

CONFIRMED BY
Agency for the Development of Computer Sports
Autonomous Non-Profit Organization
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CEO
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Technical Rules
for Phygital Hockey Competitions
Phygital Live International Games
(Games of Future format)

2022

1. Terms and Abbreviations

Agency – Agency for the Development of Computer Sports, Autonomous Non-Profit Organization.

Disqualification – making an athlete or team ineligible to compete for a definite period of time.

Player/Competitor/Athlete/Hockey Player – an individual taking part in the Event including those being in the entry for the Event.

Captain – one of the Team's athletes carrying out communication with Event Organizers on behalf of the Team.

Team – a group of athletes submitted an entry to participate in the Event and taking part in the Event.

LAN – a format of running a competition or competition stage where competitors are positioned in dedicated spaces in a single or adjacent rooms under direct supervision by referees.

Match – a contest of two Teams held as part of the Event within time allotted by relevant rules.

Regulatory Documents – official rules of Ice Hockey and Computer Sports as confirmed by a federal executive authority in the sphere of physical culture and sport as provided for by the current legislation of the Russian Federation; Regulations; Technical Rules.

Organizers – the Agency and the Federation.

Computer Sport Rules – the rules of Computer Sport confirmed by the federal executive authority in the sphere of physical culture and sports as provided for by the current legislation of the Russian Federation.

Ice Hockey Rules – the rules of Ice Hockey sport confirmed by the federal executive authority in the sphere of physical culture and sports as provided for by the current legislation of the Russian Federation.

Regulations – regulations of Phyigital Live international games (Games of Future format).

Event – Phyigital Live international games (Games of Future format) in Phyigital Hockey discipline.

Technical Rules – a regulatory document setting the terms and procedures for staging the Phyigital Hockey Event as confirmed by the Agency.

Loss by Forfeit – a Team's loss (with the score of 0-3) ruled by an authorized body to the Team for severely violating the rules of the Match, Regulations, Technical Rules or other Regulatory Documents of the Event. The opponent is given a win by forfeit (also 3-0).

Federation – Ice Hockey Federation of Russia, All-Russian Non-Governmental Organization.

Phygital Hockey – a kind of competitive activity integrating elements of the following sports disciplines: Interactive Hockey and 3x3 Ice Hockey.

3x3 Ice Hockey – a sports discipline of Ice Hockey sport, which is a Team sports game on ice consisting in a contest between two Teams skating who, while passing the puck with sticks, strive to score as many goals as possible into the opponent's net while allowing none in their own. Each Team's line-up consists of 3 (three) skaters and 1 (one) goalkeeper on the ice.

Interactive Hockey – a sports discipline of Computer Sport recreating, with the help of a videogame, a sports game in the arena with the sports rules of Ice Hockey, recognized in due manner by the federal executive authority in the sphere of physical culture and sport.

2. General

2.1. The Event is held in accordance with Regulatory Documents and Technical Requirements for Sports Venues of the international interdisciplinary competitions Games of Future.

2.2. All Event competitors, coaches, team officials, administrative and technology staff of Event competitors, officials, as well as judges and any other persons involved in organizing and staging the Event, shall know and follow the Regulatory Documents and Technical Requirements for Sports Venues of the international interdisciplinary competitions Games of Future.

2.3. Every Match shall have two stages:

2.3.1. Digital Stage (Interactive Hockey).

Interactive Hockey Matches are played by Computer Sport Rules taking into account the peculiarities provided for by these Technical Rules, Regulations and other Regulatory Documents of the Agency. The Matches are played in the 3-on-3 format (three athletes per Team) in Threes Eliminator format. A Match consists of 3 (three) periods of 3 (three) minutes each. Event format is LAN.

As part of this stage, the Teams must make one full simultaneous substitution of its three players. Substitutions of participants at the Digital Stage are allowed between periods only.

2.3.2. Physical Stage (3x3 Ice Hockey).

3x3 Ice Hockey Matches are held by Ice Hockey Rules taking into consideration the peculiarities provided for by these Technical Rules, Regulations and other Regulatory Documents of the Agency. There are 4 (four) athletes playing for each Team in a Match, including 3 (three) skaters and 1 (one) goalkeeper. 3

(three) athletes of a Team are substitutes who can enter a Match as stipulated by the Technical Rules.

A Match consists of 3 (three) periods of 7 (seven) minutes of actual playing time each.

2.4. The winner of a Match consisting of 2 (two) stages is determined by the sum of goals scored at the Digital (Interactive Hockey) and Physical (3x3 Ice Hockey) Stages. In case of an equal number of goals scored and allowed, the winner shall be determined by holding a shootout (penalty shot) series as stipulated by Clause 9.10 of the Technical Rules.

2.5. In exceptional cases, a replacement of Event participants is allowed upon the Organizer's resolution.

3. Competitors' Rights and Obligations

3.1. Event competitors are entitled:

3.1.1. To be judged in a valid and fair manner and in accordance with the Rules of Computer Sport and Rules of Ice Hockey;

3.1.2. To receive Event results data through a Team representative;

3.1.3. To address the main jury through a Team representative or the Captain.

3.2. Event competitors shall:

3.2.1. Know and follow the Regulatory Documents instructions and the Organizer's requirements.

3.2.2. The competitors providing any information to Event Organizer and Officials shall be held liable for veracity of such information. Submission of invalid information shall lead to sports sanctions being imposed.

3.2.3. Keep their communication with the Organizer and Event Officials confidential. In particular, all information submitted to the above persons or obtained from them as part of submission and review of applications, complaints, protests or appeals shall be confidential and cannot be published without the Organizers' consent.

In case of breaching the confidentiality condition in their communication with the Organizers and Event Officials, including publication of any texts written as part of submitting applications, complaints, protests or appeals to technical support without the Organizers' consent shall lead to sports sanctions as stipulated by the Regulatory Documents, up to Disqualification, being imposed on the violator.

3.2.4. Adhere to common standards of behavior, show respectful attitude to Event Officials, spectators, media, as well as other Event competitors.

3.2.5. Adhere to the principles of sportsmanship and fair play. It is forbidden to exert an unlawful influence on the results of the Matches played as part of the Event.

3.2.6. Upon referees' request, when taking part in Interactive Hockey Matches, Event participants must not miss replays of the goals scored and conceded. The violation of this rule may lead to sports sanctions including Disqualification being imposed.

3.2.7. When taking part in Interactive Hockey Matches, participants are forbidden to use any software affecting in-game mechanics including that designed for changing in-game parameters for the purpose of giving oneself an advantage and/or creating obstacles for a normal run of the Match for their opponent.

3.2.8. When taking part in Interactive Hockey Matches, Event participants must use PlayStation Network (PSN) gaming accounts provided by the Agency. Event participants do not have the right to use any other accounts.

3.2.9. When taking part in 3x3 Ice Hockey Matches, get into the field of play in sports uniform only in accordance with the Rules of Ice Hockey. Each Team must have two playing uniform kits – a dark one and a light one.

3.2.10. Be at the Event accompanied by Team Coach/Official Representative.

3.2.11. Unconditionally follow all orders and instructions of referees directly relating to Event procedure.

3.2.12. Adhere to All-Russian Anti-Doping Rules, World Anti-Doping Code and international WADA standards.

3.2.13. Strictly follow the order of entering the field of play for the competition program set during the draw.

4. Refereeing

4.1. The Officiating Crew members for Event Matches shall be appointed as stipulated by the Regulations and other Regulatory Documents of the Agency.

5. Misconduct Violations and Penalties

5.1. Interactive Hockey

5.1.1. In case of an Event participant committing a violation not directly stipulated by the Technical Rules, Event Organizers are entitled to impose one of sports sanctions provided for by the Rules of Computer Sports on such a participant, being guided by analogy of statute, analogy of law and principles of good faith, reasonability and fairness.

5.1.2. For delaying the start or continuation of a Match by more than 10 minutes, a participant may be assigned a loss in the Match by forfeit.

5.1.3. A deliberate disruption of Matches may lead to sports sanctions up to Disqualification being imposed on the violator.

5.1.4. Misconduct shall be penalized with a Warning or Exclusion.

5.2. 3x3 Ice Hockey

5.2.1. In case of an Event participant committing a violation not directly stipulated by the Technical Rules, the Agency is entitled to impose one of sports sanctions provided for by the Rules of Ice Hockey on such a participant, being guided by analogy of statute, analogy of law and principles of good faith, reasonability and fairness.

5.2.2. The following are considered to be misconduct: blatant disagreement with a referee's decision, use of offensive gestures towards referees, opponents or spectators, profane language, flagrant violations of the rules.

6. Appeals

6.1. An appeal against a Match result can be submitted by Team Captain or representative due to a violation of the Event's Regulatory Documents as stipulated by the Regulations.

7. Technical Rules for Holding Interactive Hockey Matches

7.1. The gaming platform of the Event is Sony Playstation 5 console equipped with EA NHL 22 game, licensed, last up-to-date version;

7.2. In-game messages must be off.

7.3. During a Match against an opponent it is forbidden to press the PS button.

7.4. Play mode: network. Game type: NHL Threes in a network.

7.5. In-game settings:

- Position: available all except for the goaltender;
- Rules: NHL.
- Level of difficulty: Superstar.
- Match end criteria: periods;
- Period: 3 minutes.
- Intermission between periods: 3 minutes.
- Money Puck: no.
- Venue: The Park.

- Teams: any Teams (Team change during the tournament possible). Lineups: any clubs and national teams (except for all-all-star teams).
- Overtime: no (tie is possible)
- Break between stages is 5 minutes.

7.6. Event referee may additionally set or lift restrictions on the use of certain parameters or settings.

8. Technical Rules of 3x3 Ice Hockey Matches

3x3 Ice Hockey Events are held in accordance with Ice Hockey Rules and with due consideration of peculiarities provided for by the Regulations, and exceptions provided for by Technical Rules. In case of Ice Hockey Rules contradiction to Technical Rules, Technical Rules shall be applied.

8.1 Players on ice.

8.1.1. At any moment in the game process a Team cannot simultaneously have more than 3 (three) skaters and 1 (one) goalkeeper on ice.

8.2 Teams must swap sides after every period unless otherwise provided for by Technical Rules.

8.3 Off-the-bench player substitution during the game

8.3.1. Players may be substituted at any moment of the game from the players' bench provided that the substituting players enter the ice after the substituted player has left the ice or is positioned at the gate, while the substituted player must not be in a game situation (receiving or giving a pass or interfering with the opponent's players). In case of substitution rule violation, the Team is penalized with a penalty shot with opponents chasing.

8.3.2. There is no limit on the number of substitutions.

8.4. Goal scoring

A scored goal is good if the Team has taken a shot or sent the puck into the goal when the puck was in the offensive zone.

8.4.1. Meanwhile, a scored goal is good if the attacking Team, after taking the puck into the offensive zone and before taking a shot or sending the puck on target, has made at least one pass during the game situation.

8.4.2. Following the rule stipulated by Clause 8.4.1 of the Technical Rules is not required in case:

8.4.1.1. A player of the defending Team during a game situation sends the puck by touching it with the stick into their own Team's goal, or the puck deflects into the goal off the stick.

8.4.1.2. A game situation started with a faceoff in the offensive zone.

8.4.1.3. A game situation started with a penalty shot with chasing.

A game situation:

- 1. In case of the puck leaving the offensive zone, the attacking Team needs to meet the provision of Clause 8.4.1 of the Technical Rules again for scoring a goal.*
- 2. In case the provision of Clause 8.4.1 of the Technical Rules was met and puck possession for some time transferred to the defending Team's players while the puck has not left the offensive zone, the attacking Team does not need to meet the provision of Clause 8.4.2 of the Technical Rules again before taking a shot or sending the puck into the goal.*

8.4.1. Team Captain is allowed to challenge a scored goal connected with a possible lack of a pass in the offensive zone (Clause 8.4.1 of the Technical Rules). If the initial call regarding the goal scoring was right, the Team taking the challenge will take a Minor Bench Penalty.

8.4.2. If the attacking Team takes a shot or sends the puck into the goal failing to meet the provisions of Clause 8.4.1 of the Technical Rules (except for the cases provided for by Clause 8.4.2 of the Technical Rules), it entails the referee giving a minor penalty.

8.5 Penalties

8.5.1. In case of game rule violation punishable with a penalty, penalty shots with chasing shall be taken. Penalties and penalty shots are determined as follows:

- Minor penalty – one penalty shot with chasing, called against the Team that has violated the Rules of Ice Hockey;
- Double minor penalty – two penalty shots called against the Team that has violated the Rules of Ice Hockey. The first of the penalty shots is taken without chasing;
- If a Major Penalty is called, two penalty shots are taken against the Team that has violated the rules.
- If a Misconduct Penalty is called, a penalty shot is taken against the Team that has violated the rules.
- If a Game Misconduct Penalty is called, two penalty shots called against the Team that has violated the Rules of Ice Hockey. The first of the penalty shots is taken without chasing.

8.5.2. In case of two or more penalties being applied simultaneously, two penalty shots called against the Team that has violated the rules.

8.5.3. In addition to penalty shots, players and Team representatives may be sanctioned in the form of Disqualification until the end of the Event.

8.5.4. The list of misconduct violations and penalties against hockey players and Team representatives in the Event shall be determined by Appendix 1 to the Technical Rules.

8.6 Playing time.

8.6.1. A Match consists of three periods lasting 7 (seven) minutes of actual playing time each.

8.6.2. The intermission between the periods is 5 (five) minutes.

8.6.3. Each team will be allowed to take one thirty-second timeout during any match. All players including goalkeepers that are on the ice during a thirty-second timeout will be allowed to proceed to their corresponding benches.

8.7. Format.

8.7.1. Offsides are not called. Icings are not called. Tackling is allowed. Bodychecks are forbidden. If a body check is applied, it shall be punished with two penalty shots, the first of which is without chasing.

8.7.2. Any play starts with a faceoff done by one of the referees on ice or with a penalty shot with chasing.

8.8. Securing the puck by the goalkeeper

8.8.1. In case of the goalkeeper securing the puck, the attacking Team must immediately stop applying any play against the opponent in the offensive zone and must skate at least three meters away from the goal, while the goaltender must put the puck back to play within 5 (five) seconds.

8.8.2. If the attacking Team skates out of the offensive zone and the last player touches the blue line with one skate, the Team may continue its play.

8.9. Procedure for penalty shot with chasing

8.9.1. The penalty shot shall be taken by the player who was fouled on. The player shall take the penalty shot from the red line only. In case of an injury suffered by the player, his substitution is allowed.

8.9.2. Players not taking the penalty shot chase the player from the defensive zone's blue line.

8.9.3. A penalty shot with chasing shall be taken after the referee's whistle. If players violate this rule, the referee stops the execution of the penalty shot and warns the Teams that a repeated violation will entail a minor penalty.

8.9.4. During a penalty shot with chasing, players may do all plays allowed by the Rules of Ice Hockey; following the provisions of Clause 9.4.2 of the Technical Rules is not required, either.

8.9.5. Teams do not have the right for line change before a penalty shot with chasing. This Rule concerns players of both Teams who were on the ice at the moment the minor penalty was called.

8.10. Shootouts determining the winner of the Match

8.10.1. Before shootouts, the Referee shall call the Captains of the Teams participating in the Match for a draw to identify the Team that will take the first shot.

The Team winning the draw shall choose the order of the shots by the Teams.

8.10.2. Three different players from each Team shall take part in the shootout series determining the winner of the Match. They take turns to take the shots. All goalkeepers and skaters of both Teams included in the Match sheet may take part in the shootout procedure, except for the athletes specified in Clause 9.10.3.

8.10.3. The athletes whose penalties were not completed before the end of the game do not have the right to take part in the shootouts determining the winner of the Match. The above athletes must stay in the penalty box until the end of the shootouts procedure.

The athletes penalized during the shootouts procedure must stay in the penalty box until it ends.

8.10.4. Goalkeepers tend the same goals as in the third period of the Match.

The goalkeeper not tending the goal at the moment may be on the players' bench or in their goal crease.

8.10.5. Athletes of both Teams must take the shots in turn until the game-winning goal is scored. The remaining shots shall not be taken.

8.10.6. If a tie remains after a series consisting of 3 (three) shots by each Team, extra shots are to be taken – one per Team, to be taken in turn by athletes of both Teams. The first ones to start the shots are the athletes of the Team that was the last to take the shots in the series of three shots. Shots may be taken by the same player of the Team.

8.10.7. Shootouts end when an athlete of one Team scores a goal while an athlete of the other Team fails to score a goal. The winner of the shootouts and, accordingly, in the Match is the Team scoring more goals in the shootouts.

8.11. If necessary, the ice surface of the field of play may be resurfaced before every Match.

9. Determining the Winner and Prize Winners

9.1. Event winner is the team winning the Final.

9.2. The teams taking the second and the third places in the Event are acknowledged as prize winners.

9.3. Award procedure for the winner and prize winners shall be determined by the Agency.

10. Final Provisions

10.1. In case any aspects of Event organization and staging are not regulated by Technical Rules, the Regulations, Rules of Computer Sports and Rules of Ice Hockey shall be applied in the relevant part.

10.2. If needed, the official interpretation of the Technical Rules shall be done by the Agency in accordance with the Regulations and other Regulatory Documents of the Agency.

**List of penalties for Hockey Players and Team representatives for
misconduct in 3x3 Ice Hockey Matches**

Item	Violation of Rules	Penalty (min.)	Disqualification (number of matches)
1.	PENALTIES IMPOSED ON A HOCKEY PLAYER FOR THE FOLLOWING VIOLATIONS OF RULES:		
1.1.	Interference	5+20	1
	Hooking		
	Illegal hit (women's ice hockey)		
	High-sticking		
	Charging		
	Tripping		
	Cross-checking		
	Slashing		
	Elbowing		
	Spearing		
	Head-butting		
	Kicking		
Butt-ending			
1.2.	Checking from behind	5+20	1
	Clipping		
	Boarding		
1.3.	Checking to the head or neck	5+20	2
	Kneeing		
2.	PENALTIES FOR ABUSE OF OFFICIALS AND UNSPORTSMANLIKE CONDUCT IMPOSED ON A HOCKEY PLAYER WHO:		
2.1.	continues to challenge or question an official's call after getting a Misconduct Penalty	20	0
2.2.	uses profane or offensive expressions or gestures addressed at any official on the ice or in the crew, or uses the name of any official in combination with any vociferous utterances	20	1
2.3.	deliberately throws their stick or any part thereof or any other object or any part of gear out of the field of play	20	1

2.4.	throws their stick or any part thereof or any other object or any gear item out of the field of play as a sign of protest against an official's call	2+20	1
2.5.	throws any gear or any other object at an opponent (Hockey Player or team representative), which may result in an injury	5+20	1
2.6.	leaves the penalty box before penalty time expiration to challenge the Referee's call	2+20	1
2.7.	is the first to leave the players' bench or penalty box during a confrontation or with the purpose of joining or starting a confrontation	2+2+20	2
2.8.	is the next one after the first hockey player to leave the penalty box to enter a fight or confrontation	2+20	2
2.9.	is the next one after the first hockey player to leave the players' bench to enter a fight or confrontation	10	2
2.10.	in response to the referee's instruction to go to the dressing room, returns to their players' bench or ice before leaving	20	2
2.11.	being on the ice, off the ice and in any location at the venue uses any obscene, profane or offensive gestures towards any person	20	2
2.12.	being on the ice, off the ice and in any location at the venue uses racial abuse or utterances of sexual character towards any person except for an on-ice official	20	2
2.13.	being on the ice, off the ice and in any location at the venue spits, wipes blood on somebody or uses racial abuse or obscenities, remarks, gestures of sexual character towards an on-ice official	20	2
2.14.	applies physical force in any form to an on-ice official when such actions may lead to harming the on-ice official, or willingly applies physical force to an on-ice official solely for the purpose of getting rid of such on-ice official during or immediately after a confrontation	20	Until the end of the Event or 5 Matches
2.15.	throws any gear or any other object in the direction of an on-ice official	20	Until the end of the Event or 5 Matches
2.16.	gets into a conflict with a Spectator, physically confronts a Spectator, bites an opponent or a	20	2

	Spectator, throws any object at a Spectator		
2.17.	uses a blocker (goalkeeper) to hit an opponent, and this action is likely to cause injury	5+20	2
2.18	takes actions to a coach or other non-playing staff of a team that may somehow lead to an injury	20	2
3.	PENALTIES FOR THE FIGHTING RULE IMPOSED ON A HOCKEY PLAYER WHO:		
3.1.	is penalized with a Major Penalty and Game Misconduct Penalty for fighting	5+20	1
3.2.	is the first to interfere (third player) in an on-going confrontation or fight	20	1
3.3.	is found to instigate a fight	2+5+20	1
3.4.	is found to instigate a fight before faceoff at match start or after the end of a match/period	2+5+20	2
3.5.	is found to instigate a fight in the last 5 minutes of a Match or in overtime	2+5+20	2
3.6.	is found to be an aggressor in a fight	2+2+5+20	1
3.7.	is found to be an aggressor before faceoff at match start or after the end of a match/period	2+2+5+20	2
3.8.	is found to be an aggressor and instigator at the same time in a fight	2+2+5+10+20	2
3.9.	grabs or holds with his hands the facemask, helmet or hair of an opposing team's player	5+20	1
3.10.	persists in continuing or trying to continue a confrontation or fight after the Referee's instruction to stop these actions or resists a Linesman in performing their duties	20	1
3.11.	takes part in a fight being outside the field of play, or against an opponent who is outside the field of play	20	Until the end of the Event or 5 Matches
3.12.	takes part in a fight during intermissions or after the end of a Match	5+20	2
3.13.	beats an unsuspecting or an unwilling-to-fight opponent and may cause them an injury	5+20	Until the end of the Event or 5 Matches
3.14.	uses bandage or any other material on their hands and causes cuts or injuries to an opponent during confrontation	5+20	Until the end of the Event or 5 Matches
3.15.	deliberately takes off their jersey before taking part in a confrontation or a fight	2+20	1

4.	PENALTIES IMPOSED ON A TEAM REPRESENTATIVE WHO:		
4.1.	enters the ice without the referee's permission at any moment between the beginning and the end of any period	2	2
4.2.	being on the ice, off the ice or in any place at the venue takes part in a confrontation or a fight	20	Until the end of the Event or 5 Matches
4.3.	uses profane or offensive expressions or gestures addressed at any official on the ice or in the crew, or uses the name of any official in combination with any vociferous utterances	20	Until the end of the Event or 5 Matches
4.4.	being on the ice, off the ice or in any place at the venue uses racial abuse or utterances of sexual character towards the Referee or anyone	20	Until the end of the Event or 5 Matches
4.5.	throws any gear or any other object at an opponent (Hockey Player or team representative)	5+20	2
4.6.	throws any gear or any other object in the direction of an on-ice official or applies physical force in any form to an on-ice official	20	Until the end of the Event or 5 Matches
4.7.	being on the ice, off the ice or in any place at the venue spits, shakes off or wipes blood on anyone	20	Until the end of the Event or 5 Matches
4.8.	gets into a conflict with a Spectator, physically confronts a Spectator, bites a Spectator, throws any object at a Spectator	20	Until the end of the Event or 5 Matches
4.9.	is a Coach of the team refusing to start or resume a Match	20	2
4.10.	interferes with the actions of a Skater performing a penalty shot, or tries to disturb them, and the shot is not a scored goal	20	1
4.11.	is the Head Coach of a team whose Hockey Player was the first to leave the Players' bench or penalty box during a fight or confrontation	-	2
4.12.	is the Head Coach of a team whose Hockey Player is found to instigate a fight before the start or after the end of a period or overtime of a match	-	2
5.	ADDITIONAL PENALTIES IMPOSED ON HOCKEY PLAYERS AND OFFICIAL TEAM REPRESENTATIVES:		
5.1.	A Hockey Player or an official team representative penalized in THE SAME match:		
5.1.1.	with their second and every following Game	20	2

	Misconduct Penalty (20 minutes)		
5.1.2.	with their second and every following Major Penalty plus automatically Game Misconduct Penalty (5 minutes + 20 minutes)	5+20	2
5.2.	A Hockey Player or an official team representative penalized in DIFFERENT matches:		
5.2.1	with their third and every following Misconduct Penalty (10 minutes) in different matches	10	1
5.2.2.	with their second and every following Game Misconduct Penalty (20 minutes) or Major Penalty plus automatically Game Misconduct Penalty (5 minutes + 20 minutes)	20	2
5.2.3.	the first one to join an on-going fight as a third player for the second time in the season	20	2
5.2.4.	for fighting without a fight instigator determined	5+20	1
5.2.5.	if an opposing team's Hockey Player is found to be the instigator	5+20	0
5.2.6.	is found to be a fight instigator for the second time in a season	2+5+20	2
5.2.7.	is found to be a fight instigator before a faceoff at the beginning of a match or after the end of a match/period for the second time in a season	2+5+20	3
5.2.8.	is found to be an aggressor for the second time in a season	5+20	3
5.2.9.	is found to be an aggressor before a match starts or after a match/period ends for the second time in a season	5+20	Until the end of the Event or 5 Matches
5.2.10	is found to be an aggressor and instigator in a fight for the second time in a season	2+5+10+20	Until the end of the Event or 5 Matches
5.2.11.	is found to be a fight instigator, aggressor or simultaneously an instigator and aggressor in a fight at a pre-game warm-up for the second time in a season	20	Until the end of the Event or 5 Matches
5.2.12.	fights in the under-the-stands area during match intermissions or after a match for the second time in a season	20	Until the end of the Event or 5 Matches
5.2.13.	is the first to leave players' bench or penalty box for the second time in a season	2+2+20	Until the end of the Event or 5 Matches
5.2.14.	is the next one after the first Hockey Player to leave	2+20	Until the end of

	the penalty box to enter a fight or a confrontation for the second time in a season		the Event or 5 Matches
5.2.15.	is the next one after the first hockey player to leave the players' bench to enter a fight or a confrontation for the second time in a season	10	2