



INTERNATIONAL
ICE HOCKEY
FEDERATION

2019 IIHF SPORT REGULATIONS

May 2018

IIHF SPORT REGULATIONS

Preface

The IIHF has produced and distributed the Sport Regulations to all IIHF member national associations to direct and guide the participating countries and the host organiser in the administrative organisation and operation of an IIHF sanctioned Championship event. The following Table of Contents will supply readers with the list of items provided and explained in this IIHF document.

The contents of the IIHF Sport Regulations have been updated following the 2019 IIHF Annual Congress held in Copenhagen, Denmark and the 2019 Semi-Annual Congress in Malta. The contents of the 2019 IIHF Sport Regulations supersede any and all previous printings of these regulations.

Therefore, we are pleased to present the current issue to all IIHF member national associations, providing you with the direction and guidance in order to arrange and participate in the various sanctioned competitions, operated under the authority of the International Ice Hockey Federation. We trust that the instructions contained within this document will provide the necessary details and tools for our member national associations, their teams and their players to compete in a fair and sporting fashion in IIHF Championship events.

Regulations pertaining to the organisation of the technical components of an IIHF Championship, for international player transfers, sport, discipline, medical, and the actual playing rules can be found in the respective rule and regulation documents of the IIHF. Please contact the IIHF Office directly for any clarification on any of the attached, or for questions on topics not covered in this publication.

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TEAM SEEDING REGULATION

If in the previous championship pool all positions of the participating teams were decided, the teams will keep their ranking numbers as seeding numbers for the next championship. Only the relegated team will get the top seeding number in the lower pool, whereas the promoting winner from the lower pool will get the bottom seeding number in the higher pool.

If in a championship pool, which was played in two or more groups where all teams have not played each other and all final placing of teams were not decided, then the missing seeding numbers will be allotted by use of the following criteria in the order presented:

1. Higher position in the group,
2. Higher number of points,
3. Better goal difference,
4. Higher number of goals scored for,
5. Better seeding number coming into the Championship

Should the number of teams in the groups be different or in special circumstances, the IIHF Competition Committee will prepare an appropriate solution for consideration of IIHF Council.

The IIHF Council shall have the option to amend the seeding with the agreement of the majority of participating national associations to accommodate special requirements of an organizer or for geographical considerations.

If a championship pool consists of two groups to take place in two countries whose teams are seeded into the same group, the IIHF will be responsible to switch one of the hosting nations with its counterpart in the opposite group to ensure the least possible sporting effect on the groups.

Examples for Seeding of Teams into Groups for an IIHF Championship Event

The following are examples demonstrating the use of seedings to produce a game schedule using a regular seeding format and a seeding by draw format.

1. Regular Seeding into 2 Groups:

<u>Group A</u>	<u>Group B</u>
1	2
4	3
5	6
8	7

2. Regular Seeding into 3 Groups:

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
1	2	3
6	5	4
7	8	9
12	11	10

3. Regular Seeding into 4 Groups:

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

4. Vertical Seeding into 2 Groups:

<u>Group A</u>	<u>Group B</u>
1	5
2	6
3	7
4	8

In each example displayed above, additional participating teams may be added to the groups following the seeding pattern demonstrated.

5. Seeding by Draw:

Into 2 groups: (1 - 2), (3 - 4), (5 - 6), (7 - 8), (9 - 10), (11 - 12) and more if necessary

Into 3 groups: (1 - 2 - 3), (4 - 5 - 6), (7 - 8 - 9), (10 - 11 - 12) and more if necessary

Into 4 groups: (1 - 2 - 3 - 4), (5 - 6 - 7 - 8), (9 - 10 - 11 - 12), (13 - 14 - 15 - 16)

Teams participating in the World Championship may be allotted by draw from groupings of the respective World Ranking System numbers. The organiser is entitled to allocate a maximum of two teams to separate groups

IIHF WORLD RANKING SYSTEM

The IIHF World Ranking System has been introduced for the benefit of our sport. The ranking is designed to reflect the performance of the national senior men and women's teams of all IIHF member national associations who participate in IIHF World Championships and in the Olympic Winter Games (including Olympic Winter Games qualification tournaments).

These annual rankings are used for both sport and marketing purposes.

The IIHF World Ranking System is based upon the final positions of the senior men's and women's teams at World Championships and the final positions at Olympic Games (including the qualification tournaments) over a time span of the last four years.

The Point System:

The ranking system is based on awarding points to the teams for their final positions from the four previous IIHF World Championships and the one previous Olympic Winter Games.

The Gold Medallist in each category is awarded 1,200 points. There is then a 40 point difference between 1st and 2nd, between 2nd and 3rd, between 4th and 5th and between 8th and 9th positions. The reason for this is to award teams a bonus reaching the Quarterfinals, the Semi-finals, the Finals and for winning the Gold Medal. Between all other final ranked positions there is a 20 point difference.

All teams are ranked according to the IIHF Sports Regulations. Therefore, there are no tied positions.

The system allocates points to all final ranking positions in the category. The entire point system is very flexible and can be applied to any possible changes in a Championship tournament format. In addition to this, the system can be expanded to include new qualified and eligible Member National Associations participating in our IIHF Championship Program.

In order to ensure that the ranking accurately reflects the current status of a nation's playing ability, the greatest importance is given to results of the most recent year's competition. In a decreasing fashion, recognition is also paid to results from previous years. Basically, the points earned in one year decline linearly over the next 3 years by 25% annually, where in the 5th year the results are dropped from the calculation altogether.

Each IIHF World Championship and Olympic Winter Games tournament during the four season period is included in the world ranking calculation. Points from the World Championship and Olympic tournaments occurring in the same season are treated equally and are decreased by the same percentage annually.

Therefore, the value of a Gold Medal decreases over 4 seasons as follows:

Season 1	100% value	1200 points
Season 2	75% value	900 points
Season 3	50% value	600 points
Season 4	25% value	300 points
Season 5	0% value	0 points

By using a 20 and 40 point interval between final ranked positions, there is no need to round up any numbers whilst the points remain in the ranking system. Thus the 20 (40) point interval decreases to 15 (30) after season one, 10 (20) after season two and 5 (10) after season three.

The IIHF World Ranking:

The IIHF Men's World Ranking and the IIHF Women's World Ranking will be released directly after the IIHF Men's World Championship category and the IIHF Women's World Championship category are respectively completed.

Considered for this ranking are the overall points of a national team within the ranking system. The overall points are the summation of the tournament points a team has earned in the previous four years – hereby the value decline of the points over this time span is considered.

For example, the points included in the calculation for the IIHF World Ranking at the end of the 2016/17 season are comprised of the following:

2017 IIHF World Ranking

	IIHF World Championship 2017 points	100% value
+	IIHF World Championship 2016 points	75% value
+	IIHF World Championship 2015 points	50% value
+	IIHF World Championship 2014 points	25% value
+	Olympic Winter Games 2014 points	25% value
=	TOTAL POINTS 2017 IIHF WORLD RANKING	

The team with the highest overall points leads the IIHF World Ranking System. The other competing nations follow by descending figures. In case two or more teams are tied with the same overall points, the most recent final ranking of teams in a category determines the ranking order.

The Pre-Championship Report:

Before each World Championship, a pre-championship report will be released in which the values of the previous seasons are already reduced according to the above-described procedure and where only the points of the upcoming competition need to be added to get the IIHF World Ranking for the respective year.

For example, the points included in the calculation for the 2017 Pre-Championship Report will be comprised of the following:

2017 Pre-Championship Report

	IIHF World Championship 2017 points	
+	IIHF World Championship 2016 points	75% value
+	IIHF World Championship 2015 points	50% value
+	IIHF World Championship 2014 points	25% value
+	Olympic Winter Games 2014 points	25% value
=	TOTAL POINTS 2017 PRE-CHAMPIONSHIP REPORT	

GAME SCHEDULE REGULATION

General Rules

The organising national association will propose the dates and places of the tournament to the IIHF Congress for approval.

The organising member national association will prepare the game schedule for the respective IIHF Championship in accordance with the IIHF Sport Regulations. This game proposal is to be approved by the participating national associations. If not agreed then the IIHF Council will make the final decision.

No team may be called upon to play more than one game per day or more than two games in three consecutive days. Exceptionally, three games in a row may be played only if all involved national associations have agreed. No team shall have more than 2 consecutive days off without playing a game in an IIHF championship.

The difference between the starting times of two games by the same team must be at least 20 hours for the IIHF Ice Hockey World Championship, the IIHF Ice Hockey World Championship Division I, the IIHF World Junior Championship, the IIHF Ice Hockey World U18 Men's Championship, the IIHF Ice Hockey Women's World Championship and the IIHF Ice Hockey World U18 Women's Championship. All other IIHF tournaments must have at least 17 hours between starting times of two games by the same team.

The proposed game schedules for IIHF Championships are to be submitted to the IIHF no later than the start date of the Semi-Annual Congress, for review as a service to the organiser and participating national associations and to identify differences and / or potential problems prior to distribution to the participating national associations for their consideration and approval procedures.

The wish of the organiser as to the game time and game allocation will be respected if requested at the time of the game schedule approval.

Partially modified game schedules proposed by the organiser or by the IIHF marketing partner (e.g. by switch of rounds), taking into account television broadcasts and spectator attendance, must be reviewed by the IIHF.

The higher ranked teams at the conclusion of the Preliminary Round of any IIHF World Championship will keep their playing site for the respective Playoff or Final Round. Following the completion of a Preliminary Round, the higher ranked team in any match-up in the Playoff or Final Round retains the rights of the home team in the game. In a Relegation Round the higher ranked team will retain the home team advantage in the 1st and the 3rd game (if necessary) of the round.

The game numbers in a championship follow the dates and times of games. When two games start at the same time the main arena game will get the smaller number. Where in the game schedules the game numbers are used to indicate the opposing teams then the changed times and game numbers shall not change the opponents to play each other.

Sample Game Schedules

- 1) Schedule of games for Championship tournaments with 3 or 4 teams to play each other in one group

1.	3 - 1	2 - 4
2.	2 - 3	1 - 4
4.	1 - 2	4 - 3

- 2) Schedule of games for Championship tournaments with 5 teams to play each other in one group:

1.	5 - 2	3 - 1
2.	4 - 5	
3.	2 - 3	1 - 4
4.	5 - 1	
5.	3 - 5	2 - 4
6.	1 - 2	4 - 3

- 3) Schedule of games for Championship Division I tournaments with 5 or 6 teams to play each other in one group:

1.	5 - 3	4 - 2	6 - 1
2.	1 - 4	2 - 5	3 - 6
4.	1 - 5	2 - 3	6 - 4
5.	3 - 1	4 - 5	2 - 6
7.	1 - 2	3 - 4	5 - 6

- 4) Schedule of games for Division II and lower Championship tournaments with 5 or 6 teams to play each other in one group:

1.	3 - 1	6 - 4	2 - 5
2.	1 - 4	5 - 6	2 - 3
4.	1 - 5	2 - 6	3 - 4
5.	5 - 3	4 - 2	6 - 1
7.	4 - 5	3 - 6	1 - 2

- 5) Schedule of games for Championship tournaments with 8 teams to play each other as seeded in two groups of the Preliminary Round, followed by Final Rounds for positions 1 to 6 and a best two-out-of-three relegation series of the bottom two teams:

Preliminary Round:

	GROUP A		GROUP B	
Day				
1	1 - 8	4 - 5	2 - 7	3 - 6
2	4 - 8	5 - 1	3 - 7	6 - 2
3				
4	8 - 5	1 - 4	7 - 6	2 - 3

Final Round:

5	2A - 3B	2B - 3A	4A - 4B	
6				
7	1A - W(2B - 3A)	1B - W(2A - 3B)	L(2A - 3B) - L(2B - 3A)	4B - 4A
8	L/1A - W(2B - 3A) - L/1B- W(2A - 3B)		W/1A - W(2B - 3A) - W/1B- W(2A - 3B)	
	4A - 4B (if necessary)			

The game numbers follow the dates and times and may change following the timing of games by the organizer. Nevertheless, the order in which the teams, winners and losers, play each other shall not be changed.

- 6) Schedule of games for tournaments with 8 teams to play each other as seeded vertically in two groups of the Preliminary Round, followed by Final Rounds for positions 1 to 6 and a best two-out-of-three relegation series of the bottom two teams:

Preliminary Round:

	GROUP A		GROUP B	
Day				
1	2 - 3	1 - 4	6 - 7	5 - 8
2	2 - 4	3 - 1	6 - 8	7 - 5
3				
4	4 - 3	1 - 2	8 - 7	5 - 6

Final Round:

5	4A - 1B	3A - 2B	3B - 4B	
6				
7	1A - W(4A - 1B)	2A - W(3A - 2B)	L(3A - 2B) - L(4A - 1B)	4B - 3B
8	L/1A - W(4A - 1B) - L/2A - W(3A - 2B)		W/1A - W(4A - 1B) - W/2A - W(3A - 2B)	
	3B - 4B (if necessary)			

The game numbers follow the dates and times and may change following the timing of games by the organizer. Nevertheless, the order in which the teams, winners and losers, play each other shall not be changed.

- 7) Schedule of games for tournaments with 10 teams to play each other as seeded in two groups of the Preliminary Round, followed by quarter-final, semi-final and final playoff games as well as relegation and placement playoff games:

Preliminary Round:

	A		B	
1.	9 - 4	5 - 1	10 - 3	6 - 2
2.	8 - 9		7 - 10	
3.	4 - 5	1 - 8	3 - 6	2 - 7
4.	9 - 1		10 - 2	
5.	5 - 9	4 - 8	6 - 10	3 - 7
6.	1 - 4	8 - 5	2 - 3	7 - 6

Variant:

	A		B	
1.	4 - 8	5 - 1	3 - 7	6 - 2
2.	8 - 1	5 - 9	7 - 2	6 - 10
3.	9 - 4		10 - 3	
4.	8 - 5	1 - 4	7 - 6	2 - 3
5.	9 - 8		10 - 7	
6.	1 - 9	4 - 5	2 - 10	3 - 6

Final Round:

8.	1A - 4B	2A - 3B	2B - 3A	1B - 4A	5A - 5B
9.	L(1A - 4B) - W(1A - 4B)	L(2B - 3A) - W(2B - 3A)	L(1B - 4A) - W(1B - 4A)	L(2A - 3B) - W(2A - 3B)	5B - 5A 5A - 5B day 11 (9. - 10) (i.n.)
11.	L/L(1A - 4B) - W/L(1A - 4B) - L/W(1A - 4B) - W/W(1A - 4B)	L(2B - 3A)/ - W(2B - 3A)/ - W(2B - 3A)/ - W(2B - 3A)/	L/L(1B - 4A) - W/L(1B - 4A) - L/W(1B - 4A) - W/W(1B - 4A)	L(2A - 3B) - L(2A - 3B) - W(2A - 3B) - W(2A - 3B)	(7. - 8.) (5. - 6.) (3. - 4.) (1. - 2.)

The game numbers follow the dates and times and may change following the timing of games by the organiser. Nevertheless, the order in which the teams, winners and losers, play each other shall not be changed.

- 8) Schedule of games for tournaments with 10 teams to play each other as seeded in two groups of the Preliminary Round, followed by quarter-final, semi-final and final playoff games as well as relegation playoff games:

Preliminary Round game schedule is the same as under number 7.

Final Round:

8.	1A - 4B	2A - 3B	2B - 3A	1B - 4A	5A - 5B
9.	W(1A - 4B) -	W(2B - 3A)	W(1B - 4A) -	W(2A - 3B)	5B - 5A 5A - 5B day 11 (9. - 10) (i.n.)
11.	L/W(1A - 4B) - W/W(1A - 4B)	W(2B - 3A)/ - W(2B - 3A)/	L/W(1B - 4A) - W/W(1B - 4A)	W(2A - 3B) - W(2A - 3B)	(3. - 4.) (1. - 2.)

The game numbers follow the dates and times and may change following the timing of games by the organiser. Nevertheless, the order in which the teams, winners and losers, play each other shall not be changed.

- 9) Schedule of games for tournaments with 16 teams to play each other as seeded in 4 groups A, B, C, and D of the First Round. The Second Round will consist of Group E; 1A, 2A, 3A, 1D, 2D, and 3D and Group F; 1B, 2B, 3B, 1C, 2C, and 3C.

The Second Round is followed by Quarter-finals, Semi-finals and Final games.

The Relegation Round will consist of the teams 4A, 4B, 4C and 4D.

First Round:

	A		B		C		D	
1	A3-A1	A2-A4					D3-D1	D2-D4
2			B3-B1	B2-B4	C3-C1	C2-C4		
3	A2-A3	A1-A4					D2-D3	D1-D4
4			B2-B3	B1-B4	C2-C3	C1-C4		
5	A1-A2	A4-A3					D1-D2	D4-D3
6			B1-B2	B4-B3	C1-C2	C4-C3		

Second Round:

	E			F			Relegation G 13 - 14 - 15 - 16	
7	2A-3D	1D-3A	1A-2D					
8				2B-3C	1C-3B	1B-2C	4C-4A	4B-4D
9	2D-3A	3D-1A	1D-2A				4B-4C	4A-4D
10				2C-3B	3C-1B	1C-2B		
11	3A-3D	2A-2D	1A-1D				4A-4B	4D-4C
12				3B-3C	2B-2C	1B-1C		

The game results A1-A2, A1-A3, A2-A3, B1-B2, B1-B3, B2-B3, C1-C2, C1-C3, C2-C3, D1-D2, D1-D3, D2-D3 from the First Round will count also for the Second Round E and F.

The standing in the Group G will determine the final ranking from 13 to 16.

The teams finishing in positions 5E, 6E, 5F and 6F will be ranked from 9 to 12.

Quarter-Finals:

14. 1E-4F 2E-3F 2F-3E 1F-4E

Losers of Quarter-Finals will be ranked from 5 to 8.

Semi Finals:

16. W(1E-4F) - W(2F-3E) W(1F-4E) - W(2E-3F)

Bronze Medal Game:

17. Semi-Final Losers

Gold Medal Game:

17. Semi-Final Winners

- 21) Schedule of games for tournaments with 16 teams to play each other as seeded in 4 groups A, B, C, and D of the First Round. Due to distance and time between the two hosting sites the teams remain in the respective Preliminary Round site to play the Second Round, the Relegation playoff and the Quarter Finals. The Semi-Final match-ups are adjusted accordingly.

The Preliminary Round is the same as example number seventeen.

The Second Round will consist of Group E; 1A, 2A, 3A, 1D, 2D, and 3D and Group F; 1B, 2B, 3B, 1C, 2C, and 3C.

The Relegation Playoff will consist of the teams 4A, 4B, 4C and 4D.

Second Round:

	E			F			Relegation G 13 - 14 - 15 - 16	
7	2A-3D	1D-3A	1A-2D					
8				2B-3C	1C-3B	1B-2C	4A-4D	4B-4C
9	2D-3A	3D-1A	1D-2A				4D-4A	4C-4B
10				2C-3B	3C-1B	1C-2B		
11	3A-3D	2A-2D	1A-1D				4A-4D (i.n.)	4B-4C (i.n.)
12				3B-3C	2B-2C	1B-1C		

The game results A1-A2, A1-A3, A2-A3, B1-B2, B1-B3, B2-B3, C1-C2, C1-C3, C2-C3, D1-D2, D1-D3, D2-D3 from the First Round will count also for the Second Round E and F.

The standing in the Group G will determine the positions from 13 to 16.

The teams finishing in positions 5E, 6E, 5F and 6F will be ranked from 9 to 12.

Quarter-Finals:

14. 1E-4E 2E-3E 2F-3F 1F-4F

Losers of Quarter-Finals will be ranked from 5 to 8.

Semi Finals:

16. W(1E-4E) - W(2F-3F) W(1F-4F) - W(2E-3E)

Bronze Medal Game:

17. Semi-Final Losers

Gold Medal Game:

17. Semi-Final Winners

Final Ranking for Teams from 5 to 12:

The eliminated teams from the Second Round plus the losing teams of the quarter finals will be ranked following their positions in the groups preceding the Quarter Final Round. The Ranking will follow the procedure as written in the Seeding Regulation.

- 22) The format is operated with 16 teams seeded in two groups with 8 teams in each and using the IIHF World Ranking for seeding. The format is played as a 28 game round-robin Preliminary Round in each group followed by an eight game Final Round. The teams finishing first through fourth in each group following completion of the Preliminary Round will play in Quarter Final Playoffs, the winners advancing to the Semi-Finals. The two teams winning the Semi-Final games will play for the Gold Medal while the losing teams will play for the Bronze Medal. The final ranking for teams not advancing to the Semi-Finals will be determined by applying the IIHF Seeding Regulation. The bottom ranked team in each group following the completion of the Preliminary Round will be relegated.

Preliminary Round:

Day	A	B	A	B	A	B
	12:15h	12:15h	16:15h	16:15h	20:15h	20:15h
1			A2-A5	B2-B5	A3-A1	B3-B1
2	A6-A7	B6-B7	A4-A8	B4-B8	A5-A3	B5-B3
3	A8-A1	B8-B1	A6-A4	B6-B4	A2-A7	B2-B7
4			A5-A1	B5-B1	A2-A3	B2-B3
5			A8-A6	B8-B6	A4-A7	B4-B7
6			A2-A8	B2-B8	A4-A5	B4-B5
7			A3-A6	B3-B6	A1-A7	B1-B7
8			A3-A8	B3-B8	A7-A5	B7-B5
9	A6-A2	B6-B2	A1-A4	B1-B4	A8-A5	B8-B5
10			A7-A3	B7-B3	A4-A2	B4-B2
11			A1-A6	B1-B6	A7-A8	B7-B8
12	A3-A4	B3-B4	A5-A6	B5-B6	A1-A2	B1-B2
13	DAY OFF					

Final Round:**Quarter Finals:**

14			2A-3B	2B-3A	1A-4B	1B-4A
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15	DAY OFF			TRAVEL		
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Semi-Finals:

16	W(1A-4B)-W(2B-3A)			W(1B-4A)-W(2A-3B)		
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Finals:

17	Bronze Medal Game			Gold Medal Game		
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REGULATIONS FOR PRACTICE SCHEDULES AND DRESSING ROOM ALLOTMENT

On the day of the game the practice times will be scheduled with a minimum of 30 minutes duration and will take place as much as possible in the same arena as the game of the respective team. On the day of rest the practice time will be scheduled with a maximum of 75 minutes duration.

In principle, the team which plays earlier will also practice earlier with the necessary adaptation following the timing of games on the preceding day. The home team practices second; the visiting team may practice at the same time if another arena is available.

If for time reasons two opposing teams must practice at the same time in different arenas in the preliminary round or in round robin, then the team in higher ranking prior the Championship, which was used for seeding, will have the choice of practice arena. If two opposing teams must practice at the same time in different arenas in the tournament phases following the preliminary round, then the team in better position in the preceding round will have the choice of practice arena.

Practical switches or adjustment of practice times may be agreed between the respective teams and the organiser at the Directorate meetings.

IIHF Championship Organizers are responsible to provide, at no cost to the teams, practices for the competing teams on the day before the Championship begins with duration of at least one hour on the ice surface to be used for Championship games. The schedule is to be designed upon the arrival schedule of the participating teams

The permanent dressing rooms will be allotted to the teams by the following criteria:

- a) Higher number of games and practices of a team to take place in one of the arenas
- b) The dressing rooms will be ranked by quality and distance to the ice surface and allotted to the teams following their seeding numbers; nevertheless, the hosting country team will have the first choice. The same principle will apply for the remaining game dressing rooms.
- c) If the teams must change the arenas after the Preliminary or during the Final Round of the Championship, then the dressing room in the arena to where a team is moving will again be allotted following the team seeding number and the ranking numbers of the available (free) team dressing rooms. Teams already in the facility will not be expected nor permitted to move dressing rooms. The organiser must work out an exact time schedule for such changes of dressing rooms in advance.

THREE POINT SYSTEM FOR IIHF CHAMPIONSHIPS

For all IIHF Championship competitions, points shall be awarded as follows:

- 3 points for the winning team at the conclusion of regulation time
- 1 point for both teams at the conclusion of regulation time if the game is tied
- An additional point earned for the team winning the game in a 5-minute overtime period, or the Penalty-Shot Shootout Procedure if the teams are still tied following conclusion of the overtime period
- 0 points for the team losing the game in regulation time

TIE BREAKING SYSTEM FOR IIHF COMPETITIONS

The tie-breaking system for two teams with the same number of points in a standing will be the game between the two teams, the winner of the game taking precedence.

Due to the fact that the three-point system does not allow a game to end in a tie, then the following tie breaking procedure is applicable when three or more teams are tied in points in a Championship standing.

Should three or more teams be tied on points, then a tie breaking formula will be applied as follows, creating a sub-group amongst the tied teams. This process will continue until only two or none of the teams remain tied. In the case of two remaining tied teams, the game between the two would then be the determining tie-breaker as the game could not end as a tie.

Step 1:

Taking into consideration the games between each of the tied teams, a sub-group is created applying the points awarded in the direct games amongst the tied teams from which the teams are then ranked accordingly.

Step 2:

Should three or more teams still remain tied in points then the better goal difference in the direct games amongst the tied teams will be decisive.

Step 3:

Should three or more teams still remain tied in points and goal difference then the highest number of goals scored by these teams in their direct games will be decisive

Step 4:

Should three or more teams still remain tied in points, goal difference and goals scored then the results between each of the three teams and the closest best-ranked team outside the sub-group will be applied. In this case the tied team with the best result (1. points, 2. goal difference, 3. more goals scored) against the closest best ranked-team will take precedence

Step 5:

Should the teams still remain tied, then the results between each of the three teams and the next highest best-ranked team outside the sub-group will be applied.

Step 6:

Should the teams still remain tied after these five steps have been exercised then Sport considerations will be applied and the teams will be ranked by their positions coming into the Championship (i.e. seeding).

The IIHF Tie Breaking System will be used to resolve ties before the end of the Preliminary Round.

In the case where two teams are tied and they have not yet played against each other, and in the case where three or more teams are tied and not all mutual games have been played within the sub-group, the following criteria will be used to break the tie:

1. Fewest number of games played
2. Highest Goal Differential (GF-GA) in all games
3. Highest number of Goals For (GF) in all games
4. Highest tournament seeding entering the tournament

In the case of three or more tied teams, this process will continue until only two teams remain tied. The game between the two remaining tied teams would then be the determining tie-breaker. If the two remaining tied teams have not played each other then the tie break will be determined by re-starting the process only for these two teams.

OVERTIME OPERATIONS

Overtime – Operations for a Round Robin or for a Preliminary Round Game:

If at the end of the three (3) regular twenty (20) minutes periods in a single Round Robin championship or the Preliminary Round of a top category championship and the two playing teams are tied, the teams will then play a 'sudden death' overtime period of not more than five (5) minutes with the team scoring first declared the winner. The overtime period shall be played with each team at a numerical strength of three (3) skaters and one (1) goaltender.

The overtime period will commence following a three-minute intermission during which time a shovelling of the ice surface by arena personnel will be performed utilizing the same procedure as during television time-outs. Once the intermission has been completed, the clock will be reset to 5:00 minutes and the overtime period will begin immediately. Teams will not change ends.

The players will remain at their respective player benches during the 3-minute intermission in which the shovelling of the ice surface takes place.

Goaltenders must 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 game officials with no additional penalty being assessed, unless he commits an infraction of any other rule. Teams are not permitted to return to the dressing room during this time.

Penalties:

When regulation time ends, and the teams are 5 on 3, teams will start the overtime period with 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 or 3 on 3, as appropriate.

When regulation time ends, and teams are 4 on 4 teams will start overtime 3 on 3. Once player strength reaches 4 on 4, at the next stoppage player strength is adjusted to 3 on 3 as appropriate.

If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 3 on 3 or 4 on 3 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 4 on 3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3 on 3.

In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters.

At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4 on 3 or 3 on 3, as appropriate.

Overtime – Operations for a Playoff Game or for a Bronze Medal Game:

If at the end of the three (3) regular twenty (20) minutes periods in a Playoff Game, a Relegation Round Game, a Classification Round Game or in a Bronze Medal Game and the two playing teams are tied, the teams will then play a 'sudden death' overtime period of not more than 10 minutes with the team scoring first declared the winner. The overtime period shall be played with each team at a numerical strength of four (4) skaters and one (1) goaltender.

The overtime period will commence following a three-minute intermission during which time a shovelling of the ice surface will be performed by arena personnel utilizing the same procedure as during television time-outs. Once the intermission has been completed, the clock will be reset to 10:00 minutes and the overtime period will begin immediately. Teams will not change ends.

The players will remain at their respective player benches during the 3-minute intermission in which the shovelling of the ice surface takes place.

Goaltenders must 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 game officials with no additional penalty being assessed, unless he commits an infraction of any other rule. Teams are not permitted to return to the dressing room during this time.

Penalties:

When regulation time ends, and the teams are 5 on 3, teams will start the overtime period with 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 or 4 on 4, as appropriate.

When regulation time ends, and teams are 4 on 4 teams will start overtime 4 on 4. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 4 on 3 or 4 on 4 as appropriate.

If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 4 on 3 or 4 on 4 as appropriate.

At no time will a team have less than three players on the ice.

If a team is penalized in overtime, teams play 4 on 3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 4 on 4.

In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters.

At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert to 4 on 3 or 4 on 4, as appropriate.

Overtime – Operations for the Gold Medal Game:

If at the end of the three (3) regular twenty (20) minutes periods in a Gold Medal Game of a top category championship and the two playing teams are tied, the teams will then play a 'sudden death' overtime period of not more than 20 minutes with the team scoring first declared the winner. The overtime period shall be played with each team at a numerical strength of four (4) skaters and one (1) goaltender.

The overtime period will commence following an ice resurfacing during a 15-minute intermission where the teams will return to their dressing room before the start of the overtime period. Teams will not change ends.

Penalties:

When regulation time ends, and the teams are 5 on 3, teams will start the overtime period with 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 or 4 on 4, as appropriate.

When regulation time ends, and teams are 4 on 4 teams will start overtime 4 on 4.

If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 4 on 3 or 4 on 4 as appropriate.

At no time will a team have less than three players on the ice.

If a team is penalized in overtime, teams play 4 on 3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 4 on 4.

In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters.

At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4 on 3 or 4 on 4, as appropriate.

PENALTY-SHOT SHOOTOUT PROCEDURE

If following the completion of regulation time in any IIHF Championship game 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 IIHF Sport Regulations with the team scoring first declared the winner.

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

1. Shots will be taken at both ends of the ice surface. The 14-meter wide longitudinal centre section of the rink, between the Face-Off Spots in the neutral and end zones, will be dry-scraped by the ice-resurfacing machine prior to the Penalty-Shot Shootout during the time required to organize the program accordingly.
2. The procedure will begin with five (5) 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.
3. 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.
4. The Referee will call the two captains to the Referee Crease and flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his team will shoot first or second.
5. 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.
6. The goaltenders from each team may be changed after each shot.
7. The shots will be taken in accordance with Rule 63 of the IIHF Official Rule Book.
8. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
9. 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.
10. The Official Scorekeeper will record all shots taken, indicating the players, goaltenders and goals scored.
11. 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.

12. 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.

VIDEO GOAL JUDGE SYSTEM OPERATING PROCEDURES

The following is only applicable for the following IIHF events; Men's World Championship, Men's World Championship Division IA, Women's World Championship, Men's World Under 20 Championship, Men's World Under 18 Championship and the Olympic Winter Games tournaments.

The use of the Video Replay of disputed goals is approved by the IIHF and is included in the Rule Book. All available television pictures must be provided and used by the Video Goal Judge for this system.

In IIHF competitions where an existing and operational Video Goal Judge System is installed in an arena being used by an organizer, the system can only be used should all of the following conditions are fulfilled:

- A Video Goal Judge Booth with equipment and technology conforming to IIHF specifications is available for operations during all games of the competition
- The Video Goal Judge System must be used in all scheduled games at the expense of the Organizer
- Technical staff assigned and on site for operations in each and every game at the expense of the Organizer
- The event has a second IIHF Referee Supervisor assigned to operate the system for all games
- The IIHF is made aware of this system and its operation must be included in the wording of the Host Country Contract at the time of signing

Should any of these conditions not be available or provided for all games of the IIHF Championship in question then the system cannot be used for the competition.

Procedure:

- i) When the Referee requests a video review of a disputed goal, the referee will contact the Video Goal Judge from the official scorekeeper's bench using a telephone system which has been installed for this purpose.
- ii) When the Video Goal Judge requests a review, the Video Goal Judge will contact the official scorekeepers bench using the telephone system during the first stoppage of play after the incident has occurred in order to inform the Referee that the play is under video review.
- iii) When a video review is requested by either the Referee or by the Video Goal Judge, the public-address announcer will make the following announcement.

"The play is being reviewed."
- iv) If the video review is inconclusive then the Video Goal Judge will report this to the Referee who will then make the final decision.

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

“A goal has been scored at”
(time)

“
No goal has been scored because”
(reason)

- vi) A team does not have the authority to request a video review of a play.
- vii) If the puck enters the net and play is stopped, the Referee or the Video Goal Judge are 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.
- viii) 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.
- ix) When a Referee or a Video Goal Judge indicate that there is to be a video review, then all players must go to their respective team benches.
- x) 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.

Situation 1

Team ‘A’ scores an apparent goal that is not seen by the on ice officials and play continues. During the first stoppage of play following this situation the Video Goal Judge will review the play. If the goal is confirmed by the video review, the goal is awarded and the game clock (including penalty time, if applicable) is re-set to the time that the goal was scored. If the goal is not confirmed by video review, no adjustment is required to the game clock.

Situation 2

Team ‘A’ scores an apparent goal that is not seen by the on ice officials and play continues with a goal being scored by Team ‘B’ at the other end causing a stoppage of play. During the stoppage of play, the apparent goal by Team ‘A’ will be reviewed by the Video Goal Judge. If the apparent goal by Team ‘A’ is confirmed by the video review, the goal is awarded and the game clock (including penalty time, if applicable) is re-set to the time that the goal was scored by Team ‘A’. The goal scored by Team ‘B’ is washed out.

If the video review confirms that no goal was scored by Team ‘A’, the goal scored by Team ‘B’ will be reviewed and if the video review confirms the goal, then the goal will be awarded to Team ‘B’ and no adjustment to the game clock is necessary.

Situation 3

Team ‘A’ scores and apparent goal that is not seen by the on ice officials and play continues with a second goal being scored by Team ‘A’ that brings about a stoppage of play. During the stoppage, the apparent goal scored by Team ‘A’ will be reviewed by the Video Goal Judge. If the apparent goal by Team ‘A’ is confirmed by the video review, the goal is awarded and the game clock (including penalty time, if applicable) is re-set to the time that the apparent goal was scored by Team ‘A’.

Video Goal Judge Guidelines for Referees:

1. Please be aware of the procedures in any of the above situations for the assessment of delayed penalties as explained in the IIHF Rule Book.
2. When an in-the-net camera is used, be aware of the fact that the puck may hit the camera and come out of the net quickly.
3. Should the situation arise where the game clock has to be reset following a video review of a play, allow the timekeeper sufficient time to reset the correct time on the game clock.
4. Following a goal on televised games please be aware of the Goal Break Regulation, allowing the broadcaster time to show replays of the goal.
5. If a penalised player comes out of the penalty box and the clock has to be reset following a Video Goal Judge review, then it may be necessary that the player return to the penalty box to serve the balance of the penalty time.
6. Should the first stoppage of play be the end of a period or the end of a game, the questionable play must be reviewed before teams leave the ice if a video replay is requested by the Referee or by the Video Goal Judge.

COACH'S CHALLENGE

Introduction:

The IIHF Office will implement at the IIHF Ice Hockey World Championship and other IIHF Championship as decided technology (either a handheld tablet or a television or computer monitor) that will allow On-ice Officials, in conjunction with the IIHF Video Goal Judge Booth Operations (IIHF RS and Operators), to review replays if, and only to extent, a formal Coach's Challenge has been initiated. To the extent practical, the replays made available to the Game Officials on the ice will be the same replays that are being utilized by the IIHF VGJ Booth Operations.

Once a Coach's Challenge has been initiated by the Head Coach, the Referee (or Linesman) responsible for the call on the ice will immediately establish contact with the IIHF VGJ Booth Operations via headset and will inquire and discuss with the IIHF RS, prior to the Referee (or Linesman) examining any video, the following: a) the Referee's (or Linesman's) "final" call on the ice; and (b) what the Referee (or Linesman) observed on the play.

The on-ice call will then be reviewed simultaneously by the appropriate On-Ice Officials at ice level and by the IIHF VGJ Booth Operations using any and all replays at their disposal. After reviewing the play and consulting with the IIHF VGJ Booth Operations, 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 and will then make the announcement from the ice.

A Coach's Challenge initiated by the team should be based on the information provided from the coaching staff taking into consideration and using the technology in accordance with the IIHF Rule 26 – Teams Officials and Technology.

Procedure and Ruling:

The Video Review mechanism triggered by the Coach's Challenge is intended to be extremely 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 should 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 team may only request a Coach's Challenge to review the following scenarios:

- i "Off-side" Play Leading to a Goal (IIHF Rule 78, 79, 81)

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

a) The standard for overturning the call in the event of a “GOAL” call on the ice is that the Linesman responsible for the call, after reviewing any and all available replays and consulting with his colleague Linesman and the IIHF VGJ Booth Operations, determines that one or more Players on the attacking team preceded the puck into the attacking zone prior to the goal being scored and that, as a result, the play should have been stopped for an “Off-side” infraction; where this standard is met, the goal will be disallowed.

b) If the result of the Challenge is that the play was “On-side”, the goal shall count and the team that issued the Challenge shall be assessed a Bench Minor Penalty for delaying the game which can be served by any Player designated by the Head Coach of the penalized team.

c) In the event a goal is reversed due to the Linesman responsible for the call after consulting with his colleague Linesman and the IIHF VGJ Booth Operations, determining that the play was “Off-side” prior to the goal being scored, the clock (including penalty time clocks, if applicable) will be re-set to the time at which the play should have been stopped for the “Off-side” infraction. The correct time will be provided by the VGJ Booth to the Official Timekeeper.

NOTE 1:

Goals will only be reviewed for a potential “Off-side” infraction if: (a) the puck does not come out of the attacking zone again; or (b) all members of the attacking team do not clear the attacking zone again, between the time of the “Off-side” play and the time the goal is scored.

NOTE 2:

If one or more penalties (major or minor) are assessed between the time of the “Off-side” play and the video review that disallows the apparent goal, the offending team(s) (and responsible Player(s)) will still be required to serve the penalty(ies) identified and assessed, and the time of the penalty(ies) will be recorded as the time at which the play should have been stopped for the “Off-side” infraction.

ii Scoring Plays Involving Potential “Interference on a Goaltender”

A play that results in a “GOAL” call on the ice where the defending team asserts that the play should have been stopped by reason of an “Interference on a Goaltender” infraction by the attacking team.

a) A play that results in a “GOAL” call on the ice where the defending team asserts that the goal should have been disallowed due to “Interference on a Goaltender”, as described in Rules 94xiv, 95i, 95iii, 95iv, 150 Definition, 150i-150vi, 183i-183vii, 184 Overview, 184i-184iv, 185i - 185iv, 186i-186v.

The standard for overturning the call in the event of a “GOAL” call on the ice is that the Referee, after reviewing any and all available replays and consulting with the IIHF VGJ Booth Operations, determines that the goal should have been disallowed due to “Interference on a Goaltender”, as described in Rules 94xiii, 95i, 95iii, 95iv, 151 Definition, 151i-151v, 183i-183v, 184 Overview, 184ii – 184iv, 185i-185iv, 186i-186v.

b) A play that results in a “NO GOAL” call on the ice despite the puck having entered the net, where the On-Ice Officials have determined that the attacking team was guilty of “Interference on a Goaltender” but where the attacking team asserts: (i) there was no actual contact of any kind initiated by an attacking Player with the Goaltender; or (ii) the attacking Player was pushed,

shoved, or fouled by a defending Player causing the attacking Player to come into contact with the Goaltender; or (iii) the attacking Player is in the Goal Crease at the moment the puck crosses the plane of the goal line and in no way affects the Goaltender's ability to make a save or play his position.

The standard for overturning the call in the event of a "NO GOAL" call on the ice is that the Referee, after reviewing any and all replays and consulting with the IIHF VGJ Booth Operations determines that the goal on the ice should have been allowed because either: (i) there was no actual contact of any kind initiated by the attacking Player with the Goaltender; or (ii) the attacking Player was pushed, shoved or fouled by a defending Player causing the attacking Player to come into contact with the Goaltender; or (iii) the attacking

Player is in the Goal Crease at the moment the puck crosses the plane of the goal line and in no way affects the Goaltender's ability to make a save or play his position.

c) In the rare situation where the Referee overreacted and called "Interference on a Goaltender" where the puck was on its way to the net and after reviewing any and all replays and consulting with the IIHF VGJ Booth Operations determines that the goal on the ice should have been allowed, no penalty will be assessed for "Interference on a Goaltender". All other penalties not associated with "Interference on a Goaltender" should be assessed and served in a normal way.

d) A team may only request a Coach's Challenge for "Interference on a Goaltender" if they have their time-out available and the Coach's Challenge must be effectively initiated prior to the resumption of play. 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 its Time-out. 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. The Official Scorekeeper shall record on the Game Sheet the time and the result of all Coach's Challenges.

iii Initiated Review by the IIHF Video Goal Judge Booth Operations

In the final minute of play in the 3rd period and at any point in Overtime (in any game), the IIHF VGJ Booth Operations will initiate the review of any scenario that would otherwise be subject to a Coach's Challenge.

Where a Coach's Challenge is available on a scoring play potentially involving "Interference on a Goaltender" or "Off-side," the IIHF VGJ Booth Operations will, as an initial and threshold matter, determine that the puck entered the net and is a good hockey goal. This will eliminate the Coaches Challenge by either team.

If a team requests a Coach's Challenge but Video Review under the above-mentioned rules renders such Challenge unnecessary, then the Challenge will be deemed not to have been made and the Time-out will be preserved.

TELEVISION COMMERCIAL BREAKS

During each regular period of the games in an IIHF Championship there may be three (3) commercial breaks, each with duration of seventy (70) seconds. This commercial format will be followed during all televised championship games to ensure consistency for the teams and broadcasters alike.

Commercial Co-ordination Policy:

Commercials may only be granted when teams are at equal strength when a stoppage in play occurs (4 on 4, 5 on 5, or 6 on 6). The determination of equal strength is the manpower on the ice at the time of the whistle. Therefore, if Team A is a man down, and a penalty is called on Team B, a commercial break is not allowed.

The only exception is when a team is a man short due to a five-minute major penalty; in this case the commercial break will be administered by the commercial break coordinator in the normal fashion. However, if a two-minute minor penalty is given to the same team during the five-minute major penalty (creating a five on three situation), a snow clearing service cannot be taken until the minor penalty ends.

Commercial breaks will be taken at the first stoppage of play after the following times on the game clock as it counts down:

Break number 1	14.00
Break number 2	10.00
Break number 3	06.00

The only exception to the commercial break being taken at these stoppages of play are 1) when a goal is scored, 2) when there is a call for a penalty shot, 3) when an icing infraction is called, except when a penalty or penalties are assessed at the icing call that affect the on-ice strength of either team, or 4) when a fight breaks out on ice.

In the event that a commercial break is not taken during the prescribed time slot, because of penalties or the flow of the game, the missed commercial opportunity will be made up at the first stoppage of play in the next commercial break time slot. The second commercial break will then be taken at the third stoppage of play following the first commercial break. If there is another incident where the second commercial is missed, this procedure will continue to repeat itself until all breaks are taken.

Procedures:

The procedure for taking these breaks is as follows:

- A Commercial Co-ordinator will be nominated by the Organiser
- At the whistle, a red signal lamp will be immediately illuminated by the Commercial Co-ordinator at the Scorekeepers Bench, signalling that the commercial break is in progress
- Penalty Box Attendants open doors for the duration of the commercial break
- The Commercial Co-ordinator informs the broadcaster that a commercial break is underway and immediately starts the timing device
- One Linesman places the puck on the ice where the next face-off will take place while the Referee proceeds quickly to the Scorekeepers Bench. The players proceed to their respective benches while the other Linesman stands between the player benches.
- With twenty-seconds left in the break, the Commercial Co-ordinator cues the Referee to blow the whistle to indicate that the players proceed to the face-off spot.
- With five seconds left in the break the back Linesman gets a cue from the Commercial Co-ordinator to blow the whistle to drop the puck.
- The puck should drop at the seventy (70) second mark.

The only permitted exceptions to additional commercials being taken during a time slot are:

- player(s) injury,
- damage and/or repair to the playing surface (glass, boards, net),
- any abnormal delay which may require excessive time to sort out.

Any extra commercial taken during a time slot must follow the commercial procedure described above and will be eliminated from the last remaining time slot of that period. It will not be used to create extra commercial inventory for broadcasters. However, in such instances, the Commercial Co-ordinator will be instructed to turn on the light and signal the truck that an optional commercial opportunity is being taken.

No commercial breaks will be taken in the final thirty seconds of the first and second periods, and the final two minutes of the third period. No commercial breaks will be granted in overtime.

Team Considerations:

Teams should be aware of the following during these commercial stoppages:

- Goaltenders will be allowed to go to their respective players bench
- Teams are allowed to change lines once the referee blows the whistle signalling the teams to return to the face-off with 20 seconds remaining in the commercial stoppage
- These line changes will follow the same protocol as a normal line change during a stoppage of play
- Teams will be allowed to request their official time-out from the referee once they are called back to the ensuing face-off by the referee's whistle with 20 seconds remaining in the commercial stoppage

- The referee will immediately advise the Official Scorekeeper of the time-out request and the official time-out will follow the normal protocol

GOAL BREAK REGULATION FOR TELEVISED GAMES

During each period of regulation time for any game of an IIHF competition that is televised, Goal Breaks shall be taken as described in this regulation.

Immediately following the scoring of a goal, the following procedure will be activated, stopping the game for the time described below and/or for a maximum of 45 seconds for television purposes:

0 - 12 seconds:	Celebration of the goal by the players
13 - 24 seconds:	Slow motion replay number 1
25 - 36 seconds:	Slow motion replay number 2
37 - 45 seconds:	Goal scorer close-up with graphics

This format will be followed during all televised IIHF competitions to ensure consistency for the teams and broadcasters alike.

Procedures:

The procedure for operating and managing Goal Breaks are as follows:

- A Goal Break Co-ordinator must be assigned for each televised game
- After the goal has been scored, a signal lamp will be immediately illuminated by the Goal Break Co-ordinator at the Scorekeepers Bench, signalling that a Goal Break is in progress
- The Goal Break Co-ordinator signals the television broadcaster that there is a Goal Break and immediately starts his/her timing device
- One Linesman stands on the centre Ice face-off spot with the puck while the Referee proceeds quickly to the Scorekeepers Bench to report the scoring of the goal. The players proceed to their respective benches while the second Linesman stands between the player benches.
- With 20 seconds remaining in the Goal Break, the Goal Break Co-ordinator cues the Referee to blow the whistle to indicate that the players proceed to the centre ice face-off spot.
- The puck should drop as soon as the Goal Break stoppage has expired.

TEAM ENTRY AND DEPARTURE FROM ICE SURFACE

In game facilities during IIHF Championship events where the participating teams enter and depart the ice surface using the same common door and hallway system, the following procedure is proposed to ensure that the teams enter and depart the ice surface in an orderly fashion and without incident. The game clock will be the only timing device used in the timing of all activities including the pre-game warm-up, the period intermissions and the actual game itself.

At the conclusion of the first and second periods, upon hearing the buzzer, the teams must follow these procedures to leave the ice surface. As soon as the buzzer sounds, signalling the end of the period, the game clock will be immediately re-set with the appropriate intermission time frame.

At the end of the first and the second periods, the visiting team will return to its players' bench and remain there until the entire home team has departed the ice surface and entered the common hallway. Once the last player of the home team has entered the common hallway, then the referee will motion the visiting team to leave the ice surface.

At the conclusion of the game, the losing team will depart the ice surface first, with the winning team waiting on the ice until the losing team has left the ice surface. Once the last player of the losing team has entered the common hallway, then the referee will motion the winning team to leave the ice surface.

The Directorate may agree on an adaptation to this regulation taking the positions of the dressing rooms of the two competing teams into consideration.

To notify the teams that it is time to return to the ice surface at the beginning of each period, the official game timekeeper will sound a buzzer in the dressing room area to inform the teams using the following systems at each ice hall:

3 minutes remaining on the game clock - One blast of the alarm by the official game timekeeper indicating that in one minute the teams will be called to the ice surface.

2 minutes remaining on the game clock - Two blasts of the alarm by the official game timekeeper calling for the home team to immediately leave their dressing room and return to the ice surface. The visiting team immediately follows the last player of the home team to the ice surface.

The Organiser has the option to propose amendments to this timing to ensure that the players are on the ice to start the period at the correct time.

PRE-GAME WARM-UP FOLLOWING AN EXTENDED GAME

The game schedule for an IIHF competition has been produced using a set of consistent planning guidelines and principles. The approved game schedule has been designed to leave sufficient time at the conclusion of one game for the arena staff to re-surface the ice and allow it to set up for the next game's pre-game warm-up.

However, there may come the situation when a delay in the previous game, due to an overtime period or some other form of delay, will make it necessary to allow the next two teams onto the ice for their pre-game warm-up with only a 'scrape' re-surface and not a 'flood' re-surface, allowing the teams to begin their game at the scheduled time.

The following situations and guidelines are provided to assist the IIHF Game Supervisor, the respective Directorate member from each of the two teams to play the next game plus the organiser representative in making the necessary decisions.

1. Should the first game finish fifty-five minutes or more before the scheduled start time of the next game then a full 'flood' ice re-surfacing will be provided by the arena staff for the pre-game warm-up of the next two teams.
2. Should the first game finish with less than fifty-five minutes and more than forty-five minutes before the scheduled start time of the next game, then a 'scrape' resurfacing will be provided by the arena staff the pre-game warm-up of the next two teams.
3. Should the first game finish with less than forty-five minutes before the scheduled start time of the next game, then the next two teams will warm-up without any ice-resurfacing or will be provided with a 'scrape' resurfacing if both teams agree to a shortened pre-game warm-up.

The IIHF Game Supervisor along with the respective Directorate member from each of the two teams to play the next game plus the organiser representative will meet to discuss the situation should it become apparent that the current game will not be finished within fifty-five minutes of the scheduled start time of the next game. The Game Supervisor will be responsible to call this meeting. All measures should be taken to ensure that the ice surface is in good condition for the pre-game warm-up. Once the decision is made to provide a 'scrape' resurface or no ice resurface, then the members listed above will be responsible to advise their people of the situation and have them act accordingly.

The co-operation of all Directorate members is requested should this situation arise. It will be necessary that the Game Supervisor, the respective Directorate members and the organiser representative be in attendance at the area at least seventy minutes before the scheduled start time of their game.

The above procedure may be avoided if the respective pre-game warm-up may take place in the adjacent ice arena.

JUMBO SCREEN USAGE POLICY

General Policy

The use of the arena Jumbo Screen or Jumbotron is an essential part of the game presentation used to enhance the game experience for the spectators. The use of the large screen on the Jumbotron should not interfere with the game and should not be used in such a way as to create a hostile environment in the arena or to portray the game, players, officials or spectators in an unsportsmanlike or negative way. The use of the Jumbo Screen should have a balance between a) sportive contents (replays), b) entertainment, and c) public information.

The following specific regulations shall apply:

In-Game Replays

Replays of all game action or hockey plays (goals, passes, body checks, goaltender saves, blocked shots, minor penalties including those that result in a penalty shot, post-whistle scrums unless they result in violent fisticuffs and major penalties unless the consequences are severe) may be shown on the Jumbo Screen without limitation. When showing replays of a penalty call, all available camera angles of the play must be used for transparency and clarity for spectators.

Video Goal Judge Replay

Footage from the Video Goal Judge Replay System may be shown on the Jumbo Screen one (1) time while the play is being reviewed and one (1) additional time after the replay call has been made. After the replay call has been made, if there are multiple camera angles of the play available, the camera angle that was relied on to make the ultimate call must be the camera angle utilized on the Jumbo Screen. If there is any question as to which camera angle was relied on, the operator of the Jumbotron should consult with the IIHF Video Goal Judge.

Injuries

When there is an injury on the ice: (a) there may be no replay until the injured player or game official has left the ice, and (b) when there is an obvious sign of serious injury (profuse bleeding, broken bone, unsteady skating), the play may be replayed one (1) time immediately after the injured player or game official leaves the ice, this is exclusively for the purpose of informing the spectators. The play shall not be shown on the Jumbo Screen for any purpose thereafter.

Spectators

Spectators should only be shown on the Jumbo Screen in a positive light. Examples of which may **not** be shown on the screen include, but are not limited to, spectator injuries and spectators engaging in violence, making obscene gestures, showing obscene signs, verbally abusing players or officials, throwing objects to the ice or sleeping.

Fights

Fights may not be shown on the Jumbo Screen if the fight is of a violent nature with players throwing repeated punches at each other. This should not be equalled with a "post-whistle scrum" with two or more players.

Implementation

The IIHF Jumbo Screen Policy must be coordinated by the Jumbotron operator who shall have the technical support from the specific IIHF Championship television production partner (Host Broadcaster) and the support from the IIHF Video Goal Judge. It is the Jumbotron Operator who is responsible to ensure that the decisions are taken in accordance with this policy.

GAME SUPERVISOR RESPONSIBILITIES

The following responsibilities are provided to assist Game Supervisors in fulfilling their duties for any game to which they have been assigned in an IIHF Championship. The principle responsibility of this position is to report any issues noticed during the assigned game to the Directorate for information or corrective action. The Game Supervisor role is not an operational one. In order to complete each assignment, the Game Supervisor should arrive at the arena at least 40 minutes before the scheduled start time of a game.

Game Protocol:

Pre-game - Be available in case of any emergency measures that need to be addressed such as pre-game warm-up delay. Ensure that the opening ceremonies are operated according to the championship regulations.

During game - Ensure that the teams are on the ice at the prescribed time and that the intermission is followed accordingly to protocol. In a play-off game, be aware of the Overtime and Penalty Shot Shootout Procedures.

Post-game - Ensure that the closing ceremonies are operated according to the IIHF regulations including the national anthem of the winning team (helmets off), teams shake hands with opponents & game officials.

Problem Solving:

Be available to answer any questions before and after the game (benches, sweater colours, pre-game warm-up procedures).

Risk Management and Safety:

Make an inspection tour through the facility and take note of any items which you deem are potential problem areas. Report any safety procedure violations by players or officials that are not followed correctly and ensure that the playing surface and the spectator areas are safe for the game. Report any on ice safety issues to the Directorate and provide recommendations where necessary.

Discipline:

Report any discipline or conduct problems, which occurred during the game. If there is a suspension (s) be prepared to give your viewpoint about the incident.

Referee Game Report:

All Referee Game Reports must be submitted to the Directorate. Ensure that the Referee Supervisor following the game immediately submits any such report to the IIHF Tournament Chairman. Be prepared to give your point of view on the incident or incidents involved or leading up to the incident. The Referee Supervisor may also be asked to state his viewpoint regarding any incident on a Referee Game Report.

Referee Supervisor:

Have an understanding and knowledge of the Referee Supervisor's role and duties. ~~Be aware of his location during a game.~~

Game Summary Report:

Provide a game summary report at the next Directorate Meeting including but not limited to the issues and items listed above. Please ensure to include the final score and any game misconduct and match penalties assessed.

GUIDELINES FOR IIHF TIMEKEEPING AND SCOREBOARD SYSTEM

The IIHF Timekeeping and Scoreboard Guidelines are a recommendation to the organizers of international events showing what information is needed and useful to the teams, officials and spectators during an ice hockey game.

In the arenas where the existing scoreboard system cannot give full information on the game underway, there should be at least an electronic information board for additional game data and interesting news for spectators. In the arenas with an electronic cube (Jumbotron) hanging over centre ice, all information will be shown on this device.

1. Name of the home team on the left and of the visiting team on right part of the scoreboard device.
2. Period with numerals 1-2-3, OT for overtime, PSS for Penalty-Shot Shootout.
3. Game result in two number positions for each team, home team left and visiting team right.
4. Goal scorer and maximum two assistants by jersey number on the scoreboard, home players left, visiting players right and by names on the information board.
5. Game time in minutes and seconds counted down from 20.00 to 00.00.
6. The final minute of each period to be counted down in whole and tenths of a second.
7. Overtime in minutes and seconds from 0 to 20 counted down from 20.00 to 00.00 in a Gold Medal Game, from 10.00 to 00.00 in the Bronze Medal Game or any other sudden death play-off game and from 05.00 down to 00.00 in Round Robin or Preliminary Round games.
8. Penalized player by number and penalty time in minutes and seconds on the scoreboard, home player left, visiting player right, and by name, penalty time, penalty code on the information board.
9. Penalty time counts down from total time to zero. Each team with three positions for 2 and 5 minutes penalties. Penalty of the two previous penalties is terminated. Eventual further penalties will be kept in the timekeeping system memory and will show up in the third penalty position one by one.
10. Time-out counts down from 30 seconds to zero and appears in the actual game time position, which reappears automatically in its position. The number of time-outs taken by each team should be displayed at all times.
11. Penalty-Shot Shootout standing appears shot by shot in the position of the game result. After the last shot the game result including the decisive goal appears in its position.
12. Intermission of 15 minutes after the first and second period, also after third period in case of following 20 minutes overtime, starts counting down automatically when the period is terminated.
13. Intermission of 3 minutes after the third period in case of a 5 or a 10 minute overtime period starts counting down automatically when the period is terminated.
14. Game countdown shown by timekeeping system on the scoreboard:

- 60 min	Siren sounds, team representatives provide the completed team composition form to the Scorekeeper.
- 43 min	One buzzer sound to the team dressing rooms.
- 42 min	Two buzzer sounds to the team dressing rooms.
- 40 min	Teams enter the ice for warming up.
- 20 min	Teams leave the ice. Team representatives provide Captain and Alternate Captains to the scorekeeper.

- 06 min Full team Line-ups appears on the information board.
- 03 min Buzzer sounds in the Referee Dressing Room and the game officials enter the ice
- 03 min One buzzer sound to team dressing rooms.
- 02 min Two buzzer sounds to team dressing rooms and teams enter the ice.
- 15 sec Referee calls the teams to centre ice face-off.
- 00:00 Game starts.

15. Intermission countdown by scoreboard system before the second, third period and the twenty-minute overtime period:

- 15 min Appears on the scoreboard automatically when the period ends.
- 03 min Buzzer sounds in the Referee's dressing room and the game officials enter the ice.
- 03 min One buzzer sound to teams dressing rooms.
- 02 min Two buzzer sounds to teams dressing rooms and teams enter the ice.
- 15 sec Referee calls the teams to centre ice face-off.
- 00:00 Period starts.

16. Intermission countdown by scoreboard system before the five or the ten minute overtime period:

- 03 min Appears on the scoreboard automatically after the third period ends.
- 15 sec Referee calls the teams to centre ice face-off.
- 00:00 Overtime starts.

17. When in use, the synchronization of the red and green lights should be as follows: when the game is stopped and green light on, it shall be impossible for the goal judge to turn the red light on. During the PSS phase it should be possible to turn on the red light even if the game clock is not running.

18. Backup power supply to timekeeping system should ensure its uninterrupted functioning for cases of commercial power failure.

Note:

A revised countdown process may be utilised for the opening and closing ceremony such as introducing the teams at the IIHF Ice Hockey World Championship. This is only to be applied when done in co-operation with the IIHF.

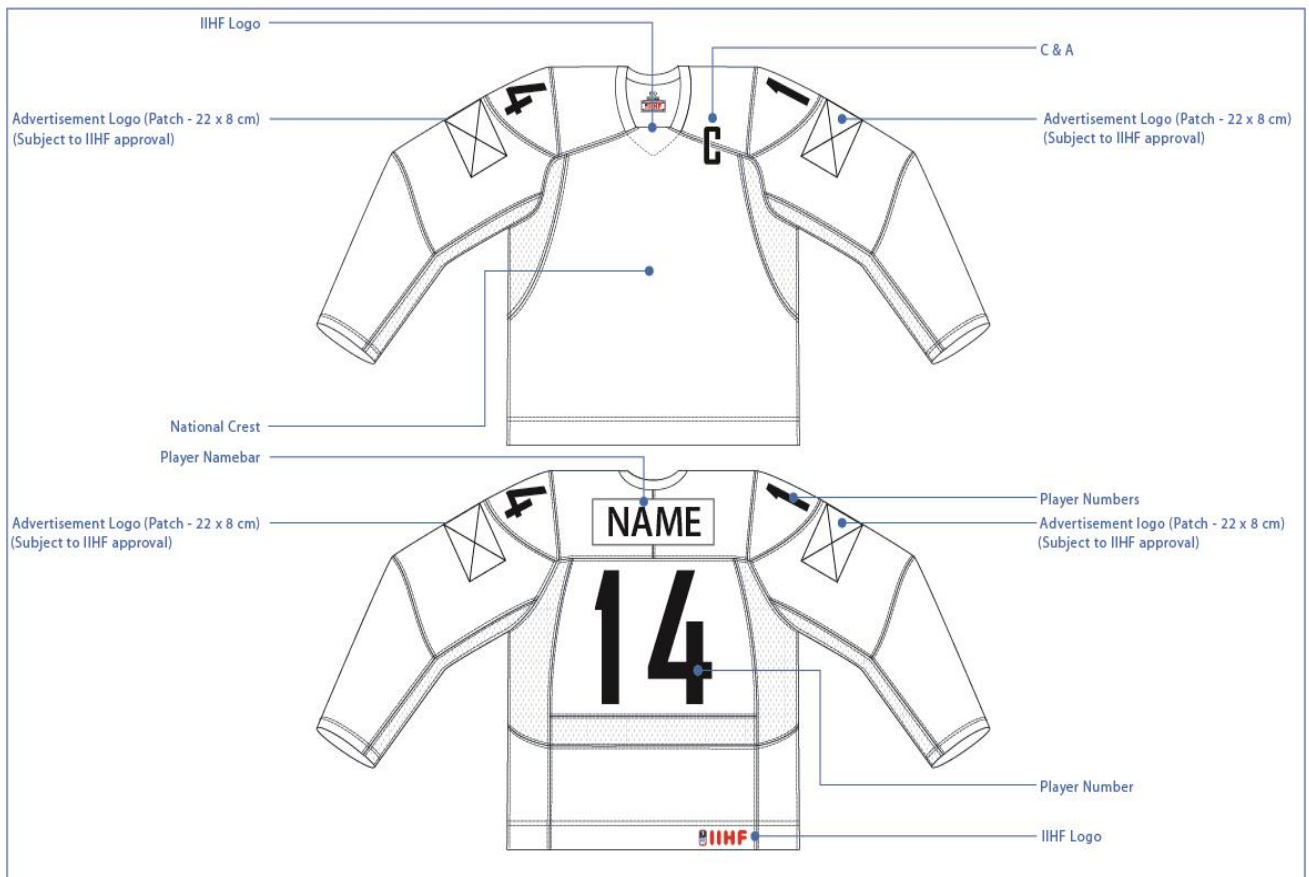
PROTECTED AREAS ON JERSEYS

IIHF member national associations competing in the IIHF Championship Program must ensure that jerseys worn by their players have IIHF-specified locations reserved for sport and marketing purposes. The Protected Areas on jerseys refer to the locations on the jersey where the following are displayed:

- National crest
- Individual number
- Name of the player
- “C” indicating the Captain
- “A” indicating the Alternate Captains
- IIHF logo(s)
- Advertising crests and marks (if applicable)

The *IIHF Official Rule Book*, *The IIHF Uniform Program Guidelines* and the *IIHF Supplier Pool Handbook* contain more detailed information concerning uniforms. The member national associations competing in the IIHF Championship Program must follow the rules and instructions given in these publications.

The image below indicates the Protected Areas on the jersey. Depending on the design of the jersey, small variations to the image below may be proposed to the IIHF for consideration.



GRAPHIC PLACEMENT REGULATION

IIHF CHAMPIONSHIP PROGRAM - GRAPHIC PLACEMENT GUIDELINES		FEBRUARY 2017	
COLOR CODE GRAPHIC QUADRANTS 			
	<p><i>*Art is placeholder only</i></p> <p><small>NOTE: COLOR BLOCKING DOES NOT INDICATE ACTUAL CUT AND SEW DESIGN LINES. DIAGRAM IS USED FOR ILLUSTRATIVE PURPOSES ONLY. IIHF LOGO MUST BE IN FULL COLOR, BLACK & WHITE FOR ILLUSTRATIVE PURPOSES ONLY.</small></p>		

JERSEY PATCH APPLICATION REGULATIONS

In addition to the Graphic Placement Guidelines for IIHF competition jerseys, MNAs may only use the space defined on a jersey and only presented as 'secondary marks' in the following manner or on the following occasions:

- MNA anniversary (10, 20, 25, 30, 40, 50, 60, 70, 75, 80, 90, 100 years)
- Country anniversary (100 years or more)
- NOC logo (if wished)
- Country Flag

On the occasion of an MNA's 100th year anniversary, the position of such a special patch can be discussed. This discussion should take place between the MNA and the IIHF at the Semi-Annual Congress, one year before the respective anniversary championship season.

As soon as the MNA defines the usage of such a special patch (not later than January 1st before the consecutive season in which the patch will be added on the jersey - the MNA should get IIHF's approval for the jersey design (e.g. use of the patch for the 2019 IIHF World Junior Championship the submission deadline is January 1st 2018).

ICE SURFACE MARKINGS ON NORTH AMERICAN SIZED SURFACES

The approval to play an IIHF competition in an arena where the ice surface has a North American ice dimension automatically comes with it the agreement to play using the existing goal lines, blue lines, centre red line and hash marks with the exception of the goal crease (has to be semicircle as in the IIHF Rule Book) and the deletion of the trapezoid lines behind the net (if applicable).

ICE SURFACE DIMENSIONS IN IIHF COMPETITIONS

In any IIHF competition where more than one game venue is to be used, the ice surfaces must be of the same dimension and set-up for equal and fair competition. Exemptions are permitted with prior written approval of all participating nations in the competition.

PLAYER ENTRY PROCEDURES AND DEADLINES

Prior to any IIHF competition, the member national association is responsible to complete and submit their Team Entry Long List (TELL) for the event containing the names and data for all possible athletes and staff alike using the IIHF Hydra Online Player Registration system.

The TELL must be received at the IIHF office at least 14 days before the start of Game 1 in the competition.

At the First Directorate Meeting, participating teams must select and register a minimum of 15 players and 2 goaltenders from the initial TELL. Additional players and goaltenders who were on the initial TELL, up to the maximum allowed for any competition, can be registered and entered up to 2 hours before any game that the team wishes the new player or goaltender to participate.

Should a player or goaltender be omitted for any reason from the initial TELL, the team must complete and submit a Late Athlete Entry Request, allowing a period of at least 24 hours before the athlete can be cleared, registered and entered onto the team roster, allowing the athlete to compete in the competition.

PRE-EVENT MEETINGS

In front of each IIHF Championship or Competition in different categories, the organizer must schedule the pre-event meetings operated by the IIHF with the team staff of the participating national associations and members of the Organizing Committee. These meetings have been operated by the assigned IIHF representatives and as arranged by the Organizer to ensure that there is a good understanding and knowledge of the various components of the championship by everyone involved before the competition begins.

It is mandatory for the participating team staff to attend these meetings in spite of any activities scheduled for the teams which may overlap with the times of these meetings. The following summary provides the description and purpose of each meeting:

Head Coaches' Rule Information Meeting (HCRIM)

The IIHF Referee Supervisor(s) assigned to the respective IIHF Championship or Competition will chair the Head Coaches' Rule Information Meeting with the Head Coaches of the participating teams. The goal is to explain the application of the IIHF rules and procedures that will be used and applied in the competition. This meeting is also used to open the lines of communication between the IIHF Officiating Management Staff and the Head Coaches of each team.

Head Coaches are required to participate in the Head Coaches' Rule Information Meeting (HCRIM) for all IIHF Competitions where a HCRIM is held.

Please be reminded that failure of the **Head Coach** of any national team to attend the HCRIM will result in a CHF 5,000 fine assessed to the respective national association.

Team Medical Personnel Meeting

The IIHF Medical Supervisor in co-operation with the Event Chief Medical Officer will chair a Team Medical Personnel Meeting with the team physicians and medical staff from each team to discuss and address health care, medical care, nutrition and the anti-doping program arrangements that have been prepared for the championship.

Team Media Manager Meeting

Assigned IIHF representatives will chair and lead the Team Media Manager Meeting with representatives from the Host Broadcaster (if available), the Organizing Committee and the Media Managers of each participating nation. Media Managers from all teams are requested to attend this session to be briefed on all media relation issues and media procedures for the Championship event.

Passport Control Meeting

Assigned IIHF representatives will chair and lead the Passport Control Meeting attended by the IIHF Result Manager and the Team Leaders of each participating nation. Team Leaders from all teams are required to attend this meeting. Each team must bring their player's passports, passport copies, and signed Player Entry Forms. For those players meeting IIHF eligibility requirements but who are considered underage according to the IIHF Statutes and Bylaws, IIHF under-age waivers signed by a parent or legal guardian are required in addition to the Player Entry Form.

OFFICIATING - REFEREES AND LINESMEN

Application Review Process

International Referees and Linesmen must obtain a license in accordance with Bylaw 22. The IIHF Officiating Committee shall review all international Referees and Linesmen applications and license requests from Member National Associations. The IIHF must receive all applications and requests by 31 July prior to the respective championship season. The IIHF Officiating Committee may adjust the license application according to the Career Path Program, previous evaluations and the IIHF Referee Supervisor reports.

The IIHF Officiating Committee must submit its recommendations together with the proposed list of licensed Referees and Linesmen to the IIHF Council for approval.

The maximum age of IIHF Referee and Linesmen is 50 years of age as of the application deadline; 31 July.

The license fee for an international Referee and Linesmen License shall be established annually by the Council.

Referee Nomination for IIHF Competitions

The IIHF Officiating Committee must submit their proposed list of licensed Referees and Linesmen to the Council for approval. From this approved list the IIHF Officiating Committee will propose the Referees and Linesmen for the respective IIHF Competitions for Congress approval.

A selected referee or linesmen may only be replaced with the approval of the IIHF General Secretary or the IIHF Officiating Manager.

The IIHF Referee Supervisor shall nominate the Referees and Linesmen for every IIHF Competition game through the Directorate Chairman, except in the IIHF Ice Hockey World Championship and Olympic competitions where the IIHF Officiating Committee will nominate the Referees and Linesmen. All nominations are final and only subject to change if the Game Officials are delayed in their arrival due to baggage loss, injury or illness.

Goal judges for games in the IIHF Ice Hockey World Championships must, in principle, be from countries other than those taking part in the game.

Other international games must be officiated by referees holding current IIHF licenses whose appointment is agreed by the respective Member National Associations.

International Game Reports

IIHF Game Officials are obliged to report to the IIHF (Officiating Manager) all incomplete games, game misconducts, match penalties and any other extraordinary circumstances, including but not limited to, incidents of Competition Manipulation and/or suspected incidents of Competition Manipulation as established in the IIHF Code of Conduct that occur in international games operated under IIHF jurisdiction.

Officiating System

The Officiating system of the IIHF is established in the IIHF Official Rule Book. The three-official system or the four-official system will apply in all IIHF Competitions and international games involving national teams. The Council may adjust the officiating system for certain IIHF Competitions.

Uniforms for IIHF Referee and Linesmen

At IIHF Competitions IIHF Referees and Linesmen shall wear the following:

- plain black trouser
- a black helmet with visor
- a vertically striped black and white sweater (3 cm wide stripes)
- the appropriate IIHF crest on the left front part of the sweater
- Referees and Linesmen are obliged to wear IIHF on-ice Referee and Linesmen equipment
- Referees must wear a red or orange, 8 cm wide armband on the upper part of each sleeve

Advertising

It is forbidden for Referees and Linesmen who hold an IIHF license to wear any advertising trademark or manufacturer's identification during IIHF competitions and all international games operated under IIHF jurisdiction unless this advertising has been arranged and approved by the IIHF.

If the IIHF has arranged advertising for the IIHF licensed Referees and Linesmen, they are obliged to wear it in accordance with instructions by the IIHF.

IIHF FROZEN GAME PUCK GUIDELINES

In an effort to provide the players with the best possible puck each and every shift, the following procedure to ensure that a frozen puck is in play at all times. The 'Frozen Puck Procedure' is designed and use for application for all top category Championships (WM, WW, W20, W18 WW18) plus both the men's and the women's tournaments at the Olympic Winter Games.

he procedure will be as follows:

1. The penalty box attendant is to open the penalty box door at a whistle when the puck has been in use for more than 2 minutes of actual playing time.

at 17:34 – a new puck

at 16:10 – a whistle, same puck

at 15:12 – a whistle, new puck

2. As the Linesmen will not be aware of the actual time that a puck has been in play it will be the job of the Penalty Box Attendant to open the penalty box door to signal to a linesman to come and get a new puck. The Linesman will pick it up for use at the upcoming face off.
3. Before the opening faceoff of each period the Linesman will come to get a puck just before the face off is to take place.
4. During a Snow Cleaning Service, the Linesman will not come to get the new puck until the conclusion of the service.
5. If for any reason there is a lengthy stoppage of play (altercation, ice repair, broken glass, etc) and it is evident that the puck in play has been out of the freezer for an extended length of time the Penalty Box Attendant is to signal the Linesman to get a new puck as play is about to resume.

In order to successfully implement this procedure, the Scorekeeper (Supervisor of the Off-Ice Officials) is to ensure that:

1. The arena has a freezer in the penalty box that maintains a temperature of between -8 C and -12 C. The ideal temperature being -10 C.
2. Before the start of the game fifteen (15) pucks are taken from the freezer and taken directly in a hard plastic cooler to the penalty box freezer.
3. It is the responsibility of the Organizer to ensure at least eighty (80) official game pucks are ready for each game. It is important that these freezers be set at -12 C. This will ensure the pucks delivered to the Scorekeeper (Supervisor of ice officials) are frozen and ready for game use.
4. At the start of the 2nd period and at the start of the 3rd period an additional fifteen (15) frozen pucks are taken from the teams' freezer and taken directly to the penalty box freezer.
5. The penalty box attendant leaves all frozen pucks in the penalty box freezer until immediately before a puck is needed for play.

6. When a puck that has been used in play has been returned to the penalty timekeeper it should not be returned to the penalty box freezer but should be returned to the Organizer at the end of each period.

The temperature of the freezer at the timekeeper area must be set lower than -10 C but not lower than -12 C. This will allow for opening and closing of the lid of the freezer when putting a new puck into play. With these temperatures, the bounce factor of the puck will be reduced.

Organizers should check and monitor the temperature of the puck freezers to ensure the set point is not lower than -12 C.

PENALTY-SHOT SHOOTOUT DRY SCRAPE PROCEDURE

Prior to the start of a shootout, the area of the ice surface between the face off spots will be dry-scraped (no water) with one (1) or two (2) ice resurfacer machines as described below.

Prior to performing a dry-scrape the ice resurfacer machines should be prepared as follows:

- Empty the ice shaving collection tank/bin.
- Empty the ice making and wash water holding tanks.
- Remove the flood towel from the conditioner.
- Flush out ice shavings in the blade and auger area of the conditioner with water.
- Adjust the blade depth so that the tips on the far left and right edges are level with the conditioner runners.
- Ensure that there is adequate fuel or battery charge to complete the dry-scrape.
- Rinse off the tires with water prior to entering the ice surface.

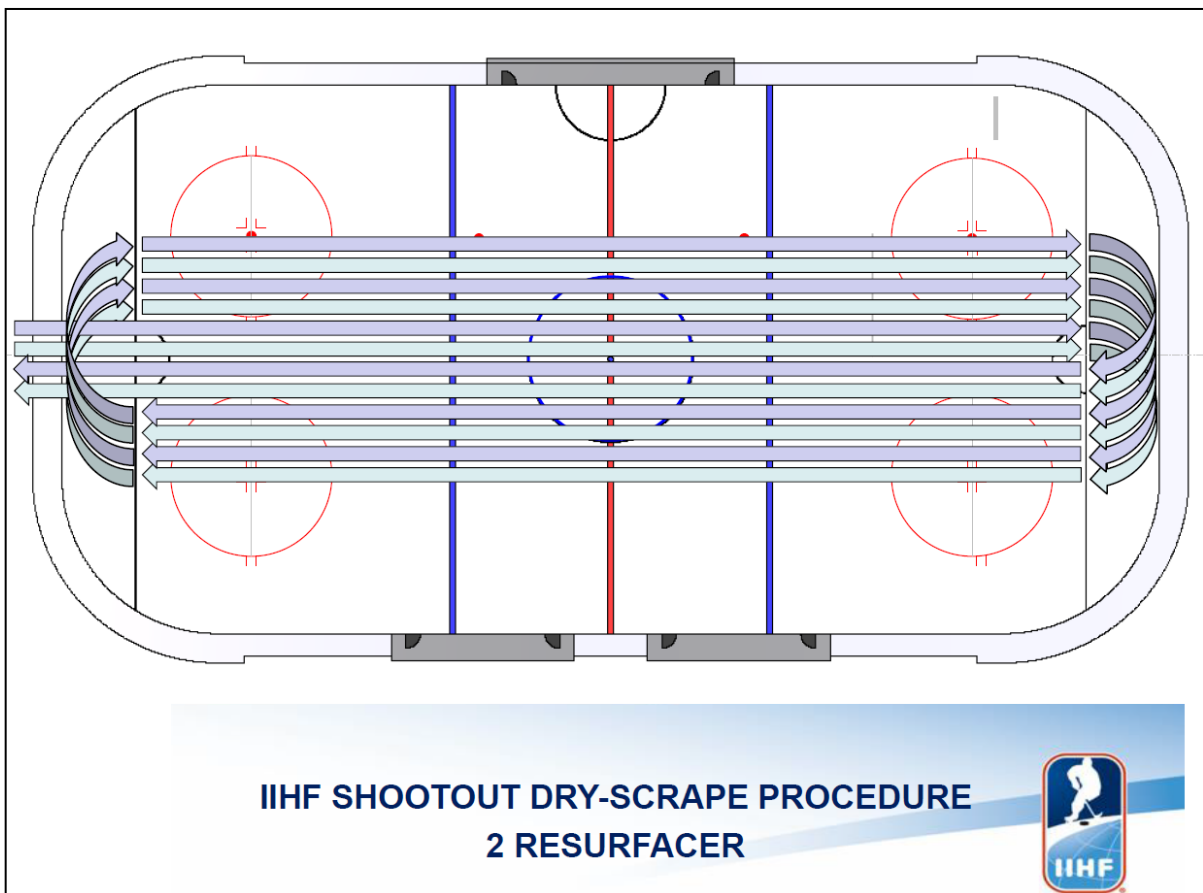
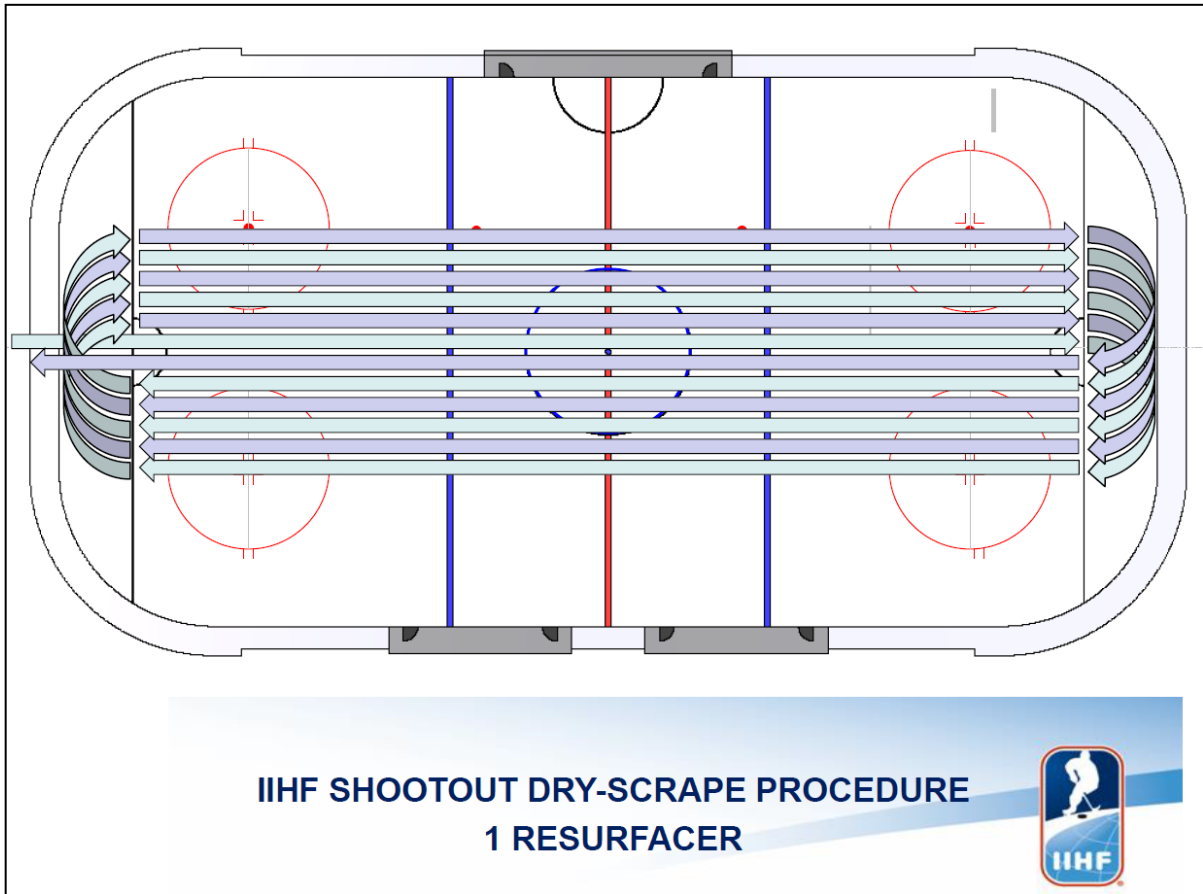
The recommended dry-scrape (no water) procedure using two (2) ice resurfacer machines:

- Immediately following the end of the overtime period, the goal frames and anchors must be removed and placed near the sides boards by arena staff
- Both ice resurfacer machines will enter the ice surface at the same time, and the conditioners will be placed on the ice surface immediately.
- The first (1st) machine will start the dry-scrape behind the goal line in the end zone closest to the ice resurfacer gate area. Then it will proceed down the middle of the ice surface toward the opposite end zone.
- Once the first machine has reached the far goal crease, the second (2nd) machine will follow and the scrape on the outside left edge of the first machine's path, slightly overlapping.
- The first machine will proceed through the goal crease past the goal line as far as possible then turn right sharply toward the opposite end zone to scrape over the top of the face off spots.
- The second machine will follow the first machine and proceed past the goal line as far as possible then turn right sharply to scrape the inside right edge of the first machine's path, slightly overlapping.
- Both machines will continue this pattern (3 full laps each machine) until the ice surface has been completely scraped between the face off spots (See diagram).
- Care should be taken to ensure that both machines scrape the same amount of ice.

The recommended dry-scrape (no water) procedure using one (1) ice resurfacer machine:

- Immediately following the end of the overtime period, the goal frames and anchors must be removed and placed near the sides boards by arena staff
- The ice resurfacer machine will enter the ice surface and the conditioner will be placed on the ice surface immediately.
- The machine will start the dry-scrape behind the goal line in the end zone closest to the ice resurfacer gate area. Then it will proceed down the middle of the ice surface toward the opposite end zone.
- The machine will proceed through the goal crease past the goal line as far as possible then turn right sharply toward the opposite end zone to scrape over the top of the face off spots.
- The machine will proceed past the goal line in the opposite end zone as far as possible then turn right sharply to scrape the outside right edge of the first lap, slightly overlapping.

- The machine will continue this pattern (6 full laps) until the ice surface has been completely scraped between the face off spots (See diagram).



IIHF NATIONAL LEAGUE STATSTICAL SYSTEM REQUIREMENTS

IIHF Member National Associations participating in the IIHF Championship Program must operate and maintain a fully functional on-line statistical system for any league in which players, who wish to participate in any IIHF Championship category, take part. The statistical program must at least consist of the following:

1. League schedules of each category played;
2. League standing and statistics including:
 - Name of competing teams,
 - Standing/Ranking,
 - Games played,
 - Wins,
 - Losses,
 - Goals for,
 - Goals against, and
 - Points;
3. Individual names of registered players by team and statistics including:
 - Name,
 - Gender of player,
 - Date of Birth,
 - Nationality,
 - Position,
 - Games played,
 - Goals,
 - Assists,
 - Penalty Minutes, and
 - Goalkeeper statistics;
4. Game statistics; and
5. An active and current player suspension list.

All Member National Associations are individually responsible to ensure their on-line statistical system complies with National and International Data Protection Laws.