



INLINE HOCKEY



***WOMEN
EUROPEAN LEAGUE***

Regulations

I. GENERAL PROVISIONS

Article 1.

Scope of application

- 1.1. The present Regulation for Roller in line Hockey European Clubs Competitions (WSE 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:
- ✦ Women European League 2019

Article 2.

Applicable rules and regulations

- 2.1. All WSE regulations, manuals and guidelines applicable to the WSE CLUBS COMPETITIONS shall form an integral part of the present WSE CLUBS COMPETITIONS Regulations including (without limitation):
- ✦ WSE – Statutes
 - ✦ WSE – Roller Skating European Events Regulation
 - ✦ WSE – Justice and disciplinary Regulation
 - ✦ WSE – General Regulation
 - ✦ WSE – Finance Regulation
 - ✦ WSE – Medical Regulation for European Events
 - ✦ WSE Bid and Event Manual for CLUBS COMPETITION
 - ✦ The FIRS/CIRILH Rules of the Game
 - ✦ WSE Clubs Competition Regulations
 - ✦ WSE Player Statutes and Transfers

II. COMPETITION SYSTEM

Article 3.

Number of participating teams

3.1. The 2019 WSE WOMEN EUROPEAN LEAGUE is a WSE event played by 5 teams

Article 4.

Overall Tournament

4.1. The 2019 Women European League starts with a unique level competition that ends with 2 final games

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

- a. A round robin with one (1) groups of five (5) teams
- b. Three final games consisting in ranking teams 3 and 4 and 1 and 2

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

Round Robin - Groups Format

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

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

Finals

4.6. Third place game consists in a game between 3rd and 4th of the group

4.7. Final game consists in a game between 1st and 2nd of the group

Match system

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

4.9. 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

4.10. 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.

4.11. 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.

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Attribution of points

- 4.12. 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.
- 4.13. 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.
- 4.14. 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

- 4.15. 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

- 4.16. 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
 - 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
- 4.17. 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
- 4.18. 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 WSE, if possible in the presence of at least one (1) representative of each Federation concerned.

Playing schedule

- 4.19. Notwithstanding the foregoing, if requested, the playing schedule may be modified upon express approval of the WSE. WSE decision in this matter is final.

III. TROPHY, MEDALS and PRIZES

Article 5.

Trophy

- 5.1. The winner of the Women European League receives from the WSE a trophy in the shape of a plate.
- 5.2. The other second (2nd) and third (3rd) of the Women European League receive from the WSE a trophy in different shape than the winner's trophy.

Gold, silver, bronze medals

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

Commemorative medals

- 5.6. Each WSE Official who participates in a WSE EURO organisation receives a commemorative present

IV. COMPETITION / MATCHES DATES AND TIMES

Article 6.

Playing periods

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

Match dates / Throw-off times

- 6.2. The exact dates and throw-off times of each WSE CLUBS COMPETITION match are subject to coordination between the WSE, the Host Club(s) and eventually the TV stations involved. The final decision regarding dates and throw-off times matches lies with the WSE.
- 6.3. Once fixed, the exact dates and throw-off times matches are communicated to the participating Member Federations and clubs by the WSE in due time before the start

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of the respective playing dates/period. Any later change of the matches dates or throw-off times must be subject to WSE approval. The WSE 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

- 6.4. The Club hosting a WSE 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.
- 6.5. The training session calendar is based on the order of the matches of the first day. Due to arrival time arrangements and with WSE final approval, planning can be changed.
- 6.6. The training facilities must be offered free of charge by the Host Club(s) to the guest teams.

Teams arrival dates

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