



**2017 USA HOCKEY
DISABLED HOCKEY FESTIVAL
GUIDEBOOK FOR THE
WARRIOR HOCKEY
DIVISION**

General Information

The 2017 Disabled Hockey Festival will use the Official Playing Rules of USA Hockey, which is posted on the USA Hockey website at www.USAHockey.com.

All players, referees, and coaches are required to be properly registered with USA Hockey.

Players may only play for one team per disabled hockey discipline during the USA Disabled Hockey Festival regardless of the division. A player must declare what team he/she is playing with at the beginning of the Festival and may not change teams once the Festival has started for any reason.

Discipline & Resolution Committee

Any issues (discipline, protests, special considerations, request for deviation from any rule, reports of a broken rule) that arise during the Festival should immediately be brought to the attention of the head tournament area/table. The issue will then be turned over to the Discipline and Resolution Committee (D&R).

The D&R Committee shall be composed of four (4) people and be appointed prior to the first game by the tournament director.

The D&R Committee shall be responsible for deciding any action, suspensions or otherwise, to be taken against a player or team official receiving a game misconduct or match penalty. The committee shall have full power to waive or increase the one-or two-game suspension imposed in Rule 404(b), Game Misconduct. The committee shall have authority to initiate action involving supplementary discipline against a player or team official whether or not it involves the playing rules; provided, however, that no suspension shall occur without first giving notice of the intended action and providing the opportunity for a hearing. No player or team official shall be suspended from participating in the remaining games unless he/she has been provided the opportunity to appear before the committee to relate his/her version of the incident.

The D&R Committee shall be responsible for deciding any action, suspensions or otherwise, to be taken against a team for any violation of any of the rules.

For any other decision including playing rules interpretation, with regard to the operation of the tournament (including conduct not in the best interest of hockey), the D&R shall have the final authority to make the appropriate decision. In the event there is a tie vote among the 4 committee members, the tournament director shall make the final decision.

Eligibility

To be eligible you must be or have been Veterans and Members of the Armed Forces (Army, Navy, Air Force, Marine Corps, or Coast Guard), with former Members required to have been discharged under honorable or general conditions. Any exceptions must be approved by the USA Hockey Disabled Hockey Section.

You must also meet one of the following criteria for eligibility:

1. Purple Heart.
2. VA rating of 10% or greater.
3. Medically discharged from active, reserves or National Guard. Veterans with disabilities that are the result of a disease or injury incurred or aggravated during active military service.
4. Post-service disabilities that are considered related or secondary to disabilities occurring in service and for disabilities presumed to be related to circumstances of military service, even though they may arise after service.
5. Any Veteran with a disability that did not occur during Military Service and meets discharge eligibility.

Cases presenting multiple discharges of varying character will also be referred for adjudication to the USA Hockey Disabled Hockey Section.

Proof of eligibility must be presented for verification during team check-in. USA Hockey will not keep nor require copies of documentation, it must simply be shown and approved by Mike Vaccaro, USA Hockey's Disabled Hockey Section Warrior Hockey Representative.

Game Format

The games shall be three 15-minute stop time periods. Each team is allowed one 60-second timeout per game. Length of penalties shall be 2-minute Minor, 5-minute Major, and 10-minute Misconduct.

In the event a game is delayed for any reason, a time adjustment must take place. In the 3rd period, at the first stoppage of play, with roughly five (5)-minutes left in the allotted ice time, if the game time is not less than 3:00 minutes, the referee shall have the scorekeeper reduce the game clock to 2:00 minutes plus whatever seconds are remaining and continue the game with stop-time.

If the game is tied following regulation play in either pool play or play-offs, there shall be a shootout per the official "Shootout Rules" as listed this document.

After Pool Play, teams will be seeded per the official "Tie Breaking Rules to Determine Standings Position" as listed in this document.

Tie Breaking Rules to Determine Standings Position

The points received per game are as follows; three (3) points for a regular time win, two (2) points for an overtime/shootout win, one (1) point for a overtime/shootout loss, zero (0) points for a loss.

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie breaking process over again at step 1. (If all tied teams have not played each other, then proceed to step 2. Note: a team may go into the tie breaking process having defeated another of the tied teams and still not advance).

The tie-breaker formulas are as follows:

6. The results of the head-to-head games played between the tied teams in the following order:
 - a. Total Points
 - b. Head to Head Competition
 - c. Fewest Goals Allowed
 - d. Fewest Penalty Minutes
 - e. Fastest Goal Scored
7. If after applying the formulas above the tie still exists, formula 1 c, 1 d and 1 e, shall be applied in order for the results of all the games played by the teams tied in the following order.
8. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

Note: Forfeits - If a team forfeits any of its games, and becomes involved in any tie-breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the non-offending team.

Shootout Rules

A shootout will be conducted as follows:

- The home team shall the choice whether his/her team will shoot first or second.
- Any player whose penalty had not been completed at the end of regulation play or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- The shootout procedure shall begin with three different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of regulation time.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

The sudden death shootout will be conducted as follows:

- A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in sudden death shootout, whether or not they shot in the previous round.
- Any player whose penalty had not been completed at the end of regulation play or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- No player may shoot twice until everyone who is eligible from that team has shot. If, however, because of injury, penalty or roster size, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot once all of the eligible players from the team with the fewest players taken their shot.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.
- Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of regulation time.