



TOURNAMENT REGULATIONS 2021

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1. Tournament

The international ice hockey tournament of the Spengler Cup is the oldest European ice hockey tournament, mostly involving club teams that are invited by the organizer.

2. Date / Venue

The tournament takes place each year from December 26th to December 31st in the ice stadium in Davos.

3. Formula

3.1. Regulations

The tournament will be conducted according to the rules of the Unified Rulebook of the International Ice Hockey Federation (IIHF). Exceptions are the following rules which are mentioned under **point 3.8** of the present tournament regulations. The rink boards correspond to the regulations of the Swiss Ice Hockey Federation (SIHF).

3.2. Mode

In the first phase of the tournament, all teams play a qualification round in two groups ("round robin" - all group members play against each other). The second and third-placed team of each group will then play a pre-semifinal game to determine the semifinalists.

In the second phase of the tournament, the winners of the qualification round will play a semifinal against the winners of the pre-semifinals to determine the two finalist teams. Each team therefore has at least three games within five days or a maximum of five games within six days. The game schedule is set up by the Organizing Committee and is binding.

GAME SCHEDULE 2021

EISSTADION DAVOS

DATE	TIME	GAME	TEAMS
SUNDAY 26.12.2021	15:30	GAME 01	HC AMBRI PIOTTA FRÖLUNDA HC
	20:15	GAME 02	SPARTA PRAG TEAM CANADA
MONDAY 27.12.2021	15:30	GAME 03	KALPA KUOPIO LOSER GAME 01
	20:15	GAME 04	HC DAVOS LOSER GAME 02
TUESDAY 28.12.2021	15:30	GAME 05	WINNER GAME 01 KALPA KUOPIO
	20:15	GAME 06	WINNER GAME 02 HC DAVOS
WEDNESDAY 29.12.2021	15:30	PRE-SEMIFINALS	
	20:15	GAME 07	2. GROUP TORRIANI 3. GROUP CATTINI
THURSDAY 30.12.2021	15:30	SEMIFINALS	
	20:15	GAME 08	2. GROUP CATTINI 3. GROUP TORRIANI
FRIDAY 31.12.2021	15:30	GAME 09	1. GROUP CATTINI WINNER GAME 07
	20:15	GAME 10	1. GROUP TORRIANI WINNER GAME 08
FRIDAY 31.12.2021	12:30	FINAL	
		GAME 11	WINNER GAME 09 WINNER GAME 10

GROUP TORRIANI	HC AMBRI-PIOTTA FRÖLUNDA HC KALPA KUOPIO	GROUP CATTINI	SPARTA PRAG TEAM CANADA HC DAVOS
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3.3. Ranking by points

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

- The winning team will be awarded three (3) points after 60 minutes of regulation time.
- In case of a tie at the end of regulation time, each team gets one (1) point.
- The winning team in overtime or after game winning shots gets one (1) extra point.

3.4. Ranking in case of equal number of points

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

- a) Higher number of points from direct encounter
- b) Better goal difference from group games
- c) Higher number of scored goals from group games
- d) If criteria A to C still do not lead to inequality, the better goal difference from direct encounters of involved teams is decisive
- e) If criteria A to D still do not lead to inequality, the higher number of scored goals from direct encounters of involved teams is decisive
- f) Fair play: the team with fewer penalty minutes is ranked higher
- g) By drawing lots

3.5. Tied game

- a) If a game is tied after 60 minutes, an overtime of five (5) minutes will be played immediately after a break of 90 seconds.
- b) There will be no further ice surface maintenance during the remainder of the overtime period. Following the overtime period and before the shootout, the ice surface will be "dry-scraped," as in the SIHF NL regular season.

3.6. Procedure of game winning shots to determine the winner of the game

According to IIHF regulations

3.7. Power Break / Period intermission /intermission

3.7.1 There will be two Power-Breaks per period (total of six per game)

3.7.2 Each break will last 70 seconds (total of 420 seconds = 7 minutes per game)

3.7.3 Power breaks can only be called 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 power break is not allowed.

Power 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

3.7.4 The period intermissions will be 18 minutes.

3.7.5 After a goal is scored, there shall be a break of 45 seconds before the ensuing faceoff.

3.8. Tournament rule exceptions to the new IIHF rule book

The following rules will **NOT** be applied at the tournament:

I.Video Judge

- | | |
|--------------------|--|
| a) IIHF Rule 18.4. | On ice video review for Double-minor Penalties for High Sticking |
| b) IIHF Rule 20.6. | On ice video review for Major Penalties |
| c) IIHF Rule 21.5 | On ice video review for Match Penalties |

II.Misconduct Penalties

- | | |
|-------------------|--------------------------------|
| a) IIHF Rule 22.4 | Reporting 'Abuse of Officials' |
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III.Coach's Challenge

- | | |
|--------------------|---|
| a) IIHF Rule 38.3. | Coach's Challenge initiated by the IIHF Video Review Operations |
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IV.Game Timekeeper

- | | |
|--------------------|---------------------|
| a) IIHF Rule 34.3. | Overtime Operations |
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4. Cup/Plaque

The teams are paid a contractual compensation for tournament participation. Furthermore, each team gets a cup/plaque according to its ranking.

5. Teams

5.1. Participants (Delegation)

A team consists of maximum 27 players (including goalkeepers) and 8 officials = 35 people in total.

With the consent of the tournament management, it is permitted for a team to include

up to 4 players (3 skaters and 1 goalkeeper) from other clubs as reinforcements. Such reinforcement players will be counted as part of the squad.

5.2. Registration date / Player Entry

Each participating team must nominate a registrant to enter the players and team officials through the online portal. The name, email address, and phone number of the team registration official must be emailed no later than October 10th.

The registration official will receive system credentials when the Hydra Online Player Registration portal opens on November 8th.

The maximum of players to register to the Entry Long List is 32 including goalkeepers. Until 30th November 2021 please delete all players, who will not participate at the tournament for jersey number production purposes.

The final team roster of 22 persons (20 players + 2 goalkeepers) must be submitted in written form to tournament management no later than noon on December 25. The remaining 5 athletes may be added during the tournament. The minimum number of registered players including goalkeeper is 14.

The Player Entry List must contain the following details relating to the players: Passport surname, passport first name (e.g. Daniel), preferred surname, preferred first name (e.g. Danny) citizenship, jersey number, date of birth (DD.MM.YYYY), weight (kg), height (cm), handedness, position, club team.

Should the tournament doctor determine that a goalkeeper has sustained an injury which prevents the goalkeeper from playing, a team is subsequently allowed to nominate an additional goalkeeper outside the quota according to paragraph 5.1 section 1.

6. Rules for teams and officials

Teams must bring all the necessary equipment with them, except for jerseys. Each club is expected to bear the costs of its necessary material. The tournament jerseys will be provided by the organizer and may be kept after the tournament. The provided shells must be returned. Clubs will be charged for any missing shells. Players' helmets must all be the same color.

7. Tournament management

The tournament management consists of three members and will be appointed by the Organization Committee.

8. Tournament jury

It is the responsibility of the tournament jury to ensure that the tournament runs smoothly and in accordance with the regulations. The tournament jury will be determined by the tournament management no later than December 15. Members of the tournament management or organization committee may not act on the tournament jury.

The tournament jury decides on all questions arising from these regulations over the course of the tournament.

9. Disciplinary Proceedings

9.1 General

On the ice, a Major Penalty + Game Misconduct (5' + GM) is the maximum penalty which can be imposed. Further penalties will be imposed by the Tournament Jury in accordance with point 9 of these regulations. Sanctions may be brought for disciplinary offences committed by players/coaches or officials on- or off-ice.

9.2 Initiation of proceedings

The Tournament Jury shall initiate proceedings in the event of violations of IIHF Regulations by players or coaches only by virtue of its office or, in the event of violations by tournament officials, on the order of tournament management.

9.3 Violations

Serious breaches of IIHF Regulations and breaches of the basic principles of integrity, fairness and sportsmanship shall be considered as violations.

9.4. Evidence

When sanctioning violations of IIHF regulations, TV images and - where available - the referee's report shall be considered as evidence.

9.5. Decision

The Tournament Jury shall reach its decision based on the evidence set out at preceding clause 9.4. There shall be no hearing for the player/s or coach/es concerned.

9.6. Sanctions

Sanctions may consist of:

- a) A fine
- b) Suspension for one or more games
- c) Suspension for the remaining games of the tournament

The fine shall be paid by the participating Club and will be offset against contractual - compensation. Fines and periods of suspension may be combined.

10. Statistics

The Organizing Committee will draw up a statistical summary for each game. For the teams, the statistics are available free of charge.

11. Doping tests

The Organizer has the right to conduct unannounced doping tests.

12. Interpretation of regulations

Should the interpretation of the German and English versions of the regulations be unclear, the English version is decisive.