



Premier Sports Elite League
D | CASEBOOK
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D | CASEBOOK

September 2021

1 – PREAMBLE

EIHL Casebook - During the course of each season the emergence of new situations arise. In certain situations, we cannot guarantee with certainty the situation has support from the IIHF Rulebook or IIHF Casebook. In addition, EIHL Hockey Operations, in co-operation with the Department of Player Safety (DOPS), has developed specific rule amendments.

The purpose of the EIHL Casebook is to clarify the interpretation of specific rules and in specific cases, a modification to the existing IIHF rule. This document serves as an official release of the interpretation and governing rules for the 2021 - 2022 EIHL season. The interpretations set forth in the EIHL Casebook will replace or in specific cases, supersede, the ruling that is currently within the IIHF Rule Book. For all rules not mentioned in the EIHL Casebook, the official 2021 - 2022 IIHF Rulebook and IIHF Casebook will serve as the official ruling.

The working methodology will continue to be that when a new situation arises or a new interpretation has been accepted, the EIHL Casebook will be updated. Each rule update will be sent by email, on the EIHL web site and in print. The new rule interpretation or change will have an “effective of” date in the upper left-hand corner and remain in effect the remainder of the hockey season. It is each on-ice official and team official’s responsibility to update the information when updates arise.

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

Questions regarding the EIHL Casebook can be emailed to: Hockey Operations

Sportive Regards,

Michael Hicks

Head of Hockey Operations

September 2021

RULE 5 – TEAMS

5.1 Eligible Players

EIHL: A Team shall be composed of Nineteen (19) Players. No more than Seventeen (17) Skaters and two (2) Goalkeepers shall be permitted

For all EIHL games a team must have a minimum bench size of twelve (12) Skaters and two (2) Goalkeepers

The Coach must submit the “Line-up / Roster Sheet” to the Official Scorekeeper as communicated via EIHL memo 07/09/2021.

At EIHL events, a representative from each Team must confirm any changes to the previously submitted “Line-up / Roster Sheet” at the end of the warmup period. Note: Any changes must be notified to EIHL Hockey Operations and the opposition team. If any changes affect the starting line-up the home team has the option to amend their starting 6.

5.2 Ineligible Players

A player who is not listed on the official game sheet will be considered ineligible to play - all cases regarding an ineligible player will be reported to EIHL Hockey Operations.

5.4 Coaches and Team Personnel

A maximum of eight (8) officials per club may be present on the players' benches during the game. The officials must be identified appropriately on the score sheet. If not listed on the official score sheet, no other persons will be permitted on the players benches.

5.6 Pre-Game warm-up on the ice

- (1) Any team whose player(s) cross the Centre Red Line in warm-ups (inclusive of body and/or equipment) for the purpose of initiating any sort of unsportsmanlike behaviour (including shooting pucks at opponent's end) or become involved in any altercation, fight instigate, contact or verbal remarks to initiate a gathering, other than during the periods of the game, shall be subjected to a suspension and/or fine under the EIHL Penalty Fines Catalogue. In addition, the Head Coach of the team who is instigated (started) or provoked such activity is subject to a suspension or fine to the respective club.
- (2) The Game Timekeeper shall be responsible for signalling the commencement and termination of the pre-game warm-up and any violation of this rule by the players shall be reported to the Head of Hockey Operations.

The only time players are permitted to be on the ice for warm-up is between the times when the clock reads 40 minutes and all players must exit the ice no later than the clock reading 20 minutes.

Warm-up will start at 40 minutes on the clock and conclude at 20 minutes on the clock. When the clock reads 20 minutes, all players must be off the ice. Only team personnel to pick up the pucks shall be on the ice. If players remain on the ice past this time, they shall be subjected to a suspension and/or fine under the EIHL Penalty Fines Catalogue.

- (3) In the event that either team arrives at the relevant venue with less than 50 minutes before the scheduled start, or after the scheduled start, the following timetable schedule shall apply:
- i. Upon arrival of the second team at the relevant venue the game clock shall be set to 50 minutes and be started;
 - ii. At 30 minutes the warm up period shall start;
 - iii. At 15 minutes the warm up period shall end;
 - iv. At 00 minutes the match shall start.

RULE 6 – CAPTAIN AND ALTERNATE CAPTAINS

6.1 Captain

EIHL - One (1) Captain and no more than three (3) Alternate Captains are permitted. A team cannot forego the naming of a captain by naming four alternate captains for a game.

RULE 7 – STARTING LINE-UP

7.1 Starting Line-up

EIHL STARTING LINEUP

Starting Line-up - Prior to the start of the game, in line with the EIHL regulations the Manager or Coach of the visiting team is required to name the starting line-up to the Official Scorer.

Prior to the start of the game, in line with the EIHL regulations the Manager or Coach of the home team, having been advised by the Official Scorer the names of the starting line-up of the visiting team, shall name the starting line-up of the home team. This information shall be conveyed by the Official Scorer to the Coach of the visiting team.

No change in the starting line-up of either team as given to the Official Scorer, or in the playing line-up on the ice, can be made unless reviewed and approved by the Referee prior to the start of the game.

7.2 Violation

For an infraction of this rule, a bench minor penalty shall be imposed upon the offending team, provided such infraction is called to the attention of the Referee before the second face-off in the first period takes place. This is an appeal play and must be brought to the Referee's attention prior to the second face-off in the game. There is no penalty to the requesting team if their appeal is not sustained. The determining factor when considering whether or not a player or goaltender is listed in the starting line-up is that the player or goaltender's name, and not necessarily the player or goaltender's number, must be correctly listed by the Manager or Coach of that team.

In the event a team scores on the first shift of the game, and it is brought to the attention of the Referee by the opposing team that the team that scored did not have the correct starting line-up on the ice, the goal shall be allowed and a bench minor penalty assessed to the offending team for having an improper starting line-up. If the team that scores the goal on the first shift of the game challenges the starting line-up of the opposing team and the opposing team did not have the correct starting line-up, the scoring of the goal would nullify the bench minor penalty and no further penalties would be assessed.

RULE 9 – UNIFORMS

9.7 Facial Protection

EIHL - Players can wear a tinted visor as long as it is not altered in any other way.

RULE 10 – STICKS

10.5 Stick Measurement

No request for measurement of a player's stick will be allowed. The Referee may remove a stick that is in his opinion dangerous and that can no longer be used during game action, no penalty will be assessed.

10.6 Stick Measurement – Prior to "Penalty Shot"

EIHL - N/A

10.7 Stick Measurement – Prior to shootout attempt

EIHL - N/A

RULE 11 – GOALKEEPERS EQUIPMENT

11.9 Inspection by the IIHF

EIHL Hockey Operations is the determining body where reference is made to the IIHF.

RULE 12 – ILLEGAL EQUIPMENT

12.4 Fair Play

EIHL Hockey Operations is the determining body where reference is made to the IIHF.

12.5 Inspection by the IIHF

EIHL Hockey Operations is the determining body where reference is made to the IIHF.

RULE 18 – DOUBLE-MINOR PENALTIES

18.4 On-Ice review of double-minor penalties for high-sticking

EIHL – Not implemented during the EIHL 21/22 Season

Note EIHL Hockey Operations may implement this for specific EIHL games (I.e. POFW) notified to the teams in advance

RULE 20 – MAJOR PENALTIES

20.6 On-Ice review of major penalties

EIHL – Not implemented during the EIHL 21/22 Season

Note EIHL Hockey Operations may implement this for specific EIHL games (I.e. POFW) notified to the teams in advance

RULE 21 – MATCH PENALTIES

Any incident worthy of a match penalty is to be assessed as a 5-minute major penalty + game misconduct. All major penalties are automatically reviewed by the EIHL DOPS.

21.5 On-Ice reviews of match penalties

EIHL – Not implemented during the EIHL 21/22 Season

Note EIHL Hockey Operations may implement this for specific EIHL games (I.e. POFW) notified to the teams in advance

RULE 28 – SUPPLEMENTARY DISCIPLINE

Where there is reference to “The Proper Authorities” within the IIHF Rulebook, this shall refer to the EIHL Department of Player Safety (DOPS) and EIHL Hockey Operations.

EIHL Hockey Operations is the determining body where reference is made to the IIHF.

For further information, please refer to Gamebook section: EIHL DOPS for an outline of what is reviewed/

IIHF Disciplinary Code reference = EIHL DOPS

RULE 30 – APPOINTMENT OF OFFICIALS

Officials

- (1) Referees are required to submit all reports and notifications by e-mail to the EIHL Office by the latest 9:00 am on the day following the game.
- (2) The referees assigned to a game must be provided with a secured parking space near the respective ice arena.
- (3) Assigned referees are required to arrive at the ice arena at least ninety minutes prior to the opening face-off.
- (4) Assigned referees cannot be rejected by clubs.
- (5) The EIHL clubs must provide the Referees with the following items prior, during and after the game:
 - Location preferably away from both teams.
 - Shower stall, toilet, sink...
 - 4 Towels for showering
 - 4 Secured parking stalls
 - Water, juices, fruit...
 - Food after the game
 - Tape, equipment services
 - If necessary, support by Team Doctor/Physiotherapist

31.9 Reports

The Referee shall report to EIHL Hockey Operations / EIHL DOPS promptly and in detail the circumstances surrounding the following:

The assessment of Misconduct Penalties for Abuse of Officials;

The assessment of Major Penalties

The assessment of Game Misconduct Penalties;

The assessment of Match Penalties;

Any time a Player, Goalkeeper or non-playing Team Personnel are involved in an altercation with a spectator;

Any unusual occurrence that takes place on or off the ice, before, during or after the game.

RULE 36 – STATISTICS STAFF

Refer to EIHL Gamebook - Statistics

RULE 37 – VIDEO REVIEW

Replace IIHF with EIHL Hockey Operations where appropriate.

Note: Where teams are showing replays within the arena, they should only show the camera angles made available to the officials and should not show review replays as the play is under review, these however can be shown once the initial review is concluded.

37.1 Video Review Operations

EIHL video review operations can either be conducted in the arena or remotely from the EIHL Situation Room where appropriate.

37.2 Goal Review Procedures

Goals will be reviewed where possible at the discretion of the on-ice officials or within the limited scope available through the coaches' challenge.

37.3 Goal situations subject to video review

All goal review situations are limited to the scope of the technology available to the on-ice officials at the time of review.

37.7 Goal Judge behind the nets

In EIHL events Goal Judges are not required.

Note: Teams may still use the goal lights and/or goal judged for the purposes of entertainment. However, it should be noted and stressed to those in attendance that the goal judge, or switching on of the goal light, has no legal influence of the game, nor will they be consulted by on-ice Officials.

RULE 38 – COACHES CHALLENGE

38.2 Situations subject to coach's challenge

A Team may only request a Coach's Challenge to review the following scenarios:

i. ~~—"Offside"—Play Leading to a Goal~~

EIHL – Not implemented during the 21/22 EIHL Season

Note EIHL Hockey Operations may implement this for specific EIHL games (I.e. POFW) notified to the teams in advance

ii. ~~—Missed game stoppage event in the attacking zone leading to a goal~~

EIHL – Not implemented during the 21/22 EIHL Season

Note EIHL Hockey Operations may implement this for specific EIHL games (I.e. POFW) notified to the teams in advance

iii. Scoring Plays Involving Potential "Interference on the Goalkeeper"

EIHL – Dependant on video angles available

38.3 Coaches' challenge initiated by the EIHL Situation Room

EIHL – Not implemented during the 21/22 EIHL Season

Note EIHL Hockey Operations may implement this for specific EIHL games (I.e. POFW) notified to the teams in advance

38.5 Process for reviewing a coach's challenge

EIHL Hockey operations will confirm with all teams and officials the process for reviewing the coaches challenge situations. Note these may vary from arena to arena, however the technology and camera angles used will be consistent for both teams within the same venue.

38.6 Rights to initiate a coach's challenge

In games not reviewed by EIHL Hockey Operations as outlined above in 38.3, Coaches may initiate a challenge at any time throughout the game Regulation time or at any time during Overtime.

RULE 46 – FIGHTING

46.1 Fighting / Fighter – Willingness to Fight and Continue to Fight

Players who willingly participate in a “brawl / fight”, so-called “willing combatants”, shall be penalized accordingly by the Referee(s) and may be ejected from the game. Further Supplementary Discipline may be imposed.

A “fight” shall be deemed to have occurred when at least one (1) Player punches or attempts to punch an opponent repeatedly or when two (2) Players wrestle in such a manner as to make it difficult for the Linespersons to intervene and separate the combatants.

EIHL Clarification: Willing combatants will be penalized with at least a Major Penalty (“Fighting”).

Note for their 2nd Major Penalty an Automatic Game misconduct will be assessed.

Any Player who persists in continuing or attempting to continue a “fight or altercation” after they have been ordered by the Referee to stop, or who resists a Linesperson in the discharge of their duties shall, at the discretion of the Referee, incur at least a Major Penalty (“Fighting”) plus a Game Misconduct Penalty (5'+GMP) in addition to any additional penalties imposed.

The Referees are provided very wide latitude in penalties they may impose under this rule. This is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the “fight or persisting in continuing the fight”. The discretion provided should be exercised rationally.

46.3 Instigator

A player who is deemed to be the instigator of an altercation shall be assessed an instigating minor penalty, a major for fighting and a ten-minute misconduct. **(2 minor + 5 major + 10 misconduct)**.

EIHL - Instigator in Final Five Minutes of Regulation Time (or Anytime in Overtime) - A player who is deemed to be the instigator of an altercation in the final five (5) minutes of regulation time or at any time in overtime shall be assessed an instigator minor penalty, a major penalty for fighting, and a game misconduct penalty, **(2 minor + 5 major + 20 Game misconduct)**.

An instigator of an altercation shall be a player who by his actions or demeanour demonstrates any/some of the following criteria: distance travelled; gloves off first; first punch thrown; menacing attitude or posture; verbal instigation or threats; conduct in retaliation to a prior game (or season) incident; obvious retribution for a previous incident in the game or season.

Example: A player engages an opposing player in a manner where the opposing player was unsuspecting or did not have a fair opportunity to initially engage back.

* If the same player is deemed to be the instigator of a second altercation in the same game, he shall be assessed an instigating minor penalty, a major penalty for fighting and a game misconduct. **(2 minor + 5 major + 20 Game misconduct)**.

All fighting penalties that involves an instigator penalty will be reviewed and subject to further game suspensions through the EIHL Department of Player Safety.

46.4 Aggressor

Replace IIHF with:

Aggressor – The aggressor in an altercation shall be the player who continues to throw punches in an attempt to inflict punishment on his opponent who is in a defenseless position or who is an unwilling combatant.

A player must be deemed the aggressor when he has clearly won the fight but he continues throwing and landing punches in a further attempt to inflict punishment and/or injury on his opponent who is no longer in a position to defend himself.

A player who is deemed to be the aggressor of an altercation shall be assessed a major penalty for fighting and a game misconduct.

A player who is deemed to be the aggressor of an altercation will have this recorded as an aggressor of an altercation for statistical and suspension purposes.

A player who is deemed to be both the instigator and aggressor of an altercation shall be assessed an instigating minor penalty, a major penalty for fighting, a ten-minute misconduct (instigator) and a game misconduct penalty (aggressor).

All fighting penalties that involves an aggressor penalty will be reviewed and subject to further game suspensions through the EIHL Department of Player Safety.

46.13 Jerseys

A player who **deliberately removes his jersey** prior to participating in an altercation or who is clearly wearing a sweater that has been modified, shall be assessed a minor penalty for Unsportsmanlike Conduct and a game misconduct. This is in addition to other penalties to be assessed to the participants of an altercation. **(2 minor + Game Misconduct).**

A player who is involved in an altercation and **does not have his sweater properly tied down (the sweater is not removed)** shall be assessed a minor penalty for Unsportsmanlike Conduct. This is in addition to other penalties to be assessed to the participants of an altercation. **(2 minor).**

A player who engages in a fight and whose **jersey is removed (completely off his torso)**, other than through the actions of his opponent in the altercation or through the actions of the linesman shall receive a minor penalty for Unsportsmanlike Conduct and a game misconduct. **(2 minor + Game Misconduct).**

If the player loses his jersey despite the tie down remaining intact and attached to the pants, **the game misconduct is not applicable**, however this must be reported to the League office so that the jersey and the tie down can be examined.

A player who is involved in an altercation, when the opponent has been identified as an instigator, shall not be assessed a game misconduct penalty if his jersey should be removed by an opponent or an official in the discharge of his duties, regardless as to whether he was properly “tied-down” (jersey properly fastened to pants).

EIHL: 46.14 Fighting After the Original Altercation

Fighting After the Original Altercation - A game misconduct penalty shall be imposed on any player who is assessed a major penalty for fighting after the original altercation has started.

Notwithstanding this rule, at the discretion of the Referee, the automatic game misconduct penalty may be waived for a player in the altercation if the opposing player was clearly the instigator of the altercation.

FINES AND SUSPENSIONS

- (1) Instigator/Aggressor in Final Five Minutes of Regulation Time (or Anytime in Overtime)
 - a. A player who is deemed to be the instigator/aggressor of an altercation in the final five (5) minutes of regulation time or at any time in overtime shall be suspended for one additional game, pending a review of the incident.
 - b. When the one-game suspension is imposed, the coach shall be subject to supplementary discipline and may be suspended 1 game – a suspension that will double for each subsequent incident.
 - c. The suspension shall be served unless, upon review of the incident, the Department of Player Safety, at their discretion, deems the incident is not related to the score, previous incidents in the game or prior games, retaliatory in nature, “message sending”, etc. This suspension shall be served in addition to any other automatic suspensions a player may incur.

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

No team appeals will be permitted either verbally or in writing regarding the assessment of this automatic suspension as all incidents are reviewed by DOPS as outlined above.

- (2) Leaving the Player / Penalty Bench (Also see Rule 70)
 - a. *A Player who leaves the players’ or penalty bench to join an altercation will receive either a 20 (Game Misconduct) penalty or 2 + 20 (Game Misconduct) penalty and shall be automatically suspended for the minimum of three (3) games, pending a review of the incident*

(3) Fighting Prior to the Drop of the Puck

- a. When, in the opinion of the Referee that, specific personnel changes have been made by one or both teams late in a game and ultimately an altercation ensues, the appropriate penalties are to be assessed and the incident reported to the League immediately following the game for review by DOPS and possible supplementary discipline.

(4) Any teams whose players become involved in an altercation, other than during the periods of the game, shall be assessed all appropriate penalties that may be imposed at the time and shall also be subject to automatic supplementary discipline.

- a. Any Player who would be deemed to be an instigator pursuant to this rule at a time other than during the periods of the game shall be suspended for a minimum one (1) game pending a review of the incident

RULE 47 – HEAD-BUTTING

Examples of a double minor:

- a player who fakes a head butt at an opponent.
- a player that forces his head, helmet or visor and pushes his head with forces against an opponent's head, helmet, or visor.

RULE 61 – SLASHING

A player who lifts his stick between an opponent's legs, for the purpose of contacting the groin area, will be assessed:

Revised - A skater who uses his stick to contact an opponent will be assessed at least a minor penalty (2)

A skater who injures or recklessly endangers an opponent will be assessed a major penalty (5) and automatic game-misconduct penalty.

RULE 63 – DELAYING THE GAME

63.5 Objects thrown on the playing surface

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

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

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

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

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

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

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

RULE 64 – DIVING / EMBELISHMENT

DEFINITION: A player who blatantly embellishes a fall or fakes an injury in attempt to draw a penalty by his action.

A player who embellishes a foul or pretends to have been fouled by an opponent will be assessed a minor penalty.

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

***Heightened awareness:** Diving can happen in many different forms; however, the great majority of all diving infractions happen around the potential of 3 calls (Hooking, Holding and Interference). These 3 calls are categorised as non-aggressive penalties.

***Understanding:** put yourself in the shoes (skates) of a player or coach of a team that received a penalty for an infraction (Team A) and the player of the opposing team (Team B) dived on the play.

Scenario 1: Referee calls a minor penalty on Team A for an infraction that a player of Team B dove on.

Scenario 2: Referee calls 2 minutes for diving against Team B.

Team A in scenario 1 plays shorthanded and in scenario 2, Team A, has a power play. This is all based on the same play, but interpreted differently by the Referee.

***Goaltenders:** the rule book does a great job of protecting and allowing the goaltender to properly do his job. We have specific penalties called against opposing players when they occur against a goaltender. However, you have to be very aware when goaltenders use this protection as a defiance to the game by diving or, more appropriately, embellishing a call. The majority of the time it is being done in 2 forms:

- 1) The goaltender uses his body in a manner to make you think he was bumped (hit) on a play and falls to the ice, when in reality he was not contacted.
- 2) A goalie covers the puck and when the whistle goes comes up shaking his hand like he has been slashed, but in reality, he was never touched.

The call: We would prefer that on a play where you feel a player dived to try and persuade you into making a call, that you **ONLY** take the player who dived. However, if a player embellished (enhanced) a call, there will be times where you must take a player from each team.

DOPS (Department of Player Safety)

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

RULE 69 – INTERFERENCE ON THE GOALKEEPER

EIHL Addition to the IIHF Rule Book

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

1. Is the goaltender able to play his position? If he is contacted does he have time to recover?
2. Was the contact initiated by the defensive player or the cause of a player from the opposing team?
3. Was the contact made inside (or outside) of the crease? Contact in the blue paint area calls for disallowing a goal.

RULE 77 – GAME AND INTERMISSION TIMING

77.2 Intermission Timing

Periods are separated by an intermission of minimum 15 minutes and maximum 18 minutes. These must be consistent throughout the duration of the game.

The ice must be resurfaced prior to the start of each period (excepting 5 minute and 10 minute overtime periods).

Note the ice will only be resurfaced before a 20-minute overtime period.

RULE 84 – OVERTIME

84.1 Overtime Operations

Overtime follows the third period when the score is tied after 60 minutes of regulation time and can consist of a 5-minute period, 10-minute period, or 20-minute period. In each case, these periods are played on a sudden-death basis (next goal wins). The penalty-shot shootout consists of five shots per team (if needed) followed by a sudden death, penalty-shot shootout if the score in the shootout is tied after five shots.

- Regular Season – 5-minute overtime period
- Challenge Cup Group Stage – 5-minute overtime period
- Challenge Cup Quarter Finals, Semi Finals – 5-minute overtime period only if the score is tied on aggregate at the end of the 2nd Leg
- Challenge Cup Final – 20-minute overtime periods
- Playoff Quarter Finals – 5-minute overtime period only if the score is tied on aggregate at the end of the 2nd Leg
- Playoff Semi Final – 10-minute overtime period
- Playoff 3 v 4 – 10-minute overtime period
- Playoff Final – Re-occurring Sudden Death 20-minute overtime period.

- (1) **Overtime – Regular-season and Challenge Cup group stages** - If, at the end of the three (3) regular twenty (20) minute periods, the score shall be tied, each team shall be awarded one point in the League / Challenge Cup Group standings. The teams will then play an additional overtime period of not more than five (5) minutes with the team scoring first declared the winner and awarded an additional point. The overtime period shall be played with each team at a numerical strength of three (3) skaters and one (1) goaltender. Additional penalties to be assessed consistent with the rules in regulation time.

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

- (2) **Overtime – Playoff Quarter Finals, Challenge Cup Quarter Finals, Challenge Cup Semi Finals.**
- a. **These games are all played on the basis of aggregate scores, therefore there will be no Overtime played at the end of the first leg regardless of score.**

- b. If, at the end of the second game after six (6) regular twenty (20) minute periods, the aggregate score shall be tied, the teams will then play an additional 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. Additional penalties to be assessed consistent with the rules in regulation time.

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

- (3) **Overtime – Playoff Semi Final and Bronze Medal Game** – At Playoff Finals Weekend (POFW) In either a semi final or Bronze Medal Game, when a game is tied after three (3) twenty (20) minute regular periods of play, The teams will then play an additional overtime period of not more than ten (10) 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. Additional penalties to be assessed consistent with the rules in regulation time.

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

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

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

If a team is penalized in overtime, teams play four (4) skaters against three (3) skaters. If both teams are penalized with minor penalties at the same stoppage of play, with no other penalties in effect, teams will play three (3) skaters against three (3) skaters. In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either four (4) skaters on four (4) skaters, four (4) skaters on three (3) skaters, or a three (3) skaters on three (3) skaters' situation, as appropriate.

- (5) **Overtime – Challenge Cup Final and Playoff Final** – In the EIHL Challenge Cup Final and Playoff Final, when a game is tied after three (3) twenty (20) minute regular periods of play, the teams shall take a normal intermission (fifteen (15) or Eighteen (18) minutes) and resume playing twenty (20) minute periods (with a normal intermission each subsequent OT period), changing ends for the start of each overtime period. The team scoring the first goal in overtime shall be declared the winner of the game. The ice is to be resurfaced at the end of regulation time and after each additional 20-minute period.

84.4 “Penalty Shot” Shootout procedure – Round robin or preliminary Round Game

Prior to the start of the penalty-shot shootout, the entire centre section of the rink between end-zone faceoff spots will be dry-scraped by the ice-resurfacing machine.

EIHL – The dry scrape is not required unless it is in Playoffs

EIHL - In all competitive EIHL Games the Home Team shall have the choice to shoot first or second. If the shootout progresses to sudden death shootout, the order reverses as per IIHF rule 84.4 ix:

The team that took the first shot during the penalty-shot shootout for the five rounds will shoot second for the sixth and subsequent shots of the sudden-death format until a winner is determined.

Penalty Shootouts (Overtime)

A penalty shootout consists of Five (5) Shooters.

If a game remains without a winner after 60 minutes and the ensuing five (5) or ten (10) minute overtime (length of overtime period is dependent upon the competition as detailed above) the outcome of the game is decided with a shoot-out. The rules governing the shoot-out shall be the same as those listed Penalty shot procedure in the IIHF-Rulebook.

- a) The two teams do not change ends (based on the respective end of the 5-minute OT). The home team has the right to choose to shoot first or second.
- b) The shooting teams' goaltender may remain on the ice at his respective end zone. The shooting teams' goaltender may not make any attempt to distract or interfere with procedure of the shot in an attempt to take the attention away from the goaltender being shot on. If, while the penalty shot or shootout is being taken, any player, goaltender, Coach or non-playing Club personnel of the team taking the shot shall have by some action interfered with or distracted the goaltender

defending the shot and, because of such action, the shot was successful, the Referee shall rule NO goal and shall impose a misconduct penalty.

- c) The penalty shootout will begin with Five (5) different players from each team, who will alternate in taking penalty shots on the opposing team's goal. The players and the sequence in which they will take the penalty shots do not have to be announced prior to the penalty shootout. The four goaltenders and all players listed on the official game sheet may participate in the penalty shootout. The goaltender can be changed after each penalty shot.
- d) A player whose penalty time has not expired at the end of overtime cannot be nominated for the penalty shootout and must remain on the penalty bench or in the locker room. The same applies to players who are charged with penalties during the penalty shootout.
- e) The execution of these shots is generally subject to regulations in IIHF-Rulebook.
- f) The players of each team will alternate in taking shots on the selected goal until the deciding goal is scored, after which any remaining shots will no longer be taken.
- g) If the score of the penalty-shot shootout is still tied after ten shots, it will continue under a sudden-death format. The sudden-death penalty-shot shootout will allow one skater from each team to take a shot until a winner is determined. Any skater, including those who participated in the first stage of the penalty-shot shootout, is eligible to shoot in as many rounds of the sudden-death format as may occur. The team that took the first shot during the penalty-shot shootout for the first five rounds will shoot second for the sixth and subsequent shots of the sudden-death format until a winner is determined.
- h) The official scorekeeper will record all shots taken, along with an indication of the player, the goaltender and the goals scored.
- i) Only the deciding goal will count for the result of the game, and that goal will be credited to the scoring player and to the goaltender in question. All other goals or lost attempts will not be counted into the result but recorded in EIHL statistics system.
- j) If a team refuses to participate in the penalty shootout for the purpose of determining the winner, the game will be recorded as a loss for that team.
- k) If a player refuses to take a penalty shot, the shot will be recorded as a miss for that player's team.

84.5 Overtime Operations and Penalty Shootout procedure – Playoff Games and Medal Games

See above 84.1 Overtime Operations

RULE 86 – START OF GAME AND PERIODS

86.6 Pre-Game Warm-Up

Note: Warmup is to be recorded and uploaded as part of the match night footage given to the league and officials.

- i. Physical contact between players on opposing teams is not allowed during the warmup and players are not allowed to skate over the centre red line during this time. Violations of these rules will be handled by the standby referee who oversees the warmup.
- ii. Any violations of game rules that occur during the warmup cannot be enforced by on-ice officials because they are not on the ice to witness the violations first-hand, but these may be reviewed after the game by the proper authorities.

For any violation during the Warm Up leaves players, team officials and the clubs will be subjected to a suspension and/or fine under the EIHL Penalty Fines Catalogue. In addition, the Head Coach of the team who is instigated (started) or provoked such activity is subject to a suspension or fine to the respective club.

Referees are authorized to call all penalties provided for in the rule book from the start of warm-up time until 30 minutes after the end of the game, if they see the offence take place. In the case of incidents outside of this period, the main referee must submit a report to the Department of Player Safety and the Head of Hockey Operations.