



Luxembourg Hockey League

General Framework & Briefing

Table of contents

Foreword	4
Divisions within the League	4
Game Mode	5
Divisions	5
Distribution of points	5
Final Four	6
Game Mode	6
Final Event	6
Player awards	7
Schedule	7
Board of Team Representatives	8
Voting Rights	8
Designated Team Representatives	8
Rulebook	9
Player Eligibility	10
Age By-Laws	10
Medical Control	11
Licence	11
Penalties in case of invalidity	11
Gamesheets & Software	11
Software Presentation & Tutorials	11
Accessing the software	12
In order to manage team rosters and player lists, under-age waivers, medical controls, player licenses as well as gamesheets, please go to the following links:	12
Strict Limitations	12
Helpdesk	12
Refereeing	13
COVID-19	13
Player Safety & Hygiene Rules	13
Cancellations	13
Final Four	14



Championship Title	14
Streaming rights, Copyright & Game Footage	14
Liability & Responsibility	14



Foreword

Dear hockey family in Luxembourg,

It's with great pleasure that we announce the new season of the Luxembourg Hockey League, a reinvented championship format to allow hockey teams, players and fans to enjoy competitive Ice Hockey in Luxembourg.

This document serves as a framework for the organization of the Luxembourg Hockey League, hereafter referred to as the "League" or "LHL", which is a championship organized by the Luxembourg Ice Hockey Federation, hereinafter referred to as the "Federation".

All participating teams in the League agree to the following rules and regulations at the moment where they participate in the first official League game.

Divisions within the League

1st Division:

- Beaufort Knights I
- Puckers Mix I
- Tornado Luxembourg
- + Promoted team from 2nd Division

2nd Division:

- Beaufort Knights II
- Puckers Mix II
- Huskies Luxembourg
- Silverbacks
- Tornado Women

Game Mode

Divisions

The season starts with a regular season, played between October 2020 and March 2021. The regular season will be followed by a Final Four tournament.

There will be two divisions of teams to start the first half of the regular season.

To start the season, all teams from the second division will play against each other once (first leg). All teams from the first division will play each other twice (home and away) during that same time.

Then, once the second division is done playing the first leg, the team with the most points in the division will be promoted to the first division and no longer participate in the second leg of the second division. The promoted team will play against each team of the first division once. Those games will then be counted double.

The second division will resume play normally and all teams will play against each other again (second leg). The second division will crown a division winner without the promoted team. Already played games against the promoted team will however be upheld and counted in the standings.

Distribution of points

Points for the standings will be counted as follows:

- Win: 3 points
- Overtime Win: 2 points
- Overtime loss: 1 point
- Loss: 0 points

The ranking in the standings is calculated as follows:

1. Points (descending)
2. Goal Difference (descending)
3. Goals Scored (descending)
4. Goals Received (ascending)
5. Penalty minutes received (ascending)

Final Four

Game Mode

After the regular season, the two divisions will play a knock-out / playoff round to crown the Champion (best team of the 1st Division) as well as the 2nd Division Winner. Teams will be seeded based on their ranking in the division standings of the regular season.

In each division, the playoff / Final Four bracket will look as follows:

Semi-final 1: #1 seeded team vs. #4 seeded team

Semi-final 2: #2 seeded team vs. #3 seeded team

Final: Winners of each semi-final play against each other

Small Final: Losers of each semi-final play against each other

Final Event

Given the circumstances under the global pandemic COVID-19, the exact date of this Final Four event or playoff round will not be fixed at the beginning of the season. We aim to hold this Final Four event around March 2021.

This Final Four event shall be a two-day event, whereas on the first day the semi-finals are played, and on the second day the finals are played. The second and final day shall be marketed as “Day of Hockey” to promote our beloved sport in Luxembourg. We plan to gain media coverage and gather all fans, players, families, staff and journalists around this event. The event will also crown the official Champion of Luxembourg.

The goal during this event is furthermore to allow clubs to sell their merchandise as well as memberships in their club. We also hope to sell drinks and food at this event, and split the income between all clubs (pro-rata by number of teams enrolled in the League). We want clubs in Luxembourg to be able to increase their financial resources through this event and thereby contribute to the growth of our sport and its clubs.

If COVID-19 does not allow the organization of such an event, teams will hold the Final Four games individually at separate locations and times, if possible. See COVID-19 point further below for further details.

Player awards

The Final Four event will also be a good occasion to elect the best players in Luxembourgish Ice Hockey:

- League MVP (voted by Fans)
- Best U20 (voted by coaches)
- Best Goalie (voted by coaches)

Schedule

Please find below the provisional schedule for the first leg of the regular season:

Date	Home Team	Away Team	Ice Rink	Start	End
Tuesday, October 13, 2020	Tornado	Puckers Mix I	Kockelscheuer Small Rink	20:30	22:30
Monday, October 19, 2020	Tornado Women	Huskies	Kockelscheuer Small Rink	19:15	21:15
Saturday, October 24, 2020	Silverbacks	Puckers Mix II	Kockelscheuer Small Rink	18:15	20:00
Tuesday, October 27, 2020	Puckers Mix I	Tornado	Kockelscheuer Small Rink	20:30	22:30
Saturday, October 31, 2020	Puckers Mix II	Tornado Women	Kockelscheuer Small Rink	18:15	20:00
Tuesday, November 17, 2020	Tornado	Knights I	Kockelscheuer Small Rink	20:30	22:30
Saturday, November 21, 2020	Puckers Mix I	Knights I	Kockelscheuer Small Rink	18:15	20:00
Sunday, November 22, 2020	Huskies	Silverbacks	Kockelscheuer Small Rink	11:15	open end
Sunday, November 29, 2020	Huskies	Knights II	Kockelscheuer Small Rink	13:15	open end
Saturday, December 5, 2020	Knights II	Silverbacks	Beaufort	19:30	open end
Sunday, December 6, 2020	Huskies	Puckers Mix II	Kockelscheuer Small Rink	10:00	open end
Monday, December 7, 2020	Silverbacks	Tornado Women	Kockelscheuer Small Rink	19:15	21:15
Thursday, December 17, 2020	Knights I	Tornado	Beaufort	19:30	open end
Saturday, December 19, 2020	Puckers Mix II	Knights II	Kockelscheuer Small Rink	18:15	20:00
Saturday, January 16, 2021	Knights II	Tornado Women	Beaufort	19:30	open end
Thursday, January 28, 2021	Knights I	Puckers Mix I	Beaufort	19:30	open end

This schedule is to be confirmed by team representatives until September 30th 2020.

The schedule for the second leg will be published as soon as the winner of the second division is established, and latest until January 31st 2021.



Board of Team Representatives

Voting Rights

The board of team representatives, hereafter referred to as the “Board” is governing over critical decisions.

Each team will be represented on this Board through one representative. One representative equals one vote. Teams can have two representatives present at the board, but only one vote is counted. Decisions are made by simple majority of votes. Teams failing to be represented will be considered as absent in the vote, and their voting right will be forfeited.

To facilitate organization, all day-to-day decisions are taken by the League Commissioner Gilles Mangen. Critical or controversial decisions will be taken by the Board.

The vote taken by the Board will always overturn the decision taken by the League Commissioner. Critical decisions can be challenged and then re-voted by the Board at all times.

The Board can be convened at any time, but will preferably - if possible and no urgency requires an immediate decision - be convened with one week prior notice.

There are eight teams in the league. Each team has one vote, the League Commissioner always has an additional voting right, meaning that decisions are made by a simple majority vote among maximum 9 votes. If less votes are present during a vote, the majority counts.

Designated Team Representatives

Team	Representatives	E-mail	Phone
Beaufort Knights I	Yves Barthels Benny Welter	yvbarthels@gmail.com ihcbe.info@gmail.com	621 258 324 691 790 398
Beaufort Knights II	Mossong Menn Benny Welter	mossongm69@gmail.com ihcbe.info@gmail.com	- 691 790 398
Puckers Mix II	Arnaud Guillard Gregory Herbe	arnaudguillard@tasteoftexas.eu gregherbe@gmail.com	621 328 490 691 153 168
Huskies Luxembourg	Claus Engelbrecht Richard York	claus.huskies@gmail.com york@techlaw.cz	621 351 537 691 511 066
Puckers Mix I	David Jozek Michael Mekhaeel	david.jozek@gmail.com mike_4041@yahoo.com	- 621 325 373

Silverbacks	Tom Krause	krausetom93@gmail.com	661 793 218
Tornado Luxembourg	Alain Schneider Petr Fical	aschneid@pt.lu fica10@outlook.de	621 323 053 661 273 001
Tornado Women	Christophe Hernandez Georges Scheier	Hernandez_christophe2000@yahoo.fr scheiergeorges@yahoo.com	691 190 201 691 684 719
Other Contacts			
League Commissioner	Gilles Mangen	mangen@clubee.com	691 682 953
Federation Representatives	Alain Schneider Monique Scheier Patrick Schon	aschneid@pt.lu nscheier@pt.lu patrick.schon@pwc.com	621 32 30 53 621 177 185 -
Head Referee	Ronny Scheier	ronnyscheier@hotmail.com	691 800 122
Licences & Medico	Monique Scheier	nscheier@pt.lu	621 177 185

Rulebook

1. Game duration: 3x15min
2. When available ice time for a game is ≥ 120 minutes:
 - a. We play with a clock stoppage;
 - b. The on-ice warm-up will be 10 minutes;
 - c. There will be a 5 minute break after the warm-up and between each period;

When available ice time for a game is >90 minutes but below 120 minutes:

 - a. We play with a clock stoppage;
 - b. The on-ice warm-up will be 5 minutes;
 - c. There will be no break between the warm-up and the first period, but there will be a 5 minute break between the second and third period;

If the available ice time is <90 minutes:

 - a. The clock will be running, except during events that force play to be stopped for longer than 2 minutes. An event that stops play for more than 2 minutes will allow the referees to stop the clock;
 - b. The on-ice warm-up will be 5 minutes;
 - c. There will be no break between the warm-up and the first period;
 - d. There will be a 5 minute break between the second and third period;
3. No tied games. If a game ends with a tie, the game goes immediately into Penalty shootout (KO round), due to ice-time limitations. One shooter for each team, one round at a time, until one team wins.
4. Rulebook for all other or in this document unspecified rules: General IIHF rules
5. Other rules:



- a. No contact, unless both teams agree upfront
- b. Players can only be in one team. If they appear on a second team in a game sheet, the game is counted as a forfeit loss for the team that used the player a second time. Teams need to make sure their players haven't played on other teams before. Exceptions can be made for goalies in case where a team has 0-1 goalies in total for the season, but must be validated by the League Commissioner 24h before the game.
- c. A team must have at least 6 players plus one goalie in order for a game to count. Failing to provide enough players results in a forfeit loss.
- d. Games can be rescheduled by both teams if consensus is found at least 48h before the game. If no consensus is found, then it is counted as a forfeit loss to the team that does not show up.
- e. Forfeited games = 5:0 score
- f. Match Penalty = player 1 game suspension + the Board will convene to decide upon further disciplinary action
- g. Game Misconduct = player is just out for the game. Upon 2 Game Misconducts during the season, the Board will convene and decide further disciplinary action (suspensions or other).
- h. No hybrid icing, unless both teams agree

Player Eligibility

Age By-Laws

To play in the League, players must be at least 18 years of age at the day of a game. Players who are below the age of 18 but above the age of 16 years at the day of a game, can participate in League games if their club has received an agreement from the parents and made the parents aware that their child will compete in an adult league. Clubs take full responsibility to have received such agreement by the parents when entering players below the age of 18 years on the game sheet. This agreement can come under the form of a signed Under-age waiver, as seen in this example: [Under-age waiver](https://drive.google.com/file/d/1Jj-ZSpaTpDXadR0yKRLwvDj6vSb56b83/view?usp=sharing) (<https://drive.google.com/file/d/1Jj-ZSpaTpDXadR0yKRLwvDj6vSb56b83/view?usp=sharing>).

Each club takes full responsibility and insurance coverage for players under the age of 18 years for which no under-age waiver or similar agreement has been provided by the parents.

Through the medico, all players are insured. Parents need however be made aware that their kid plays in a senior league.

Medical Control

All players are required to have a valid [Medico Sportif](#) .

All medical controls need to be entered on the software. They will only be considered as valid if they are listed as valid in the software. See “Gamesheets & Software” point further below.

Medico is usually managed and inserted into the software by the federation. Clubs are responsible to regularly check this information in the software and make sure that the players are being sent to the medical controls as soon as their status expires - or ideally way before.

Licence

All players need a valid digital license by the Luxembourgish Hockey Federation (FLHG). All licenses need to be managed through the software. They will only be considered as valid if they are listed as valid in the software. See “Gamesheets & Software” point further below.

Penalties in case of invalidity

The software is used to do the gamesheets and play-by-play will not allow players to be added to the gamesheet if they do not fulfil the criteria. For example, a player that does not have a valid licence in the software, is not selectable in the game sheet in the software and is therefore not allowed to play in the game!

Gamesheets & Software

Software Presentation & Tutorials

Clubee has offered to be official sponsor of the league and offers digital gamesheets, calculations of player statistics, game results, and standings.

The following features will be used by the league:

- Digital gamesheets
- Player statistics & standings calculated automatically
- Live Play-by-Play Ticker
- Push notifications with results, etc.

Each home team is obliged to enter the full game sheet, including player rosters, play-by-play game action, for each game within 24h after the game. **If the game sheet is not entered by the home team into the software within 24 hours after the game, the game can be**

counted as a forfeit loss for the home team, upon the decision of the League Commissioner.

This is required to keep the seriousness as well as quality of the league, as well as the ability for this league to be mediatized, as high as possible. This needs to be done with diligence in order for this league to function properly.

Also managed through the same software are:

- Team Rosters (lists of all players)
- Medical Controls (ensuring that all players have a valid medico)
- Players licences (to be demanded and validated through the software towards the FLHG)

Accessing the software

Team representatives of each team have been given access to the software.

In order to manage team rosters and player lists, under-age waivers, medical controls, player licenses as well as gamesheets, please go to the following links:

Beaufort I:	[Roster + Medico + Licences]	[Game Sheets]
Beaufort II:	[Roster + Medico + Licences]	[Game Sheets]
Tornado Men's:	[Roster + Medico + Licences]	[Game Sheets]
Puckers I:	[Roster + Medico + Licences]	[Game Sheets]
Puckers II:	[Roster + Medico + Licences]	[Game Sheets]
Huskies:	[Roster + Medico + Licences]	[Game Sheets]
Silverbacks:	[Roster + Medico + Licences]	[Game Sheets]
Tornado Women:	[Roster + Medico + Licences]	[Game Sheets]

Strict Limitations

Please be aware that the game sheet blocks players who do not have - in the system (!) - a valid medico or licence. Medico is usually managed and inserted into the software by the federation. Clubs are responsible to regularly check this information in the software and make sure that the players are being sent to the medical controls as soon as their status expires - or ideally way before. No matter whether the player has a valid medico somewhere, if it is not entered as such in the software, the player cannot be selected for a game sheet.

Helpdesk

If you need help with the software, please check out the following explanation videos:

- [Video: First steps with the software](#)
- [Video: How to manage player licences](#)

- Video: How to manage the game sheet

... or contact help@clubee.com with your specific inquiry.

Refereeing

All refereeing related subjects are governed by the Head Referee in Luxembourg, namely Ronny Scheier (ronnyscheier@hotmail.com , 691800122).

Referees for the games will be assigned by the Head Referee beforehand, at the beginning of the season, upon fixing of the league schedule.

Each home team needs to pay for the referees at their games. Referees are being paid 40€ per game per referee. An additional 10€ needs to be paid to one referee per game (even in case of two referees, only one needs to be paid to promote car-sharing), when a referee licensed in Beaufort needs to travel to Luxembourg city, and vice-versa.

In the first division, the Head Referee will try to allocate two referees per game. In the second division, only one referee will be attributed to each game.

COVID-19

Player Safety & Hygiene Rules

The League will be held in respect of the COVID-19 restrictions imposed by the Ministry of Health.

Please find further information from the Federation here:

<https://www.icehockey.lu/news/covid-19-concept-and-regulations-22694/>

Tracking and tracing of player attendances is done through the official game sheet. All participating athletes and staff must understand that they risk being put under quarantine by the Ministry of Health in case of a positive COVID-19 test among people present at a gameday.

Cancellations

If 4 or more players from one team are being put under quarantine by the Ministry of Health, the upcoming game can be rescheduled and cancelled without penalty until 12 hours before the game. If less than four players are being quarantined, this does not allow for a game to be cancelled.

Final Four

If the Final Four event cannot be held due to COVID-19 related reasons, the teams will be asked to schedule games individually, at different times and locations, for their respective semi-finals and finals. All of the above is subject to future potential COVID-19 restrictions or amendments of the regulations currently in place.

Championship Title

The winner of the league will be crowned “Champion of Luxembourg”. The team can use this title, as well as translations of this title, for marketing purposes for as long as no new champion is crowned.

Streaming rights, Copyright & Game Footage

All sorts of video content recorded during LHL games belongs to the Federation, but can be used by the participating teams for marketing purposes unless otherwise indicated or requested by the Federation.

Participating teams in the League can use the League’s logo for marketing purposes for as long as it is used to promote the league in a positive light. Negative press can result in legal pursuit by the Federation.

Liability & Responsibility

The Luxembourg Hockey League is a League / championship organized by the Luxembourgish Ice Hockey Federation:

Federation Luxembourgeoise de Hockey sur Glace (“FLHG”)
BP 1632
L-1016 Luxembourg

President: Alain Schneider

All responsibilities, risks, rules and regulations, such as the Medico Sportif, Licences, Rulebooks and others, are governed, covered and insured by the Luxembourgish Ice Hockey Federation.



The league commissioner

Gilles Mangen

The president of the FLHG

Alain Schneider