

Fundamental Rules

II. League Play

§ 5 Game Points for League Standings

Abs (4)

OLD:

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 each phase of the regular season (the number of phases of the regular season are governed in the GameBook), the following tie-breakers are applied:

- a) If two or more teams are level on points, the direct duel results count (only games concerning for each 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 matches between the members of said sub-group.

Ranking differential:

- i. Higher amount 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 sub group will be considered.
 - v. If two or more teams are still level, the higher number of overall wins after regular time within each phase of the regular season will be considered.
- b) If two or more teams are still equal, League coefficient will be considered in the regular season phase 1. From a possible phase 2 within the regular season on, the ranking of previous phase will be considered.

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

NEW:

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 tie-breakers 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 matches 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) has to be considered.**

Ranking differential:

- vi. Higher amount of points in the direct duel(s)
- vii. Better Goal Difference in the direct duel(s)
- viii. Higher number of scored goals in the direct duels (applicable for more than 3 teams)
- ix. If two or more teams are still level, the higher overall number of wins after regular time within the sub group will be considered.
- x. 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.
- xi. 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 Procedure Regulations for each season.)

If teams are level on points after a second, third, etc. phase of the regular season the following tie-breakers 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.**

Fundamental Rules

II. League Play

§ 12 Official Game Sheet

Abs (1)

OLD:

For all games in the EBEL, it is necessary to prepare official game sheets using the ÖEHV's official statistics program; the home club is required to maintain the official game sheet in the ÖEHV'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 EBEL using the club's fax machines or e-mail accounts.

NEW

For all games in the EBEL, it is necessary to prepare official game sheets using the EBEL's official statistics program; the home club is required to maintain the official game sheet in the EBEL'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 EBEL using the club's fax machines or e-mail accounts.

Fundamental Rules

IV. Player Eligibility and Player's Licenses

§ 10 Confirmation of EBEL GameBook (Penalty Catalogue / Anti-Doping by Players / Play Fair Integrity Statement / **Data Protection Statement / Statement of Commitment**)

OLD:

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

NEW

A player-registration is only valid if the respective written confirmation of the EBEL GameBook, 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 EBEL and the ÖEHV.

Part A – Conduct of Games

§ 7 Player Uniforms

Abs (3)

OLD

Clubs must communicate to the EBEL in written form, until August 15th, of each respective year, which colors their home jersey will have. The visiting club has to base its choice of jerseys on the home club's color (see Appendix 1 to part A). Violations of this rule will be penalized in accordance with the EBEL Penalty Catalog (Part I). 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.

NEW

Clubs must communicate to the EBEL in written form, until **July** 15th, of each respective year, which colors their home jersey will have. The visiting club has to base its choice of jerseys on the home club's color (see Appendix 1 to part A). Violations of this rule will be penalized in accordance with the EBEL Penalty Catalog (Part I). 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.

Part D – Case Book **SEE FULL DOCUMENT**

Part H – Usher and Security Services

§ 10 EBEL Game-Delegate

Added Points (6)-(9) – October 1st, 2017 - Update

- (6) For the EBEL regular season, each of the 12 EBEL teams will have 3 sight visits/season (based over 54 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 EBEL 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 EBEL bylaws or EBEL Regulations, the EBEL 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 EBEL 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 amount of games. Instead will be on a series by series nature.

Part K – Statistics **SEE FULL DOCUMENT**

Part L – Goalie Measures & Players Equipment

§ 30 EBEL Uniform Procedere

Abs (1) Pkt. e)

OLD

Jerseys and socks shall be of the same main color, consisting of a minimum of 80% of the main color, inclusive of advertising color

NEW

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.

Abs (1) Pkt. h)

OLD

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

NEW

Each player must either:

- a) Have their respective number on the helmet in a color contrasting with the helmet color. The number must be at least 3cm in height.
- b) 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.

Abs (1) Pkt. j)

OLD

Altered uniforms of any kind, 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

NEW

Altered uniforms of any kind, i.e. Velcro inserts, over-sized jerseys, altered collars, etc., will not be permitted and subject to disciplinary actions.

Abs (1) Pkt. k)

OLD

Warm-up jerseys must have player numbers on the back with a height of at least 20 cm, and each player must wear the same number assigned to him on the official game sheet. The same applies to the sleeves

NEW

Warm-up jerseys must have player numbers on the back with a height of at least 25 cm, and each player must wear the same number assigned to him on the official game sheet. The same applies to the sleeves

Abs (2)

OLD

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.

NEW

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 EBEL for consent, for a maximum length of 3 games.

Abs (3)

OLD

Clubs must communicate to the EBEL Office in written form, any time before July 15th - 2017, their jersey, helmet, pants and sock outlay for League approval. The league clubs are engaged to send the layout of all jersey-versions to the EBEL Office before the production. The EBEL 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 EBEL. 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 EBEL hockey operations, the jerseys have to be changed and produced new. The visiting club has to base its choice of jerseys on the home club's color.

NEW

Clubs must communicate to the EBEL Office in written form, any time before July 15th of each respective season:

- a) The layout of all jersey-versions to the EBEL 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 EBEL 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 EBEL Penalty Catalog – Ref. Nr. 64.

The EBEL 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 EBEL.

Abs (4) – (7)

NEW

- (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 EBEL hockey operations, the jerseys must be changed and produced new.
- (5) Each EBEL Club must ensure all jerseys bear the league logogram (in combination with the club logo with a size of 55 x 70mm (W x H).
- (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) All violations of this rule are subject to being penalized in accordance with the EBEL Penalty Catalog.

Part M – Game Center

Update will follow