



**INLINE HOCKEY**



***EUROPEAN LEAGUE***

***2019***

***Regulations***

## **I. GENERAL PROVISIONS**

### **Article 1.**

#### **Scope of application**

- 1.1. The present Regulation for Roller in line Hockey European Clubs Competitions (WS.E In. Line Hockey European League Regulations) govern the competition system and rights, duties and responsibilities of all parties participating and involved in the participation of clubs teams' competitions organised by the World Skate Europe In Line Hockey Commission and shall apply in connection with all other pertinent regulations.
- 1.2. The competitions concerned by this regulation is:
  - ✦ European League 2019

### **Article 2.**

#### **Applicable rules and regulations**

- 2.1. All WS.E regulations, manuals and guidelines applicable to the CLUBS COMPETITIONS shall form an integral part of the present WS.E CLUBS COMPETITIONS Regulations including (without limitation):
  - ✦ WS.E – Statutes
  - ✦ WS.E – Roller Skating European Events Regulation
  - ✦ WS.E – Justice and disciplinary Regulation
  - ✦ WS.E – General Regulation
  - ✦ WS.E – Finance Regulation
  - ✦ WS.E – Medical Regulation for European Events
  - ✦ WS.E IN LINE HOCKEY Bid and Event Manual for CLUBS COMPETITION
  - ✦ The World Skate/IHTC Rules of the Game
  - ✦ [WS.E INLINE HOCKEY Players Statutes and Transfers regulations](#)

## **II. COMPETITION SYSTEM**

### **Article 3.**

#### **Number of participating teams**

- 3.1. The 2019 EUROPEAN LEAGUE is a World Skate Europe In Line Hockey Commission event played by 12 teams

### **Article 4.**

#### **Overall Tournament**

- 4.1. The 2019 European League starts with a unique level of competition that splits into two (2) separate levels of competition where teams will compete to win trophies called European League Trophy and President Cup Trophy

## ***European League - Regulations***

4.2. The 2019 European League is played in a format based of:

- a. A round robin with three (3) groups of four (4) teams
- b. For the two (2) different levels that are the European League Trophy and Cup of the President Trophy, a group phase consisting in two (2) groups of three (3) teams per level
- c. Per level, a final phase consisting in semi-finals and finals

4.3. The spectators' interest should always be taken into consideration when assigning the teams and setting the match framework

### **Draw - Groups seeding**

4.4. Three groups are named by a letter A, B and C.

4.5. The Host proposes the match framework of the competition. In this framework, matches are listed with virtual teams, named by the group and the position of a team inside the group (eg. A1, A2, ..., B4...).

4.6. The seeding is based on two priorities

- a. The six (6) first registering winner of their respective national championship are seeded in groups, taking into account the association ranking for both defining the six (6) eligible countries and the position of the team in the seeding process
  - ✦ First team and last team, of the six (6) registering ones, goes in Group A (respectively A1 and A2)
  - ✦ 2<sup>nd</sup> team and 5<sup>th</sup> team, of the six (6) registering ones, goes in Group B (respectively B1 and B2)
  - ✦ 3<sup>rd</sup> best team and 3<sup>rd</sup> weakest, of the six (6) registering ones, goes in Group C (respectively C1 and C2)
- b. The other teams are seeded based on a draw
  - ✦ In case a draw team is affected into a group where another team from the same country is already in, this team is automatically affected to next pool considering the alphabetical order
  - ✦ In this case, the next team to be seeded will take the initial place left by the previous draw

### **Round Robin - Groups Format**

4.7. The matches are played with each team playing all opponents of its group

4.8. At the end of all the games, a ranking of the group is made

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### **Two Levels Group Phase**

#### *Group constitution*

- 4.9. Teams ranked on 1<sup>st</sup> or 2<sup>nd</sup> position of their round robin group are qualified for the European League Phase
- 4.10. Teams ranked on 3<sup>rd</sup> and 4<sup>th</sup> position of their round robin pool are qualified for the President Cup Phase
- 4.11. For each level, two (2) groups of three (3) teams are set:
- a. European League Group 1, named EL1
  - b. European League Group 2, named EL2
  - c. President Cup Group 1, named PC1
  - d. President Cup Group 2, named PC2
- 4.12. Those groups are composed as followed, based on round robin groups ranking:
- a. EL1 is composed by 1<sup>st</sup> from Group A, 2<sup>nd</sup> from Group B and 2<sup>nd</sup> from Group C
  - b. EL2 is composed by 2<sup>nd</sup> from Group A, 1<sup>st</sup> from Group B, 1<sup>st</sup> from Group C
  - c. PC1 is composed by 3<sup>rd</sup> from Group A, 4<sup>th</sup> from Group B, 4<sup>th</sup> from Group C
  - d. PC2 is composed by 4<sup>th</sup> from Group A, 3<sup>rd</sup> from Group B, 3<sup>rd</sup> from Group C

#### *European League*

- 4.13. The matches in EL1 and EL2 groups are played with each team playing all opponents of its group
- 4.14. At the end of all the games, a ranking of each EL group is made
- 4.15. Each team ranked 3<sup>rd</sup> of its EL group will play a placement game
- 4.16. Semi-Final consists in two games opposing the first (1<sup>st</sup>) ranked team of a EL group against the second (2<sup>nd</sup>) ranked team of the other EL group
- 4.17. Final game consists in a game between the two winners of the semi-finals
- 4.18. Third place game consists in a game between the two losers of the semi-finals

#### *President Cup*

- 4.19. The matches in PC1 and PC2 are played with each team playing all opponents of its group
- 4.20. At the end of all the games, a ranking of each PC group is made
- 4.21. Each team ranked 3<sup>rd</sup> of its PC group will play a placement game

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4.22. Semi-Final consists in two games opposing the first (1<sup>st</sup>) ranked team of a PC group against the second (2<sup>nd</sup>) ranked team of the other PC group

4.23. Final game consists in a game between the two winners of the semi-finals

4.24. Third place game consists in a game between the two losers of the semi-finals

### **Match system**

4.25. All matches are played in two times twenty (2x20) minutes with a half-time break according to the WS Rules of the Game

4.26. In case of match ending in a draw after the regular play time, five (5) minutes over time is played. The first team that scores a goal wins the match

4.27. In case of match ending in a draw after the over time period, a three (3) shoots on goal session is set, each team proposing a different player alternatively. The team that score more shoots on goals than its opponent wins the match.

4.28. In case of a match ending in draw after the regular shoot on goal session, a one (1) shoot on goal session is repeated until one team defeat its opponent. The team are free to choose any player for this repeated session.

### **Attribution of points**

4.29. In case of a team winning at the end of the regular playtime, three (3) points are awarded for a win and no point for a defeat.

4.30. In case of a draw after the regular period, each team get one (1) point and the team winning the game after the over time or shoot on goal session(s) gets one (1) extra point.

4.31. In case of a match ending with a shot-on-goal session, independently of the number of goal scored by the two teams during the session, only the last goal is counted and attributed to the team that has scored one more goal than the other

### **Group classification**

4.32. Teams' ranking in a group is obtained by adding up the number of points won by each team in each group match.

### **Equality of points**

4.33. If two or more teams are equal on points, they are classified based on criteria listed below. Once a team is ranked, the ranking process restarts with the remaining teams from the first criteria of this list, until all teams are ranked:

- a. Higher number of points obtained in the group matches played among the teams in question

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- b. Lowest total number of goals-allowed from the group matches played
  - c. Lowest total number of goals-allowed from the group matches played among the teams in question
  - d. The highest total of goals scored from the group matches played among the teams in question
  - e. Lower minutes of penalties against
- 4.34. If more than 2 teams need to be ranked, after ranking a first team with art.4.33, this process is restarted with the remaining teams, until classifying all teams
- 4.35. If this procedure does not lead to a decision after completion of all matches, a draw must decide the ranking. The draw must be carried out by the WS.E, if possible in the presence of at least one (1) representative of each Federation concerned.

### **Playing schedule**

- 4.36. Notwithstanding the foregoing, if requested, the playing schedule may be modified after the draw of the groups upon express approval of the WS.E In Line Hockey Commission. This decision in this matter is final.

## ***III. TROPHY, MEDALS and PRIZES***

### **Article 5.**

#### **Trophy**

- 5.1. The winner of the European League receives from the WS.E a trophy in the shape of a plate.
- 5.2. The other finalists of the European League receive from the WS.E a trophy in different shape than the winner's trophy.
- 5.3. The winner of the President Cup receives from the WS.E a trophy in the shape of a cup.
- 5.4. The other second (2<sup>nd</sup>) and third (3<sup>rd</sup>) of the President Cup receive from the WS.E a trophy in different shape than the winner's trophy.

#### **Gold, silver, bronze medals**

- 5.5. Each delegation member (up to twenty (22) persons including players and team officials) of the team that wins the European League receives a gold medal.
- 5.6. Each delegation member (up to twenty (22) persons including players and team officials) of the team ranked second (2<sup>nd</sup>) in the European League receives a silver medal.
- 5.7. Each delegation member (up to twenty (22) persons including players and team officials) of the team ranked third (3<sup>rd</sup>) in the European League receives a bronze medal.

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- 5.8. Each delegation member (up to twenty (22) persons including players and team officials) of the teams ranked from first (1<sup>st</sup>) to third (3<sup>rd</sup>) of the Cup of the President receives a commemorative medal

### **Commemorative medals**

- 5.9. Each WS.E Official who participates in a WS.E EURO organisation receives a commemorative medal

## ***IV. COMPETITION / MATCHES DATES AND TIMES***

### **Article 6.**

#### **Playing periods**

- 6.1. The playing dates/period of each WS.E CLUBS COMPETITION are fixed by the WS.E. They are notified to the Member Federations and clubs in the announcement of the Competition. WS.E CLUBS COMPETITION tournaments must be played during the respective pre-defined playing dates/periods. WS.E decision in this matter is final.

#### **Match dates / Throw-off times**

- 6.2. The Host Club(s) must make a proposal of date and throw-off time for each match of the tournament to the WS.E at least two (2) months before the respective playing period. The proposal must take into consideration the pre- defined playing schedule and playing dates/period
- 6.3. The exact dates and throw-off times of each WS.E CLUBS COMPETITION match are subject to coordination between the WS.E, the Host Club(s) and eventually the TV stations involved. The final decision regarding dates and throw-off times matches lies with the WS.E.
- 6.4. Once fixed, the exact dates and throw-off times matches are communicated to the participating Member Federations and clubs by the WS.E in due time before the start of the respective playing dates/period. Any later change of the matches dates or throw-off times must be subject to WS.E approval. The WS.E may condition its approval to the payment of the various costs arising from the change of the match date or throw-off time.

#### **Training times**

- 6.5. The Club hosting a WS.E CLUBS COMPETITION must give the guest teams the possibility to hold at least one (1) training session in the playing hall at a reasonable time before the start of the competition day.
- 6.6. The training session calendar is based on the order of the matches of the first day. Due to arrival time arrangements and with WS.E final approval, planning can be changed.
- 6.7. The training schedule must be communicated in due time to all participating teams. If the participating teams do not intend to use any of the planned training sessions, the respective club must inform the Host Club(s) accordingly on the evening prior to the scheduled date of the respective training session at the latest.



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6.8. The training facilities must be offered free of charge by the Host Club(s) to the guest teams.

### **Teams arrival dates**

6.9. The delegation of the guest teams shall arrive at a WS.E CLUBS COMPETITION tournament venue at least one (1) hour prior to the beginning of the technical meeting.