,9m, weight: 2,6 tonnes
- Production car: 3 x (AL, PM, mask)

For dual productions (Play-Offs)

- IP/SNG: length: 5,2m, width: 1,9m, height: 2m H, weight: 3,5 tonnes

(2) Condition power connection

A power supply (1x 125A / CEE, 1x 63A / CEE, 3x 16A / CEE, with a C63 or D63 fuse, 4x 230V Schuko) as well as the provision / installation of a weatherproof outdoor junction box for telephone connections in the immediate vicinity of the OB van parking lot is required. The 125A and 63A power supply has to be provided without FI.

(3) Other parking spaces

Free provision of sufficient parking space, accessible from the arrival of the transmission technology, sufficient for all team members of the ICE Hockey League Live TV Partner and its commissioned service providers, such as for EB teams, make-up artists or free technical staff for up to 15 cars in the immediate vicinity of the arena (loading).

In the case of dual productions (play-offs), up to 10 cars additional parking spaces must also be provided.

(4) Access Parking Areas & Special Permits (parking etc.)

The arena operator or the organizer must ensure that when the above-mentioned transmission vehicles arrive (see point: 1.9., About 6 hours before face-off, see Dispos), the designated parking spaces, in any case, are freely accessible. Should a clearing of these places (eg of foreign vehicles) become necessary, the costs incurred are charged to the arena operator or organizer. Special parking permits, passage and parking permits are to be made by the respective club or organizer and their costs must be borne.

(5) Time Connections Telephone

In order to ensure communication between the technical equipment and the central control room of the respective ICE Hockey League Live TV Partner, the ICE Hockey League Live TV Partner will provide the necessary telephone connections in the vicinity of the OB car space. Connections: 3x ISDN/DSL (the third we only commissioned in the Play-Offs), 1x Internet.

The technical and economic organization and coordination takes place bilaterally between the ICE Hockey League Live TV partners.

§ 4 Power Supply

(1) Provision of Electricity

The arena operator agrees to set up a sufficient power supply for all technical vehicles of the ICE Hockey League Live TV Partners or its commissioned service providers in the immediate vicinity of the technical shelves and sufficient power for the studio in the immediate vicinity of the studio.

The costs for the installation of the connections as well as the power consumption are borne by the arena operator / organizer. If the arena operator does not have sufficient power supply with the required protection available, a generator will be ordered at the expense of the arena operator / organizer.

(2) Needed Electricity

Power requirements for a standard HD transmission:

- 1x 125A / CEE (OB van) with protection of C63 or D63
- 1x 63A / CEE (equipment truck) with protection of C63 or D63
- 2x 16A / CEE (IP / SNG van) with protection of C63 or D63
- 1x 16A / CEE (graphic van) with protection of C63 or D63
- 3x 230V / CEE (Studio)
- 3x 230V / CEE (production office)
- 2x 230V / CEE (1x each in the changing rooms of the teams, position chip cameras)
- 3x 230V/Schuko for scouter
- 6x 230V/Schuko for commentary position

For dual productions (Play-Offs)

- 1x 32 A / CEE SNG / Schuko commentator / field position

(3) Power supply

It must be ensured that each phase intended for TV production is protected with its own RCD switch.

§ 5 Provisions of Arenas / Building Services

(1) Technical & Timely provision of VGJ System

The HD interface of the ICE Hockey League video goal judge cameras produced by the ICE Hockey League Live TV Partner must be set up on the

arrival of the technical staff of the ICE Hockey League Live TV Partners or its authorized service provider (approx. 4 hours before the face-off) and be accessible for the needed wiring.

The ICE Hockey League or the arena operator, club or a service provider commissioned by the ICE Hockey League must ensure that the video goal judge cameras and the associated technology provided for the transfer are in perfect working order. If this is not the case, the ICE Hockey League Live TV Partner or its commissioned service provider has to be informed in advance (at least 3 days before transmission), the arena operator must then provide sufficient "ice time" (at least 2.5h free Ice surface) for the installation of replacement cameras. For assembly, a riser or a scissor lift is required, the resulting assembly and personnel costs will be charged to the ICE Hockey League.

(2) Organization & Timely Provision of Podiums

Should the arena operator provide additional equipment (for example podiums), this must also already be set up upon the arrival of the technical staff of the ICE Hockey League Live TV Partner or its appointed service provider. (see Dispo)

(3) Basic lighting for HDTV

The arena operator has to provide lighting suitable for HD 2000 Lux (sensitivity at 2000 lux 3200 K, 89.9% reflectivity / ice surface, 1200 lux / audience rank = measured horizontally!). The uniformly illuminated surface refers to the playing field and the room up to at least 1.5 m above the side boards. During the construction and dismantling periods, sufficient work lighting must be available at all relevant points.

(4) Glass Panes Side Boards

All glass panes that are in the direct viewing angle of a camera (i.e. in penalty benches and player benches) must be in perfect condition and must not affect the view of the camera (i.e. due to heavy soiling, scratches or attached stickers), special value here is on the glass panes at height of the respective goal lines on the side of the main camera.

These glass panes are to be cleaned again by the arena staff after the warm-up of the teams.

(5) Signal Transfer Point

Should the ICE Hockey League Live TV Partner or its authorized service provider effect a transfer of the broadcasting signal to the arena own video system (i.e., video cube or VIP room), the rear of the OB van will be the signal transfer point. The further supply as well as the processing of the signal (for example inserting of arena logos) must take place over the in-house technology and in-house staff.

- (6) Texture Ice Surface
The ice surface must be uniformly white.
- (7) Exposure from Outside Light
It must be ensured that all exterior windows of an arena, through which daylight can penetrate, have the possibility of 100% darkening. Existing moving lights may only be used during the period breaks.

§ 6 Deadlines

- (1) Setting Schedule
The punctual receipt of the setting schedule and the assignment of the referees must be guaranteed.
- (2) Planned Framework Events
The editors and the production must be informed in good time (at least three days before transmission) about planned events and their timing. Thereafter, changes to the sequence of pre-game or intermission programs can only be made in consultation with the ICE Hockey League Live TV Partner!
- (3) Schedules TV
The ICE Hockey League Live TV Partner creates a time schedule (disposition) for each transmission, which contains all the information necessary for the transmission and distributes this in good time (at least two days before transmission) to all relevant points.
- (4) Lineups
The announcement of the exact team line-ups on the day of the game must be made in good time (at least 45 minutes before the start of the game) with the ICE Hockey League Live TV Partner or its appointed service provider by the respective contact person of the clubs to the floor manager. That includes the starting six.
- (5) Coordination of Face-Offs
The possibility of agreement between the supervisor and the referee regarding the exact start times of the respective periods must be given. The times agreed with the supervisors must be strictly adhered to, any delays occurring must be reported immediately to the editorial office and to the supervisor on site.

11
17

§ 7 Miscellaneous

- (1) Work Tickets / Accreditation
It is to be guaranteed by the organizer that in time, but at the latest before the arrival of the security staff, a sufficient number of working tickets (60 pcs.) As well as 6 VIP cards / tapes for free access to the VIP room (including 6 VIP parking spaces) + 10 seats for the TV games as well as 4 VIP tickets

(including 4 VIP parking spaces) / bands for free access to the VIP room + 6 seats, 10 work tickets upon receipt of signal or game reporting for all other games, to the production manager of the ICE Hockey League Live TV Partners to hand over or for collection by the floor manager upon arrival at the arena to deposit.

To ensure a smooth workflow, there should be uniform work cards and TV camisole for all halls, no permanent accreditations or stickers. The respective security companies must be instructed by the responsible persons of the clubs exactly. i.e.:



12
17

- (2) Arena Occupancy (including foreign events)
The hall may under no circumstances be occupied with third-party events by the organizer or the operator on the day of the game.
- (3) Signal for Program Recordings
The service provider commissioned by the ICE Hockey League Live TV Partner (AUT & Int. TV Partners) declares its willingness to integrate the program feed of the live broadcast into the Sportlounge system.
- (4) Benefits Ratecard
Unilateral services such as analog or digital recordings will be billed to the rate card of the production company commissioned by the ICE Hockey League Live TV Partner. Takeovers from the back of the OB-van for customers and re-use transmitters are free of charge, provided that there is no expenditure for the service provider commissioned by the ICE Hockey League Live TV Partner i.e. caused by wiring or power supply.

(5) Chip-Cameras Locker Rooms

The arena / club must provide cable ducts, brackets and power for the intended chip camera positions. (1x hole 40Ø and 1x bracket in L-shape 30 x 30 cm, each 1x 230V Schuko per locker room) Each above the entrance / corner in the locker room.

(6) Signal Acquisition Fan TV & Game Report Creation

The arena / club will provide the teams commissioned by the ICE Hockey League Live TV Partner to prepare a signal transfer or game report (FanTV or only ATM / SNG, EB team), all designated positions under other technical equipment, team parking, Accreditations (see 7.1.), Camera positions, observer place, commentator place (cabin) are available.

(7) Video Goal Judge Cameras

The ICE Hockey League ensures that all arenas are equipped with standard HD format 1080i/50 cameras including cabling (technical standard according to the current ICE Hockey League Video Goal Judge System) and can be used free of charge by the respective ICE Hockey League Live TV partners.

(8) TV Signal in the VIP Areas

The arena / club must ensure that the broadcast signal of the ICE Hockey League Live TV Partners is issued in the home games transmissions by the ICE Hockey League Live TV partner in the VIP boxes and on TV monitors in the stadium restaurants.

II. Highlight Production

§ 1 Preamble

The Club must produce following Files / Clips / Highlights from each ICE Hockey League home game:

- 5 to 10 minutes Rough Cut Clips (MXF File or MP4 file)
- a 3 to 7 minutes Highlight Clip - **Clean Version** (MXF file or MP4 file)
- a 3 to 7 minutes Highlight Clip - **Dirty Version, with graphics** (MP4 file)

This 3 Versions includes pictures from the warm-up, the goals of each game, as well as the most important scenes. At the end of each highlight clip 1-2 OTs per team must be integrated.

The German commentary is organized by the league and charged to the clubs.

§ 2 Standards Rough Cuts & Highlights

- 1 File
- Length: 5-10 minutes Rough Cuts | 3-7 minutes Highlight
- Initial screen (first scenes)
 - Before the 1st game scene: Coaches/Fans/Incoming players/Video cube/etc.
- Game scenes
 - 10-12 scenes per game
- 5-8 seconds advance (bully/passes/play) before the highlight of the scene (scoring opportunity/goal)
 - 3-5 seconds after the highlight of the scene (celebration of the goal / fans)
 - Intercut of pictures between two shots. (coaches/fans/referees)
 - Pictures during the breaks of each period (video cube/coach is leaving the ice/fans)
- Interviews
 - 1 interview per club
 - In front of the sponsor wall of the league
 - Mirrored interview positions
 - A good lightning is important

14
17

- Please take care of the correct audio setting. (no room microphone)
- Shotlist (for the template see the attachment)

§ 3 Delivery Rough Cuts, Highlights & Shot-List

The rough cuts, the clean and dirty highlight clip and the shot-list are transmitted by the Fan TVs/clubs/TV Partners via the red bull media server. (The details will be communicated to the responsible persons before the start of the season). The Rough Cuts, Highlights and shot-list should be available on the red bull media service latest 90 minutes after end of game.

The “Dirty” version of the highlight clip also has to be uploaded as soon as possible on the ICE Hockey League Homepage, in exceptions in case of problems with the creation latest next day 9 a.m. The upload will be done by the league as soon as the version including the voice over is ready.

The shot-list must also be uploaded to the Red Bull Media House server (for ext. partners) and additionally sent to the league voice over team by e-mail.

§ 4 Format

(1) Upload Red Bull Media House

- a) Video:
Rough Cut, Highlight Video clean (& dirty only MP4)

- Var. 1: MXF/XDCAM
 - Frame size: 1920 x 1080
 - Frame rate: 25, Field rate 50, Scan type = Interlaced
 - Codec: MPEG2 4:2:2 @ High Level, Bitrate: 50Mbps CBR
 - Aspect Ratio: 16:9
 - Container: MXF Container
 - Audio: International Sound / Ambient Sound on Mono
 - Channel 1: Full Mix
 - Channel 2: Full Mix
 - Channel 3: Effects
 - Channel 4: Effects
 - Channel 5: Atmo
 - Channel 6: Empty
 - Channel 7: Empty
 - Channel 8: Interview / OT
 - Naming: Date_Round_Hometeam_Awayteam
(e.g.: 220917_RD01_G99_RBS_RC / 220917_RD01_G99_RBS_HLC)

Or

15
17

- Var.2: MP4
 - Frame size: 1920 x 1080
 - Frame rate: 25, h264, 20 Mbit/s MP4
 - Interlacing: progressive (advice for the exporting: add a deinterlacer and export as 25p)
 - Audio: Atmo + Interview / AAC / 48.000Hz / kBit/s 192
 - Naming: Naming: Date_Round_Hometeam_Awayteam
(e.g.: 220917_RD01_G99_RBS_RC / 220917_RD01_G99_RBS_HLC)
 - (The details will be communicated to the responsible persons before the start of the season)

(2) Upload ICE Hockey League JW Player (Highlight dirty)

a) Video:

- 1920 x x1080 / 25 Framerate / h264 / 10 Mbit/s stereo / MP4 (“Dirty” version)
- Game picture graphic + HL Cut + Atmo + Voice over + Inserts + Product Placement Note

b) Audio:

- Atmo + Voice Over + Interview / AAC / 48 000Hz / KBit/s 192
- Naming: Date_Round_Hometeam_Awayteam
(e.g.: 220917_RD01_G99_RBS)
- (The details will be communicated to the responsible persons before the start of the season)

§ 5 Shot-List (Example)

Vienna Capitals – KAC
Eissportzentrum Kagran
Referees: XXX

Period	Minute	Club/Information	Details	Team- Strenght
Start	---	Fans Warm-Up Tessier Coach Walker	---	-
1	1	VIC Riley Holzapfel A: <u>Andreas Nödl</u>	xxx	EQ
2	21	KAC Stefan Geier A: <u>Thomas Koch</u>	xxx	5-4
3	41	VIC Rafael Rotter A: <u>Jamie Fraser</u>	xxx	4-5



ICE Hockey League

GAME BOOK – Season 2023/2024

K | STATISTICS

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.

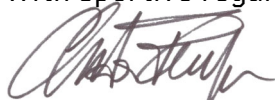


2
7

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

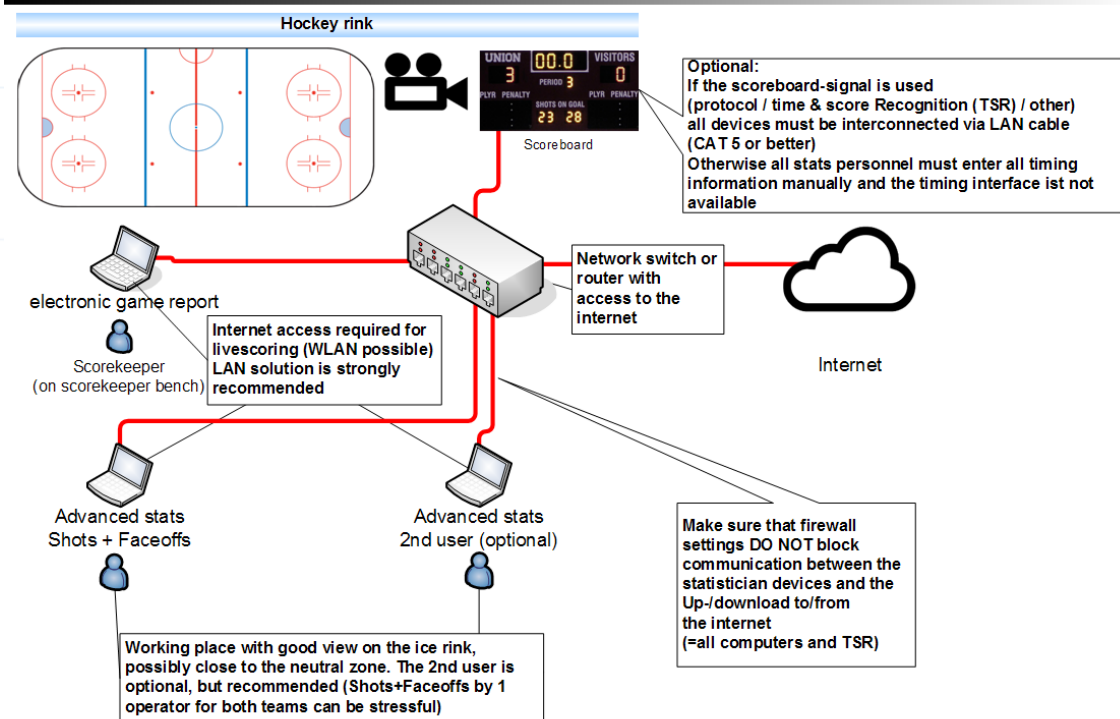
K STATISTICS	4
§ 1 Overview-Diagram Hockeydata	4
§ 2 Electronic Game Report “e-grep”	5
§ 3 “e-grep advanced”	5
§ 4 Wiring Information Hockeydata	6
§ 5 Requirements Staff Statisticians	6

K | STATISTICS

§ 1 Overview-Diagram Hockeydata

Certain construction measures need to be taken or ensured to secure complete statistical coverage. If there are existing working spaces/seats for online-scoring etc. available and if they already meet the requirements listed below, they can of course be used. Only some further additions will need to be made.

Required Network setup for statistic gathering using hockeydata RECON system



§ 2 Electronic Game Report “e-grep”

As usual the **electronic game report („e-grep“)** will be operated by the Scorekeeper and serves as a “data center” which summarizes all recorded figures from the different stations and calculates them.

At his station the Scorekeeper records goals, assists, +/-, penalties, goalkeeper changes and GWS. She/he is also responsible for sending data up-to-date to internet (incl. information, when a game is finished)

Necessary:

- 220V power connection, network connection or WIFI connection (dedicated WIFI for stats, definitely it must not be public WIFI or press WIFI,...)
- Workplace: directly at the boards (as before) 1 person (=Scorekeeper)
- 1 Notebook – System Requirements:
 - ✓ Windows Vista / 7 / 8 / 10 and higher
 - ✓ „.NET Framework 4.5.2“ by Microsoft

§ 3 “e-grep advanced”

The **“play by play”-recording (“e-grep advanced” | “EGA”)** enables the precise recording of gameplay actions per location and involved player(s) and has to be done at least period by period (incl. correct information if goalkeeper changes)

In particular this allows the recording of

- shots-on-goal (individual by players incl. goals)
- blocked shots (incl. player who blocked)
- face-offs (+ winner of the face-offs)

With this “recording system” conclusive “shot-charts” and detailed face-off-analyses will be generated.

Necessary:

- 220V power connection, network connection or WIFI connection (dedicated WIFI for stats, definitely it must not be public WIFI or press WIFI,...)
- 1 – 2 Workplaces: clear view of the playing field (as close as possible to the red line)

- 2 persons: 1st person Shots on Goal, blocked shots & Goals, 2nd person Face-Offs
- 1-2 Notebooks – System Requirements:
 - ✓ Windows Vista / 7 / 8 / 10 and higher
 - ✓ „.NET Framework 4.5.2“ by Microsoft

§ 4 Wiring Information Hockeydata

For the purpose of online-scoring and maintenance or training all these stations/workplaces must have internet access.

The installation of a central statistic-router for all of these stations is recommended.

Existing firewalls must be adjusted in a way that the network-traffic between the different devices as well as the internet connection won't be blocked.

If connected to the game time clock (optional – Time and Score Recognition or protocol/interface), this must be established via cable routes. Because of failure safety reasons WLAN connections are NOT allowed. That means, all stations must be connected via network-cable and must be located within the same network. The TSR must as well be integrated in the same network via network-cable.

If network is used: Network cable as appropriate, permanently mounted cable routes to the 2-3 notebooks/workplaces and the TSR. Network access via LAN. Switch/Router guarantees internet access for all computers for the purpose of updates and remote technical support.

6
7

§ 5 Requirements Staff | Statisticians

(1) Scorekeeper

- provided by the home team
- the central position as always, responsible for the game report and the online-scoring, operates the “e-grep” software

(2) e-grep Advanced “Shots on Goal”, “Blocked Shots” and “Face-Offs”

- provided by the home team
- records shots on goal and goals of the corresponding teams with number of the player and location of the released shot
- records blocked shots with the number of the player who blocked the shot



OR:

- records face-offs, the numbers of both players and the corresponding faceoff-spot
- (2) e-grep Advanced 1 “Shots on Goal” and “Blocked Shots”
- provided by the home team
 - records shots on goal and goals of the corresponding teams with number of the player and location of the released shot
 - records blocked shots with the number of the player who blocked the shot
- (3) e-grep Advanced 2 “Face-Offs”
- provided by the home team
 - records face-offs, the numbers of both players and the corresponding face-off-spot



ICE Hockey League

GAME BOOK – Season 2023/2024

**L | GOALIE MEASURES & PLAYERS
EQUIPMENT**

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
11

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

L GOALIE MEASURES & PLAYERS EQUIPMENT	4
§ 1 Preamble	4
§ 2 Equipment Verification.....	4
§ 3 Verification and Approval Measurement.....	5
§ 4 League Inspections	5
§ 5 ICE Hockey League Uniform Procedure	7
§ 6 Marketing Rules.....	11

L | GOALIE MEASURES & PLAYERS EQUIPMENT

§ 1 Preamble

These equipment standards are written in the spirit of “fair play” and are a supplement to the IIHF Rule Book. If at any time the ICE Hockey League Department of Hockey Operations feels that this spirit is being abused, the offending equipment will be deemed ineligible for play until a hearing has ruled on this eligibility.

Beginning January 1st, 2013, the ICE Hockey League Department of Hockey Operations is specifically authorized to make a check of each teams’ equipment to ensure the compliance with these rules. It shall report its findings to the ICE Hockey League Director of Hockey Operations.

A team may no longer request the measurement of any goalkeeper equipment, with the exception of a goalkeeper’s stick. All rules in the IIHF Rule Book and ICE Hockey League Case Book that may be affected in whole or in part in regard to goalkeeper measurements, with the exception of the goalkeeper’s stick, will no longer be in effect. The ICE Hockey League GameBook Part L | Goalie Measures & Players Equipment will be the official document in regard to goalkeeper equipment.

§ 2 Equipment Verification

- (1) Advanced notice will be given for the first verification measurement. Subsequently, goalkeeper equipment can be inspected at any time by an ICE Hockey League official.
- (2) All goalkeepers’ equipment will be measured, stamped and signed for verification by a member of the ICE Hockey League Department of Hockey Operations for the usage in the respective season.
- (3) Each team is responsible for all goalkeepers’ equipment, including jersey, used during the respective season.
- (4) No goalkeeper is allowed to participate in an ICE Hockey League game without his equipment being verified.
- (5) If a goalkeeper receives new equipment, the club has to immediately notify the ICE Hockey League Department of Hockey Operations for measurement and verification. Non-verified equipment has to be measured before the goalkeeper can use it in an ICE Hockey League game.
- (6) **Special Event Game:** When a specific jersey is used for a special event game, the ICE Hockey League Department of Hockey Operation must be informed at least 48 hr. in advance and the measurement will be conducted by an ICE Hockey League official or on-ice official at least 1 hr. before the game starts.

§ 3 Verification and Approval Measurement

- (1) The verification and approval measurement is the first measurement after August 1st in the respective year before regular league play starts.
- (2) Any violation of goalkeeper's equipment during the verification measurement, including his jersey not complying with the goalkeeper equipment standards will result in:
 - a) 1st offense: € 500.- fine,
 - b) 2nd offense: € 1,000.- fine,
 - c) 3rd offense and each subsequent time: € 2,500.- fine, plus game suspension to be served the immediate game following.
- (3) Each "offense" is considered per piece of illegal equipment. *Example: During measurement the goalkeeper was found to have an illegal jersey, illegal chest protector and illegal pads, he would instantly be resorted to the 3rd offense.*
- (4) Should both goalkeepers on a club have illegal equipment, both will be fined and/or suspended.

§ 4 League Inspections

- (1) The governing body will be considered the ICE Hockey League Department of Hockey Operations.
- (2) A representative of the ICE Hockey League Department of Hockey Operations is authorized to:
 - a) make a measurement check of each participating team's goalkeeper equipment for the compliance with the ICE Hockey League GameBook Part L | Goalie Measures & Players Equipment
 - b) perform random spot checks of participating team's equipment during the season, including qualification round and Play-offs, to ensure the continued compliance with the ICE Hockey League GameBook Part L | Goalie Measures & Players Equipment
- (3) These inspections can take place at any time, before, during or after any game. A member of the ICE Hockey League Department of Hockey Operations may obtain equipment from all of the four participating goalkeepers.

This equipment may be removed to a secure location for measuring.

- (4) Any violation of this rule will result in an automatic two game suspension to the offending goalkeeper, as per the ICE Hockey League Penalty Catalog, Ref. No. 75. Should both goalkeepers on a club have illegal equipment, both

will be suspended in sequence. The goalkeeper who played that day/night of the measurement will be suspended for the next two games played by his team, and the back-up goalkeeper will be suspended for the subsequent two games.

- (5) A goalkeeper who plays with equipment that has not been verified and approved by the ICE Hockey League Department of Hockey Operations, or who tampers with equipment after it has been verified and approved will be suspended for the next two league games and fined € 2,500.-, as per ICE Hockey League Penalty Catalog, Ref. No. 75, regardless of whether or not such equipment previously complied with league standards. Each additional violation will result in all game suspensions and fines being doubled.
- (6) Refusal to submit the equipment for league measurements will result in the same sanctions as those imposed on a goalkeeper with illegal equipment.
- (7) For circumstances considered outside the norm or special circumstances, the ICE Hockey League Department of Hockey Operations must be notified in advance and approval granted.
- (8) Any violation of this rule shall be reported to the club involved and to the ICE Hockey League Director of Hockey Operations.

§ 5 ICE Hockey League Uniform Procedure

ICE Hockey League Uniform Guidelines

Team Uniform

All players of each team shall be dressed uniformly with approved design and color of their helmets, sweaters, short pants, stockings and skates. Altered uniforms of any kinds, i.e. velcro inserts, over-sized jerseys, altered collars, etc., will not be permitted. Any player or goalkeeper not complying with this rule shall not be permitted to participate in the game.

Protective Equipment

All protective equipment except gloves, headgear and goaltenders' leg guards must be worn under the uniform. Should it be brought to the attention of the Referee that a player is wearing, for example, an elbow pad that is not covered by his jersey, he shall instruct the player to cover up the pad and a second violation by the same player would result in a misconduct penalty to be assessed.

This governs all protective equipment, including pants. Players are not permitted to tuck their jersey into their pants in such a manner where the top padding of the pant and/or additional body protection (affixed to the pant or to the Player's body) is exposed outside the jersey. The back uniform number must not be covered or obstructed in any fashion by protruding pads or other protective padding.

The jersey and socks must consist of a main color which will cover at least 80% of each part of the equipment excluding names and numbers. The shoulder cap of the jersey must either, consist of the same main color of the jersey or differentiate from the main color of the opposing teams.

Numbers

Each player should wear an individual number 25 – 30cm high on the back of the jersey, 10cm on both sleeves and at least 7cm on the front side-upper portion. The numbers have to be in contrast to the jersey color.

Player's Jersey

Sleeves must extend into the cuff of the glove.

Player's Pants

Players' pants must be worn in a uniform fashion by all Players. The pants must be one consistent color around and throughout the leg of the pants. Pant legs are not to be ripped, cut or torn in the leg/thigh area. Under no circumstances should a Player's sock, undergarment, or bare leg be exposed through the pant. Players are permitted to alter their pants for comfort and performance-related reasons; however, the pant leg must remain one uninterrupted uniform color as to not expose the bare leg/sock in the thigh area.

Player's Socks

Each player should wear their respective number on the back of each sock in the middle of the sock in height from skate to knee, at least 10cm in height.

All players are permitted to wear only the uniforms for use by the ICE Hockey League. Each team shall be dressed uniformly with ICE Hockey League approved design and color of their jerseys, pants, socks and helmet.

(1) ICE Hockey League Player Uniforms

Each member club shall design and wear distinctive and contrasting uniforms for their home and road games, no parts of which shall be interchangeable. In cases where the same color is used in both jerseys, the main color used in one jersey must not exceed 10% of the color used in the other jersey. If a team plays with the wrong jersey color this perpetration will be punished according to the ICE Hockey League penalty catalogue. Any concerns regarding a player's uniform (including the goalkeeper) shall be reported to the ICE Hockey League Hockey Operations Department.

- a) All players from each team shall be dressed uniformly with approved design and color of their jerseys, pants, socks and helmet (except of the goalkeeper, who is permitted to wear a helmet of a different color).
- b) The jersey and socks must consist of a main color which will cover at least 80% of each part of the equipment excluding names and numbers. The shoulder cap of the jersey must either; consist of the same main color of the jersey or differentiate from the main color of the opposing teams.
- c) It is recommended, but not required, to have a 3rd jersey of contrasting color. The 3rd jersey will be required in the event 2 teams have jersey outlays close in color.
- d) Special occasion jerseys (i.e., Halloween, Movember, etc.) are permitted as long as the outlay is sent and approved by the ICE Hockey League Management at least 30 days in advance.
- e) Jerseys and socks shall be of the same main color (front and back), consisting of a minimum of 80% of the main color, inclusive of advertising color.

- f) Jerseys must be worn outside of the pants. Jersey and pants must have a tied-down strapping system.



- g) Each player should wear an individual number 25 – 30cm high on the back of the jersey, 10cm on both sleeves. Numbers are limited to the numbers 1 – 99. The numbers have to be in contrast to the jersey color (dark number on bright jersey and bright number on dark jersey).
- h) Each player must either:
- i. Have their respective number on the helmet in a color contrasting with the helmet color. The number must be at least 3cm in height.
 - ii. Have their respective number on the back of each sock in the middle of the sock (in height) from skate to knee, in the same color as the number on the back of the jersey. The number must be at least 10cm in height.
- i) Each player shall wear his name on the upper portion of the back of his sweater, printed 7 - 10cm height.
- j) The clubs have to secure that the League Logo is also visible on the front side upper portion of any player jersey in a height of at least seven centimeters.
- k) Altered uniforms of any kind, i.e. Velcro inserts, over-sized jerseys, altered collars, etc., will not be permitted and subject to disciplinary actions.
- l) Warm-up jerseys must have player numbers on the back with a height of at least 25cm, and each player must wear the same number

assigned to him on the official game sheet. The same applies to the sleeves

- (2) Player numbers are not transferrable. A number may only be worn in play by one player during a given season. If a player leaves the club, during the season, his number may not be re-used for another player of that club during that season. In the event a short-term issue occurs (i.e. new player, injured player etc.) an exception may be applied to the ICE Hockey League for consent, for a maximum length of 3 games.
- (3) Clubs must communicate to the ICE Hockey League Office in written form, any time before July 15th of each respective season:
- a) The layout of all jersey versions to the ICE Hockey League Office before production can begin.
 - b) Club jersey, helmet, pants and sock outlay for League approval.
 - c) Choice of dark or light jersey for home games (Subject to the approval of the ICE Hockey League Marketing Department).

In the event, club(s) do not communicate in written form the uniform layout for the upcoming season by July 15th of each year, a fine of €2,500 will be assessed as per the ICE Hockey League Penalty Catalog – Ref. Nr. 42.

The ICE Hockey League Office controls the correct design of the numbers as stated in the regulations, the correct placements of the sponsor-logos as well as the coloring in “bright” and “dark”. It is necessary that colors are used for jerseys with bright basic color as well as for jerseys with dark basic color which can be clearly allocated to the respective color definition (bright / dark). Only after the final approval of the league secretariat jerseys may be used at games of the ICE Hockey League.

- (4) If the produced jerseys have a different color to the color of the layout and in the case of problems by determination of the colors by the TV host broadcaster, the referees, the stats people and/or the ICE Hockey League Hockey Operations, the jerseys must be changed and produced new.
- (5) Each ICE Hockey League club has to ensure that all jerseys (white, dark) bear the league season logogram with a size of 55mm x 90mm (B x H) in the left corner on the front and backside of each jersey. This league season logo will be provided each year by the ICE Hockey League.
- (6) Clubs are not permitted to change the base colors of their jerseys (bright, dark) during ongoing competitions and cannot be negotiated bilateral between both teams of a game. The overview of the jersey colors (home color / second color) which will be established by the league secretary after the layout-deadline is integrative part of the procedure regulations.

- (7) The Referees must ensure that the jerseys worn by each team can be distinguished in television broadcasts. In cases of doubt, the home club has to change jerseys.
- (8) All violations of this rule are subject to being penalized in accordance with the ICE Hockey League Penalty Catalog.

§ 6 Marketing Rules

Each club must have a minimum, two different sets of game jerseys, in addition to warm-up jerseys (if desired).

- (1) Warm-up jerseys must bear the ICE Hockey League logo, with a height of 12cm (the width of the logo results from the height), on the left side of the chest. These logos are to be applied using patches provided by the ICE Hockey League Office or by printing the logos directly on the jerseys. Other jersey surfaces can be used for advertising purposes.
- (2) Each ICE Hockey League club has to ensure that all jerseys (white, dark) bear the league season logogram with a size of 55mm x 90mm (B x H) in the left corner on the front and backside of each jersey. This league season logo will be provided each year by the ICE Hockey League.
- (3) The drafts of jersey designs must be presented to the ICE Hockey League Office for approval by July 15th each year.
 - a) In this context, the ICE Hockey League Office explicitly reserves the right to make corrections to the jersey and sock colors in order to ensure that the competing team's jersey and sock can be distinguished by the referee, the television broadcasters covering the games, the spectators, stats people and ICE Hockey League Hockey Operations.
 - b) One original sample of all jerseys and socks to be used in league play must be presented for final approval before the start of the season. In this context, it is especially important to note that the jerseys and socks must already include the sponsors' logos.
 - c) Special jerseys (Christmas, playoffs, etc.) also have to be presented for approval before being used in ICE Hockey League GameBook Part A §7 apply analogously to such jerseys and socks.
 - d) Objections will be communicated to the club in question along with a request to remedy the problem within a specified period of time. Should a club fail to remedy the problem by the time the specified period elapses, the club will be penalized in accordance with the ICE Hockey League Penalty Catalog.



ICE Hockey League

GAME BOOK – Season 2023/2024

M | GAME CENTER

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.



2
9

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

M GAME CENTER.....	4
§ 1 Contact List Game Center.....	4
§ 2 Technical Requirements ICE Hockey League Game Center	5
§ 3 Camera Set-Up.....	5
§ 4 Camera Standards	7
§ 5 Camera Remote Control	7
§ 6 Scoreboard Connect	7
§ 7 Technical issues.....	7
§ 8 Connection of Camera Signals	8
§ 9 Schedule Game Center	9
§ 10 Video Goal Judge System	9

M | GAME CENTER

§ 1 Contact List Game Center

(1) Contact ICE Hockey League

	Responsible	Phone Number	E-Mail Address
Situation Room	Ulrich Erd	+43 676 64 10 399	ulrich.erd@ice.hockey
Situation Room	Johannes Auer	+43 676 41 14 495	johannes.auer@ice.hockey
Hardware	Andreas Reinbold	+43 664 84 04 001	reinbold@megatechnik.at

(2) Contact Sportlounge (in case of Hardware or Stream problems)

	Responsible	Phone Number	E-Mail Address
Sportlounge	Jörg Manal	+49 179 73 98 303	manal@sportlounge.com
Sportlounge	Björn Scholvin	+49 170 81 52 803	scholvin@sportlounge.com

(3) Contact ICE Hockey League Clubs

Team	Responsible	Phone Number	E-Mail Address
ASH	Nicola Ambrosini	+39 389 50 68 804	xonemultimedia@gmail.com
AVS	Ferenc Barabas	+36 30 30 11 478	fecokam7@gmail.com
BWL	Fritz Valant	+43 664 34 28 302	fritz.valant@gmail.com
G99	Patrick Rinner	+43 660 47 02 242	patrick.rinner@urediasports.com
HCB	Markus Meraner	+ 39 339 86 27 188	office@hcb.net
HCI	Manfred Erlacher	+43 676 38 15 552	manfred.erlacher@chello.at
HKO	Mark Sever	+386 51 63 80 21	marksever@hkolimpija.si
KAC	Hannes Biedermann Christian Molzbichler	+43 676 88 99 04 00 +43 676 39 36 460	hannes.biedermann@kac.at c.molzbichler@staedtische.co.at
PUS	Stefan Ghedina	+39 348 70 61 046	stefanghedina@yahoo.de
PIV	Gunnar Prosen	+43 650 38 31 840	gp@pioneers.hockey
RBS	Martin Herbst	+43 664 44 730 77	martin@explosive-egg.com
VIC	Lukas Garhofer	+43 664 36 31 992	entertainment@vienna-capitals.at
VSV	Wolfgang Cernic	+43 664 80 47 09 011	wolfgang.cernic@ecvsv.at

§ 2 Technical Requirements ICE Hockey League Game Center

- (1) Internet Connection / Bandwidth
To run the ICE Hockey League Game Center properly a business internet connection with a bandwidth of at least 100mBit/sec **constant** upload speed is required.
- (2) Comments about the Electrical Wiring
The “turn on / turn off” procedure of all cameras (2-6) should be done from one point because all cameras must be turned on before the control unit. Otherwise, the connection between the cameras and the control unit is not working and there won't be a picture available on the screen.

§ 3 Camera Set-Up

Each club must provide the following camera signals for the ICE Hockey League GameCenter.

- (1) Main Camera (Camera 1)
One camera that is located directly on the centerline of the ice, either on the side of the player's benches or on the side of the penalty benches. The camera must have a solid stand and it is not allowed to change the location between periods. The location of the camera must be selected in such way, there are no obstacles between the camera and the ice surface.
- (2) Video Goal Judge Cameras (Camera 2 & 3)
There must be a minimum of two cameras for the VGJ-System, one over each goal. These cameras must be mounted on a stable structure (not movable bar) approx. 50cm in front of the goal line (depending on the height of the building). The cameras must be mounted, so that the most amount of area in front of the net is visible on the video footage and the goal line goes from top to bottom. In the sightline of the main camera the left goal must be on the left side of the footage and the right goal on the right side.

If a replacement of the goal judge cameras should be necessary in the future there should already be an optical fiber wiring and an electrical connection installed (if possible), in the context of wiring cameras #4, #5 and #6. This should be done to guarantee a short-term change of a camera during a season.

- (3) End Zone Cameras (Cameras 4 & 6)
For the recording of the end zones, each club has the possibility to choose one of the following three options. However, it must be ensured that both end zones are filmed with the same method. This means that it is not possible to use option a) for one end zone and option b) or c) for the other:

a) **Wall mounted cameras**

On each side of the rink close to the blue line there is one fix mounted camera. These cameras must be mounted in such way, that the whole end zone (from the blue line to the end boards and from side boards to sideboards) is covered on the video footage. The location of the cameras must be selected in such way, that are no obstacles between the cameras and the ice surface.

b) **Cameras behind the goals**

On each side of the rink there is one camera mounted to the glass behind the goal. This camera has to have a wide focus making sure the most are of the end zone can be seen on the footage. These cameras must be attached to the glass in such a way that they cannot fall off the glass due to vibrations/checks and furthermore it must be ensured that goal judge decisions can be made with the help of these cameras.

c) **Manned cameras in the corners (corner-cams)**

On each side of the rink in opposing corners (diagonal) there is one manned camera filming the game action. These cameras have to have a wide focus making sure the most are of the ice surface can be seen on the footage.

(4) **Reverse Camera (Camera 5)**

It is recommended, that on the opposite side of the main camera (Camera 1) there is a fix mounted camera. This camera must be mounted in such way, that the whole neutral zone is covered on the video footage. The location of the camera must be selected in such way, that are no obstacles between the camera and the ice surface.

(5) **Optional Cameras**

In the event, that the Reverse Camera (Camera 5) is not implemented, each club must take care, that during warm-ups the main camera is filming the center red line with a wide focus, so the entire neutral zone can be seen on the video footage. There is the possibility, that also footage of inhouse-TV (Fan-TV), or other available cameras are connected.

§ 4 Camera Standards

- (1) Fixed Cameras (#4-#6 – Option a & b)
 - Full HD 1920x1080 50/60i switchable to 50/60p
 - 10x optical zoom, F1,8 to 3,4
 - White balance: Indoor, Outdoor, Manual, One-Push
 - Manual Iris Control
 - HD-SDI Signal SMPTE 274/ 296 Norm
 - Attachment of an accessory lens x0,45
 - Zoom, Iris, White Balance via external remote control
 - HD signal transmission via fiber optic cable including connection of the control commands
 - Camera in its own housing with power supply and heater
- (2) If other cameras than the fixed ICE Hockey League standard cameras are used or other position's than the fixed ICE Hockey League standard are used (see §3 Pt. 5), it is the responsibility of the club to inform the ICE Hockey League Office about this plan and the ICE Hockey League has to give the approval to the club.

§ 5 Camera Remote Control

In order to be able to control the wall mounted cameras and/or the overhead cameras remotely, it is necessary to turn up the control panel of the cameras before each game. This has to be done by the respective home club at the latest 60 minutes before the game.

§ 6 Scoreboard Connect

Each club of the ICE Hockey League has to ensure that the data of the game clock is available for the ICE Game Center via a LAN connection. This has to be provided via Sportlounge Scoreboard Connect.

The same LAN connection can be used as for the VGJ system, only a router must be connected in between.

§ 7 Technical issues

In the event there is a technical issue within the arena (Camera break down, Internet connection not working, ...), it is the responsibility of the club to inform the Situation Room (ICE Hockey League personal) as soon as the team has knowledge about the issue.

§ 8 Connection of Camera Signals

At the back of the Sportlounge box are the connectors for the HD-SDI video signals. The connections are divided into input and output signals. The inputs are located on the eight-terminal strip, the outputs on the four-terminal strip.

It has to be ensured that the HD-SDI video signals are delivered in 1080i50.

- (1) The input signals are to be connected as follows from left to right (seen from the backside)
 - a. Main Camera clean
 - b. Main Camera dirty (with graphics)
 - c. Main Camera close-up
 - d. Center Ice Camera / Stream
 - e. Over-Head Camera left (VGJ-Camera left)
 - f. Over-Head Camera right (VGJ-Camera right)
 - g. End-Zone Camera left
 - h. End-Zone Camera right

As soon as the Sportlounge Scoreboard Connect is implemented “Main Camera dirty (with graphics)” does not need to be connected anymore and the order of connection changes to the following:

- a. Main Camera clean
- b. Main Camera close-up
- c. Center Ice Camera
- d. Stream
- e. ...

- (2) The output signals are assigned as follows from left to right (seen from the backside)
- Over-Head Camera left (VGJ-Camera left)
 - Over-Head Camera right (VGJ-Camera right)
 - Recording of the VGJ-Monitor
 - EMPTY

§ 9 Schedule Game Center

- Before the game (opening Face-Off -75 minutes)
 - The overhead cameras and the fixed cameras, if used, must be switched on first.
 - After the cameras, the video technology of the Sportlounge-Box is to be activated (upper toggle switch on the front of the box).
 - Next, start the control tablet for the cameras.
 - Once these steps are completed, the setup of the VGJ and Scoreboard Connect system can begin
- After the game (**once all players have left the ice**)

All under (1) activated components must be de-activated and the VGJ-System can be dismantled.

9
9

§ 10 Video Goal Judge System

- For all games, it is mandatory for the referees to have a monitor at ice-level and the ability to review the incident in question regarding the possibility of a goal.
- In the event, VGJ is not working or working to full capacity the VGJ policy will not be in effect.



ICE Hockey League

GAME BOOK – Season 2023/2024

N | FILMING HANDBOOK

August 15th, 2023

To whom it may concern!

According to the decision of the General Assembly 2016, the previous Fundamental Rules, Procedure Regulations and all other rules & regulations were reviewed in order to deliver a clear structured set of rules, together with an adaption to unify the rules & regulations of European professional league play.

As the ICE Hockey League GameBook is designed in a European context, the language of the ICE Hockey League GameBook is English.

The following graphic gives a detailed overview of the different parts of the new ICE Hockey League GameBook.

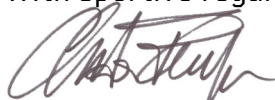


2
7

In addition to the printed version, all documents can be downloaded from www.gamebook.at

Any additions or changes will be published on www.gamebook.at after a notification to the official ICE Hockey League mailing list.

With sportive regards,



CHRISTIAN FEICHTINGER

MANAGING DIRECTOR | ICE Hockey League

Table of Contents

N FILMING HANDBOOK	4
§ 1 Resolution	4
§ 2 Camera locations – Main camera.....	4
§ 3 Camera locations – VGJ-cameras	5
§ 4 Pre-Game / Warm-Up	5
§ 5 During the Game	6
§ 6 Stoppages of play	6
§ 7 After the game	7

N | FILMING HANDBOOK

§ 1 Resolution

The resolution of all cameras for recording the games must be 1080i50. It should also be ensured that the stadium atmosphere (sound) is also recorded.

§ 2 Camera locations – Main camera

There are two possible locations for positioning the main camera. As Figure 1.1 and Figure 2.1 shows these two locations are both directly on the centerline of the ice, one on side of the penalty benches (Position 1) the second one directly on the opposite side – on side of the player's benches (Position 2). The location of the main camera must be selected in such way, that there are no obstacles between the camera and the ice surface.

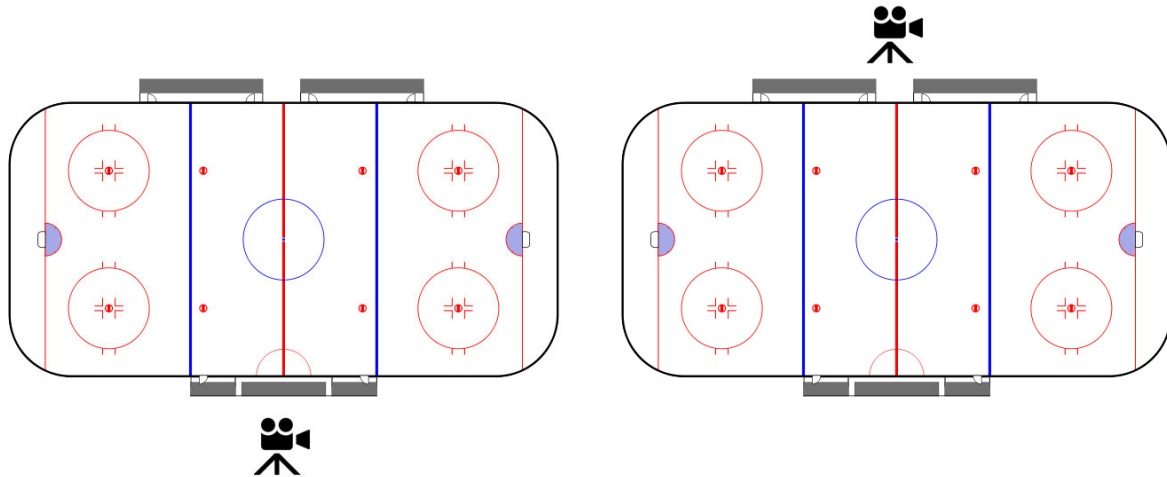


Figure 1.1: Position 1 – Camera on side of the penalty benches

Figure 1.2: Position 2 – Camera on side of the player's benches

The camera has to have a solid stand and it is not allowed to change the location between periods.

§ 3 Camera locations – VGJ-cameras

There has to be a minimum of two cameras for the VGJ-system, one over each goal. These cameras have to be mounted approx. 50cm in front of the goal line. As Figure 2.1 shows, the cameras have to be mounted in such way that the most of the area in front of the net is covered on the video. Figure 2.2 shows how the cameras should NOT be mounted.

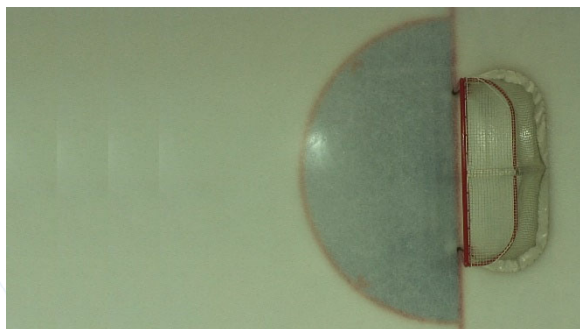


Figure 2.1: Correct mounting of the VGJ cameras

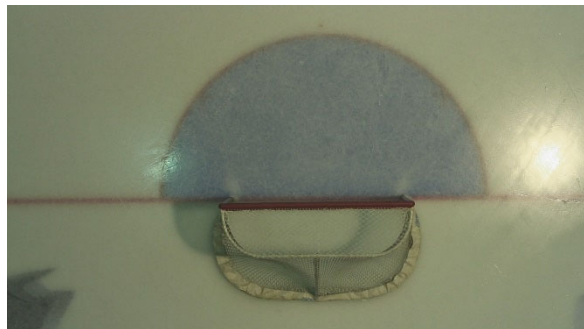


Figure 2.2: Wrong mounting of the VGJ cameras

§ 4 Pre-Game / Warm-Up

All cameras have to be turned on and prepared to start recording a minimum of 60 minutes before the start of the game.

As Figure 2.1 and Figure 2.2 shows, the main camera has to record the center red line during the whole warm-up with a wide focus, so the main part of the neutral zone is recorded. It is not allowed to change the focus or the angle, nor shut off the camera during warm-ups.

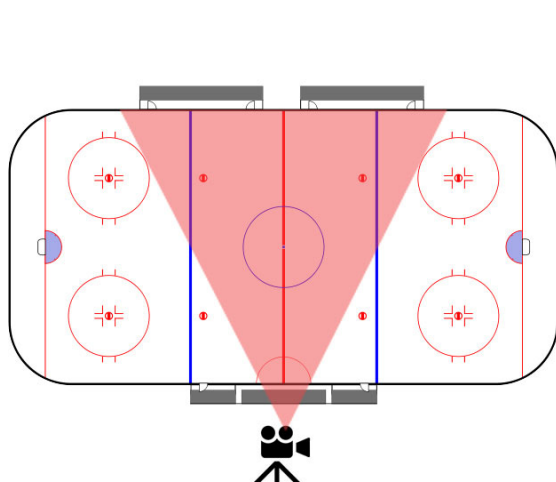


Figure 2.1: Position 1 – Camera focus – center line

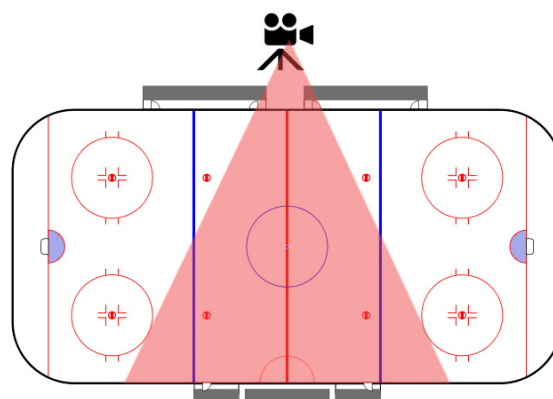


Figure 2.2: Position 2 – Camera focus – center line

After warm-ups, the camera can be shut off during ice resurfacing after the last player has left the ice.

§ 5 During the Game

If the main camera was shut off after warm-ups or between periods, the camera has to be turned on at a minimum of 5 minutes before the first/next period.

As Figures 3.1. and 3.2. show, the main camera has to be set to a wide focus and always follow the puck and situations that are of importance (discussions, penalties, altercations/fights, goals, ...). Video footage becomes less useful for DOPS and game analytics if the focus is not big enough.

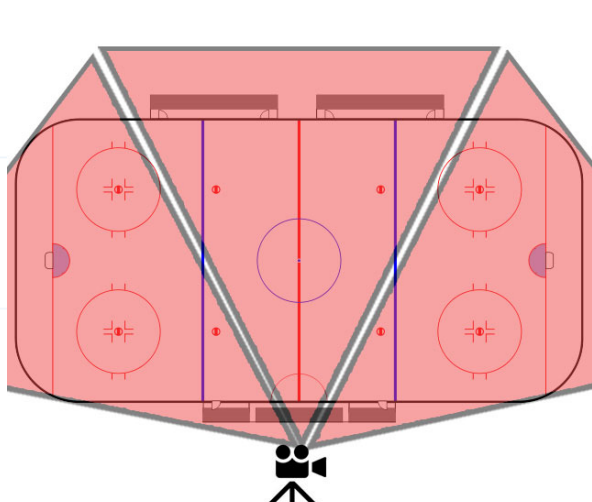


Figure 3.1: Position 1 – Camera focus – during game action

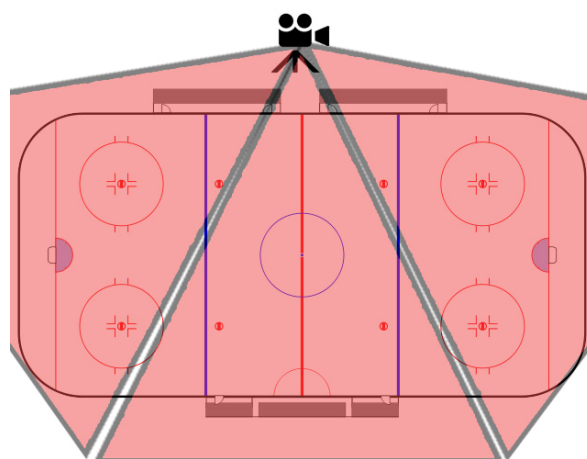


Figure 3.2: Position 2 – Camera focus – during game action

§ 6 Stoppages of play

It is of the utmost importance and not allowed to stop recording the game if the referee or linesman blows the whistle and game is stopped. Furthermore, it is important to ensure that in stoppages of play the main camera always follows situations of importance (discussions, penalties, altercations/fights, goals, ...).

At the end of a period (except for the third period or end of overtime/penalty-shootouts) keep recording until all player's and game officials have left the ice.

§ 7 After the game

When the game is complete (after the 3rd period / Overtime or Penalty-shootouts) the main camera must be re-aligned with a wide focus on the red center line (see Figure 4.1 and 4.2) and the entire players' handshake has to be recorded as well. The recording may only be terminated when all players and the referees have left the ice surface.

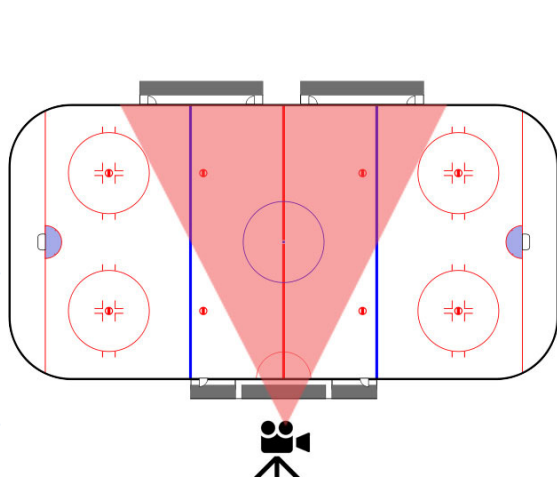


Figure 4.1: Position 1 – Camera focus – center line

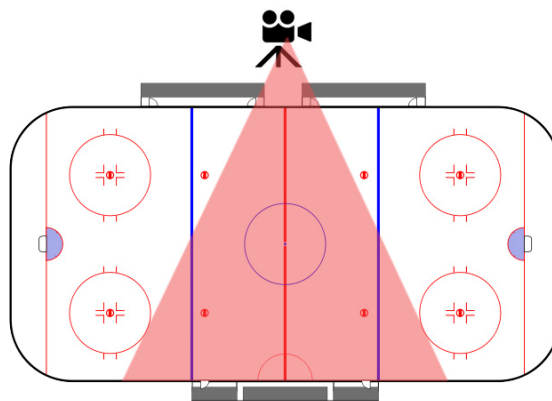


Figure 4.2: Position 2 – Camera focus – center line