2024-2025 Sled Hockey Event Guidebook

GENERAL INFORMATION

The USA Hockey Sled Hockey Classic and Sled Hockey National Championship feature over 30 teams and 50 teams, respectively. Please read the information below carefully, as it contains important details regarding the event.

FACILITIES

Sled Classic

Starcenter – Dallas Stars Community Ice – Farmers Branch – 12700 North Stemmons Fwy, Farmers Branch, TX and Starcenter – Dallas Stars Community Ice – Euless – 1400 South Pipeline Road, Euless, TX

Sled National Championship

Florida Panthers Ice Den – 3299 Sportsplex Drive, Coral Springs, FL 33065

- **Parking**
  Free parking is available. There is no parking for campers/RVs.
- **Tailgating**
  Tailgating is not permitted on the property.
- **Locker Rooms**
  Locker room assignments will be posted on the digital screens located in the rink.
- **Streaming**
  USA Hockey TV will stream all games live and on demand at www.usahockeytv.com (National Championship only). Local broadcast and streaming are prohibited.

TEAM CHECK-IN

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

Managers and players must check in at the registration table 1.5 hours before the team's first game. Check-in will include verifying the USA Hockey roster and confirming USA Hockey National patches for all players (National Championship only).

At check-in, team managers will collect participant gifts if provided and will be asked to provide a cell number and email address for communication during the tournament.

The head coach must verify their team's roster and sign the electronic game scoresheet at least 15 minutes prior to every game.

NATIONAL CHAMPIONSHIP MANDATORY OPENING MEETING

An opening meeting via Microsoft Teams for all teams participating in the National Championship Tournament shall be held prior to the start of play at a time set by the on-site National Tournament Director. All participating teams are required to have their team manager in attendance. No one person may represent more than one team at this meeting unless the on-site Tournament Director grants prior approval. At the discretion of the National Tournament chair, failure to have the team manager present at the Opening

Meeting shall result in the suspension of the head coach, as listed on the team's official roster, from that team's first game of the National Championship Tournament.

NATIONAL CHAMPIONSHIP MANDATORY TEAM PICTURES

It shall be required that the full team roster attending the National Championship Tournament have a team picture taken at the event by USA Hockey and the host's designated event photographer. See the Photography section below for more information.

No parent, sibling, spectator, or fan is allowed on the ice at ANY time to take photos or for any other reason.

ROSTER ELIGIBILITY

- USA Hockey requires that all teams be properly registered with USA Hockey.
- All players, coaches, and managers must be on the event's approved USA Hockey roster.
- Any team that plays a game with an ineligible player on the roster will forfeit the game.
- Ineligible players include any of the following:
  - A player who has not completed check-in.
  - A player who is not on the approved USA Hockey roster.
  - A player who does not have the Nationals patches affixed to their jerseys (National Championship only).

CODE OF CONDUCT/ON-ICE PLAYING RULES

The official USA Hockey Sled Hockey rules shall be used. No protests shall be permitted on the playing rules, which are attached to this Guidebook. If there is any conflict between the rules listed above and those outlined in this Guidebook, the information in the Guidebook takes precedence.

- There is a zero-tolerance policy for fighting. All fighting penalties assessed by the referee will automatically suspend the player(s) for the following game. There are no appeals allowed for fighting penalties.
- Body checking is allowed in the adult division. Body contact is allowed in all divisions.
- Slap shots are allowed in the adult division.
- Icing the puck is permitted if a team is shorthanded.
- All players on the roster must play in at least one preliminary game to be eligible for playoffs or championship games.
- Players may only play on one team in the tournament.
- Any team that willingly forfeits a game they are scheduled to play will not be eligible for semi-final or championship games in the event and may face ineligibility at future USA Hockey events.

DISCIPLINE AND RESOLUTION COMMITTEE

Any issues (discipline, protests, special considerations, request for deviation from any rule, reports of a broken rule) that arise during the National Championship or Sled Classic should immediately be brought to the attention of the Tournament Director and staff. The issue will then be turned over to the Discipline and Resolution Committee (D&R).

The Discipline Committee for the National Championship and Sled Classic Tournaments shall be composed of four (4) people and be appointed prior to the first game by the on-site Tournament Director. Its members shall not come from the same community. Three (3) of the four (4) Discipline committee members, as appointed by the onsite Tournament Director, shall serve to hear a discipline case. The referee-in-chief, or his/her appointee, shall not be eligible to serve on the Discipline Committee but can provide feedback as the Committee requests.

The Discipline Committee shall be responsible for deciding any action, suspensions or otherwise, to be taken against a player or team official to be served during the tournament.

The Discipline Committee shall have the authority to initiate action involving supplementary discipline against a player or team official, whether or not it involves the playing rules. No suspension shall occur without first giving notice of the intended action and providing the opportunity for a hearing.

The Discipline Committee shall have full power to waive or increase the one- or two-game suspension imposed in Rule 404(b), Game Misconduct. The on-site directors will review video footage of all game misconducts. However, there shall be no hearing for a game misconduct (or for player or coach suspension under Rule 401(b)) unless deemed necessary by the Discipline Committee.

The Discipline Committee shall hold a hearing on any match penalty prior to the team's next game.

If deemed necessary by the Discipline Committee, the use of video in hearings is permitted, but it must be provided solely by the USA Hockey contracted vendor for that event.

If a player receives a major penalty during the National Championship or Sled Classic Tournament, the Tournament Referee-in-Chief shall communicate with the Discipline Committee, and the Discipline Committee shall ensure compliance with the progressive suspension rules (USA Hockey Rules 411 and 615.f) after the game is completed and shall notify the team of any supplemental discipline prior to the team's next game.

All actions taken by the Discipline Committee as a result of incidents occurring at the Championship or Classic must be reported within five (5) days to: the National Championship or Sled Classic Tournament chairperson, and the respective affiliate(s).

The National Championship and Sled Classic Discipline Committee shall review all match penalty incidents assessed under USA Hockey Rule 601(e)(3). The Committee shall determine the resulting suspension and eligibility of any player or coach and any discipline that may extend beyond the applicable tournament shall be referred to the applicable Affiliate.

All suspensions incurred prior to the National Championship shall be served beginning with the next regularly scheduled game of the championship schedule. In no case may such suspension(s) be served in a game occurring outside the championship playoff schedule by scheduling a game not included in the national playdown configuration and having the player sit out that game (National Championship only).

The National Championship and Sled Classic Discipline Committee's authority shall be solely to determine eligibility to participate in the applicable tournament, and any discipline that may extend beyond the applicable National Championship and Sled Classic shall be referred to the applicable Affiliate.

COMPETITION COMMITTEE

The Competition Committee consists of three USA Hockey representatives: the National Sled Hockey Discipline representative, the USA Hockey Disabled Disciplines Manager, and the USA Hockey Disabled Section Chair. The Competition Committee will review the outcomes of games for tier divisional round placement and meet with one team representative.

ADULT DIVISION GAME FORMAT

- 1 hour 15-minute ice time slot
- One 3-minute warm-up prior to the game start
- Three 15-minute stop-time periods
- 1 minute between periods
- 2-minute Minor, 5-minute Major, 10-minute Misconduct
- 1 (60) second time-out per team
- Running clock in 3rd period with a +6-goal difference
- Tag-up offsides
- Hybrid icing
- Overtime (see below)
- Curfew
  In the event a game is delayed for any reason, a time adjustment must be made to the 3rd period. At the stoppage of play, with the nearest 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 the remaining seconds and continue the game with stop-time.

YOUTH DIVISION GAME FORMAT

- 60-minute ice time slot
- One 3-minute warm-up prior to the game start
- Three 12-minute stop-time periods
- 1 minute between periods
- 1:30-minute Minor, 4-minute Major, 8-minute Misconduct
- 1 (60) second time-out per team
- Running clock in 3rd period with a +6-goal difference
- Tag-up offsides
- Immediate icing (red line)

- Overtime (see below)
- Curfew
  In the event a game is delayed for any reason, a time adjustment must be made to the 3rd period. At the stoppage of play, with the nearest 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 the remaining seconds and continue the game with stop-time.

ADULT DIVISION OVERTIME PROCEDURES

In Round Robin/Playoff games that are tied at the end of regulation time, the game advances to a 3-player shootout. The winner of the shootout will be credited with one additional goal in the final score.

In Championship games, which are tied at the end of regulation time, the overtime period is a 4 v 4, 3-minute sudden-death period. If the game is still tied, it advances to a 3-player shootout. The winner of the shootout will be credited with one additional goal in the final score.

YOUTH DIVISION OVERTIME PROCEDURES (National Championship Only)

In Round Robin/Playoff games that are tied at the end of regulation time, the game advances to a 3-player shootout. The winner of the shootout will be credited with one additional goal in the final score.

In Championship games, which are tied at the end of regulation time, the overtime period is a 4 v 4, 3-minute sudden-death period. If the game is still tied, it advances to a 3-player shootout. The winner of the shootout will be credited with one additional goal in the final score.

SHOOTOUT PROCEDURES

A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring.

- The home team shall have the choice of whether his/her team will shoot first or second.
- All goalkeepers and players listed on the official game sheet for both teams are eligible to participate in the shootout.
- No goalkeepers may shoot in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with three (3) 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.
- If the shootout score remains tied after the shootout, a sudden-death shootout will be held.

Sudden-Death Shootout

A sudden-death shootout is defined as each team attempting a shot. If one team is successful and the other team is not, the successful team shall win the shootout.

- The teams will shoot in the same order during the sudden-death shootout as they did during the original previous round shootout.
- Teams will select their shooters to participate in the sudden-death shootout in any order, regardless of whether they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden-death shootout.
- Players in a sudden-death shootout shall not be allowed to take another shot until two different individual teammates have completed their attempts.
- All goalkeepers and players listed on the official game sheet for both teams are eligible to participate in the shootout.
- No goalkeepers may shoot in the shootout.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- 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.

FORFEITS

Teams that forfeit a game due to ineligible players (see Roster Eligibility section) will not be eligible to advance from any tie-break situations that may arise.

Any team that willingly and explicitly forfeits a scheduled game will be deemed ineligible for semi-final and championship games in this event and may face further ineligibility at future USA Hockey events.

METHOD OF DETERMINING A WINNER

During the preliminary rounds, each team will be awarded three (3) points for a win in regulation, two (2) points for a win in overtime or shootout, one (1) point for a loss in overtime or shootout, and zero (0) points for a loss in regulation.

TIE BREAKERS

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking rules listed below. If, at any point during the application of the tie-breaking rules, any or all teams can be seeded higher or lower than the seeded teams, they will be placed in their new positions in the standings. The tie-breaking process will then begin at Step 1 for any teams that remain tied.

NOTE: If all tied teams have not played each other, the tie-breaking process will begin at Step 2. The tie-breaker rules are as follows:

Step 1: The results of only the head-to-head games played between the tied teams in the following order:

a) Most points earned.
b) Most total wins (whether in regulation, overtime and shootout).
c) Most regulation wins.
d) Differential - Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
e) Quotient - Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero (0). Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of "goals for."
f) Most periods won - In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.

If all tied teams have not played each other, the tie-breaking process begins at **Step 2**. For teams that began the tie-breaking process in Step 1, if after applying the formulas of 1 a, b, c, d, e, or f, the tie still exists, continue to Step 2.

Step 2: The results of all the games played by the teams tied in the following order.

a) Most total wins (whether in regulation, overtime and shootout).
b) Most regulations wins.
c) Differential - Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
d) Quotient - Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of "goals for."
e) Most periods won - In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
f) Lowest number of penalty minutes - Calculate the number of penalty minutes accrued during all preliminary round games. The teams shall be ranked low to high in ascending order of "penalty minutes for."
g) Quickest First Goal - The team that scores the quickest goal in their preliminary round games shall be ranked highest.

If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

JERSEYS

The home team will wear dark jerseys and the Away team will wear light jerseys. If the team does not have both jerseys or the colors are too similar, we ask the coaches and captains of each team to work together to determine who is wearing the dark and light jerseys prior to each game. All players must have a unique jersey number submitted prior to the start of the tournament. This number must remain consistent throughout the tournament. Teams are not allowed to use the same number for two players on the same team. All players must have National Championship patches affixed to the jerseys (National Championship only).

WARMUP PUCKS

The tournament will provide warm-up pucks.

WATER BOTTLES

Teams must provide their own water bottles.

MEDICAL PERSONNEL

Athletic trainers and limited medical staff will be available to treat and assess minor incidents.

PHOTOGRAPHY

Professional photography packages are available for purchase where available. At the National Championship, team photos will be taken on the ice immediately prior to the team's first game. The photographer will be on-site for the purchase of packages, individual photos, etc.

Only approved and credentialed media representatives will be allowed to take photos or videos during the event. No professional photography or videography from any individual without proper credentials will be permitted. No spectator is to bring a video camera, DSLR camera, or other professional equipment into the rink. Due to insurance regulations at each rink, only credentialed media representatives will be permitted on the ice for photography purposes. Spectators are not allowed to take photos on the bench or stand near rink doors. Spectators are allowed to take pictures and videos with their phones from stands.

MERCHANDISE/APPAREL

Merchandise and apparel will be available for sale during the event.

OFFICIAL RULES OF SLEDHOCKEY

Photo by Joe Sport Photography

Introduction

This document is the Official Sled Hockey Rules of USA Hockey. It is a supplemental document to the Official Playing Rules of USA Hockey. This document outlines the differences and points of emphasis in sled hockey for the United States. Unless otherwise indicated within this document, all other rules in the Official Playing Rules of USA Hockey, shall apply. Text that is highlight has been added or otherwise changed from the previous version and approved by the USA Hockey Disabled Hockey Section.

Points of Emphasis

Butt-Ending

Butt-ending is extremely dangerous as there are sharp 'picks' at the end of a player's sticks. These 'picks' are used by the players to propel themselves along the ice but are sometimes used as a 'weapon'. Officials should be very alert to a player's use of their sticks. 'Butt-ending' identifies the act of a player who uses the shaft of the stick above the upper hand to check an opposing player. Attempt to butt-end shall include all cases when a butt-end gesture is made but no contact is actually made.

Handling Puck with Hands

All rules as outlined in the Official Playing Rules of USA Hockey for handling the puck with your hands shall be enforced, however, because players often times use all parts of the stick to propel the puck and are frequently moving the position of their hand on the stick, special attention must be given to this.

High Sticking

Sled hockey also uses the normal height of the shoulder for determining if a high sticking infraction has occurred.

Holding

Holding is mentioned as it is common players will attempt to hold the sled of an opposing player. Holding an opponent for even a moment can cause this player to lose any momentum he/she may have. Holding can occur on the arms, on the sled, anywhere on the body, on the head, and even on the opponent's stick. A player who holds an opponent or any part of his sled with his hands or stick or in any other way shall be assessed a "Holding" penalty as outlined in the Official Playing Rules of USA Hockey.

Tripping

Tripping results when player either punches the blades out of another player or uses their stick to pull or hook the blades out from opposing player's sled.

Sled Hockey Specific Playing Rules

Benches / Penalty Benches

Some rinks are "sled accessible." This means that the benches have been modified so sled hockey players can exit the ice. In all cases where the rink is "sled accessible," both teams must agree to use the player benches. If one team choses to no use the player benches, both teams will not be allowed to use the player benches.

When a game is played at an arena that does not support sleds on the team bench, the players are to sit along the boards in front of the team bench, between the blue line and the center red line.

When a player is penalized and playing on a non-sled accessible rink, the penalized player(s) will sit near the center red line, on the ice on the same side as the players' benches, even if the referee crease is located on the other side of the ice.

If a puck is directed toward the team or penalty area, the players shall direct the puck and send it back into play, without providing advantage to either team, as if it 'bounced' off the boards.

If the puck is caught in the bench area for an extended period of time or if a player has directed the puck in an unfair manner, then play must stop and a last play face-off shall be conducted. If a team clearly causes the stoppage of play, such face-off shall not give them a positional advantage. When the puck goes into the bench area where players are located, players in the bench area must make every effort to push the puck out in front of them without creating an unfair advantage to either team.

There is a safety issue with the puck being caught in the bench area and there shall not be players fighting for a loose puck among the players in the bench area.

Unlike able-bodied hockey, players that are serving their penalty in the penalty area on the ice do not need to proceed "by way of the ice" before any substitution can be made. They are permitted to move directly into their team's bench area once the penalty time is over.

A minor penalty shall be imposed to any player, or bench minor if player is not identifiable, who while in the bench area intentionally disrupts game play to benefit their own team creating an unfair advantage.

Body Checking

Body Checking is prohibited in the youth sled hockey division. A minor or major penalty shall be assessed to a player who body checks an opponent in the youth sled hockey division A major plus a game misconduct penalty shall be assessed to any player who injures an opponent with a body check in the youth sled hockey division.

(Note) Body Contact hockey does not mean "no contact." There will be legal body contact (see Glossary) within the rules in Body Contact categories. Legal body contact shall not be penalized under this rule. However, deliberate physical contact with an opponent, with no effort to legally play the puck, shall be penalized.

Players with specially marked helmets (sprayed fluorescent orange/red/pink/yellow), different colored jerseys or pinnies (orange/red/pink/yellow) are deemed non-contact and cannot be checked or receive body contact and cannot check or deliver body contact on an opposing player. This rule is for players with a permanent medical condition or of an impairment likely to last more than 6 months. A minor penalty shall be assessed for violation of this rule to any player causing any contact including the player wearing the specially marked helmet or different color jersey or pinnie. A major + Game Misc. or Match Penalty may be assessed if injury happens.

Prior to participating in any game or practice, a player must provide documentation from a licensed medical professional indicating the player is cleared to participate in practices and games with reduced, not eliminated, contact. This documentation must be submitted along with an applicable waiver to the Sled Hockey Waiver Committee. Such form will be available at www.usahockey.com/sledrules.

(Note) Referees should be aware that the fragile player must not purposefully make contact with opposing player in order to draw a penalty. A minor penalty shall be assessed for violation of this rule.

This replaces Rule 604 Body Checking in the Official Playing Rules of USA Hockey.

Broken Stick

Any player whose stick is broken, may use the pick portion of the stick to propel himself to the bench for a replacement, but not participate in play while doing so. A minor penalty for an equipment violation shall be assessed for participating in play with a broken stick. A broken stick is one that, in the opinion of the Referee, is unfit for normal play. This paragraph replaces rule 605 (a) in the Official Playing Rules of USA Hockey.

A goalkeeper may continue to play with a broken stick until the next stoppage of play or until the goalkeeper has been legally provided with a new stick. The goalkeeper is allowed to go to the bench and change his stick when the play is in progress.

All other rules under Rule 605 Broken Stick shall be enforced.

Composition of Team

Up to two members of a team's coaching staff may be on the ice during games. On-ice coaches must wear skates, a HECC approved helmet and may not carry a regular hockey stick or leave the players' bench area during playing time, except to assist and upright a player. Coaches are not required to wear a face mask unless seated in a sled or wheelchair, in which case they are required to wear a HECC approved facemask properly fastened. For a violation of this rule the bench shall receive one warning for the first offense and a bench minor penalty for every subsequent violation of this rule.

All other rules under Rule 201 Composition of Teams shall be enforced

Face-Off Procedures

Players facing-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. No other players shall be allowed to enter the face-off circle or come within 15 feet of the players facing-off the puck. All other players must position themselves behind the hash marks on the outer edge of the face-off circle or stand approximately arms length apart from the opponent.

Players are not allowed to intentionally fall on the puck in order to protect the puck from the opposing team before passing the puck back to a teammate. A minor penalty for delay of game shall be assessed for an infraction of this rule.

Each team will be allowed 10 seconds to make their line change with the visiting team changing players first. At the conclusion of the line change procedure, the Official conducting the face-off shall blow his whistle. This will signal each team that they have no more than ten seconds to line up for the ensuing face-off. Prior to the conclusion of ten seconds, the Official shall conduct a proper face-off. No substitution of players shall be permitted until the face-off has been completed and play has been resumed except when any penalty is imposed. This paragraph replaces rule 613 (c) in the Official Playing Rules of USA Hockey.

For sled hockey, referees shall crouch and present the puck, rather than start with the puck at their hip.

All other rules under 613 Face-Off Procedures shall be enforced.

Shoot-out Rules

Shootout - If the game remains tied at the end of the overtime period, the teams will proceed to a shootout. Goalkeepers shall occupy the goal closest to their Team's players bench. The home team shall have the choice of shooting first or second. The teams shall alternate shots. Eligible players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct or match penalty. When a goalkeeper has been assessed a misconduct, the player designated to serve the misconduct penalty becomes ineligible for the shootout. If the misconduct is assessed to the goalkeeper during the course of the shootout, the player designated to serve the misconduct must be a player who has yet to shoot and thus becomes ineligible to shoot.

Once the shootout begins, the goalkeeper cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goalkeeper. Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters. 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 overtime. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal scored in his personal statistics. If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that Team. If a team declines to take a shot it will be declared as "no goal."

Puck in Motion of Out of Sight

The puck shall be considered frozen or unplayable by the Referee if the puck is out of sight or stays under the sled or is caught in the sled. If a player deliberately lodges the puck in their sled or in any equipment, a minor penalty shall be assessed for delay of game.

All other rules under Rule 632 Puck in Motion or Out of Sight shall be enforced.

Ramming

A Minor, Misconduct or a Major plus a Game Misconduct penalty, at the discretion of referee, shall be imposed on any player who lifts or raises the front nose of the sled, turns up the under part of the sled towards an opponent or exposes a sled blade and collides with another player.

Sled Hockey Field of Play

Sled hockey is played on a normal regulation hockey rink with all regulation line markings being followed.

Teeing (also known as T-Boning)

Teeing is defined as a player making contact with an opponent with any part of the front radius of the sled straight into his opponent or from the side. This does not include all occurrences of contact being made, rather when contact is made at, or almost at right angles of the sleds.

A minor or major plus a game misconduct penalty shall be assessed to a player who tee's an opponent. A major plus a game misconduct penalty shall be assessed to any player who injures and an opponent as a result of teeing. A match penalty for attempt to injure or deliberate injury to an opponent may also be assessed for teeing.

The signal for Teeing is using a clinched fist of the non whistle hand and moving into the middle of the forearm of the whistle hand.

Throwing Stick/Object

Under Rule 637 (a), a major plus game misconduct penalty, in lieu of a minor penalty, shall be assessed to any player who shoots or throws any portion of his stick in the direction of the puck. For any other object a minor penalty shall be assessed. This paragraph replaces the first paragraph of Rule 637 (a) in the Official Playing Rules of USA Hockey. All other rules under Rule 637 (a) shall be enforced as written including no penalty for a broken stick being discarded in a way to not interfere and a penalty shot being awarded for a stick thrown in the defensive zone in a manner to prevent a goal.

A major plus game misconduct penalty shall be assessed to any player who throws any portion of his stick or any other object outside of the playing area. This paragraph replaces Rule 637 (c) in the Official Playing Rules of USA Hockey.

A Match Penalty shall be imposed on any player who deliberately throws a stick or any part thereof or any object at a Game Official.

Pusher Rules

What is a Pusher in Sled Hockey?

A pusher is an individual who is on skates (and wearing other required protective equipment) during a sled hockey game and pushes a player who cannot propel a sled themselves. A pusher uses handles which are attached to the back of the sled of the player being pushed.

What is aPusher's Responsibility?

- To propel the player who has limited mobility (or other disability which prevents him/herself from participating in play i.e. blindness, etc.) and cannot propel him or herself.
- To keep players safety in mind at all times, and out of harm's way.
- To provide the player the opportunity to play the sport of sled hockey.

Pusher Requirements

- A pusher must be registered with USA Hockey as a player, coach, or volunteer.
- A pusher must wear hockey skates (no figure skates) and a HECC approved helmet. A pusher under 18 must wear a helmet and full face mask.
- A pusher is strongly recommended to wear full hockey equipment.
- A pusher must wear a jersey, warm up, or uniform of the player's team they are pushing.
- A pusher must have adequate skating ability. The referee may remove a pusher if they are not able to skate well enough to keep the players safe.
- All pushers and coaches are not allowed to have an ice hockey stick during warm-ups or during game play at anytime.
- Pushers and coaches are not allowed to sit in the bench area on top of the boards.

The Pusher will not be allowed to participate in the game and may be removed by the referee if pusher requirements are not met.

In Game Playing Rules for Sled Hockey Pushers

- A pusher may not pull the pushed player backwards unless the pushed player is in harm's way.
- A pusher may not push their player faster than the average speed of the player on the ice. This includes accelerating faster than the average player and turning faster than the average player.
- A pusher may not catch the opposing team's puck carrier from behind.
- A pusher may not use their skates or any other body part to block, deflect, or advance the puck.
- A pusher may not use themselves to set up a screen.
- A pusher may not trap the puck beneath the pushed players sled and the ice in an attempt to advance the puck.
- A pusher may not advance the puck with the front part of the sled.
- A pusher may not dominate or intimidate opposing players.
- A pusher must keep a minimum of one blade of the pushed players sled on the ice at all times.
- A pusher may not lift up the front of the sled or lift up the back of the sled off the ice.

- A pusher may not jump for any reason. The pusher's skates must remain on the ice at all times.
- A pusher may not use a hockey stick to push.
- A pusher may not coach/communicate with any other players on the ice while pushing. They are simply there to push their player. A pusher may communicate with only the player their pushing.
- All Pushers/pushed players are not allowed to play within the area in their defensive zone with imaginary lines drawn from the defending goal posts to end face-off spots and out to intersect the top of the face-off circles. (See diagram 1)
- A pusher may not line up during a face-off in their defensive zone anywhere in the shaded area.
- A pusher/pushed player may not check or be checked. Light body contact is allowed.
- A maximum of two (2) pushed players for each team are allowed on the ice, in play, at any one time.
- A pusher shall not move a player in a fashion that assists the player in shooting or passing the puck.
- A pusher must push a player in a a fashion that maintains both skate blades of the sled on the ice at all times.

If there is an infraction of any of the above, a minor penalty shall be assessed to the pusher and player being pushed. Both must serve the penalty and sit in the penalty box/area. It will be an unsportsmanlike penalty.

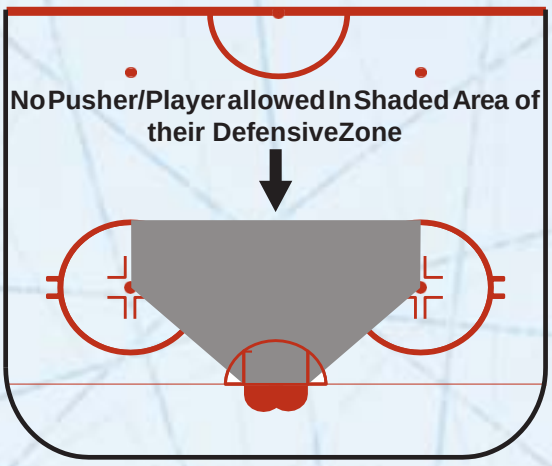
(Note) Referees should be aware to call a penalty on the first infraction of any of the above rule infractions to avoid teams using a freebie or warning to their advantage.

If a pusher commits two (2) minor penalties in one game, the pusher will no longer be allowed to push in that game for any player. The pushed player will be allowed to continue to play with a different pusher.

Pushers/Coaches/Referees are permitted to help a player get up that cannot get up on their own (in a reasonable amount of time — players should not be left lying on the ice) during game play. However, the player or the Pusher cannot intentionally or unintentionally affect the game. If an obstruction of the game occurs intentionally a minor penalty will apply. If an obstruction of the game occurs unintentionally the referee must stop play and the ensuing face off shall take place at the nearest neutral zone face off spot.

Coaches shall not stand on the ice surface while the game is in progress, Coaches shall remain on the players bench. Only coaches/pushers wearing skates and helmet to assist players are allowed on the ice during games.

PUSHER/PLAYER RESTRICTED AREA



Sled Hockey Equipment Rules

General Rules

- Mouth guards are strongly encouraged for every player in any division.
- Neck guards are strongly encouraged for every player in any division.
- Hockey Pants are not required.
- All other normal hockey equipment rules and guidelines apply as outlined in Official Playing Rules of USA Hockey.

Reasonable modifications to general hockey equipment rules may be permissible if the player must have these modifications in order to participate because of their disability. Any modification must be requested and notified to USA Hockey in advance of participation involving the modification.

The use of prosthetics or other equipment made of hard or unyielding material that is not completely covered by protective equipment must be covered on all exterior surfaces with no less than ½ inch thick, high-density, closed-cell polyurethane or an alternate material of the same minimum thickness and similar physical properties to protect an injury.

In addition to USA Hockey typical hockey equipment rules, the following apply to sled specific equipment.

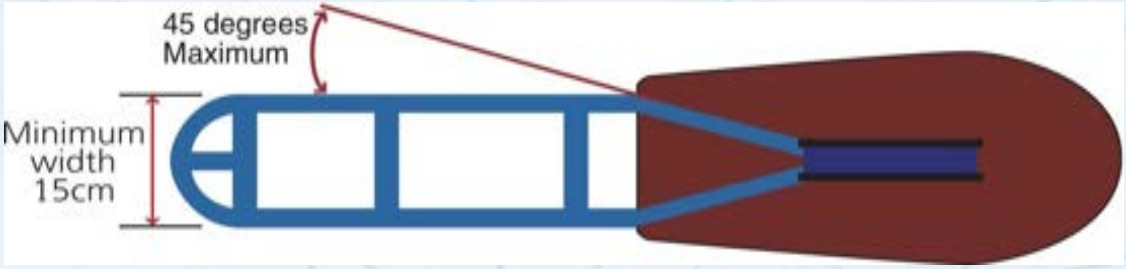
Sled Player Equipment (Mobility Devices) Player Equipment shall be defined as the sled, skag, bucket, skate holder, skate blade, sticks and picks.

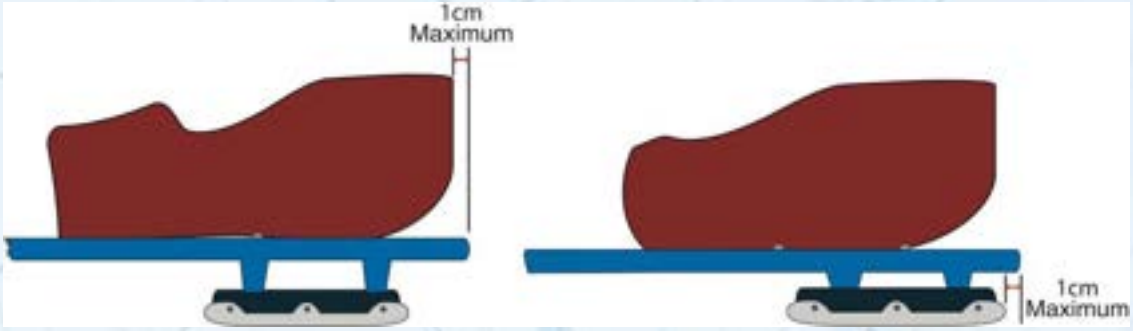
Sled Frames

Sled frames may be constructed of the following approved material: Steel, aluminum, titanium and magnesium. The Material must be cylindrical and not have a diameter smaller than 1.5cm or greater than 3 cm.

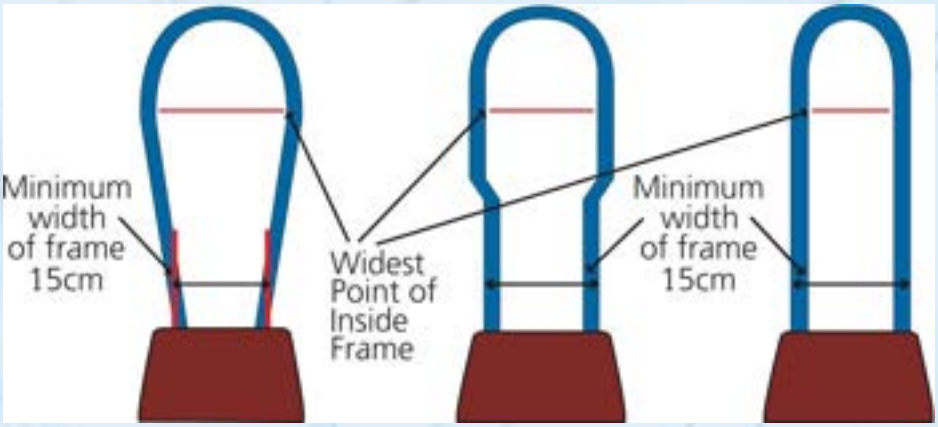
The frames main side rails shall be 15 cm MINIMUM width (measured from the outside of the frame) and a maximum width no greater than the seat of the sled. The side rails of the frame may taper underneath the seat to accommodate the blades; any taper must NOT exceed 45 degrees.

No more than 1cm of the frame may protrude beyond the rear of the seat. The blade carrier may sit on the rear end of the frame, however the frame must protrude 1 cm beyond the end of the blade.

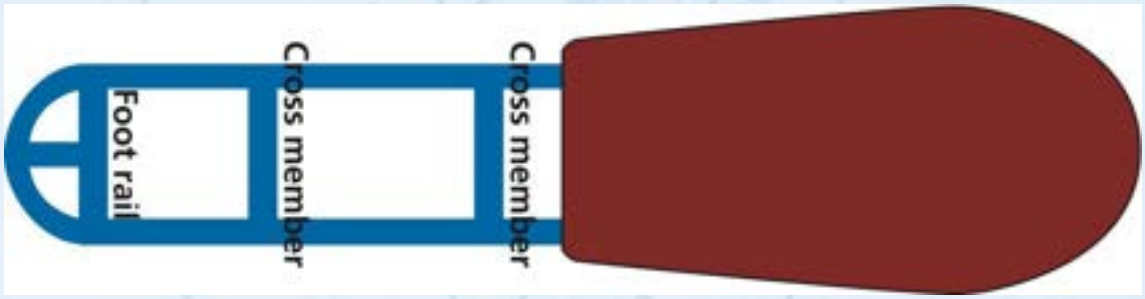




The front of the sled shall have a continuous curve with a maximum radius one half (1/2) of the inside width of the frame at its widest point forward of the seat. The following materials may be used in constructing this piece: Steel; Aluminum; Titanium; Magnesium, Polyurethane.

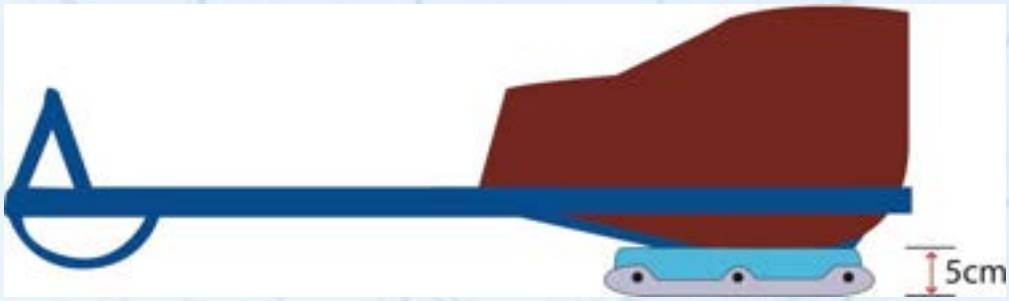


The frame may be fitted with a maximum of (4) four cross members, and one foot rail, mounted forward of the seat. The cross members may be square or cylindrical and not have a diameter smaller than 1.5cm or greater than 3 cm.

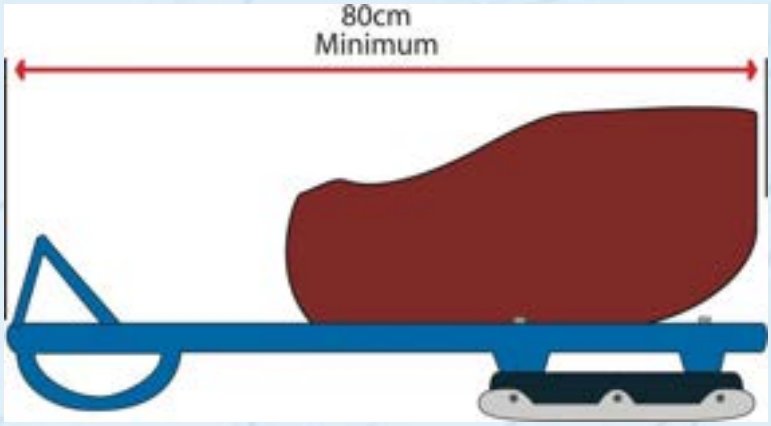


The height of the main frame measured from the ice to the bottom of the frame shall be a minimum 8.5 cm and maximum of 9.5 cm.

Players seats/buckets may sit on the ice hockey blades/ blade carrier, as long as it is not below 5cm.

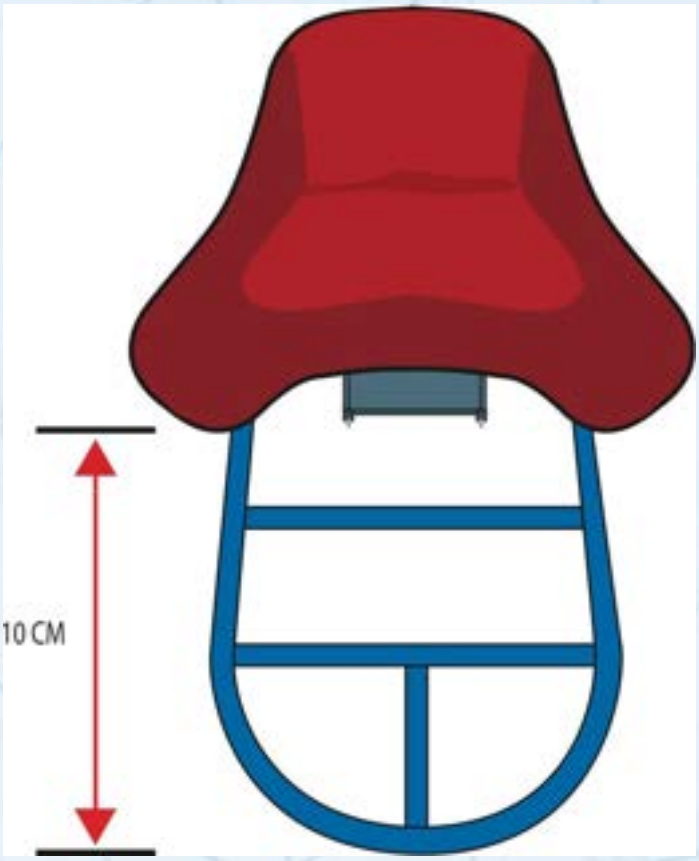


For a double amputee, the minimum length of the frame must be 80 cm and accommodate the front skid



The minimum length of the goalkeepers' sled frame must:

- Extend 10 cm beyond the front end of the players seat bucket.
- Accommodate the front skid.
- Shall have a foot guard/support not be less that 5 cm high minimum and no more that 15cm high maximum, if applicable.



The area from the bottom of the side rails frame tubing to the ice must be a minimum of 8.5 cm and a maximum of 9.5 cm. The area behind the end of skag and in front of the blade and blade hold carrier must be free and clear. No padding or construction of any kind may cover this area.

A plate or any kind of device covering the space between the sled frame side rails is not permitted.

Front Skag

The Sled must have one skag. The front skag must be attached to the frame not more than 3 cm from the front of the main frame. The skag must be mounted in the center of the frame and extend backwards. The skag measured from the frame downward towards the ice must be no less than 7 cm minimum and 9.5cm maximum.

The skag may be made of the same material as the main frame. If made of the same material, it must be cylindrical and have a 3 cm maximum.

The skag may be designed of a nylon/plastic material. It may be solid in shape and have a 1.5cm minimum and a 3 cm maximum.

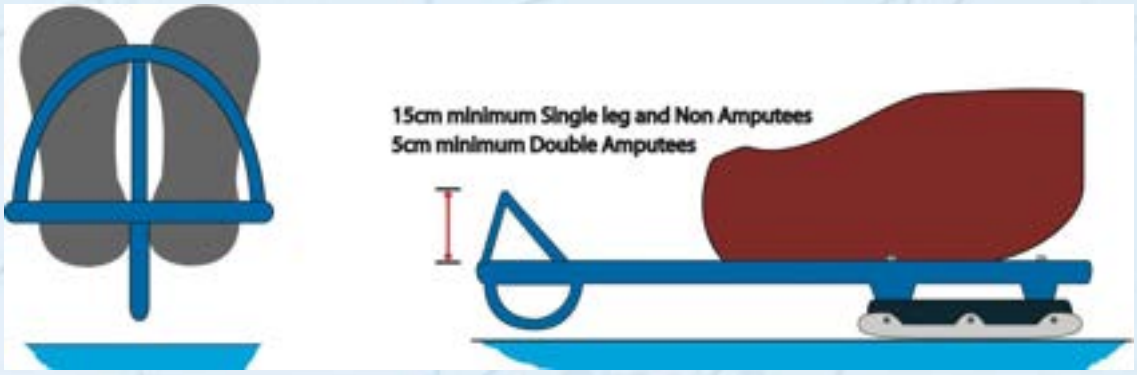
Skags cannot be designed in the following styles:

Foot Guard/Support

A foot guard/support is NOT required, however STRONGLY RECOMMENDED.

If in use, it must be made of the same material as the main frame, and have a diameter of not less than 1.5cm minimum and 3 cm. The foot guard/support shall vary in height (depending on each player's foot size), but shall be a minimum of 15 cm high and must not extend outside the main frame, nor extend above the player's feet/foot.

(Note) Double amputee's foot guard/support shall be a minimum of 5cm high.



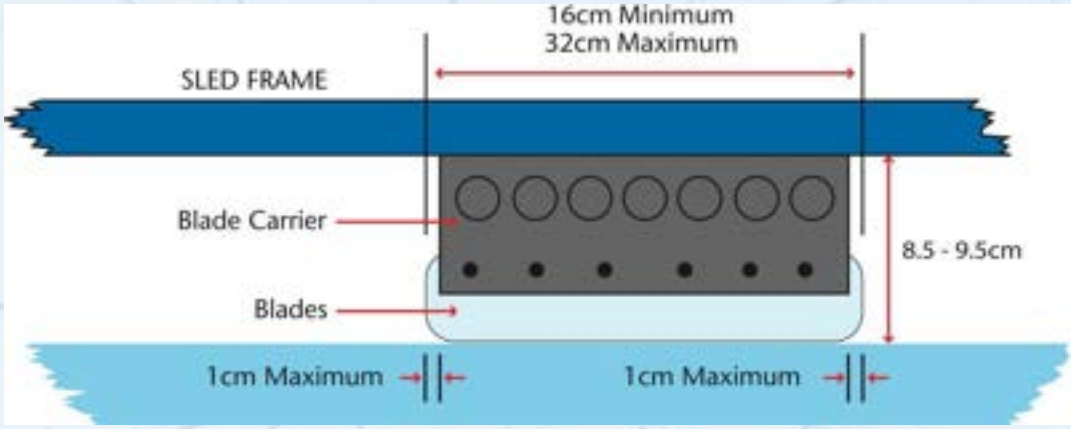
Foot Protection

Ice Hockey Skate Boots as protection are NOT required, however STRONGLY RECOMMENDED. A guard built into the main frame may also act as suitable protection.

Skate Blades/Blade Carrier

Each Sled shall be mounted with one (1) blade minimum and two (2) blades maximum, mounted parallel and square under the seat of the sled, there is no minimum width that the blades are set apart. The maximum width is the width of the seat. The blades must be a minimum 16cm and no longer than 32cm maximum. The blades must not protrude more than one (1) centimeter beyond the front or back of the blade carrier.

(Note) Plastic blades are acceptable for Goalkeeper's only.



Sled Bucket (Seat)

The Bucket may be made from any suitable material and must have no sharp edges (edges rounded off). No more than 1 cm of the frame may protrude beyond the rear of the bucket.

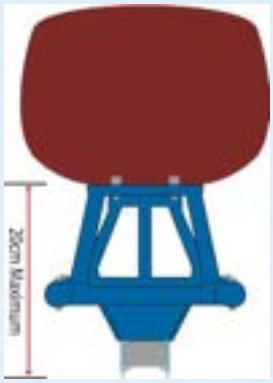
(Note) If the goalie sits cross-legged, the bucket may be extended sideways to protect the knees, but may not protrude more than 1 cm beyond the player's knees.

The maximum height a seat may sit above the ice is 20 cm, measured from a flat surface to the lowest point of the underside of the main seating area of the seat. (See diagram below.)

Removable seat cushions or built-in padding or combination thereof must NOT exceed 5cm in height, nor overlap the seat.

No external projection or protuberance beyond the seat or back support towards the rear of the sled will be allowed in excess of 1 cm.

Straps and/or adhesive tape may be used to secure player's feet, ankles, knees and hips to the sled.



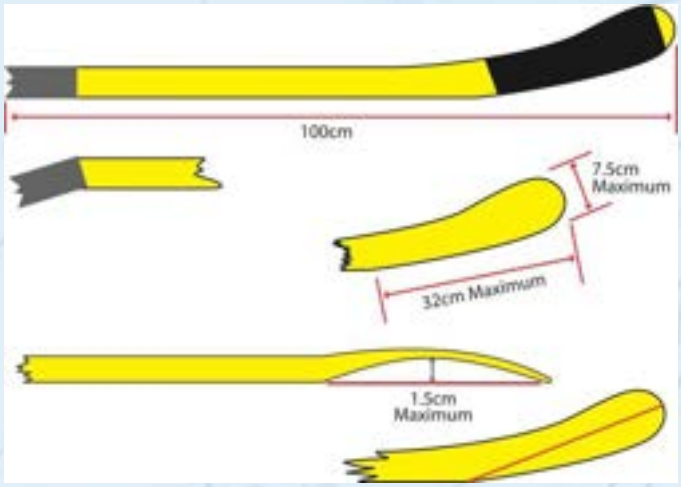
Sled Hockey Stick

Sticks may be made of wood or other material, such as carbon, aluminum, fiberglass or plastic. They shall not have any projections and all edges must be beveled. Adhesive, non-fluorescent, tape of any color may be wrapped around the stick at any place. The shaft must be straight.

Sticks are not allowed to be affixed in any fashion to the sled or body, except they may be affixed to the glove to assist in holding the stick.

No player's stick shall exceed 100 cm from the toe to the pick end of the shaft. The shaft of the stick shall not be less then 2 cm and no more than 2.8 cm in thickness. The blade of the player's stick shall not exceed 32 cm in length and 7.5 cm in width

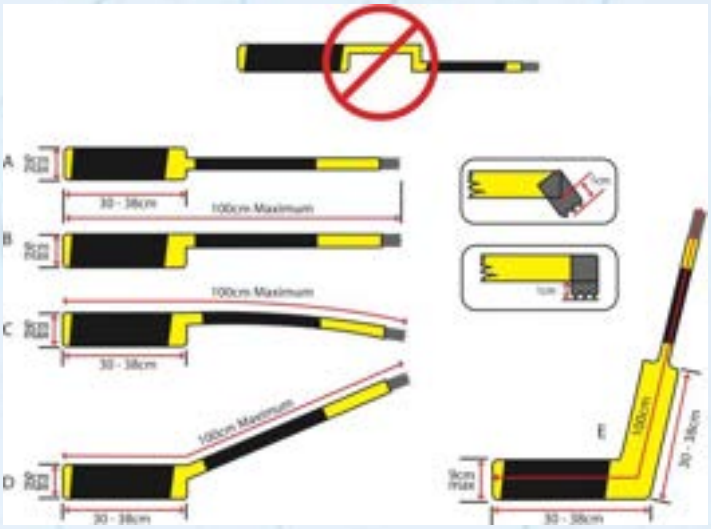
The curvature of a player's stick blade, measured in such a way that a straight line drawn from the heel to the base of the toe shall not exceed 1.5 cm at the point of maximum curvature



No goalkeeper's stick shall exceed 100 cm measured along the center line. The shaft of the stick shall not be less then 2 cm and no more than 2.8 cm in thickness. The blade of the goalkeeper's stick shall have a minimums length of 30 cm and shall not exceed 38 cm in length and 9 cm in width.

The Goalie's stick may have an additional pick at the base of the blade not exceeding 1 cm, set at 90 degrees at the butt end of the stick to facilitate movement back and forth in the goal (i.e. push or pull).

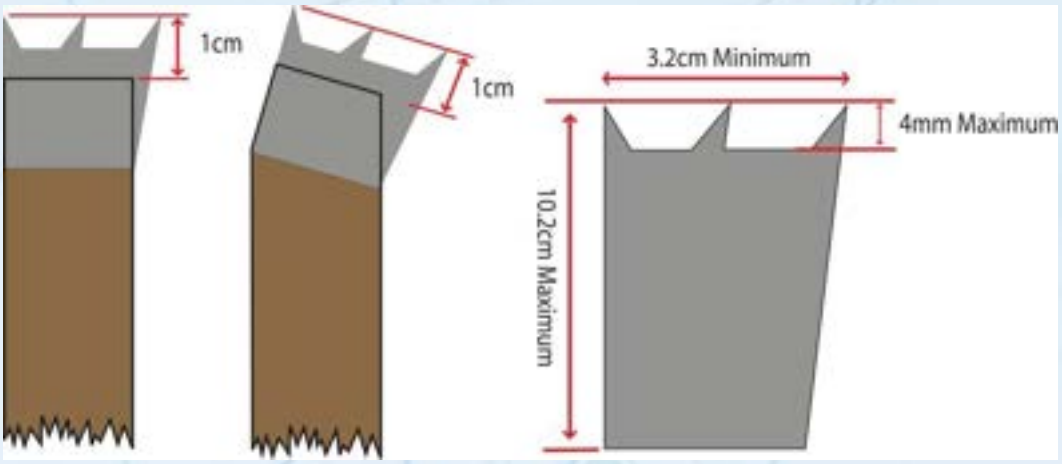
The curvature of a goalkeeper's stick blade, measured in such a way that a straight line drawn from the heel to the base of the toe shall not exceed 1.5 cm at the point of maximum curvature.



Picks

The depth of the TEETH on the "pick-ends" shall NOT extend more than 4mm. A set of "pick- ends" must be fixed to the lower or butt end on each side of the stick, and have at least a total of 6 teeth of equal length per stick (a minimum of 3 each side). The "pick ends" may be made of any strong material, including steel, and the entire length of the "body" of the pick may not be longer than 10.2cm (4 inches). The "pick-ends" shall not extend more than 1 cm beyond the butt end of the stick. The "pick-end" may be beveled but not extend beyond 1 cm at any angle.

Picks shall have a minimum width of 3.2cm.



Goalkeeper's Equipment

Helmet: Only HECC approved helmets and masks are allowed per the Official Playing Rules of USA Hockey.

Should a hard shot hit the goalkeeper's facemask while play is in progress, the play may be stopped at the discretion of the Referee only if no immediate scoring chance is presented to the opposing team.

If a goalkeeper removes his helmet and/or facemask in order to bring a stoppage in play, the Referee shall assess the offending goalkeeper a Minor penalty.

If a goalkeeper removes his helmet and/or facemask in order to bring the stoppage in play in a breakaway situation, the Referee shall award to the non-offending team a Penalty Shot (PS).

If a goalkeeper removes his helmet and/or facemask in order to bring the stoppage in play during a penalty shot, the Referee shall award to the non-offending team a goal.

Catching Glove: Only hockey gloves are allowed per the Official Playing Rules of USA Hockey. These shall be allowed to have fixed protuberances or picks protruding but must be securely attached to the catching glove. The picks shall not exceed 1 cm in length.

Blocker: Only hockey blockers are allowed per the Official Playing Rules of USA Hockey. These shall be allowed to have fixed protuberances or picks protruding but must be securely attached to the blocker. The picks shall not exceed 1 cm in length and can only be affixed to the finger portion of the blocker.

Leg Protection: The goalkeeper's side leg guard shall not exceed 5 cm higher than the leg(s) of the goalkeeper, and not extend beyond the feet. A goalkeeper may use hockey shin guards or baseball shin guards as protection. A goalkeeper may use one pad to protect one leg or two. The goalkeeper's side leg guard or any kind of device or material shall not extend below the side rails of the sled frame.