



Visegrád Cup

2017/2018.

GAME DAYS	Preliminary Round: TUE, FRI, SUN Quarterfinal, Semifinal, Final: WED
OPENING FACE-OFFS	Between 5 pm. – 7 pm. (local time, except: TV broadcast)
MINIMUM ELIGIBLE PLAYERS AT THE BEGINNING OF THE GAME	13 skaters + 2 goalkeepers
MAXIMUM ELIGIBLE PLAYERS AT THE BEGINNING OF THE GAME	20 skaters + 2 goalkeepers
WARM UP	20 minutes
BEGINNING OF WARM UP	T-40 minutes
RENEWAL OF THE ENTIRE ICE SURFACE	Before and after warm up, between the periods. Overtime: dry renewal between the faceoff spots only before Shootout
VIDEO GOAL JUDGE	Yes (where it is possible)
DISCIPLINARY PANEL	2-member disciplinary panel (both Parties to delegate 1-1 members, respectively)
VIDEO RECORDING	Home Team is responsible for recording the game with at least 1 video camera.
GAME JERSEYS	Home team: DARK Guest team: WHITE
ONLINE GAME PROTOCOL	Local Online Game Protocol should be used. The link for the protocol will be put on the Cup's website.
OVERTIME IN ALL PRELIMINARY MATCHES (QUALIFICATION'S ROUND)	Sudden victory – 5 minutes, 3 on 3, following a 3 minute intermission. Tie after overtime: shootout, 5-5 different shooters from each team followed by tie-breaking shots if the teams are tied after five rounds of shots. Teams use the same ends like in the third period.

<p align="center">OVERTIME IN PLAYOFF MATCHES</p>	<p>Overtime procedure is used only in the second leg (return game) in Playoffs. If the first leg game ends with the score tied after regulation time, the tie remains as the final score.</p> <p>In case of a tie at the conclusion of regulation time of the second leg (return game) there will be a Sudden victory – 5 minutes, 3 on 3, following a 3 minute intermission.</p> <p>Tie after overtime: shootout, 5-5 different shooters from each team followed by tie-breaking shots if the teams are tied after five rounds of shots.</p> <p>Teams use the same ends like in the third period.</p>
<p align="center">2 POINT SYSTEM</p>	<p>The Cup will be played in a 2 point system. 2 points for a win (whether that would be in regulation, overtime, or shootout), 1 point for a loss in overtime or shootout, and zero points for a loss in regulation.</p>
<p align="center">RANKING OF THE TEAMS – PRELIMINARY ROUND (in this order)</p>	<ol style="list-style-type: none"> 1.) Upon the total points received 2.) Upon the goal difference of the whole Preliminary Round 3.) Upon the more goals scored during the whole Preliminary Round 4.) Upon final standings of last local season
<p align="center">RANKING OF THE TEAMS - PLAYOFFS</p>	<p>Teams play knock-out home-and-away games. Winner is determined by the aggregate score after the two games.</p>
<p align="center">HOME ICE ADVANTAGE FOR QUARTERFINALS</p>	<p>Teams ranked 1 and 2 after the Preliminary Round play their 2nd game at home</p>
<p align="center">HOME ICE ADVANTAGE FOR SEMI FINALS AND FINALS</p>	<p>If teams have met at the Preliminary Round: the winner of that game will play its 2nd game at home.</p> <p>If teams haven't met at the Preliminary Round: The better seeded team based on the final standings of last local season will play its 2nd game at home.</p>
<p align="center">AWARDS FOR TEAMS</p>	<p>Winner of the Visegrád Cup: Cup</p>
<p align="center">AWARDS FOR PLAYERS</p>	<p>Best Goalkeeper Best Defenseman Best Forward</p>