



IIHF SPORT REGULATIONS

July 2008

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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 2008 IIHF Semi-Annual Congress held in Montreux, Switzerland. The contents of the 2008 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 in the previous championship

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

The IIHF Council shall have the option to amend the seeding numbers 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 hosting country team in the lower position will switch its position with the team in the same position of the other group.

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

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

4. 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 associations who participate in IIHF World Championships and in the Olympic Games (including Olympic 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 five to be considered tournaments, previous four IIHF World Championships and the previous Olympic Games.

The gold medallist is awarded with 1200 points and there is a 20-point interval between two ranked positions. As an exception to this 20 point principle a 40 point interval is between Gold and Silver, Silver and Bronze, 4th and 5th position and between 8th and 9th position in the top divisions. The reason for this is that the point system will award teams a bonus reaching the Quarterfinals, the Semi-finals, the Finals and again winning the Gold medal.

All teams are hereby ranked according to the Sports Regulations, i.e. there are no tied positions – neither amongst the Quarterfinal losers in the top division nor between equal positions in the same division category (e.g. 1st Division 1 Group A & 1st Division 1 Group B).

The system allocates points to all positions competing in the category and the entire point system is very flexible and can be applied to any possible changes in the tournament format. In addition to this the system has potential to room an additional new member federations that can participate in our championship program.

In order to ensure that the ranking accurately reflects current form, the greatest importance is given to results of the last years' competition. In a minor extent attention is also paid to results from previous years. Basically, the points earned in one year decline linearly within the next 3 years and in the 5th year results are dropped from the calculation altogether.

Each IIHF World Championship and Olympic Winter Games tournament during the previous four seasons 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.

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

Using 40 and 20-point intervals between two 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 ranking will be released directly after each World Championship is completed.

The final ranking will be released directly after all World Championships are completed at which time also the two ranking awards could be announced.

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 2006/07 season comprise the following:

2007 IIHF World Ranking

	IIHF World Championship 2007 points	100% value
+	IIHF World Championship 2006 points	75% value
+	Olympic Winter Games 2006 points	75% value
+	IIHF World Championship 2005 points	50% value
+	IIHF World Championship 2004 points	25% value
=	TOTAL POINTS 2007 IIHF WORLD RANKING	

The team with the highest overall points leads the IIHF World Ranking System the other teams follow by descending figures. In case two or more teams are tied with the same overall points the most recent better final position is decisive for being ranked higher.

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 2008 pre-championship report will comprise the following:

2008 Pre-Championship Report

	IIHF World Championship 2008 points	
+	IIHF World Championship 2007 points	75% value
+	IIHF World Championship 2006 points	50% value
+	Olympic Winter Games 2006 points	50% value
+	IIHF World Championship 2005 points	25% value
=	TOTAL POINTS 2008 PRE-CHAMPIONSHIP REPORT	

GAME SCHEDULE REGULATION

General Rules

The organising candidate 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 World Championship, Olympic Winter Games Tournaments, the World Championship Division I, the World U20 Championship, and the World U18 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.

Partially modified Sample 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 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.

The teams in better position in the preceding round of any IIHF World Championship will keep their playing site for the respective playoff round. 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.

Sample Game Schedules

- 1) Schedule of games for 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 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

- 3) 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

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

1. A3 - A1	B3 - B1	
2. A2 - A3	B2 - B3	
3. A1 - A2	B1 - B2	
5. 3A - 3B	2A - 2B	1A - 1B

- 5) Schedule of games for tournaments with 7 or 8 teams to play each other in one group:

1. 2 - 7	3 - 6	4 - 5	8 - 1
2. 1 - 7	6 - 2	5 - 3	4 - 8
4. 1 - 6	4 - 7	2 - 5	3 - 8
5. 7 - 3	6 - 4	5 - 1	2 - 8
7. 6 - 7	1 - 4	2 - 3	8 - 5
8. 7 - 5	4 - 2	3 - 1	8 - 6
10. 5 - 6	3 - 4	1 - 2	7 - 8

- 6) Schedule of games for tournaments with 7 or 8 teams to play each other as seeded in two groups of the Preliminary Round, followed by a Final Round for positions 1 to 4 and a Relegation Round for positions 5 to 8:

Preliminary Round:

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

Final Round:

6. B1 - A2
7. A1 - B1

Relegation Round:

- A1 - B2 B3 - A4 A3 - B4
A2 - B2 A3 - B3 A4 - B4

The result of the games A1 - A2, A3 - A4, B1 - B2, B3 - B4 from the Preliminary Round will also count for the positions in the Final Round and in the Relegation Round.

- 7) Schedule of games for tournaments with 7 or 8 teams to play each other as seeded in two groups in the Preliminary Round, followed by a Final Round of the six top teams for positions 1 to 6 and a Relegation Round of the two bottom teams operated as a best-of-three play-off games:

Preliminary Round:

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

Final Round:

5. A2 - B3
7. B2 - A3
8. A3 - B3

- B1 - A3
A1 - B3
A2 - B2

- A1 - B2
B1 - A2
A1 - B1

Relegation Playoffs:

- A4 - B4
B4 - A4
A4 - B4 (i.n.)

The game results A1 - A2, A1 - A3, A2 - A3, B1 - B2, B1 - B3, B2 - B3 from the Preliminary Round will also count for the Final Round for positions from 1 to 6. If there are only seven teams, there will be no Relegation Playoff games.

- 8) Schedule of the games for tournaments with 7 or 8 teams to play each other as seeded in two groups in the Preliminary Round, followed by Playoff games for positions from 1 to 4 and from 5 to 8

Preliminary Round:

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

Playoff for Positions:

1 - 2 - 3 - 4		5 - 6 - 7 - 8	
5. A1 - B2	B1 - A2	A3 - B4	B3 - A4
7. L (1 - B2) – L (B1 - A2)		L (A3 - B4) – L (B3 - A4)	
(3. - 4.)		(7. - 8.)	
8. W (A1 - B2) – W (B1 - A2)		W (A3 - B4) – W (B3 - A4)	
(1. - 2.)		(5. - 6.)	

- 9) Schedule of games for tournaments with 9 teams to play each other as seeded in three groups in the Preliminary Round, followed by a Final Round for positions 1 to 6 and a Relegation Round for positions 7 to 9:

Preliminary Round:

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

Final Round:

5. A1 - C2	B1 - A2	C1 - B2
6. A1 - B2	B1 - C1	C2 - A2
7.		
8. C1 - A1	B1 - C2	A2 - B2
9. A1 - B1	C1 - A2	C2 - B2

Relegation Round:

C3 - A3
B3 - C3
A3 - B3

The game results A1 - A2, B1 - B2, C1 - C2 from the Preliminary Round will also count for positions 1 to 6 in the Final Round.

- 10) Schedule of games for tournaments with 9 teams to play each other as seeded in three groups in the Preliminary Round, followed by three Final Rounds for positions 1 - 2 - 3, 4 - 5 - 6, and 7 - 8 - 9:

Preliminary Round:

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

Final Round for Positions:

1 - 2 - 3	4 - 5 - 6	7 - 8 - 9
5. B1 - C1	B2 - C2	B3 - C3
6. C1 - A1	C2 - A2	C3 - A3
7. A1 - B1	A2 - B2	A3 - B3

This simple schedule is recommended for bottom pools where it serves merely for qualification to higher pools.

- 11) Schedule of games for tournaments with 9 teams to play each other as seeded in three groups in the Preliminary Round, followed by a Second Round to determine positions for the Bronze and Gold Medal Final Games:

Preliminary Round:

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

Second Round for Positions:

Group D	Group E	Group F
5. 1C - 1A	2C - 2A	3C - 3A
6. 1B - 1C	2B - 2C	3B - 3C
7. 1A - 1B	2A - 2B	3A - 3B

Finals

9. 3D - 1E (Bronze Medal Game) 1D - 2D (Gold Medal Game)

- 12) Schedule of games for tournaments with 10 teams to play each other as seeded in two groups of the Preliminary Round, followed by Final Rounds for positions 1 to 4 and 5 to 8 and a Relegation Round of the bottom teams:

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

Final Round:

1 - 2 - 3 - 4		5 - 6 - 7 - 8		Relegation Round:
8. A1 - B2	B1 - A2	A3 - B4	B3 - A4	A5 - B5
9. B1 - A1	B2 - A2	B3 - A3	B4 - A4	B5 - A5

The results of games A1 - A2, A3 - A4, B1 - B2, B3 - B4 from the Preliminary Round will also count for positions 1 to 4 and 5 to 8 in the Final Round.

In lower pools, which merely serve as qualification to higher pools, it is possible to schedule the decisive playoff games for final classification from 1 to 10 as follows:

8. A1 - B1	B2 - A2	A3 - B3	B4 - A4	A5 - B5
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- 13) Schedule of games for tournaments with 10 teams to play each other as seeded in two groups of the Preliminary Round, followed by a Final Round for positions 1 to 6 and 7 to 10. Preliminary Round same as in example number twelve.

Final Round:

1 - 2 - 3 - 4 - 5 - 6			7 - 8 - 9 - 10	
8. A1 - B3	B1 - A2	B2 - A3	A4 - B5	B4 - A5
9. A1 - B2	B1 - A3	A2 - B3	B4 - A4	B5 - A5
11. A1 - B1	A2 - B2	A3 - B3		

Results of the games A1 - A2, A1 - A3, A2 - A3, B1 - B2, B1 - B3, B2 - B3, A4 - A5, and B4 - B5 from the Preliminary Round will count also for final standings.

- 14) Schedule of games for tournaments with 10 teams to play each other as seeded in two groups of the Preliminary Round, followed by Final Round for positions 1 to 8 and 9 to 10. Preliminary Round same as in example number twelve. Final Round as follows:

8. A1 - B4	A2 - B3	B2 - A3	B1 - A4	A5 - B5
9. A1 - B3	A2 - B4	B1 - A3	B2 - A4	B5 - A5
11. A1 - B2	B1 - A2	A3 - B4	B3 - A4	
12. A1 - B1	A2 - B2	A3 - B3	A4 - B4	

The results of the games A1 - A2, A1 - A3, A1 - A4, A2 - A3, A2 - A4, A3 - A4, B1 - B2, B1 - B3, B1 - B4, B2 - B3, B2 - B4, B3 - B4 from the Preliminary Round will count also for final standings. If the teams A5 and B5 after two relegation games are even on points, there will be sudden victory 10 minute overtime and eventually game winning shots to decide the team to be relegated.

- 15) 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 twelve.

Playoff Games:

8. A1 - B4	A2 - B3	B2 - A3	B1 - A4	A5 - B5
9. L(A1 - B4)	- L(B2 - A3)	L(B1 - A4)	- L(A2 - B3)	B5 - A5
W(A1 - B4)	- W(B2 - A3)	W(B1 - A4)	- W(A2 - B3)	A5 - B5 day 11
				(9. - 10) (i.n.)
11. L/L(A1 - B4)	- L(B2 - A3)/	- L/L(B1 - A4)	- L(A2 - B3)	(7. - 8.)
W/L(A1 - B4)	- L(B2 - A3)/	- W/L(B1 - A4)	- L(A2 - B3)	(5. - 6.)
L/W(A1 - B4)	- W(B2 - A3)/	- L/W(B1 - A4)	- W(A2 - B3)	(3. - 4.)
W/W(A1 - B4)	- W(B2 - A3)/	- W/W(B1 - A4)	- W(A2 - B3)	(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.

- 16) Schedule of games for tournaments with 10 teams to play each other as seeded in two groups in the Preliminary Round, followed by playoffs for positions 1 to 6 and a Relegation Round of the bottom teams.

Preliminary Round same as example number twelve.

Playoff Games: 1 - 2 - 3 - 4 - 5 - 6

Relegation Round: 7 - 8 - 9 - 10

8. A2 - B3	B2 - A3	A4 - B5	B4 - A5
9. A1 - W(B2 - A3)	B1 - W(A2 - B3)	A4 - B4	A5 - B5
11. L(A2 - B3)	- L(B2 - A3)	Results A4 - A5 and B4 - B5 of the	Preliminary Round count for the
	(5. - 6.)	relegation standing.	
L/A1 - W(B2 - A3)	- L/B1 - W(A2 - B3)		
	(3. - 4.)		
W/A1 - W(B2 - A3)	- W/B1 - W(A2 - B3)		
	(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.

- 17) 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 1A-2A, 1A-3A, 2A-3A, 1B-2B, 1B-3B, 2B-3B, 1C-2C, 1C-3C, 2C-3C, 1D-2D, 1D-3D, 2D-3D 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

- 18) 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 matchups 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 1A-2A, 1A-3A, 2A-3A, 1B-2B, 1B-3B, 2B-3B, 1C-2C, 1C-3C, 2C-3C, 1D-2D, 1D-3D, 2D-3D 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.

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 have to practice at the same time in different arenas, then the team in higher ranking from the preceding round will have the choice of practice arena.

If two opposing teams have to practice at the same time in different arenas, 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.

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 have to change the arenas after the Preliminary or Second 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 Game Winning Shots 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 CHAMPIONSHIPS

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, then a tie breaking formula will be applied as follows, creating a sub-group amongst the tied teams:

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 the teams still remain tied then the better goal difference in the direct games amongst the tied teams will be decisive.

Step 3:

Should the teams still remain tied 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 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.

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 as the game between these two teams could not end as a tie.

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.

OVERTIME OPERATIONS

If in a Preliminary Round, Second Round, Final Round or Relegation Round game, the game is tied at the end of regulation time, a five-minute overtime period shall be played immediately after an intermission of three minutes. The teams will defend the same goals as in the third period. The game will end when the five minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure will apply.

If a playoff game, a Quarter Final game, a Semi-Final game or a Bronze Medal game is tied at the end of regulation time, then a ten-minute overtime period shall be played immediately following the completion of an intermission of three minutes. The teams will defend the same goals as in the third period. The game will end when the ten minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure will apply.

If a Gold Medal Final Game is tied at the end of regulation time, then a twenty-minute overtime period shall be played immediately following the completion of a 15-minute intermission during which the ice will be resurfaced. The teams will change ends for the overtime period. The puck will be faced off at centre ice. The game will end when the twenty minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure will apply.

All overtime periods of any IIHF game shall be played with each team at the numerical strength of four (4) skaters and one (1) goalkeeper. Specific rules for this procedure are as follows:

1. If a team is penalized in overtime, the teams will play 4-on-3. Coincidental penalties do not affect the on-ice strength when assessed in overtime.
2. 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.
3. 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 a 4-on-4 or a 4-on-3 situation, as appropriate.
4. If there is a manpower advantage situation, which carries over from regulation time to overtime, the above criteria will be applied at the start of the overtime. Accordingly, if at the end of the regulation time, the teams are 5-on-4, overtime begins at 4-on-3.
5. When the regulation time ends with an on-ice manpower strength of 5-on-3, teams will commence the overtime with a strength of 5-on-3. With the expiration of penalties, due to continuous action, player strength may get to 5-on-5 or 5-on-4. At the first stoppage of play following, player strength must be adjusted to 4-on-4 or 4-on-3.
6. If at the end of regulation time teams are 3-on-3, overtime starts 3-on-3. 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.
7. If at the end of regulation time teams are 4-on-4 with a player or players in the box serving non-coincidental penalties, overtime starts 4-on-4 and players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, teams are adjusted to 4-on-3 or 4-on-4, as appropriate.

GAME WINNING SHOTS PROCEDURE

If following the completion of regulation time in any IIHF Championship game and the score of such a game is tied, the teams will then play a 4-on-4 overtime period with the team scoring first declared the winner.

If no goal is scored in the overtime period then the IIHF Game Winning Shots Procedure will apply. The following procedure will be utilized:

1. Shots will be taken at both ends of the ice surface. The longitudinal centre section of the rink will be dry-scraped by the ice-resurfacing machine prior to the Game Winning Shots during the time required to organize the program accordingly.
2. The procedure will begin with three different shooters from each team taking alternate shots. The players do not need to be named beforehand. Eligible to participate in the Game Winning Shots will be the four goalkeepers 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 imposed during the game winning shots 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 Referee will advise the two captains which end of the rink will be utilized. The goalkeepers shall defend the same goal as determined by the Referee.
6. The goalkeepers from each team may be changed after each shot.
7. The shots will be taken in accordance with rule 509 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 result is still tied after 3 shots by each team the procedure shall continue with a tie-break shoot-out by one player of each team, with the same or new players with the other team starting to take the tie-break shots. The same player can also be used for each shot by a team in the tie-break shoot-out. The game shall be finished as soon as a duel of two players brings the decisive result.
10. The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.
11. Only the decisive goal will count in the result of the game. It shall be credited to the player who scored and to the goalkeeper concerned.

12. If a team declines to participate in the game winning shots procedure 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 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.

The following situations are the only situations that will be subject to Video Goal Judge review:

1. To determine if the puck has completely crossed the goal line.
2. To determine if the puck entered the net prior to or after the goal frame was dislodged.
3. To determine if the puck entered the net prior to or after expiration of time at the end of a period or the game.
4. To determine if the puck was directed into the net by a hand or kicked into the net by a skate.
5. To determine if a puck deflected into the net off of a game official.
6. To determine if the puck was struck with a high stick, above the height of the crossbar, by an attacking player, prior to the puck entering the net.
7. To establish the correct time on the official game clock at the point that the puck completely crossed the goal line, provided that the game time is available on the Video Goal Judge's monitor.

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.”

- 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.

Situational Examples:

Situation 1

A questionable play at the net (with respect to the puck entering the net) but play continues. During the first stoppage following this situation there is a video review of the play. The video review indicates a goal. The goal is awarded, the clock is reset and any penalties assessed during the time that play was in progress will start at the reset time.

Situation 2

A questionable play at the net (with respect to the puck entering the net) but play continues with a goal being scored at the other end causing a stoppage of play. There is a video review of the questionable play (requested by the Referee or by the Video Goal Judge). The video review indicates that a goal was scored on the questionable play. The goal is awarded. The clock is reset of the time of the questionable goal and the goal causing the stoppage of play is washed out.

Situation 3

A situation similar to 2 above and the same team scores again. A review of the play indicates that the team scored on the first play, but play continued. A goal is awarded at the time of the first play. The clock is reset, and play is to continue from the time of the first goal.

Video Goal Judge Guidelines for Referees:

1. 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.
2. 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.
3. Following a goal on televised games, provide a little extra time to allow the broadcaster to show replays of the goal.

4. 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.
5. 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.
6. If a delayed penalty was to be assessed before the goal but play continues and a video replay determines a goal, then the penalty is washed out as it was to be assessed before the goal. However, if the penalty was to be called after the goal but before the stoppage of play then the penalty is to start at the reset time on the game clock.

TELEVISION COMMERCIAL BREAKS

During each regular period of the games in an IIHF Championship there may be two (2) commercial breaks, each with duration of 60 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.

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

Break number 1	14.00
Break number 2	08.00

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 whistle in the next commercial break time slot. The second commercial will then be taken two whistles after the first commercial break is taken in this time slot. If there is another incident where the second commercial is missed, this procedure will continue to repeat itself until all breaks are taken. The only exception is when a five minute (non-coincidental) major penalty is called on a player. In this situation the commercial break must be taken at this whistle and will be administrated by the commercial co-ordinator in the normal fashion.

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
- The Commercial Co-ordinator signals the TV truck that there is a commercial and immediately starts his/her watch
- 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 sixty-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:

- Goalkeepers 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

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

The usage of the video jumbo screens and video scoreboards in arenas should enhance the game and not intrude or affect the flow of the game. The images on the jumbo screen should entertain but not incite the fans. Under no circumstances should video shown on the jumbo screen be used to disgrace the game, its players, game officials, team officials or spectators.

1. At no time may a video replay be shown on the jumbo screen if the intent or obvious effect of the replay will be to incite the fans or to be critical of the officiating of the game. In particular, close, questionable or controversial officiating calls or plays in which no call is made and to which the crowd reaction is obviously negative, may not be replayed. Although live game action is permitted on the jumbo screen, fights and situations leading to fights may not be replayed. Finally, the showing of video from the video goal judge replay system is not permitted.

2. Replays must show players, managers and coaches in a positive manner. Replay footage, which shows these people using questionable behaviour, must be avoided. For instance, after a call by a referee or a linesman, avoid video replay of team personnel or players arguing or gesturing obscenities at the game official. Showing video replays of injuries to any player or game official are prohibited.

In general a wide variety of different images should be shown on the jumbo screen during the game. However, the main focus should be on creating an additional value to the game itself by primarily using images such as live game action, game action replays, infotainment cartoons, player pictures etc. In a lesser extend pure amusement images should be used such as crowd animation cartoons, fan close ups, etc.

The following table gives a basic indication of when what kind of image is supposed to be shown:

Type of image	Time to be shown	Comments
Live game action	During the game play Before and after the game when the TV graphics with the official standings are shown	Consider the exceptions described above No audio comment
Replays	During stoppages of play, (commercial) time outs etc. – especially after exciting game actions, goal scenes as well as clear and non-questionable penalties	Consider the exceptions described above No audio comment
Game highlight packages	Before the game, in the intermissions and after the game	From the ongoing game, the ongoing game in the other arena and previously played games Consider the exceptions described above No audio comment

<p>Player Pictures Team Rosters</p> <p>Starting 6</p> <p>Goal scorer</p> <p>Penalized player</p> <p>Best Player of Game</p> <p>3 Best Player per Team</p> <p>Directorate Award winners</p> <p>MVP Media All Star Team</p>	<p>Simultaneously with the roster presentation of the public announcer</p> <p>Simultaneously with the starting 6 presentations of the public announcer</p> <p>During the goal scorer announcement</p> <p>During the penalty announcement</p> <p>During the Best Player of the Game presentation</p> <p>During the 3 Best Player per Team presentations</p> <p>During the Directorate Awards presentation</p> <p>During the MVP presentation</p> <p>During the Media All Star Team presentation</p>	<p>Player Cards with picture, name, number, current club, age and nationality of the player</p>
<p>Penalty and referee sign cartoons</p>	<p>Immediately following the penalty call.</p>	<p>Entertaining informative cartoons showing the most common penalty reasons + one generic penalty cartoon followed by the respective referee sign</p> <p>Duration: approx 10 sec</p>
<p>IIHF trailer</p>	<p>Before the roster and starting 6 announcements, at the end of each period and after the award ceremonies</p>	<p>Animated IIHF logo trailer provided by the IIHF</p> <p>Duration: approx 5 sec.</p>
<p>Entertainment images</p>	<p>During stoppages of play, commercial time outs etc</p>	<p>Cartoon mascot animating spectators</p> <p>Other animations (kiss me cam etc.)</p> <p>Spectator close ups - either from the live feed or from an arena camera</p>
<p>Advertising clips</p>	<p>Only during the time periods outlined in the Pre-Game Count Down and Post-Game Count Up Procedures document</p>	

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. In order to complete each assignment the Game Supervisor should arrive at the arena at least 70 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 Game Winning Shots Regulations.

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.

Advertising:

Ensure that only IIHF approved sponsorship is visible on equipment and bench apparel. The supervisor should be aware of the current IIHF pool of suppliers. Perform a preliminary check during the pre-game warm-up.

Problem Solving:

Be available to answer any questions before and after the game (benches, sweater colours, pre-game warm-up procedures) and to co-operate with the Referee Supervisor to solve problems concerning rules and/or rule interpretations.

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 and match misconduct penalties.

Goalkeeper Equipment Measurement Standards:

Between the second and third periods of games in selected IIHF Championship events, the Game Supervisor may be asked to randomly select one of the four goalkeepers on the IIHF Official Game Sheet to undergo a goalkeeper equipment spot check immediately following the game. This selection will be performed with the IIHF authorised representative in attendance. The IIHF authorised representative will perform the equipment spot check following the conclusion of the game.

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 proceeding there should be at least an electronic information board for additional game data and interesting news to spectators. In the arenas with an electronic cubic 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, OVT for overtime, GWS for game winning shots.
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. 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 other sudden victory play-off games and from 05.00 down to 00.00 in Preliminary and Second Round games.
7. 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.
8. 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.
9. Time-out counts down from 30 seconds to zero and appears in the actual game time position, which reappears automatically in its position.
10. Game winning shots 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.
11. Intermission of 15 minutes after the first and second period, also after third period in case of following 20 minutes overtime, stars counting down automatically when the period is terminated.
12. 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.
13. Game countdown shown by timekeeping system on the scoreboard:
 - 60 min Siren sounds, team representatives provide the filled in 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 compositions appear 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 teams dressing rooms.
 - 02 min Two buzzer sounds to teams dressing rooms and teams enter

- 15 sec the ice.
- 00:00 Referee calls the teams to face-off.
- 00:00 Game starts.

14. 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 preceding period ends.
- 03 min Buzzer sounds in the referee's dressing room and the 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 face-off.
- 00:00 Period starts.

15. 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 face-off.
- 00:00 Overtime starts.

16. Synchronization of the red and green lights: when the game is stopped and green light on, it shall be impossible for the goal judge to turn the red light on.

17. 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 World Championship. This is only to be applied when done in co-operation with the IIHF.