

# Erste Bank Eishockey Liga

## Comparision GameBook 2018 vs. 2019

**New**

**Same Rule / New Wording**

**Deleted**

# Grundregeln

## Fundamental Rules



Version 2018/2019

Version 2019/2020

### I. General Provisions

#### § 9 Legal Commitment of Third Parties

(2) ... These documents are available in the download area for EBEL | EBYSL & EBJL clubs on the EBEL web site ([www.erstebankliga.at](http://www.erstebankliga.at)).

### I. General Provisions

#### § 9 Legal Commitment of Third Parties

(2) ... These documents are available for ERSTE BANK Eishockey Liga | ERSTE BANK Young Stars League & ERSTE BANK Juniors League clubs **on the GameBook web site ([www.gamebook.at](http://www.gamebook.at))**.

### II. League Play

#### § 2 EBEL Championship Title / EBYSL+ EBJL Championship Title

(4) The EBJL-Club winning the annual EBJL Championship, will be awarded the title „Erste Bank Juniors League Champion of the year... “

### II. League Play

#### § 2 Championship Titles

(4) Said club will receive the ERSTE BANK Young Stars League champions' cup, called “Christoph Brandner Trophy”, which will be passed on the winning team each year.

(5) The ERSTE BANK Juniors League club winning the annual ERSTE BANK Juniors League Championship, will be awarded the title “ERSTE BANK Juniors League Champion of the season ... “

(6) Said club will receive the ERSTE BANK Juniors League champions' cup, called “Reinhard Divis Trophy”, which will be passed on the winning team each year.

#### § 5 Game Points for League Standings

(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 two-minute break without ice resurfacing...

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(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 **two-minute** break without ice resurfacing...

# A - Durchführung der Spiele

## A - Conduct of Games

### Version 2018/2019

#### § 10 Official Game Sheets

(1) ... In this context, it is necessary to note explicitly that the official game sheet must also be prepared in handwritten form at all times in parallel to the electronic entry of the data.

(3) Both original game reports (hand written and online) have to be signed by the Referees and the responsible functionaries and sent to via fax to the following: ...

### Version 2019/2020

#### § 10 Official Game Sheets

(1) ... 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.

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

## B - Spielmodus B – Game Mode



### Version 2018/2019

#### § 1 Regular Season

...

(2) ...

Phase 2a): "Pick-Round":

The teams placed first to sixth of Phase 1 will play a round robin amongst them to decide the placements for the play-offs. The Points from the regular season will not be taken along.

The first placed team receives six bonus points, the second-placed team receives four bonus points, the third-placed team receives two bonus points and the fourth-placed team receives one bonus point. Teams placed in fifth and sixth after Phase 1 will not receive bonus points.

Phase 2b): "PlayOff Qualification":

The teams from place 7 on after Phase 1 play a round robin amongst them to decide the two final play-off-spots. The points from Phase 1 will not be taken along.

The seventh-placed team receives six bonus points, the eight-placed team receives four bonus points, the ninth-placed team receives two bonus points and the tenth-placed team receives one bonus point. Teams from place eleven on will not receive bonus points.

Following the PlayOff Qualification, the teams placed third on are eliminated from the season. The teams placed first and second take seventh and eighth spot for the play-offs.

### Version 2019/2020

#### § 1 Regular Season

...

(2) ...

Phase 2a): "Pick-Round":

The teams placed first to **fifth** of Phase 1 will play a round robin amongst them to decide the placements for the play-offs. The Points from the regular season will not be taken along.

The first placed team receives **four** bonus points, the second-placed team receives **two** bonus points, the third-placed team receives **one** bonus point. **The fourth- and fifth-placed team will not receive bonus points.**

Phase 2b): "PlayOff Qualification":

The teams from place **six** on after Phase 1 play a round robin amongst them to decide the **three** final play-off-spots. The points from Phase 1 will not be taken along.

The **sixth-placed** team receives **eight** bonus points, the **seventh placed team receives six bonus points**, the eight-placed team receives four bonus points, the ninth-placed team receives two bonus points and the tenth-placed team receives one bonus point. **The eleventh-placed team will not receive bonus points.**

Following the PlayOff Qualification, the teams placed **fourth** on are eliminated from the season. **The teams placed first, second and third take sixth, seventh and eighth spot for the play-offs.**

# B - Spielmodus

## B – Game Mode



### Version 2018/2019

#### § 1 Regular Season

(3) ...  
Ranking league coefficient table by level on points:

	Team	2013/14		2014/15		2015/16		2016/17		2017/18		2018/19
		Ranking	20%	Ranking	40%	Ranking	60%	Ranking	80%	Ranking	100%	
1.	EC Red Bull Salzburg (AUT)	2	18	1	40	1	60	3	60	2	90	<b>268</b>
2.	Vienna Capitals (AUT)	7	9	2	36	5	33	1	80	3	75	<b>233</b>
3.	HC B Südtirol Alperia (ITA)	1	20	8	16	6	30	4	56	1	100	<b>222</b>
4.	EHC LIWEST Black Wings Linz (AUT)	4	14	3	30	3	45	5	44	4	70	<b>203</b>
5.	EC-KAC (AUT)	9	6	4	28	8	24	2	72	5	55	<b>185</b>
6.	HC Orli Znojmo (CZE)	6	10	5	22	2	54	8	32	10	25	<b>143</b>
7.	EC Panaceo VSV (AUT)	3	15	7	18	4	42	10	20	11	20	<b>115</b>
8.	HC TWK Innsbruck "Die Haie" (AUT)	12	3	11	8	9	18	6	40	7	45	<b>114</b>
9.	Dornbirn Bulldogs (AUT)	5	11	10	10	7	27	9	24	8	40	<b>112</b>
10.	Fehervar AV19 (HUN)	8	8	6	20	10	15	12	12	9	30	<b>85</b>
11.	Moser Medical Graz99ers (AUT)	10	5	9	12	11	12	7	36	12	15	<b>80</b>
12.	KHL Medvescak Zagreb (CRO)	n.t.	0	n.t.	0	n.t.	0	n.t.	0	6	50	<b>50</b>

#### § 4 Participation in International Competitions

(3) For the 2019/20 season the EBEL is awarded three starting berths for the Champions Hockey League. One berth will be awarded after 44 game days, one after 54 game days and the last one during the 2019/20 EBEL finals. The detailed qualification criteria is described in the CHL rules & regulations.

### Version 2019/2020

#### § 1 Regular Season

(3) ...  
Ranking league coefficient table by level on points:

	Team	2014/15		2015/16		2016/17		2017/18		2018/19		2019/20
		Ranking	20%	Ranking	40%	Ranking	60%	Ranking	80%	Ranking	100%	
1.	Vienna Capitals (AUT)	2	18	5	22	1	60	3	60	2	90	<b>250</b>
2.	EC Red Bull Salzburg (AUT)	1	20	1	40	3	45	2	72	4	70	<b>247</b>
3.	EC-KAC (AUT)	4	14	8	16	2	54	5	44	1	100	<b>228</b>
4.	HC B Südtirol Alperia (ITA)	8	8	6	20	4	42	1	80	6	50	<b>200</b>
5.	EHC LIWEST Black Wings Linz (AUT)	3	15	3	30	5	33	4	56	7	45	<b>179</b>
6.	HC Orli Znojmo (CZE)	5	11	2	36	8	24	10	20	8	40	<b>131</b>
7.	Moser Medical Graz99ers (AUT)	9	6	11	8	7	27	12	12	3	75	<b>128</b>
8.	HC TWK Innsbruck "Die Haie" (AUT)	11	4	9	12	6	30	7	36	9	30	<b>112</b>
9.	Fehervar AV19 (HUN)	6	10	10	10	12	9	9	24	5	55	<b>108</b>
10.	EC Panaceo VSV (AUT)	7	9	4	28	10	15	11	16	10	25	<b>93</b>
11.	Dornbirn Bulldogs (AUT)	10	5	7	18	9	18	8	32	11	20	<b>93</b>
12.	KHL Medvescak Zagreb (CRO)	n.t.	0	n.t.	0	n.t.	0	6	40	disqu.	0	<b>40</b>
13.	HDD TILIA Olimpija Ljubljana (SLO)	12	3	12	6	11	12	n.t.	0	n.t.	0	<b>21</b>
14.	HK Acroni Jesenice (SLO)	n.t.	0	n.t.	0	n.t.	0	n.t.	0	n.t.	0	<b>0</b>

#### § 4 Participation in International Competitions

(3) For the 2020/21 Champions Hockey League qualification the criteria is described in the CHL rules & regulations.

# C - Kaderregelung

## C – Roster Regulation

Version 2018/2019

Version 2019/2020

### § 1 Preamble

automatic points	national players		TC-players **
	D, F	GK	
1990 or earlier	obj. Pts-system	2	4
1991	obj. Pts-system	1,5	4
1992	obj. Pts-system	1,5	4
1993	obj. Pts-system	1,5	4
1994	obj. Pts-system	1,5	4
1995	0	0	4
1996	0	0	4
1997	0	0	4
1998	0	0	4
1999	0	0	2*/4
2000 or later	0	0	2*/4

\* max. three U20-TC-players will counted with 2 pts, from the forth on they will count with four pts.

### § 1 Preamble

automatic points	national players		TC-players **
	DEF/FORW	GOALIE	
1991 or earlier	obj. Pts-system	2	4
1992	obj. Pts-system	1,5	4
1993	obj. Pts-system	1,5	4
1994	obj. Pts-system	1	4
1995	obj. Pts-system	1	4
1996	0	0	4
1997	0	0	4
1998	0	0	4
1999	0	0	4
2000	0	0	2*/4
2001 or later	0	0	2*/4

\* max. three U20-TC-players will counted with 2 pts, from the forth on they will count with four pts.

# C - Kaderregelung

## C – Roster Regulation



### Version 2018/2019

#### § 2 Points Regulation

##### (1) Rating System

Each player – with the exception of transfer card players, national U24-players (born 1995 or younger) and national Goalies – are subjected to the objective points system. The base for the Assessment of players who have played in Erste Bank Eishockey Liga in 2017/18 is the statistics after game Day 44.

##### (3) Special regulation Point Value for 2018/19:

Transfer Card players will be assessed four points, a maximum of three (named by the club) U20-Transfercardplayers (born 1999 or younger) will be assessed two points. The fourth and all other U20-Transfer Card player will be assessed as Transfer Card player (i.e. assessed 4 points) National U24-players and National U24-Goalies (born 1995 or younger) will be assessed zero points. National U28-Goalies (born 1991-1994) will be assessed one point five points. National Goalies over the age of 28 (born 1990 or older) will be assessed two points.

### Version 2019/2020

#### § 2 Points Regulation

##### (1) Rating System

Each player – with the exception of transfer card players, national U24-players (born 1996 or younger) and national Goalies – are subjected to the objective points system **confirmed in the ERSTE BANK Eishockey Liga presidents meeting on Jan 28<sup>th</sup>, 2019 in Salzburg**. The base for the Assessment of players who have played in ERSTE BANK Eishockey Liga in 2018/19 is the statistics after game Day 44.

##### (3) Special regulation Point Value for 2019/20:

Transfer Card players will be assessed four points, a maximum of three (named by the club) U20-Transfercardplayers (born 2000 or younger) will be assessed two points. The fourth and all other U20-Transfer Card player will be assessed as Transfer Card player (i.e. assessed 4 points) National U24-players and National U24-Goalies (born 1996 or younger) will be assessed zero points. **National U26-Goalies (born 1994-1995) will be assessed one point. National U28-Goalies (born 1992-1993) will be assessed one point five points.** National Goalies over the age of 28 (born 1991 or older) will be assessed two points.

# C - Kaderregelung

## C – Roster Regulation



### Version 2018/2019

#### § 3 Roster Composition / Roster Notification

...

22-man-roster + U20-tk-roster (see §2(3)):

A club may register a maximum of 22 players in total (on the rosters) whereby the maximum number of points of the players must not exceed 60 points.

#### § 9 Number of Changes

(1) A total of five or six exchanges of players plus one exchange of a goalkeeper (viz. §2 above) may be carried out until end of IIHF Transfer Deadline date, 11:59 pm.

...

### Version 2019/2020

#### § 3 Roster Composition / Roster Notification

...

22-man-roster + U20-tk-roster (see §2(3)):

A club may register a maximum of 22 players in total (on the rosters) whereby the maximum number of points of the players must not exceed 60 points in total, **the maximum number of points of TC-players must not exceed 44 points.**

#### § 9 Number of Changes

(1) A total of five or six exchanges of players plus one exchange of a goalkeeper (viz. §2 above) may be carried out until end of IIHF Transfer Deadline date, 11:59 pm. **Regarding the maximum of 44 points for TC-players on the 22-men-roster: If there is an exchange of a TC-player necessary to stay within the maximum 44 points for TC-players this exchange do not count as an exchange as long as the overall registered points of 60 and/or of 22 registered players is not exceed. If a TC-change is necessary to stay within the maximum 44 points for TC-players on the 22-men-roster and the registration of the new TC-player exceed the maximum of 60 points and/or the maximum of 22 players registered then this count as one change of the following maximum possible changes.**

...



# C - Kaderregelung

## C – Roster Regulation



### Version 2018/2019

#### § 10 Transfer of Players within the ERSTE BANK Eishockey Liga

...

(1) Transfer Card players with foreign nationality may change clubs within EBEL until December 31<sup>th</sup>, of each respective season if the players' original team states in written that it does not object to the change. Transfer card players may change clubs within EBEL if there are valid reasons for a justified departure under the regulations of applicable national labor law.

### Version 2019/2020

#### § 3 Roster Composition / Roster Notification

...

(1) Transfer Card players with foreign nationality may change clubs within ERSTE BANK Eishockey Liga until December 30<sup>th</sup>, of each respective season if the players' original team states in written that it does not object to the change. Transfer card players may change clubs within ERSTE BANK Eishockey Liga if there are valid reasons for a justified departure under the regulations of applicable national labor law.

Version 2018/2019

§ 4 Pre-Game and Warm-Ups

(3) Upload Video procedure: ...

§ 5 Rule 8 – Ice Surface/Fit to Play

(6) If any lengthy delay occurs within five minutes of the end of a period,  
...

Version 2019/2020

§ 4 Pre-Game and Warm-Ups

**(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: ...

§ 5 Rule 8 – Ice Surface/Fit to Play

(6) If any lengthy delay occurs **within ten** minutes of the end of a period,  
...

Version 2018/2019

Version 2019/2020

§ 12 Rule 62 – Overtime Period

(4) **Overtime – Playoffs** – In the EBEL Playoffs, when a game is tied after three twenty minutes regular periods of play, the teams shall take a normal intermission (fifteen minutes) and resume playing twenty minutes 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.

(5) **Penalty Shootouts (Overtime)**

If a game in the regular season remains without a winner after 60 minutes and the ensuing five minute overtime, the outcome of the game is decided with a shoot-out. The rules governing the shoot-out shall be the same as those listed Penalty shot procedure in the IIHF-Rulebook.

a) The two teams do not change ends (based on the respective end of the 5-minute OT). The home team has the right to choose to shoot first or second.

b) The shooting teams' goaltender may remain on the ice at his respective end zone. The shooting teams' goaltender may not make any attempt to distract or interfere with procedure of the shot in an attempt to take the attention away from the goaltender being shot on. If, while the penalty shot or shootout is being taken, any player, goalkeeper, Coach or non-playing Club personnel of the team taking the shot shall have by some action interfered with or distracted the goalkeeper defending the shot and, because of such action, the shot was successful, the Referee shall rule NO goal and shall impose a misconduct penalty.

§ 12 Rule 62 – Overtime Period

(4) **Overtime – ERSTE BANK Eishockey Liga 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 1<sup>st</sup> 20-minute overtime period shall be played with each team at a numerical strength of five skaters and one goaltender.

The 2<sup>nd</sup> 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 – ERSTE BANK Eishockey Liga Elimination Playoff Games** - When a game is tied after three twenty minute regular periods of play, 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 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.

Version 2018/2019

- c) The penalty shootout will begin with three different players from each team, who will alternate in taking penalty shots on the opposing team's goal. The players and the sequence in which they will take the penalty shots do not have to be announced prior to the penalty shootout. The four goalkeepers and all players listed on the official game sheet (exception: §4 (4)) may participate in the penalty shootout. The goalkeeper can be changed after each penalty shot.
- d) A player whose penalty time has not expired at the end of overtime cannot be nominated for the penalty shootout and must remain on the penalty bench or in the locker room. The same applies to players who are charged with penalties during the penalty shootout.
- e) The execution of these shots is generally subject to regulations in IIHF-Rulebook.
- f) The players of each team will alternate in taking shots on the selected goal until the deciding goal is scored, after which any remaining shots will no longer be taken.
- g) If the score of the penalty-shot shootout is still tied after six shots, it will continue under a sudden-death format. The sudden-death penalty-shot shootout will allow one skater from each team to take a shot until a winner is determined. Any skater, including those who participated in the first stage of the penalty-shot shootout, is eligible to shoot in as many rounds of the sudden-death format as may occur. The team that took the first shot during the penalty-shot shootout for the first three rounds will shoot second for the fourth and subsequent shots of the sudden-death format until a winner is determined.

Version 2019/2020

**(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 ERSTE BANK Eishockey Liga Case Book with the team scoring first declared the winner.

If no goal is scored in the overtime period, then the ERSTE BANK Eishockey Liga 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 3 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.

## Version 2018/2019

- h) The official scorekeeper will record all shots taken, along with an indication of the player, the goalkeeper and the goals scored.
- i) Only the deciding goal will count for the result of the game, and that goal will be credited to the scoring player and to the goalkeeper in question. All other goals or lost attempts will not be counted into the result but recorded in ÖEHV statistics system.
- j) If a team refuses to participate in the penalty shootout for the purpose of determining the winner, the game will be recorded as a loss for that team.
- k) If a player refuses to take a penalty shot, the shot will be recorded as a miss for that player's team.

## **D – Case Book** **D – Case Book**

## Version 2019/2020

- 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 five 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.

## D – Case Book D – Case Book

Version 2019/2020



Version 2018/2019

### § 15 Rule 99 – Video Goal Review System

When play is stopped because of a goal or no goal call, the Referee must:

- (1) Give a distinctive signal immediately upon the conclusion of the play
- (2) On-ice officials collectively confirm a conclusive on-ice decision

In situations where the VGR is inconclusive, the on-ice decision will remain as the final decision.

#### ***Procedure for Referee – following the VGR***

If no goal, the Referee must make wash-out signal in direction of player's bench. Then the referee informs the timekeeper why it was not a goal to announce on the PA system.

If a goal, point goal in direction of player's bench and then proceed to the scorekeeper to award the goal and goal scorer information required for scorekeeper.

#### ***Example's for timekeeper***

- (1) After reviewing it is deemed no goal, due to the puck being kicked in.
- (2) After reviewing it is deemed no goal, due to the net being dislodged.

### § 15 Rule 99 – Video Goal Review System

When play is stopped due to a goal or no goal incident, the Referee must:

- (1) Give a distinctive signal immediately upon the conclusion of the play
- (2) On-ice officials collectively confirm a conclusive on-ice decision

In situations where the VGR is inconclusive, the on-ice decision will remain as the final decision.

***Before going to the review, one of the following announcements is to be made:***

***“A VGR has been initiated by the On-Ice Officials for ..... (incident) “***

***“A Coaches Challenge has been initiated by Team ..... for ..... ” (reason)***

Version 2018/2019

**9 Criteria for VGRS review**

- (1) Puck crossing the plane of the goal line;
- (2) Puck in the net prior to the goal frame being displaced;
- (3) Puck entering the goal net at the expiration of a period;
- (4) Puck directed or batted into the goal net by a hand or foot or deliberately directed or batted with any part of the attacking player's body into the goal net;
- (5) Puck deflected into the goal net off a game official;
- (6) Puck struck with a high stick above the height of the crossbar by an attacking skater prior to entering the goal net;
- (7) Establish the correct time for when the puck completely crossed the goal;
- (8) Puck entering the goal net after an attacking skater has interfered with the goaltender;
- (9) Goaltender interfered with as goal being scored.

All players must go to their benches during the review.

The adaption of cameras and microphones, which will be installed from side of the league TV partner respectively accredited photo agencies, will be permitted.

Version 2019/2020

**9 Criteria for VGR review**

- (1) Puck crossing the plane of the goal line;
- (2) Puck in the net prior to the goal frame being displaced;
- (3) Puck entering the goal net at the expiration of a period;
- (4) Puck directed or batted into the goal net by a hand or foot or deliberately directed or batted with any part of the attacking player's body into the goal net;
- (5) Puck deflected into the goal net off a game official;
- (6) Puck struck with a high stick above the height of the crossbar by an attacking skater prior to entering the goal net;
- (7) Establish the correct time for when the puck completely crossed the goal;
- (8) Puck entering the goal net after an attacking skater has interfered with the goaltender;
- (9) Goaltender interfered with as goal being scored.

## D – Case Book D – Case Book



Version 2018/2019

### ***EBEL Team Official Request for a VGR Decision***

Once per game each team shall be permitted a request to review a goal/non-goal. To initiate a formal request for a VGR by a team, the Head Coach must signal to the referee using 1 of 2 options:

(1) A Time-Out signaled by the Coach directly at the referee(s) followed by the VGR signal. (Preferred way)

AND/OR

(2) Sending a Captain or Assistant Captain to the referee(s) to ask for a VGR Time-out, initiated by the Coach.

### ***Once initiated to the referee(s)***

(1) A referee will then address the coach directly at the players bench,

(2) The coach will acknowledge to the referee that he wants to use his “Official Request for VGR”

(3) What specifically the review is for (which has to be 1 of the above 9 criteria only).

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

(5) All players must proceed to their respective player’s benches.

(6) Notify the PA Announcer that Team X has called for an Official VGR, so TV and the fans are aware of the cause for delay.

Version 2019/2020

\* The Video Review process on these plays (whether initiated by way of a Coach’s Challenge or the On-Ice Officials) will be utilized exclusively for purposes of confirming or overturning a “GOAL” or “NO GOAL” call on the ice on scoring plays potentially involving “Interference on the Goalkeeper.” The Video Review process on these plays - regardless of its outcome - will not be utilized for any other purpose, including, specifically, for assessing minor or major penalties for Goalkeeper Interference

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 is stopped, the Referee is to ask for a review during this stoppage of play. If there is no review during this stoppage of play, then the result is final and no review of the play will be permitted at a later time.

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.



## D – Case Book D – Case Book



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### **Following the VGR**

- (1) Notify the PA Announcer after that the call on the ice stands or the call on the ice has been changed and what the new decision is
- (2) Signal goal or no goal (wave-off) when exiting the VGR and entering the ice

In the event a team makes an official request for VGR, that the referee would have otherwise not reviewed, and the decision following the conclusion of the VGR is not changed from the referees on ice ruling, that team will lose their Time-Out (Rule 61) for the remainder of the game. No VGR can take place, other than the 9 criteria, if and when applicable, allowed under Rule 99.

Version 2019/2020

### **EBEL Team Official Request for a VGR Decision (Coaches Challenge)**

Each team shall be permitted a request to review a goal/non-goal.

The on-ice call will then be reviewed by the appropriate On-Ice Officials at ice level using any and all replays at their disposal. After reviewing the play, the appropriate On-Ice Officials will then make the “final” decision on whether to uphold or overturn the original call on the ice. Once the decision is made, the Referee will inform the Official Scorekeeper.

#### **Procedure and Ruling:**

The Video Review mechanism, triggered by the Coach’s Challenge, is intended to be narrow in scope and the original call on the ice is to be overturned if, and only if, a determination is made that the original call on the ice was not correct. If a review is not conclusive and/or there is any doubt whatsoever as to whether the call on the ice was correct, the original call on the ice will be confirmed.

A Coach’s Challenge must be initiated by the Head Coach of the respective team by direct verbal notification to the Referee on the ice.

Only one Coach’s Challenge per team per stoppage will be permitted.

A Coach’s Challenge must be effectively initiated prior to the resumption of play.

## D – Case Book

### D – Case Book



Version 2018/2019

Version 2019/2020

**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 9 VGR criteria (above). The Head Coach must notify the on-ice officials specifically with which 1 of the criteria is to be challenged.
- If the Coach's Challenge does not result in the original call on the ice being overturned, the team exercising such a Challenge will forfeit (lose) its Time-out and all further Coaches Challenge will be considered under point 2.
- If the Coach's Challenge does result in the call on the ice being overturned, the team successfully exercising such a Challenge will retain its Time-out and retain the possibility for a further VGR Coaches Challenge.
- The Official Scorekeeper shall record on the Game Sheet the time and the result of all Coach's Challenges.
- If a team has previously used a Time-out in the game, a Coaches Challenge is permitted.

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.

**D – Case Book**  
**D – Case Book**



Version 2018/2019

Version 2019/2020

**Referee procedure – following the VGR/Coaches Challenge**

(1) Signal goal or no goal (wave-off) when exiting the VGR and entering the ice

(2) Notify the PA Announcer after that the call on the ice stands or the call on the ice has been changed and what the new decision is

**Following the review and the subsequent decision, one of the following announcements is to be made:**

**“A goal has been scored at ..... ” (time) “**

Version 2018/2019

Version 2019/2020

§ 16 Rule 110 – Duration of Penalties / Match

- ...
- Rule 118 – Biting
  - Rule 140 – Engaging with spectators
  - Rule 142 – Head Butting (with intent and/or deliberate injury only)

§ 18 Length of suspension determined for following rules

Rule 119 – Boarding

Rule 122 – Charging

...

§ 16 Rule 110 – Duration of Penalties / Match

- ...
- Rule 118 – Biting
  - Rule 140 – Engaging with spectators
  - **Rule 141 – Fighting – Team Official involved in a fight**
  - Rule 142 – Head Butting (with intent and/or deliberate injury only)

§ 18 Length of suspension determined for following rules

~~Rule 119 – Boarding~~

Rule 122 – Charging

Rule 123 – Checking from behind

...

Version 2018/2019

Version 2019/2020

§ 31 Rule 187 – Goaltender Equipment

(1) At all times, the scorekeepers must keep at their disposal the gauges made available by the ÖEHV for the purpose of measuring sticks and goaltenders' equipment.

(2) Measurement of equipment

a) The measurement of goaltender equipment, with the exception of the stick, will be as per the official “EBEL Goaltender Standards” manual.

b) Before the start of a season, the EBEL league management will measure the equipment of each Goaltender, with the exception of their sticks. The equipment will be sealed. Should a piece of equipment be changed or modified during the course of the season, the said piece needs to be measured and re-sealed immediately before on-ice use.

c) Only EBEL league management will be permitted to measure goaltender equipment, with the exception of the sticks. The referees are allowed to measure the goalkeepers stick only.

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Version 2018/2019

Version 2019/2020

### § 32 Delay of Game / Goaltender

Below is an ERSTE BANK Eishockey Liga clarification regarding rule's 214, 220 and 221 – Goaltenders playing the puck.

The spirit of the rule is to eliminate the goaltender's ability to secure a stoppage at their will, when in some cases a stoppage is not warranted or serving the best interests of the game/game flow.

The key difference is taking the past years IIHF Rule (which all participants were accustomed to) and blending it with the new 2018-2022 IIHF Rule interpretation. New is the yellow zone, which has been significantly reduced from the past IIHF rule and added new as an interpretative definition for the new IIHF Rule interpretation.

The underlying rationale - in the event a goalie can safely play the puck, it is highly encouraged. The rule is not limited to having the goaltender play the puck with his stick, but delay of game rule not enforced if the goaltender has the puck in any other body part, other than his stick and is within the yellow zone.

### § 33 Rule 214 – Delay of Game/Goaltender – Freezing the Puck along Boards

(1) A goaltender who holds or plays the puck with his stick, skates, or body along the boards in such a manner as to cause a stoppage of play will be assessed a minor penalty, even if he is being checked or pressured.

Version 2018/2019

Version 2019/2020

**§ 34 Rule 220 – Holding the Puck in Goal Crease/  
Goaltender**

**DEFINITION: A goaltender is allowed to freeze the puck in his goal crease so long as he is being pressured by an opponent. If he is not being pressured and has adequate time to make a play safely to a teammate, he is obliged to do so (see key point below).**

**(1) Unless he is being pressured by an opponent, a goaltender who holds the puck more for than three seconds will be assessed a minor penalty.**

**(2) A goaltender who is not under pressure and deliberately drops the puck into his pads, body, or equipment in order to gain a stoppage in play will be assessed a minor penalty.**

**\*Key points in defining pressure (only applies for yellow zone)**

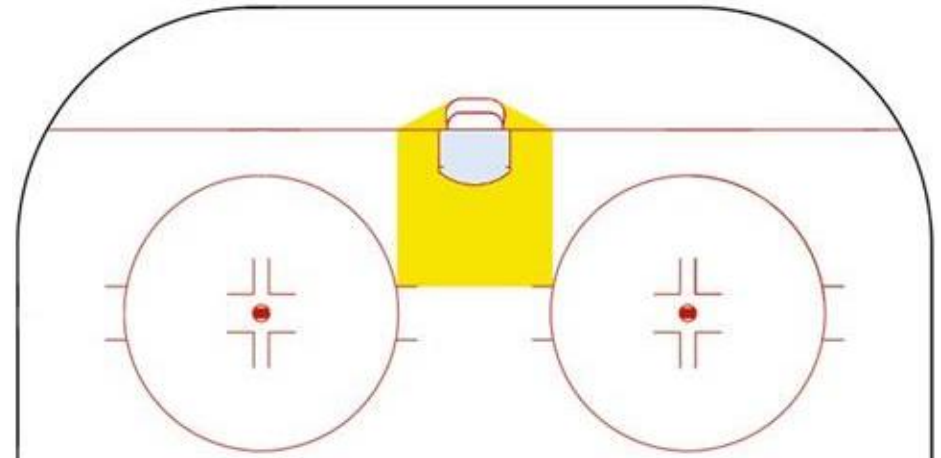
- Is the puck on the ice or can it be put on the ice for the goaltender to safely play the puck to a teammate**
- Is there an opponent in or in the near vicinity of the yellow zone by immediate or pressure within a 3 second time frame**
- Goaltender within the 'yellow marked' zone has the option (not forced) to play the puck if opponent pressure of any sort is in the vicinity**
- Goaltenders must play the puck (cannot secure a stoppage), if the puck is located in the white zone when the goaltender makes a play on the puck, regardless of pressure**

Version 2018/2019

Version 2019/2020

§ 35 Rule 221 – Holding the Puck outside Goal Crease/Goaltender

DEFINITION: A goaltender is not allowed to fall on the puck to cause a stoppage in play in certain situations if his body is outside the goal crease. The yellow highlighted area (below diagram), for the purpose of freezing the puck, is considered an extension of the crease as per rule 220.



Yellow Highlight Area:

(1) A goaltender is permitted to cover the puck. The key determining point is if the goaltender had an ability to play the puck, without sustained pressure in a time frame greater than 3 seconds.



## D – Case Book

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(2) The area is not defined by on ice markings. It is an area that on the sides of the crease, is approximately a body length from the outside of the crease. On the top of the crease, the hash marks are the determining factor. The Referee's will have a latitude of judgement.

(3) The determination for inside/outside the yellow area is the playing of the puck. A goaltender is not permitted to play, hold or gather the puck in the white zone and then skate into the yellow zone for the purpose of securing a stoppage in play.

#### White Area:

(1) A goaltender who immediately covers or plays and then falls on or gathers the puck to secure a stoppage anywhere in the white area, and when the puck is behind the goal line and in the white area or beyond the hash marks, falls on or gathers the puck into his body, or the boards, will be assessed a minor penalty whether or not he is being pressured by an opponent.

# E – Infrastruktur Protokoll

## E – Infrastructure Protocol

Version 2018/2019

### § 4 Rule 13 – Rink Boards

...

#### EBEL – ‘Giveaway Rink Boards’

### § 14 Infrastructural Requirements

...

#### (1) Press box

The press box must be located on the main stands or the opposite stands. ...

At least 10 fixed work stations with a desk, power connection and ISDN or wireless LAN connection must be made available ...

#### (2) Media area

d) 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. Three ISDN connections and (where possible) a wireless LAN hot spot (with a big bandwidth) ...

Version 2019/2020

### § 4 Rule 13 – Rink Boards

...

#### EBEL – ‘Giveaway Rink Boards’

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

[https://arenaguide.iihf.com/en/facility\\_supplier\\_directory/index.php](https://arenaguide.iihf.com/en/facility_supplier_directory/index.php)

### § 14 Infrastructural Requirements

...

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d) 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. ~~Three ISDN connections and (where possible)~~ A wireless LAN hot spot (with a big bandwidth) ...

## F – Medien Anforderungen

### *F – Media*



#### Version 2018/2019

### § 2 Conducting Press Conferences / Open Locker Rooms

(2) ...

d) All television interviews must be carried out in front of the official EBEL logo wall in the mixed zone.

e) TV-Host broadcaster or other TV-stations which do a live broadcast of an EBEL-game are allowed produce film material inside the player locker rooms ...

#### Version 2019/2020

### § 2 Conducting Press Conferences / Open Locker Rooms

(2) ...

d) All television interviews must be carried out in front of the official EBEL 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 Servus TV and Sky 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.

# F – Medien Anforderungen

## *F – Media*



Version 2018/2019

Version 2019/2020

### 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 Servus TV 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) TV-Host broadcaster or other TV-stations which do a live broadcast of an EBEL-game are allowed produce film material inside the player locker rooms ...

Version 2018/2019

Version 2019/2020

§ 4 Clubs' Advertising

(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
- Surface behind the goal line
- Open surfaces in the neutral zone; in this context, it is necessary to ensure that advertising surfaces do not overlap.

§ 5 Use of Club Logos

In due time prior to the start of each season, the EBEL will provide the clubs with all current logos in various file formats and make the files available as downloads on the League server.

§ 4 Clubs' Advertising

(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.

§ 5 Use of Club Logos

In due time prior to the start of each season, the EBEL will provide the clubs with all current logos in various file formats and make the files available as downloads on the League server.

# H – Ordnerdienst und Sicherheit

## *H – Usher and Security Services*

Version 2018/2019

Version 2019/2020

**No Changes**

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# I - Disziplinarmaßnahmen

## I – Disciplinary Measures

Version 2018/2019

## II. Substantive Law

### § 2 Disciplinary Measures and Directives

#### (2) Automatic Suspensions ...

Version 2019/2020

## II. Substantice Law

### § 2 Disciplinary Measures and Directives

#### (2) Game Suspensions | Sanction Fines:

a) 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 ERSTE BANK Eishockey Liga Player Safety Committee or the ERSTE BANK Eishockey Liga 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 ERSTE BANK Eishockey Liga 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.

# I - Disziplinarmaßnahmen

## I – *Disciplinary Measures*

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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 ...



Version 2018/2019

## I. Live TV Übertragungen HD

### § 1 Räumlichkeiten

(1) ... Bei Dualproduktionen (Play-Offs) wird eine zusätzliche Fieldposition benötigt. Platzierung und technische Ausstattung wird bei der jeweiligen Hallenbegehung definiert.

(2) ... Bei Dualproduktionen (Play-Offs) sind zusätzliche Kommentatorenpositionen (entsprechend obiger Vorgabe) vom Verein zur Verfügung zu stellen. Sollte aus baulichen Gründen kein fixer Platz vorhanden sein, muss ein Bereich in der Sitzplatztribüne zur Verfügung gestellt werden, in dem eine Kommentatorenposition eingebaut werden kann. Die Platzierung wird bei der jeweiligen Hallenbegehung festgelegt.

Version 2019/2020

## I. Live TV Übertragungen HD

### § 1 Räumlichkeiten

(1) ... Bei Dualproduktionen (Play-Offs) wird eine zusätzliche Fieldposition benötigt. Platzierung und technische Ausstattung wird bei der jeweiligen Hallenbegehung definiert.

**Die zusätzliche Studioposition bei Dualproduktionen müssen die Kriterien der Standard Studioposition entsprechen. Abweichungen und Änderungen sind nur nach Rücksprache mit dem jeweiligen TV- Anbieter möglich.**

(2) ... Bei Dualproduktionen (Play-Offs) sind zusätzliche Kommentatorenpositionen (entsprechend obiger Vorgabe) vom Verein zur Verfügung zu stellen. Sollte aus baulichen Gründen kein fixer Platz vorhanden sein, muss ein Bereich in der Sitzplatztribüne zur Verfügung gestellt werden, in dem eine Kommentatorenposition eingebaut werden kann. Die Platzierung wird bei der jeweiligen Hallenbegehung festgelegt

**Die zusätzliche Kommentatorenposition bei Dualproduktionen muss ein uneingeschränktes Arbeiten für bis zu zwei Kommentatoren ermöglichen. Der freie Blick auf die gesamte Eisfläche muss gewährleistet sein.**

# J – TV Produktionen

## J – TV Production



Version 2018/2019

Version 2019/2020

### § 3 Anforderungen für Ü-Technik

#### (1) Platzbedarf Übertragungstechnik

Ausreichender, kostenfreier Stellplatz für alle nötigen Ü-Wagen, Rüst-Wagen, IP/SNG, Produktionsfahrzeuge auch eventuell anwesender Zweitverwerter in unmittelbarer Nähe zur Halle, zusammenhängend, mit unbedingter Ausrichtung des Satellitenfahrzeuges nach Süd-Osten und einem direkten Zugang zur Halle muss gewährleistet sein.

Maße: ...

### § 4 Stromversorgung

### § 3 Anforderungen für Ü-Technik

#### (1) Platzbedarf Übertragungstechnik

Ausreichender, kostenfreier Stellplatz für alle nötigen Ü-Wagen, Rüst-Wagen, IP/SNG, Produktionsfahrzeuge auch eventuell anwesender Zweitverwerter in unmittelbarer Nähe zur Halle, zusammenhängend, mit unbedingter Ausrichtung des Satellitenfahrzeuges nach Süd-Osten und einem direkten Zugang zur Halle muss gewährleistet sein.

#### **Absperrung TVC**

**Der TVC darf für unautorisiertes Personal nicht zugänglich sein.**

**Dieser Bereich muss dementsprechend gesichert und abgesperrt werden (durch Bauzäune o. Ä.).**

Maße: ...

### § 4 Stromversorgung

#### **(3) Stromversorgung**

**Es ist dafür Sorge zu tragen, dass jede Phase, welche zur TV-Produktion vorgesehen ist mit einem eigenen FI Schalter gesichert ist.**

**K - Statistik**  
***K - Statistics***

Version 2019/2020

Version 2018/2019

**No Changes**

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# L – Torhüter Abmessungen & Spielerausrüstung

## *L – Goalie Measures & Players Equipment*

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Version 2019/2020

**No Changes**

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**M – Game Center**  
**M – Game Center**

Version 2019/2020

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Eishockey Liga

**PROFS**

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§ 1 Contact List Game Center

(1) Contact ERSTE BANK Eishockey Liga

...

(3) Contact ERSTE BANK Eishockey Liga Clubs

§ 1 Contact List Game Center

(1) Contact ERSTE BANK Eishockey Liga

**Updated Contacts**

(3) Contact ERSTE BANK Eishockey Liga Clubs

**Updated Contacts**

**N – Handbuch zur Aufzeichnung von Spielen**  
*N – Filming Handbook*

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**No Changes**