# **Rink Dimensions:**

1. Rink Length & Width = 200' x 85' (61m x 26m), with a corner radius of 28’ (8.5m).
2. Each goal line is 11’ (3.4m) from the end boards. IHL blue lines are 75’ (23m) from the end boards and 50’ (15m) apart.



# **Timing Rules:**

1. Duration of the game is 3 20-minute periods.
2. **Overtime periods are 10 minutes in duration:**
	1. There are no overtime periods during the preseason & the Summer League.
	2. There is a max of 2 overtime periods per game during the regular-season.
	3. There are no limits for overtime periods during the postseason.
3. The length of the intermission periods is 10 minutes.

# **Timeout & Challenge Rules:**

1. **Each team gets 2 time-outs per regulation period, and 1 per extra period:**
	1. All time-outs are 60 seconds in duration, & they do not accumulate.
2. All timeouts can only be called by the head coach at the scorer’s table during dead-puck situations.
3. The time-out will be granted on next play stoppage or, if requested in time, after the next field goal scored against the team that requested the time-out.
4. No time-outs are allowed once a set of free throws has started (puck at disposal of free thrower for first or only free throw).
5. **All IHL teams have 2 official challenges per game:**
	1. If the coach's challenge is successful -- that is, the ruling on the court is overturned -- then his team isn't charged with a timeout. However, if the second challenge is successful, the team retains its timeout but no longer has a challenge.
	2. If it's unsuccessful, it costs the team a timeout. A coach can't challenge any ruling if he doesn't have at least one timeout remaining.
	3. An unused challenge carries over from regulation to overtime and from one overtime period to the next overtime period, but a team out of challenges at the end of regulation does not gain a new or additional challenge.
	4. *Within these time constraints, a team’s head coach may challenge the following select NBA replay triggers:*
		1. Not reasonably certain whether a successful field goal was released or a called foul was committed prior to the expiration of the 24-second shot clock.
		2. Not reasonably certain as to which team should be awarded possession after a puck goes out-of-bounds or whether an out-of-bounds in fact occurred.
		3. Not reasonably certain whether a called common foul or called clear path foul met the criteria of a clear-path-to-the-basket foul.
		4. Not reasonably certain as to which player should attempt free throws on a called foul.
		5. Not reasonably certain as to whether the defender was inside or outside the restricted area (after the referees called a block or charge foul in the vicinity of the restricted area).
		6. Not reasonably certain whether a goaltending or basket interference violation was called correctly.
		7. *Not reasonably certain whether an off-puck foul occurred prior to any of the following:*
			1. an offensive player beginning his shooting motion on a successful field goal if the off-puck foul is committed by a defensive player.
			2. a defensive foul committed prior to the puck being released on a throw-in.
			3. the puck being released on a successful field goal or a double-foul if the off-puck foul is committed by an offensive player.
		8. Not reasonably certain whether a team had an improper number of players on the court while the puck is in play.
	5. *Referees will possess the sole and exclusive ability to initiate the following replay triggers at any point during the game:*
		1. Player altercation.
		2. Not reasonably certain whether a called foul met the criteria of a flagrant foul.
		3. A field goal is made with no time remaining on the clock at the end of any period.
		4. A foul is called with no time remaining on the clock at the end of any period.
		5. A play concludes (i) with no time remaining on the clock (0:00) at the end of any period or (ii) at a point when the referees believe that actual time may have expired in any period; and the referees are reasonably certain that the game clock malfunctioned during the play.
	6. *Referees will possess the sole and exclusive ability to initiate the following replay triggers during the final two minutes of the fourth period and at any point during overtime:*
		1. Not reasonably certain whether a successful field goal was scored correctly as a 2-point or 3-point field goal, or in the case of a called shooting foul, whether the player was attempting a 2-point or 3-point field goal; and
		2. Not reasonably certain whether the puck touched the rim and thus whether the shot clock should be adjusted.
6. **Procedures to Initiate a Challenge:**
	1. *To initiate a challenge, the head coach must call a legal timeout in a timely manner:*
		1. For a timeout to be considered “timely”, the challenging coach must call the timeout prior to live play resuming including, for example, prior to a referee handing the puck to the thrower-in, a referee handing the puck to a free throw shooter, or a referee tossing a jump puck.
		2. Once these windows of opportunity have closed, any subsequent timeout no longer will be considered timely for purposes of triggering a challenge; and, as a result, a team is no longer permitted to challenge a previous event.
	2. *Immediately after calling a timeout to initiate a challenge:*
		1. The coach shall press a button that will illuminate a blinking light positioned at the end of the scorer’s table closest to the challenging team’s bench; and
		2. After the referee approaches the head coach following the stoppage in play, the coach shall explain to the referee the specific event that he/she would like to challenge.
		3. If a team calls a timeout to challenge an event that may not be challenged, it will retain its challenge but will be charged with the timeout.
		4. If a team calls a timeout to challenge an event but does not have any timeouts remaining, it will be charged an excessive timeout, resulting in a technical foul, and no challenge review will take place.
	3. *Standard of Review:*
		1. The Replay Center will help facilitate the review, but the on-court referees will make the final determination on all reviews.
		2. For each reviewable matter (regardless of whether it is triggered by a head coach or referee), the current reviewable matters as set forth by IHL rules will apply.
		3. To overturn the call on the floor via a challenge, the visual evidence available on replay must be clear and conclusive. If the video is inconclusive, the challenge will be deemed unsuccessful.
		4. If the replay equipment is not functional or the challenged event is not captured on video, the call on the floor will stand and the challenging team will retain its challenge and timeout.

**​Substitution Rules:**

1. A "substitution opportunity" begins when the clock is stopped and the puck is dead (i.e. after a whistle or after a field goal in the last two minutes). It ends when the puck is placed at the disposal of a player making a throw-in, or placed at the disposal of a free throw shooter for the first or only free throw. One major effect of this is to prevent substitutions during free throws.
2. Either team may sub on any foul, violation, alternating possession situation or time-out.
3. Referee’s stoppages are included as substitution opportunities.

# **Season Structure:**

## All Levels:

1. **Uniform Rules:**
	1. *Both teams must wear their dark color uniforms during games (similar to rugby or this* [*NAL Championship Game*](https://www.youtube.com/watch?v=5gMMdVxPCN4&feature=youtu.be)*) unless either of the following occurs (i.e. mandatory “Color Rush”):*
		1. The teams share similar colors.
		2. If someone is colorblind (i.e., teams with red or green uniforms will not participate).
		3. IHL Example: Chicago Blackhawks vs Toronto Maple Leafs.
	2. *If that is the case, the designated home team will wear their dark color uniforms and the away team will wear either of the following:*
		1. Their lighter color uniforms.
		2. An alternative darker color uniform.
2. **Each team will receive premier points for entry into the postseason:**
	1. 3 points for winning a game in regulation.
	2. 2 points for winning a game in overtime or a shootout.
	3. 1.5 points for drawing a game.
	4. 1 point for losing a game in overtime or a shootout.
	5. 0 points for losing a game in regulation.
	6. .5 bonus points for losing by 3 points (or fewer) and/or in overtime.
	7. .5 bonus points for scoring at least 5 points.
3. **At the end of the regular season, the team with the best regular-season record (i.e. highest point total) is awarded the Presidents' Trophy (League 1), the Macgregor Kilpatrick Trophy (League 2) or the Brabham Cup (League 3):**
	1. For those who don't know, it echoes the practice of the top European soccer leagues in which the team with the best regular-season record is the champion, similar to the Supporter’s Shield in MLS.
	2. *The IHL President’s Trophy / Macgregor Kilpatrick Trophy / Brabham Cup (League 3) winner(s) are guaranteed home-court advantage in all rounds of the playoffs they compete in, including the IHL championships:*
		1. i.e., The League 1 Stanley Cup Finals, the League 2 Calder Cup & the League 3 Kelly Cup.
	3. However, the award can just be a certificate in a frame.
	4. *Tiebreaker criteria when competitors are level on points:*
		1. The team that won the head-to-head match (if applicable) is ranked first.
		2. If this game was a draw, then the team with the more wins is ranked first.
		3. Point difference (PD) = is the number of points scored in all league matches minus the number of points conceded.
		4. Points for (PF) = is the total number of points scored by a team over the course of the regular-season.
		5. Points against (PA) = is the number of goals scored against them by their opponents over the course of the regular-season.
		6. Fewest disciplinary actions.
		7. Strength of schedule = two-third (66 2/3%) for the opponent's record and one-third (33 1/3%) for the opponents' opponents record.
		8. Total number of points scored on the road.
		9. Road point difference.
		10. Total number of points scored @ home.
		11. Home point difference.
		12. If still identical, a play-off is required.
		13. Coin toss (2 teams) or drawing of lots (at least 3 teams).
4. **The 6-game (3h/3a; for League 1 or 4-game (2h/2a; for the lower leagues) preseason is an international exhibition series (similar to the NBA Global Games) that starts in the first week of October and ends in mid-October:**
	1. Teams will be allowed to choose which teams that they would like to play from the European Ice Hockey leagues.
	2. Teams will have with one long European tour (for American franchises) and one long American tour (for European franchises) in an alternating cycle.
	3. All IHL players must play in at least 2 games during the preseason/international exhibition games at home before the start of the regular season.
	4. There must be a 2-day break in between games during each tour, a 3-day break in-between tours, and another 3-day break between the end of the preseason & start of the regular-season.
	5. *Every year when the Winter Olympics or IIHF World Championship are not held, the national teams will hold a series of 6 exhibition games (3 of which must be in their home country) around the world during the IHL preseason:*
		1. All of the national teams can play in any ice hockey arena with a total seating capacity of at least *5,000* seating capacity.
		2. All of the national team players will complete fall training with their national team.
		3. All of the national team players must be paid during the preseason while they are playing with their national team.
	6. All preseason tickets (including national team exhibitions) must not cost more than 2017 US$35 (must be adjusted for inflation).
5. **All-Star Weekend:**
	1. *The All-Star Weekend is held in Mid-January. Events will include the following:*
		1. Prior to the competition, the IHL Department of Player Safety will determine the players participating in each event and the order of participation.
		2. *Friday:*
			1. The Fastest Skater:
				1. 8 skaters (4 from League 1 & 4 from the lower leagues) will compete in the Enterprise IHL Fastest Skater Each skater will be timed for one full lap around the rink.
				2. The skater may choose the direction of their lap and can be positioned a maximum of three feet behind the start line located on the penalty box side of the center red line.
				3. The skater must start on the referee's whistle and the timing clock will start when the skater crosses the start line. In the event of a clock malfunction, the official time will be recorded by the referee's stopwatch.
				4. The skater with the fastest time is the winner of the Enterprise IHL Fastest Skater, and if there is a tie for the fastest time, the tied players will skate another lap to determine the winner.
			2. Dunkin' Donuts IHL Passing Challenge:
				1. 8 players (4 from League 1 & 4 from the lower leagues) will compete in the Dunkin' Donuts IHL Passing Challenge, which consists of three skills over one round, including (1) Target Passing, where each player must complete four successful passes to targets that light up in a random sequence; (2) Give and Go, where each player must successfully complete the four required passes through a course set up in the neutral zone; and (3) Mini Nets, where each player must complete one pass over a barricade and into each of four mini nets, as well as an additional pass into the game net.
				2. Each skill must be completed before a player moves on to the next. The referee's whistle signals completion of each skill.
				3. The player to complete all three skills in the fastest time is deemed the winner of the Dunkin' Donuts IHL Passing Challenge, and if there is a tie for the fastest time, the tied players will compete again to determine the winner.
			3. Honda IHL Accuracy Shooting:
				1. 8 players (4 from League 1 & 4 from the lower leagues) will compete in the Honda IHL Accuracy Shooting, a timed event where a shooter is positioned 25 feet from the goal line and shoots pucks at five LED targets located in the net.
				2. On the referee's whistle, one of the five LED targets will randomly light up for three seconds and the player will attempt to hit the lighted target. Hit targets will be taken out of the random sequencing and if the target is not hit within three seconds, the next target will be lighted.
				3. The clock stops when the player has successfully hit all five targets, the player that hits all five targets in the fastest time will be crowned the winner of the Honda IHL Accuracy Shooting. If there is a tie for the fastest time, the tied players will compete again to determine the winner.
		3. *Saturday:*
			1. GEICO IHL Save Streak:
				1. 5 goalies (3 from League 1 & 2 from the lower leagues) & 36 skaters (18 from League 1 & 18 from the lower leagues) will participate in the GEICO IHL Save Streak, a shootout grouped by division where goalies compete to make the most consecutive saves.
				2. Each goalie will face one opposing division and a minimum of nine scoring attempts. Each scoring attempt is officiated in accordance with IHL shootout rules and begins on the referee's whistle. Players from each division will shoot in numerical order, lowest to highest, with the divisional captain shooting ninth.
				3. A goalie's round at the GEICO IHL Save Streak cannot end with a save - if the divisional captain's shot is saved, the goalie will continue to face shooters until a goal is scored. If the goalie makes a save on the divisional captain's shot, the order of shooters to follow is the same as at the original order.
				4. The goalie with the longest consecutive save streak during his time in net is the winner of the GEICO IHL Save Streak. If there is a tie for longest consecutive save streak, the goalie with the highest total saves made during his round will be crowned the winner.
			2. Gatorade IHL Puck Control Relay
				1. 8 players (4 from League 1 & 4 from the lower leagues) will compete in the Gatorade IHL Puck Control Relay, a timed single-round event that includes three skills: (1) Stickhandling, where a skater controls a puck through a series of eight pucks in a straight line; (2) Cone Control, where a skater controls a puck through a series of eight cones in a zig-zag formation; and (3) Gates, where a skater approaches a gate and is required to shoot or otherwise guide the puck through the lighted rung of a gate. Each skill must be completed before moving on to the next skill.
				2. The referee's whistles will signal completion of each skill and the player to complete the three skills in the fastest time is deemed the winner of the Gatorade IHL Puck Control Relay. If there is a tie for the fastest time, the tied players will compete again to determine the winner.
			3. PPG IHL Hardest Shot:
				1. 8 players (4 from League 1 & 4 from the lower leagues) will compete in the PPG IHL Hardest Shot. Over two rounds, each player will attempt two shots measured in miles per hour (mph), with the highest speed of their two shots recorded. After each player's first attempt, the order of shots for second attempts will be based on the speed recorded in the first round, slowest to fastest.
				2. For each attempt, a single puck is positioned on the ice 30 feet from the center of the goal. Starting no further than the nearest blue line, the shooter may skate towards the puck and shoot it from its positioned spot into the goal. Shots must be on goal to be calculated and all shots are recorded by radar in miles per hour. If a puck enters the goal uncalculated due to a malfunction of the radar equipment, the shooter will be allowed an additional attempt. If player breaks his stick he will be given another attempt.
				3. The player who records the fastest speed is the winner of the PPG IHL Hardest Shot. If there is a tie for the fastest speed, the tied players will shoot again to determine the winner.
		4. *Sunday:*
			1. Lower Leagues All-Star Game: the game features the best players from the lower leaguesin an East vs West format. This takes place at least 3 hours before the IHL All-Star Game
			2. IHL League 1 All-Star Game: the game features the best players from the IHL in an East vs West format.
6. **Promotion & Relegation:**
	1. The top 4 teams in each division in League 2 will be promoted to League 1.
	2. The bottom 4 teams in each division in League 1 will be relegated to League 2.
	3. The top 4 teams in each division in League 3 will be promoted to League 2.
	4. The bottom 4 teams in each division in League 2 will be relegated to League 3.
	5. All of the IHL teams are eligible to be promoted and/or relegated; however, all affiliated teams must not be at the same level as their parent club.

## League 1:

1. **The Level-A regular-season is a 74-game (36h/36a) season that starts in late October and ends in mid-March:**
	1. Each team plays 6 games (3h/3a) against all of the other 7 teams in their division (42 Games).
	2. Each team plays 4 games (1h/1a) against all of the other 8 teams in their conference (32 Games).
2. **Playoffs - the post-season is a 12-team Best-of-Series tournament:**
	1. There must be a 3-day break in-between the end of the regular-season and the start of the postseason.
	2. *The 12 teams that enter the tournament are the top 3 teams from each division:*
		1. The top 6 teams in each conference are ranked in order by their amount of premier points, & teams are never "reseeded".
	3. *The 1st Round (Conference Quarterfinals):*
		1. 2v3 for each division; #1 seed gets bye.
		2. The first round is a best 2-of-3 series in a 1-1-1 format.
	4. *The 2nd Round (Conference Semifinals):*
		1. 1 vs 2/3 for each division.
		2. The second round is a 3-of-5 series in a 2-2-1 format.
	5. *The 3rd Round (Conference Finals):*
		1. 1/2/3 vs 1/2/3 from each division.
		2. The final round is a 4-of-7 series in a 2-2-1-1-1 format.
		3. The lower-ranked team hosts the second 2 games, and the teams alternate between the final 3 games.
	6. *The 4th Round (IHL Championship / Stanley Cup Finals):*
		1. The final round is a 4-of-7 series in a 2-2-1-1-1 format.
		2. The lower-ranked team hosts the second 2 games, and the teams alternate between the final 3 games.
3. **Order of Season (# of Games):**
	1. League 1 preseason / international crossover (6)
	2. League 1 Regular Season (74)
	3. League 1 Postseason (13-22)
	4. Total Games = 93-102.

## Lower Leagues:

1. **The regular-season is a 56-game (28h/28a) season that starts in late October and ends in mid-March:**
	1. Each team plays 8 games (4h/4a) against all of the other 7 teams in their division (56 Games).
2. **The post-season is an 8-team Best-of-Series tournament per level:**
	1. There must be a 2-day break in-between the end of the regular-season and the start of the postseason.
	2. The 8 teams that enter the tournament are the 4 divisional champions & runner-ups.
	3. The format for the first round of the playoffs is 1v4 & 2v3 in each conference bracket.
	4. The second-round format for the playoffs is (1/4) v (2/3).
	5. *All rounds in the MiLH postseason will use the following Formats:*
		1. Rounds #1-2 = single-elimination.
		2. Championship = a best 2-of-3 series with a 1-1-1 format.
3. **Order of Season (# of Games):**
	1. Lower Leagues Preseason (4).
	2. Lower Leagues Regular Season (56).
	3. Lower Leagues Postseason (3-5).
	4. Total Games = 63-65.

# **Roster & Salary:**

1. **All IHL teams must have at least 20, but no more than 27 players, and all players are considered active:**
2. Each team also has local tryouts in early September, and at least one player from the tryouts is assigned to the team.
3. *All IHL teams can call up IHL affiliate-eligible players in lower leagues & vice versa as many times as they choose:*
	1. However, players with two-way contracts should be considered first before other players.
	2. For all affiliated teams, no more than 15 must be lower league-specific players and at least 5 must be parent club assignment players.
	3. *Examples of parent club assignment players:*
		1. Players picked in the NHL Draft (only includes the first 3 years of professional career; excluding international experience).
		2. First-year or second-year players who are under a standard NBA contract (excludes lower league players recently drafted by IHL teams; only players with actual IHL experience).
	4. *Examples of lower-league specific players:*
		1. Players picked in the IHL Draft (at least 4 years of experience; excluding international experience).
		2. Players selected in a tryout.
	5. All players with 2-way contracts are exempt from the League 1 & lower league roster limits.
4. *After the lower leagues regular-season (or post-season, depending on each individual team) ends, a max of 5 lower leagues-specific players (in addition to all 2-way contracts) can be brought up to the IHL to play in the final games of the regular-season as well as participate in the first half of each post-season game, bringing the total roster to at least 34 players:*
	1. *These players will be the following:*
		1. The 2 players with 2-way contracts; these players won’t get any bonus.
		2. 3 players without 2-way contracts; these plyers will earn $175 for each regular season game & $250 per postseason game for every game they play in.
5. **Each IHL team can assign at least 2 first-year or second-year players to either of its affiliated lower leagues teams:**
	1. *If more than 2 IHL players are permanently assigned to a team, the team must reduce the number of G League players to keep the total roster size to 12, preferably those who joined the team via tryout:*
		1. i.e., assignment players must be kept on the team until their minimum 1-3 years are up.
	2. An IHL player will continue to be paid his IHL salary and will continue to be included on his IHL team's roster on the inactive list while playing in lower leagues & vice versa.​
	3. Player Numbers = any one-digit or two-digit number is acceptable (not both 0 and 00 on same team).
6. All players with 2-way contracts are exempt from the IHL & lower leagues roster limits.
7. **The Salary Caps:**
	1. All IHL teams can no longer give guaranteed player contracts.
	2. *All IHL independent & parent club teams have a hard salary cap of $115 million per season similar to the NFL for all 20-27 players on the roster:*
		1. The minimum salary for all players not in two-way contracts is $290,000 per season.
	3. *All IHL affiliated teams have a hard salary cap of $20 million per season similar to the NFL for all 20-27 players on the roster:*
		1. The minimum salary for all players drafted from college and/or international leagues not in 2-way contracts is $25,500 per season.
		2. The minimum salary for all players drafted straight from high school not in 2-way contracts is $41,000 per season.
		3. *The minimum salary for all players in two-way contracts is $95,000 per season:*
			1. These players will spend the majority of their time on an affiliated team's roster but can freely move to their respective NHL team for up to 45 days in the regular-season. However, they can spend an unlimited amount of time with their NHL team during the preseason & postseason.
			2. Only players with 4 years of NHL experience or less are eligible for two-way contracts.
			3. All IHL affiliated players can only be called up by their contracted NHL team.
		4. All IHL affiliated players will be paid by their IHL parent clubs.
	4. *A hard salary cap means that all contracts which cause a team to violate a hard cap are subject to major sanctions, including any of the following while breaching salary cap rules:*
		1. 1st offense = reduction of $5 million in their salary cap for the next season.
		2. 2nd offense = reduction of another $10 million in their salary cap for the next season in addition to the previous reduction.
		3. 3rd offense = reduction of another $10 million in their salary cap for the next season in addition to the previous reductions & the voiding of violating contracts.
		4. 4th offense = reduction of another $15 million in their salary cap for the next season in addition to the previous reductions, the voiding of violating contracts, & the stripping of championships won.
	5. *Signing bonuses for drafted players is guaranteed money that's given regardless of whether the player stays or not (i.e. gets cut):*
		1. Example Contract = a hockey player right out of college signs a deal worth $12.1 million over 4 years, plus a $1.5 million signing bonus. To minimize the impact on the salary cap, the team spreads the bonus over the life of the contract, in this case, $375,000 each year.
		2. However, all of the bonus money that was being prorated throughout the length of the contract still has to be paid if the player quits, is released, traded or waived.

**﻿IHL Draft Structure:**

1. **The IHL Draft starts on the last Friday of June and lasts for seven (7) rounds:**
	1. All rounds will be used for all players (i.e. both eligible & not eligible to play immediately in the IHL).
2. **All potential players must be at least 21 years old and meet the following requirements in order to become eligible to play in the IHL:**
	1. *Options to skip* *collegiate and/or junior ice hockey:*
		1. Playing at least 3 years in the lower leagues or USIHL.
		2. Playing at least 3 years of international ice hockey (for foreign players & domestic players skipping college by signing with an international team only).
	2. *Options to skip the lower leagues (or USIHL) entirely:*
		1. Playing at least 3 years of collegiate and/or junior ice hockey.
		2. Playing at least 3 years of international ice hockey (for foreign players & domestic players skipping college by signing with an international team only).
	3. *Options combining Collegiate/Junior & Professional Play:*
		1. At least 1 year of collegiate and/or junior & 2 years of professional ice hockey either domestically (i.e. lower leagues or USIHL) and/or internationally.
		2. At least 2 years of collegiate & 1 year of professional ice hockey either domestically (i.e. lower leagues or USIHL) and/or internationally.
		3. Junior college players are eligible to be drafted once they complete their 2-year degrees, but they must play in the G-League for at least 1 year.
	4. *All potential players must be at least 18 years old and have a high school diploma or GED in order to be eligible to play in the lower leagues:*
		1. All players must spend at least 1-3 years in the lower leagues and/or any international ice hockey league in order to be able to be moved up to the IHL.
		2. All players without college degrees must play the same number of years that they are skipping in college to play professionally in either in 1) the lower leagues or 2) an international ice hockey league (ex: a sophomore leaving college must play at least 1 year in the lower leagues while being enrolled in an accredited accelerated education program).
	5. All college players who declare for the draft and are not drafted remain eligible for college ice hockey unless & until they sign a professional contract.
3. **The Order of All Draft Picks:**
	* 1. Only the Independent & parent club teams All draft picks can be traded.
		2. *The selection order for the 20 teams that did not make the playoffs is based on a lottery selection:*
			1. 20 ping pong pucks with the IHL team logos on them will be placed inside a lottery machine.
			2. The pucks will be mixed for 20 seconds; then the first puck is removed.
			3. The process repeats until all 20 teams have been assigned a pick.
		3. *The selection order for the 12 teams that did make the playoffs is based on each team's amount of bonus points in the previous season:*
			1. Ties between teams with identical records are determined by the following tiebreakers (in order): strength of schedule and a pre-draft coin flip.
			2. Eliminated in the Conference Quarterfinals
			3. Eliminated in the Conference Semifinals
			4. Eliminated in the Conference Finals
			5. IHL Runner-up
			6. IHL Champion