

GAME OFFICIALS ASSIGNMENT

As of SUN 29 AUG 2021

G	Teams	Venue	Date	Time	On-ice Officials	Supervisors	Others
1	FRA - HUN Bench: (left) (right)	RIG	THU 26 AUG	15:30	Ref 15 SCHRADER A (GER) Ref 12 STERNAT C (AUT) SBR 18 KAUKOKARI M (FIN) LM 27 RIECKEN S (AUT) LM 26 WALDEJER A (NOR) SBL 22 SHISHLO D (RUS)	GS REINDL F (GER) OC PAKASLAHTI J (FIN)	VGJ ZELKIN S (USA) SK DZENE Baiba TK LAICANS Juris
2	ITA - LAT Bench: (left) (right)	RIG	THU 26 AUG	19:30	Ref 16 FRANSEN M (DEN) Ref 11 SIDORENKO M (BLR) SBR 18 KAUKOKARI M (FIN) LM 25 GOLYAK D (BLR) LM 28 NIKULAINEN L (FIN) SBL 22 SHISHLO D (RUS)	GS REINDL F (GER) OC ZELKIN S (USA)	VGJ PAKASLAHTI J (FIN) SK DZENE Baiba TK LAICANS Juris
3	FRA - ITA Bench: (right) (left)	RIG	FRI 27 AUG	16:00	Ref 16 FRANSEN M (DEN) Ref 18 KAUKOKARI M (FIN) SBR 15 SCHRADER A (GER) LM 25 GOLYAK D (BLR) LM 26 WALDEJER A (NOR) SBL 28 NIKULAINEN L (FIN)	GS REINDL F (GER) OC ZELKIN S (USA)	VGJ PAKASLAHTI J (FIN) SK DZENE Baiba TK KOVALEVSKIS Andis
4	LAT - HUN Bench: (left) (right)	RIG	FRI 27 AUG	20:00	Ref 11 SIDORENKO M (BLR) Ref 12 STERNAT C (AUT) SBR 15 SCHRADER A (GER) LM 27 RIECKEN S (AUT) LM 22 SHISHLO D (RUS) SBL 28 NIKULAINEN L (FIN)	GS REINDL F (GER) OC PAKASLAHTI J (FIN)	VGJ ZELKIN S (USA) SK DZENE Baiba TK KOVALEVSKIS Andis
5	HUN - ITA Bench: (right) (left)	RIG	SUN 29 AUG	13:00	Ref 15 SCHRADER A (GER) Ref 12 STERNAT C (AUT) SBR 16 FRANSEN M (DEN) LM 27 RIECKEN S (AUT) LM 26 WALDEJER A (NOR) SBL 25 GOLYAK D (BLR)	GS REINDL F (GER) OC PAKASLAHTI J (FIN)	VGJ ZELKIN S (USA) SK DZENE Baiba TK KOVALEVSKIS Andis
6	LAT - FRA Bench: (left) (right)	RIG	SUN 29 AUG	17:00	Ref 18 KAUKOKARI M (FIN) Ref 11 SIDORENKO M (BLR) SBR 16 FRANSEN M (DEN) LM 28 NIKULAINEN L (FIN) LM 22 SHISHLO D (RUS) SBL 25 GOLYAK D (BLR)	GS REINDL F (GER) OC ZELKIN S (USA)	VGJ PAKASLAHTI J (FIN) SK DZENE Baiba TK LAICANS Juris

Legend:

G	Game number	GS	Game supervisor	LM	Linesman	OC	Officiating Coach
Ref	Referee	RIG	Arena Riga	SBL	Standby linesman	SBR	Standby referee
SK	Scorekeeper	TK	Timekeeper	VGJ	Video goal judge		