



Sledge Hockey of Canada / Hockey sur Luge du Canada

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SLEDGE HOCKEY OF CANADA HOCKEY SUR LUGE DU CANADA

OFFICIAL CANADIAN SLEDGE HOCKEY RULES

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**Approved
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1. BASIC RULES

1.1

The following rules will be used as a complement to the International Ice-Hockey Federation rules (I.I.H.F.) and that of the IPC, for the sport of ice sledge hockey.

2. ELIGIBILITY

2.1

Eligible for competition, at the international level, are all athletes with functional and/or sensory disabilities as defined in Paragraph 3.

2.2

Divisions for players may be established dependant on levels of competition as follows:

Juniors - 15 years of age and under as of December 31 of the current year

Intermediates - 16 to 25 years of age as of December 31 of the current year

Seniors - 21 years of age and over (highly competitive level)

2.3

Any player may elect to play sledge hockey at a higher level of competition but may not revert back to a lower level after playing three (3) or more games at the higher level during that season.

2.4

Junior and Intermediate teams are entitled to carry one (1) over-aged player on the roster, but the age must be specified at registration time, and this individual shall not be permitted to play goal. No team, whatever the division, shall have ~~no~~ more than 2 able-bodied players on the ice at any time during the game and they cannot play in goal.

3. COMPOSITION OF TEAMS

3.1

A maximum of fifteen (15) players, including two (2) goaltenders, will constitute the playing team.(i.e.: 3 Forward lines + 2 Defensive lines + 2 Goalies) A Team Coach, Assistant Coach, Manager, Trainer, a Medical/Classification Consultant, a Sledge Hockey Qualified Referee and one Minor Game Official (Timer or Statistician) shall be the total National Team complement, for a maximum of 22 people.

3.2

The Sledge Hockey Qualified Referee shall only be scheduled to officiate at games in which the country he/she represents is not participating. This restriction also applies to Semi-Final and Championship Games.

DEFINITION: MINIMUM DISABILITY REQUIREMENT- To participate in IPC Official Competitions and IPC Sanctioned events, each player of a participating team must have a permanent disability that would normally preclude that athlete from playing regular competitive ice hockey. Determination of minimum disability and appropriate classification shall be based on accredited medical conclusion and observations by a tripartite Tournament Classification Committee composed of an IPC recognized physician, an athlete/player representative from the same team as the player being classified, and an IPC Sports Assembly appointed Technical Representative, all of whom should be familiar with the sport.

3.3

The Referee and the Official scorer before each game shall be informed of the player who is the Captain of the team and the (2) Alternate Captains.

4. THE RINK

4.1

A standard ice hockey rink with standard goals shall be used.

4.2

Players' benches shall be *ideally* off the playing surface and allow the athletes' entrance and egress without assistance or lifting by support staff or coaches. The same *should* also apply to the penalty boxes. Additionally, the surfaces inside these off-ice areas should be ice covered or covered by special plastic to avoid damage to sledge blades and ease entry and exit to ice surface.

4.3

In the event off-ice player facilities prevent any athlete from entering or leaving the playing surface with relative ease, the referee shall designate to each team a specified area on the ice between the centre-line and the blue lines on the playing surfaces as "bench areas". They may be located on opposite sides of the playing surface but optimally should be on the same side as the Referee's Semi-circle near the Time Keeper's box to avoid interference with the game or frequent stoppage of play.

4.4

Penalty box areas on the playing surfaces may be designated likewise, but normally the referee's circle adjacent to the Timekeeper's box is utilized. Any altercation, harassment of opposing players or interference with the referee occurring within the designated penalty box area will be severely dealt with by Game Officials and may include Game Misconduct penalties.

4.5

As soon as the puck enters and makes contact with a player or equipment in the designated "bench areas" or "on-ice penalty boxes", the referee or linesman shall stop play to avoid players piling into these areas and possibly injuring players therein.

5. SLEDGE HOCKEY EQUIPMENT

5.1 SLEDGES

5.1.1

The height of the main frame measured from the ice to the bottom of the frame shall be 8.5-9.5cm.

5.1.2

The material used to construct the frame must not have a diameter or thickness greater than 3.0cm.

5.1.3

The length of all runners/blades in contact with the ice must not exceed one-third (1/3) of the total length of the sledge.

5.1.4

Devices under the sledge (except for runners/blades) are prohibited.

5.1.5

The puck must be able to roll on edge beneath the sledge, excluding where the runners/blades are attached.

5.1.6

Seat cushions, if used, must not exceed 10 cm in height when unoccupied.

5.1.7

The sledge may be equipped with a back rest (chair back), but it must not protrude laterally beyond the armpits of the player when properly seated on the sledge. The backrest may be padded and shall have rounded edges/corners with no hard or sharp protrusions to the sides.

5.1.8

No external projection or protuberance beyond the seat or back support towards the rear of the sledge will be allowed in the excess of 10 mm.

5.1.9

Straps shall be used to secure a player's feet, ankles, knees and hips to the sledges.

5.2 STICKS

5.2.1

A player's stick shall not exceed the maximum length of 100 cm, to be measured along the centre line of the stick, and including the blade and pick portions.

5.2.2

The depth of the teeth on the pick-ends shall not exceed 4 mm. The pick-ends must be fixed to the lower or butt end of the stick and not end in a single, sharp point, but have at least 6 teeth per stick (3 each side minimal) to avoid damaging the ice surface. Each tooth on a pick shall not be conical or come to a sharp needle-like or piercing point to avoid puncturing type wounds or possible slashes, intentional or accidental. The pick ends may be made of any strong material including steel but not exceed the width of the stick nor be longer than 10.2 cm (4 inches). The pick ends shall not exceed beyond 1 cm of the end of the solid portion of the stick.

5.2.3

The blade of the stick shall not exceed a height of 5 cm or a length of 25 cm, measured from the toe to the heel. Both of the player's sticks may be equipped with a blade.

5.2.4

All edges on sticks shall be rounded with 3 mm corners.

5.2.5

Any curvature of the blade or groove cut into the stick anywhere along its length shall not exceed a depth of 1.27 cm (1/2 inch).

5.2.6

A player may utilize two sticks, with blades, to facilitate stick handling and ambidextrous shooting.

5.2.7

One of the goalkeeper's sticks may be equipped with a larger blade. The blade must not exceed 35 cm in length and 11 cm in height, nor anywhere along the blade be less than 7.62 cm (3 inches). The goalie stick shall have a maximum length of 100 cm (including the blade) to be measured along the centreline of the stick. The goalie stick may be curved similar to a player's stick (ref 5.2.5), but may have an additional pick at the base of the blade not exceeding the regular pick projection of 1 cm with a corresponding other blade at right angles to the butt and or the same stick to facilitate movement back and forth in the goal (i.e. Push or Pull).

5.2.8

If the goalkeeper uses two sticks, the second stick must not be curved or grooved but may have a blade, the dimensions of which shall not exceed those of a regular player's stick. (ref 5.2.1 to 5.2.4) (see 5.3.1 re: limitations).

5.2.9

The handle, shaft and blade of a stick (including Goalkeepers stick) may be made of wood, plastic or aluminum/titanium but must not have any pockets, projections, netting or other contrivance designed to catch or hold the puck, thereby giving the player or goalkeeper an undue advantage in playing the game.

5.3 GOALKEEPERS EQUIPMENT

5.3.1

The goalkeeper shall be allowed to use specialized goaltending equipment such as blockers and catchers mitts. These shall be allowed to have 4 mm. protuberances or picks protrude or affixed to them. The teeth of the picks shall not exceed 4 mm. this arrangement shall be made in substitute of the other stick. (ref. 5.2.8)

5.3.2

The goalkeeper's equipment shall be secured so as not to impede the passage of the puck, rolling on edge, beneath the goaltender's sledge (i.e. goalie's pads and equipment must be 8.5 - 9.5 cm off the ice).

5.4 PROTECTIVE EQUIPMENT

5.4.1

The wearing of regulation hockey helmets with a full cage or mask covering the entire face is obligatory.

5.4.2

The wearing of a protective throat collar or bib is obligatory.

5.4.3

It is recommended that all Sledge Hockey players, particularly the goalkeeper, wear full protective safety equipment as defined in accepted hockey rules for able-bodied ice hockey players.

5.4.4

After one warning by the Referee, to remove or fix any equipment a minor penalty shall be assessed to the offending player wearing or using non-conforming equipment. (ref. 5.1 to 5.4 inclusive)

5.5 DANGEROUS EQUIPMENT

5.5.1

The use of pads, protectors or sticks likely to cause injury is prohibited.

5.6 CONTROLS AND AUTHORITY

5.6.1

Referees have a right to measure the sledge, picks and sticks at any time prior to and during the game.

5.6.2

It is *recommended* that the referee or delegated linesman inspect all equipment for safety prior to the start of the game/tournament.

5.6.3

Illegal equipment will be immediately removed from the playing surface and the offending team assessed a Bench Minor penalty for each infraction, which must be served by the player(s) using the non-conforming, equipment. The goalkeeper shall not be required to serve the penalty but a player who was on the ice at the time the Minor Penalty was called shall. Repeated use of the same or similar illegal equipment in the same game will result in a Game Misconduct being assessed the offending player.

6. PENALTIES

6.1

The penalties shall be in actual playing time and are as follows (for details, see L.I.H.G. or national ice-hockey governing body rule):

Minor penalties = 2 minutes

Bench minor penalties = 2 minutes

Major penalties = 5 minutes

Misconduct penalties = 10 minutes (immediate substitute allowed)

Match penalties = Exclusion of player (substitute allowed after 5 minutes)

Penalty Shot = if a goal is scored on a penalty shot.

6.2

Penalties may be assessed at any time before, during and after the game, when an offence is committed, regardless of whether or not play is in progress. Penalties may also be assessed for

infractions of the rules committed during the pre-game warm up, when observed by the Referee, a Linesman or the appointed Stand-by or Minor official.

6.3

Any unnecessary contact between opposing players after the Referee's whistle or siren ending the period shall result in penalties being assessed as prescribed for the type of infraction.

7. COMPETITION RULES

7.1

The use of a stick of non-conforming size = minor penalty

7.2

Crosschecking with the sticks or using a stick to push an opponent = minor penalty.

7.3

Any attempt to injure or deliberate injury = major penalty. This includes deliberately "running" the goalie or making no visible attempt to avoid contact in the crease.

7.4

Carrying the lower pick end of the stick above hip-height when in close proximity of an opponent or shooting the puck with the pick-end = minor penalty.

7.5

Playing the puck with the lower pick end of the stick in close proximity of an opponent or shooting the puck with the pick-end = minor penalty.

7.6

Any part of the stick above shoulder-height in close proximity of opponent = minor penalty.

7.7

Crosschecking, intentional "sledge-ramming". Body-checking from behind, or deliberately pushing an opposing player from behind with a stick or making contact with an opposing player, whether intentional or not, with a high stick or a pick-end or goalies' equipment = minor penalty.

7.8

Turning up the under part of the sled towards an opponent or exposing a blade and colliding = minor penalty.

7.9

Body checking is allowed only with the upper torso or side of the sledge. Running into an opponent at an angle of 90 degrees (broadside) or deliberately with the front of the sledge forward, from a head-on position (ramming/charging) = minor penalty.

7.10

A goal will not be allowed when an attacking player throws, pushes or hits the puck with his hand directly into the goal. Neither will a goal be allowed if the puck touches a defender before going into the goal when the attacker has handled the puck with his hands or directly or indirectly propelled the puck forward or backward using his hands or legs.

7.11

Handling of the puck by a defender or intentionally passing the puck with the pick-end of the stick resulting in the puck going into the defender's own goal will be scored as a goal, as is a normal shot bouncing or deflecting off a defender or his playing or protective equipment.

7.12

The handling of the puck directly with the hand or intentionally passing the puck with the pick end of the stick is not allowed. The referee shall stop play and call for a face-off at the nearest face-off circle. Cradling the puck with the thumb or forefingers along the ice, as long as part of the stick

(usually the handle) is in contact with the puck, and the puck is not trapped or held down on the ice or against the stick, is permitted.

7.13

Locking the puck against the ice with the fingers, hand, stick or sledge to keep an opponent from getting the puck except for the goalie = minor penalty.

7.14

The puck shall be considered "frozen" or unplayable by the referee if it is out of sight or stays under the sledge or is held there by the goalie's sticks or gloves. The referee shall stop play and call for a face-off at the point of initiation of the disappearance (if in the neutral zone) or at the nearest face-off circle.

7.15

The goalkeeper, unless sprawling with his whole body to stop a shot that's on its way towards the net, may not lay the sides of the sledge down on the ice to stop a shot. Violation of the rule = penalty shot.

7.16

Where any player of the defending team, including the goalkeeper, deliberately throws his stick or any part thereof, or any other object at the puck or puck carrier in the defending zone, the referee shall allow the play to be completed and if a goal is NOT scored, a penalty shot shall be awarded to the attacking team. If a goal is scored, the penalty shot shall not be awarded.

7.17

A major penalty shall be assessed any player who deliberately throws his stick or any part thereof, or any other object at the puck or puck carrier in any zone, except when such act has been penalized by the awarding of a penalty shot or a goal.

7.18

A minor penalty shall be assessed any player who throws his stick or any portion thereof, anywhere other than at the puck or the puck carrier.

7.19

A misconduct penalty shall be assessed any player who deliberately throws a stick or any part thereof or any object, outside the playing or at a game official.

7.20

If a team is withdrawn from the ice and fails to return and start play, or if being on the ice, fails to start play within two minutes after being ordered to do so by the referee in charge, the game or series shall be suspended, and the game awarded to the complying team by the referee. The score recorded will be officially announced as 9 to 0 by default, in favor of the complying team.

7.21

The commencement of the two-minute warning shall be announced over the public address system, on the instruction of the referee.

7.22

If a team is withdrawn from the ice or fails to go on the ice, or being on the ice, fails to start play a second time within the same game after being ordered to by the referee in charge, the two minute allowance shall not be granted and the game or series shall be suspended as in 7.20.

7.23

If a team fails to present itself at the time and place appointed to play the game, the game shall be awarded to the opposing team, unless such failure is caused by an unavoidable accident or an unforeseen contingency. The Official score will be recorded and announced as 1 to 0. If both teams fail to appear, the game will be recorded as a 0-0 tie.

7.24

A player or team official who, refuses to leave the bench or playing area after he has been assessed a Game Misconduct penalty, shall be suspended for one year or more from the date of the infraction.

7.25

A bench minor penalty shall be assessed a team where any player or team official on the bench bangs the boards or ice surface with a stick or any other object in protest of an official's ruling.

7.26

When a player on the ice commits the infraction described in 7.25, he shall be assessed a minor penalty for unsportsmanlike conduct.

7.27

Players "taking the face-off" shall place the blades of their sticks parallel and opposite to each other, with the bottom or heel of each of the blades flat on the ice and entirely clear of the spot where the puck is to be dropped. All other players, excluding goalkeepers must position themselves at least 4.57 m (15 ft) from the face-off spot on their own side of the restraining lines (hash marks) which are 91.44 cm (3 ft) apart on the outer edge of the circles, or likewise, if the face-off is occurring mid-ice. If a violation of this rule occurs, the referee or linesman shall order another face-off, unless the non-offending team wins the draw.

7.28

A player caught in the attacking zone "offside" may purposely place himself back "on side" by quickly exiting the zone without advancing towards or playing the puck, by crossing the blue line with both sledge blades, then re-entering the zone.

7.29

The Referee when signaled by the Linesman shall call the offside or "two-line" pass. The face-off will occur at the point of origination of the errant pass.

7.30

Icing the puck shall be called as soon as the entire puck crosses the end goal line providing it does not pass through the goal crease area.

8. GAME DURATION

8.1

Each game shall be composed of 3 equal playing periods called stop-time periods. The Official Timekeeper shall operate the game clock as well as backup timepieces. Other minor Officials assisting the Official Timekeeper will record all stoppages of play and penalties on regulation hockey game sheets. A copy of the game sheet shall be provided to each participating Team coach immediately following the game.

8.2

Games shall be scheduled and played as follows:

Senior Division Games - three (3) 20 minute stop-time periods.

Intermediate Division Games - three (3) 15 minute stop-time periods.

Junior Division Games - three (3) 12 minute stop-time periods.

8.3

In the event of a tie-game at the end of regulation time, a period of OVERTIME shall be played if it is necessary to determine a winner (e.g. championship Final game) NOTE: OVERTIME - shall be limited to one (1) ten minute (10) STOP-TIME period, where the first goal scored wins and terminates the game. (i.e. Sudden Death)

8.4

If the tie is not broken in Overtime and it is absolutely essential that a champion be declared, then a Shoot-out in which all players, excluding the goalies, in the order listed by the team coaches on the Official Game sheet just prior to commencement of the Shoot-out, will shoot individually like a Penalty shot on the opposing goalie until the entire team has shot. Each team shall alternately take turns shooting.

8.5

In a shootout the first team to score a goal in alternating turns, that the other if waiting its turn does not respond to immediately with a goal, shall be declared the winner.

8.6

If after the first round of a shootout no team has scored, or the other team responding with a goal has nullified their goal. The rotation of players shall continue until a winner is declared.

8.7

The Visitors team, as listed on the Official Game sheet, shall have the opportunity to shoot first in any shootout.

8.8

Teams failing to show for a scheduled game, or failing to have players on the ice to start the game within ten (10) minutes of the official start time; will be declared by the referee as having forfeited that game to the opposing team.

8.9

Should both teams fail to appear for a scheduled game, each team will be posted with a loss, as a forfeiture, in determining team standings.

9. COMPETITION STANDINGS

9.1

Team standings shall be based on two (2) points for a Win, one (1) point for a Tie and no (0) points for a loss.

9.2

In the event of a tie in the standings, the team with the highest number of goals scored will be declared the superior team in the standings, when determining consolation and final games. If this still results in a tie, the balance of goals for/less the balance of goals against will determine highest placing. If still tied the team with the least penalty minutes for all games played will be declared the superior team in the standings.

Please note that these rules can be modified to suit particular tournaments and/or league play but the spirit of the Official Canadian Sledge Hockey Rules must be adhered to.

Questions, Comments or Suggestions? Send to shoc@shoc.ca

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