

SPENGLER CUP DAVOS

TOURNAMENT REGULATIONS

1. Tournament

The international ice hockey tournament to compete for the Spengler Cup is the oldest European ice hockey tournament, involving club teams who are invited by the Spengler Cup Organising Committee.

2. Venue / Date

The tournament takes place every year in Davos, between December 26th and 31st. The games are played at the Davos Ice Stadium.

3. Rules and Regulations

3.1. Regulations

The tournament is conducted in accordance with the regulations laid down by the International Ice Hockey Federation (IIHF) unless the following regulations state otherwise.

3.2. Procedure

The tournament is played in one straightforward qualifying round, all teams playing against each other. The two top-placed teams then play against each other in the final to decide the winner of the tournament. This means that every team plays at least 4 matches in 5 days, or 5 matches in 6 days. The competition schedule is drawn up by the Organising Committee and is final.

3.3. Ranking by Points

The ranking is governed according to the highest number of points. The points will be awarded as follows:

- the winning team after 60 minutes of regulation time will be awarded two (2) points
- in the event of a tie at the end of regulation time, each team will be awarded one (1) point
- the winning team in overtime or in Game Winning Shots will be awarded one (1) extra point

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3.4. Ranking in the Event of an Equal Number of Points

In the event of two or more teams achieving the same number of points, the following criteria will apply, in the order stated:

- a) Direct encounter:
 1. Points
 2. Goal difference in the direct encounter
- b) Goal difference for all matches:
Number of goals scored minus number of goals conceded
- c) Goal quotient for all matches:
Number of goals scored divided by number of goals conceded
- d) Drawing lots

3.5. Tied Game

- a) If a game is tied after 60 minutes, then, after a break of three minutes, overtime of five minutes will be played immediately.
- b) Both teams are to defend the same goal as they defended during the third period.

Both teams are to start the overtime, assuming no ongoing penalties, after 60 minutes with four skaters and one goalkeeper (penalty to be handled as per IIFH rules).
- c) The game ends after five minutes or as soon as a goal is scored. The team scoring the goal is the winner of the game.
- d) If no goal is scored during overtime, this will be followed by game winning shots or a shoot-out.
- e) Should a team refuse to play overtime, then the game will be declared lost by that team.

3.6. Procedure for the Game Winning Shots or Shoot-Out to Determine the Winner of the Game

- a) If a game is still tied at the end of a sudden victory overtime, a game winning shots competition or a shoot-out shall take place immediately. The centre of the ice will be dry-cleaned with the ice-cleaning machine.
- b) Each team shall appoint three players, listed on the official game sheet, to take the shots.
- c) Any player whose penalty had not been completed when the 5 minute sudden victory overtime period ended is not eligible to be nominated as one of the players selected to take the shots and must remain in the penalty box or in the changing rooms. Also players serving penalties imposed during the game winning shots must remain in the penalty box or in the changing rooms until the end of the procedure.

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- d) The referee will call the two captains to the centre of the ice 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.
- e) The goalkeepers shall defend the same goal as in the overtime. The goalkeepers may be changed after each shot.
- f) The shots will be taken in accordance with rule 509 of the IIHF Official Rule Book.
- g) The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- h) If the result is still tied after three shots by each team, the procedure shall continue with a tie-break by one player for each team. Either the same or new players can be appointed to take the shots. It is also possible for the same player to always take the shots. The other team starting to take the tie-break shots. The game shall be finished as soon as a duel of two players brings the decisive result.
- i) The official scorekeeper will record all shots taken indicating the players, goalkeepers and goals scored.
- j) 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.
- k) If a team declines to participate in the game winning penalty shots procedure the game will be declared as a loss for that team. If a player declines to take a penalty shot it will be declared "no score" for this team.

3.7 Final Match to Decide the Winning Team

After the qualifying round, the first and second placed teams play against each other in the final to decide the winner of the tournament. In the event of a drawn game after normal playing time (60 minutes) has elapsed, the regulations 3.5 and 3.6 as described above will apply (extra time, penalty shoot-out).

4. Cup

Each team will receive awards as stipulated in the contract and a cup corresponding to the ranking.

5. Teams

The Spengler Cup is an invitation tournament. Teams must always field their best team in its usual formation, in accordance with championship games.

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5.1. Participants (Delegation)

A team consists of maximum 25 players (including goalkeepers) and 5 officials = 30 people in total.

With the consent of the tournament administration, it is permitted for a team to include up to 6 players (5 skaters and 1 goalkeeper) from other clubs as reinforcements. The additional players will be counted as part of the delegation.

5.2. Registration Date

A provisional list of players and goalkeepers must be submitted to the tournament management at the latest by 30th November of the tournament year, for the purpose of registration. This list must contain the following details relating to the players: surname, first name, age, weight, position and the number of games in representative teams. Please use the official form provided.

The final list must be submitted to the tournament management by 25th December, 12.00 hrs midday at the latest. No amendments may be made to the list after this date.

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6. Rules for Teams and Officials

Teams must bring all the necessary equipment with them, with the exception of game jerseys. The Club is expected to bear the costs of any materials it requires for its own consumption. The game jersey for the tournament will be provided and may be retained by the teams after the tournament. The protective pants provided by the organiser must be returned. Clubs will be charged for any missing protective pants. Players' helmets must all be of the same colour.

7. Tournament Management

The tournament management consists of three members and will be appointed by the organisation committee. The president of the OC is officially the chairman of the tournament management team (OC President).

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8. Tournament Judges

It is the responsibility of the tournament judges to ensure that the tournament runs smoothly, and in a manner that is sporting and in accordance with the regulations. The panel of judges consists of three members, as outlined below:

- OC president, Chairman
- Referee Department
- Representative of the SIHA (Swiss Ice Hockey Association)

All decisions made by the tournament judges in connection with these regulations or the course of play will be binding and final.



9. Statistics

The Organising Committee will draw up a statistical summary for each game. This is available to team managers free of charge.

10. Doping Tests

The Organiser has the right to conduct random doping tests.

11. Interpretation

Should the interpretation of the German-English regulations be unclear, then the German version of the rules will be taken as the valid text.

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