

2014 IIHF Ice Hockey...

Test Game Protocol / Check List



During the official test games before the start of an IIHF Ice Hockey World Championship the following items in game conditions should be tested, reviewed and if necessary adjusted by the IIHF, its commercial partner, the Host Broadcaster and the Local Organizer in order to ensure that all games run smoothly at the actual event. All of these items should be tested in each test game to be operated simultaneously in both arenas. All parties are expected to be active participants and have the necessary persons and procedures in place to operate simulated game according to the IIHF protocol. The test game date and times have to be proposed to the IIHF office and approved by all involved parties.

The local Organizer will also be responsible to arrange for 2 teams to be at each arena at least one hour before the game. It would be preferred that the players are between 14 and 15 years of age and each team should have at least 15 skaters and 2 goalkeepers.

The colours of the jerseys worn by each team should be pre-assigned by the Organizer (one team wearing their dark club jersey and the other team wearing their white club jersey). The numbers and the names of each player are to be prepared on a roster list and provided to the assigned IIHF Result Manager at least 48 hours before the game.

The Organizer is requested to supply 1 Referee and 2 Linesmen with officiating jerseys at each site for the test game. IIHF Referee Supervisors will also be assigned and on site to test the Video Goal Judge System and the communications system to the timekeeping bench. Therefore the technician who operates the Video Goal Judge (VGJ) system has to be available as well.

In summary there will be a 10 minute pre-game warm-up followed by two ten minute stop-time periods separated by a 15 minute intermission. Following the 'Two period game' there will be a 3 minute intermission followed by a 5 minute stop-time, 4-on-4 overtime period. After 5 minutes or the first goal, there will be a Game Winning Shots Procedure to close out the test game.

The Test Game protocol is as follows

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#	Game Clock Time	Item	Notes
	90 minutes before opening face-off	Team Line-up Forms distributed	Team line-ups created by teams or Organizer
	-60:00	Pre-game count down begins on Game Clock	Team line-ups submitted to Scorekeeper
	-40:00	Pre Game Warm-up	Only 10 minute warm-up for these test games then the buzzer signals that the teams leave the ice surface and wait in the corridors. After a 10 minute warm-up the game clock is then re-set to -04:00
		Starting six for result system	Scorekeeper acquires the starting six and the captains from the Visiting team and then acquires this same information from the Home team
	-04:30	Game Officials Enter the ice and stand in Referee's Crease after finishing pre-game preparation.	Public Announcer introduces Game Officials.
	-03:30	Home Team enters ice and goes straight to the blue line	IIHF Music "Teams on Ice" is played
	-03:15	Visiting Team enters ice and goes straight to the blue line	IIHF Music "Teams on Ice" is played
	-02:15	Referee Blows whistle, the teams line-up on their respective Blue Lines and salute the audience.	
	-02:00	Team captains greet the Referee and Linesmen in the Referee Crease.	
	-01:45	Public Announcer introduces the starting line-ups for both teams.	
	-03:00	Singers perform national anthem Home Team	
	-01:30	Team captains greet the Referee and Linesmen in the Referee Crease	
	-00:45	Teams finish pre-game rituals and go to their team benches.	
	-00:15	Referee calls the teams to Centre Ice for Opening Face-off	

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#	Game Clock Time	Item	Notes
	-00:00	Puck Drop / Game clock re-set to 10:00	
	10:00	First Period	Opening face-off, period begins
		Teams should create some recordable game actions	Statistics staff test operations & collect stats
	08:00 or less	Commercial Break	Test as per sport regulation 10
		Ice Cleaning service by goal nets and player benches	Test
	06:00 or less	Referee calls for a VGJ Review	Test as per sport regulation 10: Technician and VGJ test the system and the communication with the bench
	04:00 or less	Team Time-out called	Test
	02:00 or less (or following any goal)	Goal Break	Test as per regulation (bulletin #1)
	00:00	End of period	15:00 minutes put on game clock and the intermission clock counts down.
	-15:00	Intermission	Test of statistics printing and distribution
			Ice resurfacing should be timed for accuracy and ice set-up or readiness
			Scorekeeper to test the procedure for Referee (Team) requests confirming goal scorers and assists with the Video Goal Judge during the intermission
	-10:00	End of TV silence: Advertisement begins on jumbo screen	
	-05:00	Start of TV Silence – no advertisements	
	-04:00	Game Officials are notified that one minute remains until they are to proceed to the ice	
	-03:15	Teams are notified that one minute remains until they are to	

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#	Game Clock Time	Item	Notes
		proceed to the ice	
	-03:00	Game Officials leave dressing room and proceed to the ice	
	-2:15	Teams leave their dressing room and proceed to the ice	
	-02:00	Teams enter the ice surface (Home Team first followed by Visiting Team)	IIHF Music "Teams on Ice" is played
	-00:15	Referee Calls teams to Centre Ice for face-off	
	00:00	Game clock re-set to 10:00	
	10:00	Second Period	Opening Face-off
		Teams should produce some recordable game actions	Statistics staff test operations and collect stats
	09:00	Extraction of an unconscious player from the ice surface	Arena Medical staff
	08:00 or less	Commercial Break	Test as above
		Ice cleaning service by goal nets and player benches	Test
	06:00 or less	Video Goal Judge Review	Test as above
	04:00 or less	Team Time-out called	Test
	00:00	End of period	03:00 put on game clock and immediately begins to count down
	-03:00	Intermission	Teams at Player Benches
	-00:15	Referee Calls teams to Centre Ice for face-off	
	00:00	Game Clock re-set to 05:00	
	05:00	Overtime Period (4-on-4)	Opening face-off for Overtime
			Statistics staff test operations and collect stats
	00:00 or first goal	End of Overtime Period	Teams return to their benches and are seated
		'Dry scrape' ice resurfacing for Game Winning Shots	Test with Zamboni for timing purposes
		Game Wining Shots Procedure	Test as per Sport Regulation 8

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#	Game Clock Time	Item	Notes
		Test	
	+00:00	End of Game	Test the placing of the carpets
	+01:15	Teams line-up on their respective Blue Lines	
	+01:30	Public Announcer calls the presenters of the Best Players of the Game Award to the presenting place	Test the award ceremony
	+02:00	Public Announcer announces the Best Player of each team	
	+03:00	Playing of the winning team's national anthem while the country flag is raised	Test Flag Ceremony
	+06:00	Teams line up to shake hands and leave the ice, the losing team first followed by the winning team	Test the team departure and processing through the Mixed Zone
	+10:00	Statistics distributed following completion of the game	

The following items are to be tested by each section:

1 Television Production

- Operation of the official game time (20 min count down)
- Operation of the power break lamp system (Visibility, duration and operator comments)
- Operation of the goal break lamp system (Visibility, duration and operator comments)
- Function and positioning of the in goal cameras, e.g. interference with VGJ system
- Guideline to the commentators
- Interference of arena lights with studio lights and positions where audience is being shot
- Accreditation zones (staff access to working positions)
- Flash zone functionality
- Mixed zone functionality
- DVD copy routines for official game DVD distribution

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2 Video Goal Judge System

- Analyse of all available cameras of the VGJ system such as the net cameras, the cameras above the goals, the world feed and additional cameras.
- Operation of hardline telephone from the VGJ booth to Scorekeeper's Bench
- Operation of hardline telephone from the VGJ booth to TV Director
- Operation of the communication TV Floor Manager – TV Director
- Operation of the VGJ system by the special technician provided by the LOC
- Operation of the hardline telephone flashing lamp on the scorekeeper's bench telephone
- Full test of the VGJ System including the recording of the Test Game on the VCR or DVD, slow motion replays and additional camera angles.

3 Hydra Game Statistic System

- Review of the procedures for the completing and distribution of the Game Sheet to the teams, the Game Officials and IIHF Medical Supervisors before the game begins, along with the procedures following the end of the game
- Production of game statistics and distribution of the copies to various areas before the game and in the intermissions: TV-compound, ob-truck, commentary positions, teams, VIP, press area etc.

4 Sport Technical Aspects

- Timing of the movement of the teams from their dressing rooms to the ice surface and the process between periods and following completion of the game.
- Game Clock Operations – Scores, Penalties, Time-Outs
- Information Board Operations – Displaying goal scorer and assists, Shoot-Out lists, spectators information
- Commercial Stoppages & Procedures
- Ice Cleaning Procedure during Commercial Stoppages
- Goal Net replacement procedures by Linesmen

5 Marketing Aspects

- The pre-game introductions and the protocol for timing and co-ordination. (Timing)
- Post-game best player award ceremonies (rolling out of carpets, timing)
- Correct timing of the IIHF music

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- Correct usage of the national anthems
- Correct usage of the IIHF jumbo screen guidelines
- General procedure of the jumbo screen: scoreboard function, ads, entertainment clips etc.
- Full test of the public announcer scripts in English and the host language
- Volume of the public announcer, jumbo screen and music
- Microphone functionality at game ceremony

After the test game a debriefing meeting should take place with the following parties: LOC, Infront (if on site), Host Producer and the IIHF where the operations and functioning of the above points should be discussed.