



**20th European
Air Traffic Controllers
Ice Hockey Tournament
(EATCIHT 2019)**

Krynica-Zdrój, Poland

RULES AND PLAYING SYSTEM

1. TOURNAMENT FORMAT

The 10 registered teams are divided into two groups for the Preliminary Round. Each team will play 4 games. After a single round-robin series in each group, the teams from each group advance to the Final Placement Games (each team will face the team of the other group with the equivalent standing in a cross-over format: 5A vs. 5B, 4B vs. 4A, 3A vs. 3B, 2B vs. 2A and 1A vs. 1B).

2. TEAM COMPOSITION

For a team to play a game it must be able to put on the ice at least five skaters and one goalkeeper at the beginning of the game.

3. PLAYER EQUIPMENT

Skaters' equipment consists of sticks, skates, protective equipment and uniforms. All protective equipment, except gloves, helmets, and skates must be worn entirely underneath the uniform. Equipment must conform to safety standards and be used only to protect skaters, not to enhance or improve playing ability or to cause injury to an opponent. Full equipment, including helmets, must be worn properly during the game and pre-game warm-up. Only face masks are optional. Inline trousers for roller hockey are not allowed.

4. POINT SYSTEM / FINAL RANKING

For all games in the Preliminary round 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,
- 0 points for the team losing the game in regulation time.

For all Final Placement Games 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 the Penalty-Shot Shootout if the teams are tied following conclusion of the third period,
- 0 points for the team losing the game in regulation time.

The results of the Final Placement Games will determine the Tournament Final Standing.

5. TIE-BREAKING FORMULA

In case of two or more teams end up with the same number of points, the tie-breaking formula will determine the standings:

- Step 1: Head-to-head results
- Step 2: Total score differential (Goals For : Goals Against)
- Step 3: The highest number of goals scored
- Step 4: The least number of goals against
- Step 5: The least penalty minutes.
- Step 6: Coin toss.

6. LENGTH OF PLAY

Preliminary Round

- A regulation time consists of three straight-time periods of 15 minutes (no timeouts),
- Periods are separated by a 2-minute rest intermission,
- Teams change ends to start each period,
- Time stopping in the last minute of the game (not applicable if one team is ahead by 2 or more goals),
- Games in the Preliminary Round can finish in a tie (no penalty-shot shootout),
- There will be a 5 minute warm-up at the start of each game.

Final Placement Games

- A regulation time consists of three straight-time periods of 20 minutes and a Penalty-Shot Shootout if required (no timeouts),
- Periods are separated by a 2-minute rest intermission,
- Teams change ends to start each period,
- Time stopping in the last minute of the game (not applicable if one team is ahead by 2 or more goals),
- Final Placement Games must have a winner. If a game is tied at the end of regulation time, a Penalty-Shot Shootout procedure will be applied to determine the winner. Three different shooters from each team will take alternate shots, until a decisive goal is scored. If the game is still tied after three shots by each team, the procedure will continue with a tie-break shoot out by one player of each team, with a reversed shooting order. The same or new players can take the tie-break shots. Shots will be taken at both ends of the ice. A coin toss will determine which team takes the first shot, with the winner of the toss having the choice whether his team will shoot first or second. Any player, whose penalty was not over at the end of regulation time, cannot take the shots and must stay in the penalty box or in the dressing room. The goalkeepers will defend the same goal, as in the third period. The goalkeepers from each team may be changed after each shot. The players of both teams will take the shots alternately until a decisive goal is scored,
- There will be a 5-minute warm-up at the start of each game.

7. GAME RULES SPECIFICATIONS

- No center-red line: Passes from the defending zone to any player in neutral zone are allowed,
- No Slap shots: Stick raised above the knee on the back swing when shooting or passing the puck will result in a face-off in the offending teams' defensive zone face-off spot,
- No body-checking: Body checking will result in a minor or major penalty at the referee's discretion,
- High stick: It may be called for carrying the stick above the normal height of the waist. In all cases, use of the stick on the opponents' body above the waist should be watched carefully and penalized accordingly,
- Icing: According to the IIHF rules (red line). Defensive line changes will be permitted on icing calls,
- Minor penalty = 2 straight-time minutes. Three minor penalties of the same player in one game will be a game ejection. Player is eligible to play in the next game,
- Major penalty = 5 straight-time minutes. Referee's decision if the player is ejected from the game,
- **NO FIGHTING!!!** Fighting will result in a major penalty and may result in a tournament disqualification.