

IPC ICE SLEDGE HOCKEY REGULATIONS



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DEFINITIONS

International Paralympic Committee (IPC)

The International Paralympic Committee (IPC) is the global governing body of the Paralympic Movement.

International Paralympic Committee Governing Board

The IPC Governing Board (IPC GB) is the representative of the IPC Membership, elected at the General Assembly in accordance with nomination and election procedures adopted by the IPC Membership at the 2004 Extraordinary General Assembly. The GB is responsible for overseeing the affairs of the IPC in between meetings of the General Assembly (GA).

International Paralympic Committee Ice Sledge Hockey Sport Technical Committee (IPC ISH STC)

An IPC committee responsible for delivering specified sport technical activities and services in accordance with the IPC regulations, and providing advice to the IPC Management Team on all IPC ice sledge hockey sport technical matters.

International Paralympic Committee Management Team

Represents the IPC GB and the organization in managing the business affairs of the organization and in all proceedings and negotiations of all types against courts and authorities.

National Paralympic Committee (NPC)

A national organization recognized by the IPC as the sole representative of athletes with a disability in that country or territory to the IPC.

Proper Authorities

The term “Proper Authorities” or “Proper Disciplinary Authorities” as applied under these rules, is defined as the immediate governing body of the respective competition.

Local Organizing Committee (LOC)

A committee that is endorsed by the host NPC to organize an IPC competition.

National Sport Governing Body (NSGB)

An organization that is recognized or authorized by the respective country’s NPC as the governing body for the sport of ice sledge hockey.

CHAPTER ONE: ADMINISTRATIVE REGULATIONS

1 APPLICATION

These Regulations apply to all IPC Ice Sledge Hockey bodies and committees, to all member National Paralympic Committees (NPC), their constituent bodies, clubs, teams, players, officials, members and any person or body whatsoever and howsoever associated as regards competitions of the IPC Ice Sledge Hockey and/or international games or competitions.

2 PLAYER ELIGIBILITY

2.1 *Player Eligibility Rules*

Player Eligibility Rules for Participation in IPC Ice Sledge Hockey approved competitions, Championships and Paralympic Competitions.

Only players meeting the following eligibility requirements can participate in IPC Ice Sledge Hockey competitions:

2.1.1 The player must properly complete and sign the IPC Eligibility Code Form which must also be completed and countersigned by the respective NPC which is at all times responsible for the player's eligibility;

2.1.2. Each NPC and their respective players must ensure that they are fully compliant with the provisions of the IPC Athlete Nationality Policy (IPC Handbook Section 2, Chapter 3.1);

2.1.3 The player must be assigned a sport class and sport class status in accordance with the classification rules of IPC Ice Sledge Hockey; and

2.1.4 The players participating in all IPC competitions must be at least 16 years of age on the day when the respective championship starts. Any deviation must be approved by the IPC ISH STC.

Any athlete in the Paralympic Games or other competitions sanctioned by the IPC must be a national of the country/territory of the NPC entering him or her and in compliance with the provisions of the IPC Athlete Nationality Policy. The IPC Governing Board shall resolve all disputes relating to the determination of the country/territory that a competitor may represent in the Paralympic Games or other competitions sanctioned by the IPC.

2.2 Athletes competing for the first time

An athlete who competes for the first time, thus representing his or her country in the Paralympic Games, in IPC World Championships, Regional Championships, Regional Games or other competition sanctioned by the IPC may not represent another country/territory unless he/she meets the conditions set forth in provisions that apply to athletes changing their nationality.

2.3 Athletes with two or more nationalities

An athlete who is a national of two (2) or more countries/territories at the same time may represent either one of them as he or she may elect, and is subject to the provisions that apply to athletes competing for the first time.

2.4 Athletes changing or acquiring a new nationality

Paralympic Games

An athlete who has represented one country/territory in the Paralympic Games, in IPC World Championships, Regional Championships, Regional Games or other competition sanctioned by the IPC and who has changed his/her nationality or acquired a new nationality, shall not participate in the Paralympic Games to represent his/her new country/territory until three years after such change or acquisition has been made.

Other IPC Competitions

An athlete who has represented one country/territory in a competition sanctioned by the IPC, and who has changed his/her nationality or acquired a new nationality shall not participate in IPC World Championships, Regional Championships, Regional Games or other competition sanctioned by the IPC (excluding the Paralympic Games) to represent his/her new country/territory until one year after such change or acquisition has been made.

Reduction or Cancellation of Minimum Waiting Period

The minimum waiting period required for athletes who change nationality or acquire a new nationality may be reduced or even cancelled provided that the concerned NPCs and subject to confirmation by the IPC CEO.

2.5 Extraordinary circumstances

In all cases not expressly addressed in the IPC Athlete Nationality Policy, in particular in those cases in which an athlete would be in a position to represent a country other than that of which he or she is a national or to have a choice as to the country which he/she intends to represent, the IPC Governing Board and/or IPC Legal Committee may issue specific requirements relating to nationality, citizenship, domicile or residence of the athlete, as well as the duration of any waiting period.

The player and the NPC registering a player for an IPC ISH competition are at all times fully responsible for the player's eligibility. NPCs and their players that do not comply with the rules of eligibility as stipulated here may be subject to disciplinary consequences.

2.6 Classification

Eligible for competition are all athletes with locomotor disabilities in the lower part of the body.

The athlete must have an impairment of permanent nature in the lower part of the body of such a degree that it: is obvious and easily recognizable, and makes ordinary skating - and consequently able-bodied standing ice hockey playing impossible.

Interpretation of minimum disability is:

- Amputation through the ankle;
- Paresis: loss of 10 muscle points in both legs (not counting grade 1 and 2; maximal point score 80);
- Joint mobility: ankylosis (fusion) of ankle joint and/or extension defect of at least 30 degrees or ankylosis of knee joint;
- Cerebral Palsy: spasticity/dyscoordination corresponding to class 7; or
- Leg shortening at least 7 centimetres.

3 INTERNATIONAL GAMES AND COMPETITIONS

3.1 Competitions of IPC Ice Sledge Hockey

- IPC Ice Sledge Hockey World Championships
- Paralympic competitions
- Qualifications competitions
- any other international competitions so recognized by the IPC ISH STC.

All clubs, teams, players, team officials, game officials and members of the directorate who participate in games organized or conducted by the IPC ISH STC are under the jurisdiction of the IPC.

3.2 International Games

Only member NPCs or clubs with the permission of their NPC are authorized to organize and participate in international games and competitions.

Games with Non-member Teams

International games involving teams of non-member organizations require the approval of the NPC where the games will be played and of the IPC ISH STC.

All IPC Ice Sledge Hockey competitions must be played in accordance with the respective Regulations, and official playing rules.

3.3 IPC ISH Official Game Sheets

Official game sheets and referee reports of IPC recognized competition, championship, Paralympic competition or qualification to these competitions must be distributed to the IPC ISH STC, to the organizer and to the respective NPC.

Official game sheets and referee reports of IPC recognized competition, championship, Paralympic competition or qualification to these competitions where a match penalty or game misconduct penalty was imposed must be sent to the NPC of the penalized player; the national team head coach and team official.

3.4 Protection of IPC Competitions

No other high profile games shall be played in the organizing country during the IPC Sledge Hockey World Championship unless otherwise approved by the IPC ISH STC.

3.5 Description of Selected Teams

The name "international" team, "IPC" team or "continental" team (e.g. European team) or any like description is the exclusive right of the IPC. No NPC or club of such association is permitted to have a team play under these names.

The descriptions "national" team, "national junior" team, "national select" team or any like description are the exclusive right of the member NPC.

The description "International All Star" team or a description exceeding the territory of a NPC can only be used with the previous authorization of the IPC ISH STC.

3.6 Names of International Competitions and Cups

Competitions and Cups with names of geographical areas exceeding the territory of a NPC (such as World Cup, European Cup, World Tournament, Continental Tournament, etc.) can be only used with the previous authorization of the IPC ISH STC.

3.7 Default

Any international game agreed in writing between member NPCs or their clubs where either the organizer or one of the participants has failed to fulfill their obligations will render the defaulter liable to disciplinary action by the IPC.

3.7.1 Forfeiting a game

If the team that is behind in a game forfeits”

- If the game score margin is less than 5, change the score to 5 – 0 and erase all game statistics, team and individual.
- If the game score margin is equal to or greater than 5, leave the game score and all the statistics, team and individual.

If the team that is ahead forfeits, regardless of the score, change the score to 5 – 0 for the other team and erase all statistics, team and individual.

If both teams forfeit in a game, then both teams must be shown as losing 5 – 0 and erase all statistics, team and individual.

If a team forfeits a game, they are disqualified from the tournament.

3.7.2 Individual disqualification (DSQ)

A player may be disqualified from the tournament as a result of unsportsmanlike behavior or breach of the IPC Ice Sledge Hockey rules.

3.7.2 Team disqualification

When a third (3rd) player in a team is disqualified from a tournament, the team is disqualified from the tournament. The required actions that must be taken when a team is disqualified vary greatly depending on the point in time the DSQ takes place during the tournament. The DSQ team will show up in the final standings at the bottom with no rank but with a DSQ indicator and with no results.

The significant points in time that determine what actions must be taken are:

- A. During the preliminary round before any subsequent game is started.
- B. After the start of the first qualification play-off game and before the first semifinal game.
- C. During the semifinals and before the bronze medal game.
- D. A team playing in the bronze medal game is disqualified (before or after the game is played)
- E. A team playing in the gold medal game is disqualified before the game is played or after the game is played.

Actions required if a team is disqualified.

- A. During the preliminary round before any subsequent game is started.
- All games involving the DSQed team that have already been played will be considered as lost by forfeit.
 - All statistics and results from these games will be managed according to the forfeit regulation.
- B. After the start of the first qualification play-off game and before the first semifinal game.
- All results and statistics from the previous phases are maintained.
 - The opponent wins by forfeit.
 - The other loser in the qualification play-off games will be ranked 7th in the final standings.
- C. During the semifinals and before the bronze medal game.
- All results and statistics from the previous phases are maintained.
 - The opponent wins by forfeit.
 - The loser of the other semifinal game is declared the bronze medal winner.
 - All other teams move up one rank in the final standings.
- D. A team playing in the bronze medal game is disqualified (before or after the game is played)
- All results and statistics from the previous phases are maintained.
 - The opponent wins by forfeit.
 - All other teams move up one rank in the final standings.
- E. A team playing in the gold medal game is disqualified before the game is played or after the game is played.
- All results and statistics from the previous phases are maintained.
 - If the disqualification occurs before the game is played, the winner of the bronze medal game plays in the gold medal game, if at all possible. If it is not possible to play a new game, the opponent automatically wins the gold medal and the winner of the bronze medal wins the silver and the loser of the bronze medal game is awarded the bronze medal.
 - If the disqualification occurs after the game, the opponent wins the gold medal by forfeit, the winner of the bronze medal game wins the silver and the loser of the bronze medal game wins the bronze medal.
 - All other teams move up one rank in the final standings.

3.8 IPC Sanctioned/Approved Event

An IPC Ice Sledge Hockey Game is defined as a match played against another team which is a registered or authorized member NPC of the IPC.

The IPC playing rules or approved modifications thereof shall apply. A violation of this rule shall subject the team to possible disciplinary action.

An IPC Ice Sledge Hockey competition, other than normally scheduled league or exhibition games, is defined as three (3) or more registered teams competing within a specified time frame for the purpose of declaring a champion. This shall also include gatherings consisting of three (3) or more teams even though there are no winners declared. All invitational Ice Sledge Hockey Tournaments that involve IPC registered teams and / or another non registered team must also receive the sanction / approval of the NPC where the tournament will be held.

The conditions for Sanctioning/Approving an IPC Ice Sledge Hockey game or tournament are as follows:

- a) Written application on the IPC Ice Sledge Hockey Approved Competition Form that must be submitted to the IPC.
- b) A Sanction Fee of 100 Euros for a Game (or Series of Games) or 250 Euros for a Tournament must be submitted with each application.
- c) Applicants must agree to abide by all IPC Ice Sledge Hockey Rules and Regulations in the conduct of their event.
- d) Applications must be accompanied by a copy of the full and complete rules; regulations and procedures of the Game(s) or Tournament proposal if different than those of the IPC Ice Sledge Hockey. Where there is a desire to use exceptions to the IPC rules and regulations, such exceptions must be approved in advance by the IPC ISH STC and the host NPC or IF. Where there is a desire to use exceptions to the IPC Ice Sledge Hockey Rules and regulations, such exceptions must be approved in advance by the IPC ISH STC and the host NPC or authorized national sport governing body.
- e) For an event to be sanctioned/approved, all players, coaches, teams and on-ice officials must be properly registered with their NPC or authorized national sport governing body.
- f) Only IPC ISH/IIHF registered Officials may officiate Sanctioned/Approved games or tournament games, unless specifically approved otherwise by the IPC ISH STC.
- g) Permission for the use of a tournament "title" that would imply that there is a "World" or "International" championship involved can only be granted by the IPC.
- h) Violation of any of the above rules and / or procedures will be considered grounds for possible disciplinary action from the IPC of the individuals; teams and / or governing bodies responsible for such violations.

3.9 Allocation of IPC World Championships

The allocation of IPC World championship and Paralympic competition shall be governed by the IPC. The IPC World Championship will be played in March, April or May.

A NPC shall not be eligible to host an IPC World Championship in the same Pool for two consecutive years unless there is no other applicant.

If there are six or more teams in the event, the organizer must have two ice arenas (depending on the playing system and the required ice time for games and practices) corresponding with the IPC ISH STC requirements. A championship may not be played in more than two ice arenas or in cities that are 75 km apart. Exceptions may be permitted by the IPC ISH STC.

The allocation of any IPC championship is final only when the IPC Management Team and the respective NPC have signed the official host contract.

3.10 Hosting Rights for IPC ISH Championships

The NPC or Local Organizing Committee (LOC), whichever is legally responsible for hosting the IPC ISH Championships, must take full responsibility for the organization of the event in accordance with the respective IPC Bylaws, Regulations and Host contract.

3.11 Responsibilities of the Participating NPC

NPCs entering a team in any IPC ISH Championship or IPC ISH event, including qualifications to these competitions, must submit the respective Team Entry Form to the IPC Headquarters within 60 days of receipt of written notification from the IPC of qualification to the IPC Championship. Participation in IPC Championships is subject to approval of the IPC ISH STC.

NPCs entering teams into IPC championships and Paralympic competition must fulfill all conditions as specified in the Bylaws, Regulations and official playing rules including those rules relating to the use of IPC supplied uniforms, advertising and the display of manufacturer's identification on equipment as specified in the IPC ISH Regulations. All teams, players, game officials and team officials must follow these rules.

Any member NPC that has not paid its dues or fine shall not be permitted to enter a team.

A NPC that does not fulfill its commitment to participate in an IPC ISH Championship, qualification competition or other IPC ISH recognized event may be subject to disciplinary action.

4 FINANCIAL REGULATIONS

4.1 Administration

The IPC Ice Sledge Hockey budget must be approved by the IPC Governing Board and the IPC General Assembly, and will be administered in accordance with the IPC financial policies.

4.2 Currency

The accounts of the IPC ISH STC shall be kept in Euros.

4.3 Fiscal Year

The fiscal year of the IPC Ice Sledge Hockey shall be from July 1st to June 30th.

4.4 Authorized Signatures

No persons other than the IPC CEO or their representatives are authorized to commit expenditure on behalf of the IPC ISH.

The IPC ISH funds shall be administered according to the approved budget.

4.5 Licensing for IPC Ice Sledge Hockey and Income to IPC Ice Sledge Hockey

The licensing programme and income for IPC ISH consists of:

- a) Annual national team license fee of the NPCs of 500 € (for up to 15 players or 16 if at least one female athlete is included in the roster) due by August 31st of the current financial year. An additional fee of 20€ per extra player is also required
- b) IPC sanctioning fees established annually by the IPC ISH STC.
- c) Host contract revenues.
- d) Other revenues as identified.

4.6 Expenses

The IPC will pay expenses for all persons appointed by the IPC ISH STC and/or the IPC Management Team when performing their authorized duties. The IPC will pay cover the expenses related to attending an IPC ISH STC event as an official or delegate of his/her national association.

5 IPC ICE SLEDGE HOCKEY MEMBERSHIP

5.1 Participation of National Teams of NPCs or Reorganized Countries into IPC Competitions

NPCs are required to be members in good standing of the IPC and pay the required IPC Ice sledge hockey annual team license fee in order to be eligible to compete in IPC competitions.

5.2 Allocation of National Teams of New NPCs or Reorganized Countries into the IPC Championships

National teams of NPCs newly practicing ice sledge hockey will start their participation in the IPC Championships in the 'B' Pool or qualification of the respective competitions subject to meeting IPC minimum eligibility standards.

6 DISCIPLINE

The IPC may impose disciplinary actions to member NPCs, clubs, officials, coaches and players if they infringe the provisions of the IPC Handbook, IPC Code of Ethics, IPC Ice Sledge Hockey Regulations or official playing rules of the IPC ISH, or if they violate the good order of the sport of ice sledge hockey or bring the sport of ice sledge hockey into disrepute, or if they violate the decisions of Directorates or officials of the IPC ISH STC who are entrusted with the implementation of the Regulations and/or official playing rules.

The above notwithstanding disciplinary sanctions, shall not be limited to cases specified expressly in the Regulations and official playing rules.

7 DOPING CONTROLS

All IPC Ice Sledge Hockey competitions must comply with the IPC Anti-Doping Code. The use of prohibited substances or methods in contravention of the IPC Anti-Doping Code is forbidden.

CHAPTER TWO: SPORT REGULATIONS

8 ADMINISTRATIVE SPORT REGULATIONS

8.1 International Playing Rules

The official playing rules for all IPC championships, recognized competitions, Paralympic competitions, qualifications thereto and all other international games shall be established by the IPC ISH STC and contained within the IPC ISH Official Rule Book. The IPC ISH STC shall be responsible for establishing guidelines by which the official playing rules shall be interpreted.

8.2 Three-Point System

Teams within an IPC competition are ranked according to the number of points awarded. For all IPC Competitions, points shall be awarded as follows:

- a) Three (3) points for the winning team at the conclusion of regulation time.
- b) One (1) point for both teams at the conclusion of regulation time if the game is tied.
- c) One (1) additional point earned for the team winning the game in an overtime period, or the Game Winning Shots Procedure if the teams are still tied following conclusion of the overtime period.
- d) Zero (0) points for the team losing the game in regulation time.

8.3 Tie-Breaking System

The tie-breaking system for two teams with the same number of points in a standing will be the game between the two teams, the winner of the game taking precedence. Due to the fact that the three-point system does not allow a game to end in a tie, then the following tie breaking procedure is applicable when three or more teams are tied in points in an IPC competition standing. Should three or more teams be tied, then a tie breaking formula will be applied as follows, creating a sub-group amongst the tied teams.

Should three or more teams be tied on points, then a tie breaking formula will be applied as follows, creating a sub-group amongst the tied teams. This process will continue until only two teams remain tied. The game between the two remaining tied teams would then be the determining tie-breaker as the game between these two teams could not end as a tie.

Step 1:

Taking into consideration the games between each of the tied teams, a sub-group is created applying the points awarded in the direct games amongst the tied teams from which the teams are then ranked accordingly.

Step 2:

Should the teams still remain tied then the better goal difference in the direct games amongst the tied teams will be decisive.

Step 3:

Should the teams still remain tied then the highest number of goals scored by these teams in their direct games will be decisive

Step 4:

Should three or more teams still remain tied then the results between each of the three teams and the closest best-ranked team outside the sub-group will be applied. In this case the tied team with the best result (1. points, 2. goal difference, 3. more goals scored) against the closest best ranked-team will take precedence

Step 5:

Should the teams still remain tied then the results between each of the three teams and the next highest best-ranked team outside the sub-group will be applied.

Step 6:

Should the teams still remain tied after these five steps have been exercised then Sport considerations will be applied and the teams will be ranked by their positions coming into the Championship.

8.4 Officiating System

The officiating system of the IPC ISH is established in the IPC ISH Official Rule Book. The three-person system will apply in all IPC championships, tournaments and international games of national teams. Member national associations may use the two-person system in games under their jurisdiction.

8.5 Forfeits

A game is forfeited when a team does not appear for that game, when a team does not resume playing after a game break or when a team breaks off a game before the completion of the game in contravention of the IPC ISH official playing rules.

When a game is declared a forfeit, the result will be recorded 0:5. Should the actual game result be better for the non-offending team than the forfeit, then such result remains valid. When both teams have caused a forfeit, a defeat with a result of 0 points and 0:0 goals will be recorded for each team.

When a team or teams cause a game in progress to be cancelled, then, in addition, two points shall be deducted from the team or teams at fault. The

case will be investigated by the IPC ISH STC Disciplinary Committee for further disciplinary action.

Note: A game is deemed to be in progress from the opening face-off until the final whistle.

8.6 Protest and Appeals

Protests must be submitted in writing in English to the Directorate Jury, within sixty (60) minutes after the completion of the game.

8.7 Schedule of Games

The LOC must prepare the game schedules for the respective IPC competitions in accordance with the IPC ISH Sport Regulations. The organizers will propose the dates, times and places of the games to the IPC ISH STC for approval.

- The team listed first is the home team. The higher seeded team will always be the home team.

The difference between the starting times of two games by the same team shall be at least 20 hours for the IPC Paralympic Games and 17 hours for all other IPC competitions, unless otherwise approved by the IPC Ice Sledge Hockey Sport Technical Committee for extraordinary circumstances (e.g. host broadcast schedule).

No team may be called upon to play on more than two consecutive days and more than one game a day. Exceptionally, three games in a row may be played only if all competing member NPCs have agreed.

Sample Game Schedules can be found in Appendix A.

8.8 Schedule of Practices

On the day of the game the practice times will be scheduled 50 minutes duration and will take place as much as possible in the same arena as the game of the respective team. On the day of rest the practice time will be scheduled for a minimum of 60 minutes duration.

In principle the team which plays earlier will also practice earlier with the necessary adaptation following the timing of games on the preceding day. The home team practices second; the visiting team may practice at the same time if another arena is available. If, for time reasons, two opposing teams have to practice at the same time in different arenas, then the team in higher ranking from the preceding round will have the choice of practice arena.

If two opposing teams have to practice at the same time in different arenas, then the team in better position in the preceding round will have the choice of practice arena.

Practical switches or adjustment of practice times may be agreed between the respective teams and the Technical Delegate, and subject to final approval of the Chair of the Directorate.

8.9 Uniforms and Numbers

For IPC competitions each participating team must have two sets of sweaters and socks, one of light colour and one of dark colour. Both sets must be approved by the IPC ISH STC. The basic colour must cover approximately 80% of each item. During the round robin the home team shall wear the dark colour uniform and the visiting team shall wear the light colour uniform. During the qualification play-off games, semifinals and medal games, the higher ranked team shall have the choice of jersey colour.

Teams may only wear ice hockey competition jerseys, pants and socks of a design, materials and manufacturer that have been approved by the IPC ISH STC.

All players of each team shall be dressed in helmets (except goalkeepers), sweaters, pants, and socks that are uniform in colour. Sweaters and socks must be of the same colour.

Each player must have their name on the back of the upper part of his sweater in block Latin letters 8 cm high. This is compulsory for all IPC competitions. The positions of the numbers are as specified in the official playing rules. Each player must play the entire competition under the same player number.

If the IPC ISH STC provides the teams with uniforms with advertising, the member national associations are obliged to play the respective championship with these uniforms.

Before the game, the Manager or Coach of each team shall provide the Referee or Score-keeper with a list of names and numbers of eligible athletes, including the names of the Captain and Alternate Captains.

8.10 Dressing Room Allotment

The permanent dressing rooms will be allotted to the teams by the following criteria:

a) Higher number of games and practices of a team to take place in one of the arenas.

b) The dressing rooms will be ranked by quality and distance to the ice surface and allotted to the teams following their seeding numbers; nevertheless the hosting country team will have the first choice. The same principle will apply for the eventual game dressing rooms.

c) If the teams have to change the arenas after the Preliminary or Qualifying Round of the competition, then the dressing room in the arena to where a team is moving will again be allotted following the team seeding number and the ranking numbers of the available (free) team dressing rooms. Teams already in the facility will not be expected nor permitted to move dressing rooms. The organizer must work out an exact time schedule for such changes of dressing rooms in advance. Each team shall be provided with a suitable room with sufficient space for 20 team officials and players and their equipment, equipped with benches, sanitary toilet and showers.

A separate dressing room equipped with chairs or benches, sanitary toilet and shower must be provided for the exclusive use of the Referees and Linesmen.

9 RESPONSIBILITIES OF THE DIRECTORATE, TECHNICAL DELEGATE and DIRECTORATE JURY

9.1 Responsibilities of the Directorate

Every IPC competition is controlled by a Directorate. The members of the Directorate are as follows:

- 1) Chairperson nominated by the IPC ISH STC
- 2) One member of each participating member NPC
- 3) One member on behalf of the organizing committee
- 4) Technical Delegate nominated by the IPC ISH STC
- 5) Referee in chief nominated by the IPC ISH STC
- 6) Chief Classifier nominated by the IPC ISH STC

Voting members are those numbered 1, 2 and 3 identified above. Each will have one vote. In the case of a tie the chairperson will cast the deciding vote. It is the responsibility of each participating member NPC to nominate their Directorate member. The team coach is not eligible to be nominated as the Directorate member.

The Directorate shall be responsible for:

- a) controlling the eligibility documents of the players
- b) controlling the organizer's responsibilities
- c) controlling the participating national association's responsibilities
- d) ruling on all disciplinary matters during the competition
- e) doping control

- f) awarding cups, medals, diplomas
- g) confirming the nominations of best three players of each team
- h) selecting the best goalkeeper, defenseman and forward of the competition.
- i) authorizing any other awards of the competition.

The business of the Directorate shall be conducted in accordance with the IPC Ice Sledge Hockey Directorate Guidelines.

9.2 Player and Team Officials Control by the Directorate

Younger players may be permitted to play only on presentation of a waiver signed by two medical doctors, by the NPC and the player's parents or legal guardian, confirming that the player has the physical ability to play. The waiver request must be submitted to the IPC ISH STC no later than 45 days prior to the start of competition. Nevertheless, the IPC ISH STC reserves the right to refuse entry of an under-aged player.

The Player Entry Forms, Team Registration Forms and Team Official Registration Forms with applicable waivers, all completed and printed in block Latin letters, with correct family and given names and personal data; identical to those on the passport, signed by the player and the member national association, together with the player's valid national passports confirming state citizenship must be submitted by the Directorate member representing the team for the players control on the eve of the competition, by midnight local time at the latest. The Player Entry Forms and the applicable waivers in authenticated translation into the player's spoken language, completed with the required signatures must be filed with the member national association.

A member NPC can register a maximum of 13 players, 2 goalkeepers and 6 team officials for the World Championship. The Team Registration Form must name a minimum number of 7 players and 2 goalkeepers per team and be submitted at the first Directorate meeting at which time it will be considered as provisional. However, this minimum number of players and goalkeepers must be present at the competition venue by the time of the players control failing which the team will be disqualified. If the Team Registration Form controlled at the first Directorate Meeting is not changed or corrected by the respective Directorate member two hours before the first match of the competition at the latest, it will become final. The remaining players up to the allowed maximum of players and goalkeepers must be submitted for players control in the same way during the competition, two hours before the respective game at the latest.

Each participating NPC will have the right to register an emergency goalkeeper. The respective Directorate member, together with his team

doctor, must declare in writing that a registered goalkeeper is unfit to play; such goalkeeper may be replaced by the emergency goalkeeper who after being controlled, at the latest two hours before the respective game, becomes eligible to play when the unfit goalkeeper is deleted from the team list by the Directorate. The replaced goalkeeper shall not be permitted to play any further game in the competition.

Control by the tournament Directorate does not constitute acknowledgment by the IPC ISH STC that the player is eligible to take part in the championship. Such control is limited to acknowledgment that the completed Player Entry Form has been received and the details correspond with the player's passport.

9.3 Responsibilities of the IPC Technical Delegate

The following responsibilities are provided to assist the nominated IPC Technical Delegate in fulfilling their duties for any IPC competition.

Game Protocol

Pre-game - Be available in case of any emergency measures that need to be addressed such as pre-game warm-up delay. Ensure that the opening ceremonies are operated according to the IPC ISH regulations or approved agreement.

During game - Ensure that the teams are on the ice at the prescribed time and that the intermission is followed accordingly to protocol. In a play-off game be aware of the Overtime and Game Winning Shots Regulations.

Post-game - Ensure that the closing ceremonies are operated according to the IPC Protocol including the national anthem of the winning team (helmets off), and that teams shake hands with opponents & game officials.

Problem Solving

Be available to answer any questions before and after the game (benches, sweater colours, pre-game warm-up procedures) and to co-operate with the Referee Supervisor to solve problems concerning rules and/or rule interpretations.

Risk Management and Safety

To make an inspection tour through the facility and take note of any items which are considered to be potential problem areas. Report any safety procedure violations by players or officials that are not followed correctly and ensure that the playing surface and the spectator areas are safe for the game. Report any on ice safety issues to the directorate and provide recommendations where necessary.

Discipline

Report any discipline or conduct problems, which occurred during the game. If there is a suspension(s), be prepared to give the insight overview about the incident.

Referee Game Report

All Referee Game Reports must be submitted to the Directorate. Ensure that the Referee Supervisor following the game immediately submits any such report to the Chair of the Tournament Directorate. Obtain this document from the Referee Supervisor and be aware of the contents. Be prepared to give your point of view on the incident or incidents involved or leading up to the incident. The Referee Supervisor may also be asked to state his viewpoint regarding any incident on a Referee Game Report.

Referee Supervisor

Have an understanding and knowledge of the Referee Supervisor's role and duties. Be aware of his location during a game.

Game Summary Report

Provide a game summary report at the next directorate meeting including but not limited to the issues and items listed above. Please ensure to include the final score and any game and match misconduct penalties.

Equipment Measurement Standards

Perform equipment measurements and tag each piece of equipment with an IPC decal or equivalent, in a visible location, to identify the equipment as an approved piece of equipment according to the IPC Ice Sledge Hockey Official Playing Rules. This duty may be performed by an authorized representative of the IPC Technical Delegate.

Directorate Jury

Screen appeals and participate in the Directorate Jury.

9.4 Responsibilities of the Directorate Jury

Any participating NPC who is affected by a decision of the Directorate shall have the right to appeal that decision, provided there are sufficient grounds for appeal. Only the Chef de Mission or proxy shall have the right to submit an appeal.

This regulation shall not apply to matters relating to the rules of sledge hockey, which may not be appealed.

Timing of Appeal

Members who wish to appeal a decision shall have 60 minutes from the time they received notice of the decision to submit an appeal to the Technical

Delegate. The appeal must be signed by the respective Chef de Mission or proxy.

Grounds For Appeal

A decision cannot be appealed on its merits alone. An appeal may be heard only if there are sufficient grounds for appeal. Sufficient grounds include the respondent:

- making a decision for which it did not have authority or jurisdiction as set out in the governing documents.
- failing to follow procedures as laid out in the bylaws or approved policies of IPC Ice Hockey.
- making a biased decision where bias is defined as lack of neutrality to such extent that the decision-maker is unable to consider other views.
- exercising its discretion for an improper purpose.
- making a decision based on a policy that is illegal or contrary to a statutory provision.
- making a decision which is grossly unreasonable and in no way supportable by the facts.

Screening of Appeal

Within 30 minutes of receiving the notice of appeal, the Technical Delegate shall decide whether or not the appeal is based on one or more of the possible respondent errors set out in the Grounds for Appeal clause. The Technical Delegate is not to determine if an error has been made but only if the appeal is based on such an allegation of error by the respondent. The Chair of the IPC ISH STC shall perform this function in the absence of the Technical Delegate.

If the appeal is denied on the basis of insufficient grounds, the appellant shall be given written notice of this decision citing reasons. This decision is at the sole discretion of the Technical Delegate or designate and may not be appealed.

Appeals Jury

If the Technical Delegate is satisfied that there are sufficient grounds for an appeal, he/she shall immediately call to order a Jury comprised of the Technical Delegate, the Referee in Chief and one member of the host organizing committee.

Procedure For The Appeal

The Jury shall govern the appeal by such procedures as it deems appropriate, provided that:

- the appeal hearing shall be held within 1 hour of the Jury's appointment.
- the Jury members shall select a Chairperson from among themselves.
- a quorum shall be all 3 Jury members.

- decisions shall be by majority vote, where the Chairperson carries a vote.
- the Jury may direct that any other individual participate in the appeal.

In the event that a Jury member is unable or unwilling to continue with the appeal, a new member will be sought out and appointed by the Technical Delegate. Unless otherwise agreed by the parties, there shall be no communication between Jury members.

Appeal Decision

Within 1 hour of concluding the appeal, the Jury shall issue its written decision, with reasons. The Jury may decide to:

- void or confirm the decision being appealed; or
- vary the decision where it is found that an error occurred and such error cannot be corrected by the original decision-maker for reasons which include but are not limited to, lack of clear procedure, lack of time, or lack of neutrality.

A copy of the decision shall be provided to each of the parties and to the IPC ISH STC.

10 GAME PROTOCOLS AND PROCEDURES

10.1 Team Entry and Departure from Ice Surface Protocol

In game facilities during IPC Competition where the participating teams enter and depart the ice surface using the same common door and hallway system, the following procedure is proposed to ensure that the teams enter and depart the ice surface in an orderly fashion and without incident. The game clock will be the only timing device used in the timing of all activities including the pre-game warm-up, the period intermissions and the actual game itself.

At the conclusion of the first and second periods, upon hearing the buzzer, the teams must follow these procedures to leave the ice surface. As soon as the buzzer sounds, signaling the end of the period, the game clock will be immediately re-set with the appropriate intermission time frame.

At the end of the first and the second periods, the visiting team will return to its players' bench and remain there until the entire home team has departed the ice surface and entered the common hallway. Once the last player of the home team has entered the common hallway, then the referee will motion the visiting team to leave the ice surface.

At the conclusion of the game, the losing team will depart the ice surface first, with the winning team waiting on the ice until the losing team has left the ice surface. Once the last player of the losing team has entered the common hallway, then the referee will motion the winning team to leave the ice surface.

The Directorate may agree on an adaptation to this regulation taking the positions of the dressing rooms of the two competing teams into consideration and the accessibility to the ice surface.

To notify the teams that it is time to return to the ice surface at the beginning of each period, the official game timekeeper will sound a buzzer in the dressing room area to inform the teams using the following systems at each ice hall:

3 minutes remaining on the game clock - One blast of the alarm by the official game timekeeper indicating that in one minute the teams will be called to the ice surface.

2 minutes remaining on the game clock - Two blasts of the alarm by the official game timekeeper calling for the home team to immediately leave their dressing room and return to the ice surface. The visiting team immediately follows the last player of the home team to the ice surface.

10.2 Pre-Game Warm-up Following an Extended Game Protocol

The game schedule for an IPC competition has been produced using a set of consistent planning guidelines and principles. The approved game schedule has been designed to leave sufficient time at the conclusion of one game for the arena staff to re-surface the ice and allow it to set up for the next game's pre-game warm-up.

In the event there is a delay in the previous game, due to an overtime period or some other form of delay, will make it necessary to allow the next two teams onto the ice for their pre-game warm-up with only a 'scrape' re-surface and not a 'flood' resurface, allowing the teams to begin their game at the scheduled time.

The following situations and guidelines are provided to assist the IPC Game Supervisor, the respective Directorate member from each of the two teams to play the next game plus the organizer representative in making the necessary decisions.

1. Should the first game finish fifty-five minutes or more before the scheduled start time of the next game then a full 'flood' ice re-surfacing will be provided by the arena staff for the pre-game warm-up of the next two teams.

2. Should the first game finish with less than fifty-five minutes and more than forty-five minutes before the scheduled start time of the next game, then a 'scrape' resurfacing will be provided by the arena staff the pre-game warm-up of the next two teams.
3. Should the first game finish with less than forty-five minutes before the scheduled start time of the next game, then the next two teams will warm-up without any ice-resurfacing or will be provided with a 'scrape' resurfacing if both teams agree to a shortened pre-game warm-up.

The IPC Ice Sledge Hockey Sport Technical Committee nominated Technical Delegate along with the respective Directorate member from each of the two teams to play the next game plus the organizer representative will meet to discuss the situation should it become apparent that the current game will not be finished within fifty-five minutes of the scheduled start time of the next game. The Game Supervisor will be responsible to call this meeting. All measures should be taken to ensure that the ice surface is in good condition for the pre-game warm-up. Once the decision is made to provide a 'scrape' resurface or no ice resurface, then the members listed above will be responsible to advise their people of the situation and have them act accordingly.

The co-operation of all Directorate members is requested should this situation arise. It will be necessary that the Game Supervisor, the respective Directorate members and the organizer representative be in attendance at the area at least seventy minutes before the scheduled start time of their game.

The above procedure may be avoided if the respective pre-game warm-up may take place in the adjacent ice arena.

10.3 Game Ending Protocol

Unless otherwise directed, at the end of each game when the winner is declared both teams will take off their helmets and line up on their respective blue lines, facing the flagstaff on which the national flag of the winning team will be hoisted and during which time the national anthem of the winning team is played. The case of a NPC whose team or members thereof fails to observe this ceremony will be submitted to the Directorate and reported to the Disciplinary Committee for possible further sanctions.

10.4 Overtime Procedures

All overtime periods of any IPC game shall be played in accordance with the IPC Ice Sledge Hockey Official Playing Rules.

If in a Preliminary Round or Qualification Round game, the game is tied at the end of regulation time, a five-minute overtime period shall be played immediately after an intermission of three minutes. The teams will defend

the same goals as in the third period.

The puck will be faced off at center ice. The game will end when the five minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure (Rule 605) will apply.

If a playoff game, a Quarter Final game, a Semi-Final game or a Bronze Medal game is tied at the end of regulation time, then a ten-minute overtime period shall be played immediately following the completion of an intermission of three minutes. The teams will defend the same goals as in the third period.

The puck will be faced off at centre ice. The game will end when the ten minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure (Rule 605) will apply.

If a Gold Medal Final Game is tied at the end of regulation time, then a fifteen-minute overtime period shall be played immediately following the completion of a 15-minute intermission during which the ice will be resurfaced. The teams will defend the same goals as in the third period.

The puck will be faced off at center ice. The game will end when the fifteen minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure (Rule 605) will apply.

All overtime periods of any IPC game shall be played with each team at the numerical strength of four (4) skaters and one (1) goalkeeper. Specific rules for this procedure are as follows:

If a team is penalized in overtime, the teams will play 4-on-3. Coincidental penalties do not affect the on-ice strength when assessed in overtime.

In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater.

At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 4-on-4 or a 4-on-3 situation, as appropriate.

If there is a manpower advantage situation, which carries over from regulation time to overtime, the above criteria will be applied at the start of the overtime. Accordingly, if at the end of the regulation time, the teams are

5-on-4, overtime begins at 4-on-3.

When the regulation time ends with on-ice manpower strength of 5-on-3, teams will commence the overtime with strength of 5-on-3. With the expiration of penalties, due to continuous action, player strength may get to 5-on-5 or 5-on-4. At the first stoppage of play following, player strength must be adjusted to 4-on-4 or 4-on-3.

If at the end of regulation time teams are 3-on-3, overtime starts 3-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage player strength is adjusted to 4-on-3 or 4-on-4, as appropriate.

If at the end of regulation time teams are 4-on-4 with a player or players in the box serving non-coincidental penalties, overtime starts 4-on-4 and players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, teams are adjusted to 4-on-3 or 4-on-4, as appropriate.

10.5 IPC Game Winning Penalty Shot Procedure

In a game where a winner must be declared and no goal is scored in the overtime period (Rule 604) then the IPC Game Winning Shots Procedure will apply. The following procedure will be utilized:

- a) The Teams will not change ends for the Game Winning Shot procedure. The center section of the rink will be dry scraped by the ice-resurfacing machine prior to the Game Winning Shots during the time required to organize the program accordingly (This will occur at the discretion of the TD). The Home team shall have the choice of shooting first or second.
- b) The procedure will begin with three (3) different shooters from each team taking alternate shots. The players do not need to be named beforehand. Eligible to participate in the Game Winning Shots will be all players from both teams listed on the official game sheet except as specified in article 3 below.
- c) All players are eligible to participate in the Game winning Shot procedure unless they are serving a Misconduct penalty or have been assessed a Game Misconduct or Match Penalty.
- d) The Referee will call the two captains to the Referee Crease and flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his team will shoot first or second.
- e) The goalkeepers shall defend the same goal as in the overtime period.
- f) Once the Game Winning Shot procedure begins, the goalkeeper cannot be replaced unless he/she is injured. No warm up shall be permitted for a substitute goalie.

- g) The shots will be taken in accordance with the IPC Official Rule Book.
- h) The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- i) If the result is still tied after 3 shots by each team the procedure shall continue with a tiebreaker shoot-out by one new player of each team, with the other team starting the tiebreak shots. The game shall be finished as soon as a duel of two players brings the decisive result.
- j) The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.
- k) Only the decisive goal will count in the result of the game. It shall be credited to the player who scored and to the goalkeeper concerned.
- l) If a team declines to participate in the game winning shots procedure the game will be declared as a loss for that team and the other team will be awarded 3 points for a win. If a player declines to take a shot it will be declared "no score" for his team.
- m) The number of eligible players for the tiebreak shots will be determined by the team with the fewest number of eligible players on the game roster.

10.6 Commercial Break Procedures

During each regular period of the sledge hockey games there will be two (2) commercial breaks, each with duration of 60 seconds. This commercial break procedure will be followed during all games to ensure consistency for the teams.

Commercial Break Procedure

Commercial breaks may only be granted when teams are at equal strength when a stoppage in play occurs (4 on 4, 5 on 5, or 6 on 6). **The determination of equal strength is the manpower on the ice at the time of the whistle.** Therefore, if Team A is a player down, and a penalty is called on Team B, a commercial break is not allowed. Commercial breaks will be taken at the first whistle after the following times on the game clock as it counts down:

- **Break #1 11:00 minutes**
- **Break #2 06:00 minutes**

If the teams are at equal strength and a stoppage of play is due to one of the following:

- a goal has been scored
- a penalty has been called
- a penalty shot has been awarded and taken

then a commercial break is still allowed.

In the event that a commercial break is not taken during the prescribed time slot because of penalties or the flow of the game, the missed commercial

opportunity will be made up at the first whistle in the next commercial break time slot. The second commercial break will then be taken two whistles after the first commercial break is taken. If there is another incident where the second commercial break is missed, this procedure will continue to repeat itself until all breaks are taken. The only exception is when a five minute (non-coincidental) major penalty is called on a player. In this situation the commercial break must be taken during the stoppage in play when the major penalty was called and will be administrated by the Crew Supervisor / Protocol Volunteer in the normal fashion.

Procedures:

The procedure for taking the commercial break is as follows:

- At the whistle a red signal lamp will be immediately illuminated by the Crew Supervisor at the Scorekeepers Bench, signalling that the commercial break is in progress
- The Crew Supervisor immediately starts timing the break
- One linesman places the puck on the ice where the next face-off will take place while the referee proceeds to the Scorekeepers Bench
- The players proceed to their respective benches while the other linesman stands between the player benches
- With twenty seconds left in the break, the Crew Supervisor cues (20 second cue card) the referee to blow the whistle to indicate that the players proceed to the face-off spot
- With five seconds left in the break the back linesman gets a cue (5 second cue card) from the Crew Supervisor to blow the whistle to drop the puck.
- The puck should drop at the sixty second mark
- The Crew Supervisor should turn the red signal lamp off at the sixty second mark

The only permitted exceptions to additional commercial breaks being taken during a time slot are:

- player(s) injury
- damage and/or repair to the playing surface (glass, boards, net)
- any abnormal delay which may require excessive time to sort out

Any extra commercial breaks taken during a time slot must follow the commercial break procedure described above and will be eliminated from the last remaining time slot of that period. It will not be used to create extra commercial breaks. However, in such instances, the Crew Supervisor will be instructed to turn on the light to indicate that an optional commercial break opportunity is being taken.

Note:

- No commercial breaks will be taken in the final thirty seconds of the first and second periods, and the final two minutes of the third period.

- No commercial breaks will be granted in overtime, with the **exception** of the Gold medal game where the above procedure will apply for the 15 minute overtime period

Team Considerations:

Teams should be aware of the following during these commercial breaks:

- Goalkeepers will **not** be allowed to go to their respective players bench
- Teams are allowed to change lines once the referee blows the whistle signalling the teams to return to the face-off with 20 seconds remaining in the commercial break
- These line changes will follow the same protocol as a normal line change during a stoppage of play
- Teams will be allowed to request their official time-out from the referee once they are called back to the ensuing face-off by the referee's whistle with 20 seconds remaining in the commercial break
- The referee will immediately advise the Official Scorekeeper of the time-out request and the official time-out will follow the normal protocol

11 OFFICIALS

11.1 International Referees and Linesmen

International Referees and Linesmen are licensed in categories, A, B and C as specified as follows:

'A' License: Top IPC Championship competitions, Paralympic Winter Games Final Qualifications and Paralympic Winter Games.

'B' License: All other IPC Championships or competitions and Paralympic Winter Games Preliminary Qualifications.

'C' License: All international games involving a national team.

Application Review Process

The IPC ISH Officials Committee shall review all applications and license requests received by the IPC from member national associations, which must be submitted to the IPC Headquarters office by July 31.

The Officials Committee may adjust the license application.

The IPC ISH Officials Committee must submit its recommendations together with the proposed list of licensed referees and linesmen to the IPC ISH STC for approval.

The maximum age of IPC ISH referees and linesmen is 50 years of age as of the application deadline of July 31.

The license fee for an international Referee and Linesman License shall be established annually by the IPC ISH STC.

11.2 Nomination of Referees for IPC Competitions

The IPC ISH Officials Committee must submit their proposed list of licensed referees and linesmen to the IPC ISH STC for approval. From this approved list the IPC ISH Officials Committee will propose the referees and linesmen for the respective IPC competitions for approval by the IPC ISH STC.

A selected referee or linesman may only be replaced with the approval of the IPC ISH STC Chairperson.

The referees and linesmen for every game of an IPC competition will be nominated by the Directorate Chairperson except in the IPC World Championship and Paralympic competitions where they will be nominated by the IPC ISH STC nominated Referee in Chief. All nominations are final.

Referees, linesmen and goal judges for games in the IPC competition must, in principle, be from countries other than those taking part in the game.

Other international games must be officiated by referees holding current IPC ISH licenses whose appointment is agreed by the respective member national associations.

11.3 Appointment and Duties of On-ice Officials

For all international games, the following on-ice officials shall be appointed:

One Referee

Two Linesmen

Referee Duties

The Referee will have general supervision of the game, full control of game officials and players, and his decision shall be final in case of any dispute.

Linesmen Duties

The Linesmen shall be responsible mainly for the infractions concerning the lines (off-side, icing the puck). The Linesmen shall determine and stop the play by blowing the whistle for any infraction of the rules concerning:

1. off-side
2. icing
3. puck out of bounds, un-playable or interfered by an ineligible person

4. goal displaced from its normal position
5. off-side occurring during face-off
6. premature substitution of the goalkeeper
7. interference by spectators
8. injured players
9. pass with the hand from a player to a teammate
10. high sticking the puck.

The linesman shall blow the whistle in case of a hand pass or high sticking the puck if it is obvious that the Referee did not observe the infraction.

The Linesman shall only blow the whistle and report to the Referee penalties concerning:

1. too many players on the ice
2. sticks or anything thrown on the ice from the vicinity of the players or penalty benches.

The Linesman shall report to the Referee when requested to do so by the Referee and give his version of any incident that may have taken place during the playing of the game. He/she shall immediately give his/her version of the circumstances with respect to deliberately displacing the goal net from its normal position. He/she shall immediately give his version in case of:

1. Bench Minor penalties
2. Major penalties
3. Misconduct penalties
4. Game Misconduct penalties
5. Match penalties

The Linesmen shall conduct the face-offs at all times, except at the start of each period and after a goal has been scored.

The complete duties of the Referee and Linesmen are outlined in IPC ISH Official Rule Book.

Incapacitated Referee or Linesmen - Before the Game

If, for any reason, the appointed Referees or Linesmen are prevented from appearing, the team leaders shall agree on a replacement Referee and/or Linesman. If they are unable to agree, the Proper Authorities shall appoint the officials.

Incapacitated Referee or Linesmen - During the Game

If a Referee leaves the ice or is injured, the Linesman or other Referee shall stop the play, unless one team has a scoring opportunity. If the Referee is unable to continue to officiate, one of the Linesmen shall perform the Referee's duties. he/she shall be selected by the Referee Supervisor, the Referee or, if necessary, by the team leaders. If a Linesman or the other

Referee is unable to officiate, the Referee shall have the power to appoint a replacement if he/she deems it necessary. If the appointed official reappears during the progress of the game, he/she shall replace the temporary official at once.

Three Official System

The Referee and Linesmen shall remain on the ice at the conclusion of each period and at the end of the game until all of the players have left the ice and are proceeding to their dressing rooms.

The Referee shall have general supervision of the game, full control of game officials and players, and his decision shall be final in case of any dispute. Before starting the game the Referee shall assure that the appointed officials are in their respective places and satisfy himself that the timing and signaling equipment are in order. he/she shall order the teams on the ice at the appointed time for the beginning of each period.

The Referee shall impose and report to the Scorekeeper such penalties as are prescribed by the playing rules for infractions thereof. he/she shall allow the goals scored. The Referee may consult with the Linesmen, Goal Judge and Video Goal Judge, if available, in matters of disputed goals before making his decision, which shall be final. He/she shall report to the Scorekeeper the name or number of the goal scorer and any player entitled to assists.

In IPC competitions, assists shall be determined by the Scorekeeper. At the first stoppage of play he/she shall cause to be announced over the public address system the reason for not allowing a goal. He/she will measure any equipment at his own discretion or if requested by the Captain of either team (Rule 390). He/she shall order the teams on the ice at the appointed time for the beginning of any period. He/she will face-off the puck at the beginning of each period and after a goal has been scored.

The Referee shall secure the Official Game Sheet from the Official Scorer immediately following the game. he/she shall verify and sign the sheet and return it to the Official Scorer. The Referee shall report on the official game sheet immediately following the game, giving full details to the Proper Authorities for all Game Misconduct penalties and Match penalties.

Report to the Proper Authorities any incident that happens before, during and after the game.

Two Official System

The Referees will have general supervision of the game, full control of game officials and players, and their decision shall be final in case of any dispute.

Before starting the game the Referees shall ensure that the appointed officials are in their respective places and satisfy ensure that the timing and signaling equipment is in order. They shall order the teams on the ice at the appointed time for the beginning of each period.

The Referees shall impose and report to the official scorer such penalties as described by the playing rules for infractions thereof. They shall stop play for any other infractions to the rules. They shall allow the goals scored. He/she shall report to the official scorer the name or number of the goal scorer and any player entitled to assists. They shall cause to be announced over the public address system the reason for not allowing a goal. They will measure any equipment at their own discretion or if requested by the Captain of either team (Rule 390). They shall order the teams on the ice at the appointed time for the beginning of any period. They will face-off the puck at any stoppage of play.

The Referees shall remain on the ice at the conclusion of each period until all of the players have left the ice and are proceeding to their dressing rooms. Immediately following the game, they shall secure the Official Game Sheet from the Official Scorer, verify and sign the report and return it back to the Official Scorer. Immediately following the game, they shall report on the Official Game Sheet and provide full details to the Proper Authorities on all:

1. Game Misconduct penalties
2. Match penalties

Report to the Proper Authorities any incident that happens before, during and after the game.

11.4 Uniforms for IPC ISH Referees and Linesmen

At IPC competitions IPC ISH referees and linesmen shall wear the following:

- plain black trousers
- a black helmet with a visor
- a vertically striped black and white sweater (3 cm wide stripes)
- the appropriate IPC ISH crest on the left front part of his sweater
- a red armband 8 cm wide on the upper part of each sleeve (only for referees)

It is forbidden for referees and linesmen who hold an IPC ISH license to wear any advertising trademark or manufacturer's identification during IPC competitions and all international games unless this advertising has been arranged or approved by the IPC.

If the IPC has arranged advertising for the IPC ISH licensed referees and linesmen they are obliged to wear it in accordance with instructions by the IPC.

11.5 Appointment and Duties of Off-Ice Officials

For all IPC competitions, the following off-ice officials shall be appointed by the IPC ISH Officials Committee:

Two Goal Judges
One Scorekeeper (with up to two assistants)
One Timekeeper
One Public Announcer
Two Penalty Bench Attendants
One Video Goal Judge

Goal Judge

There shall be one goal judge stationed behind each goal. The Goal Judges shall not change goals during the game. In IPC competitions they may not be nationals of either team engaged in the game. The Goal Judge shall decide only if the puck has passed between the goal posts and completely over the goal line, and will then give the appropriate signal.

The Referee may consult with the Goal Judge, but the Referee shall give the final decision in matters of a disputed goal.

The Goal Judges shall wear officials' sweaters.

If, after the start of the game, it becomes apparent that a Goal Judge is guilty of giving unjust decisions, or displays favoritism to either team, the Referee may appoint another Goal Judge.

Timekeeper and Scorekeeper

The Scorekeeper shall obtain from the Manager or Coach of both teams, the list of all eligible players and he/she shall complete the Official Game Sheet with the following information:

1. Name, position and number of the each player, indicating the Captain and Alternate Captain by placing the letters «C» and «A» in front of their names
2. All data concerning the game, such as location, date, names of the home and visiting team and names of the officials.

The Scorekeeper shall record on the Official Game Sheet:

1. The goals scored.
2. The number of the scorer and players to whom assists have been allowed.
3. The players of both teams who are on the ice when a goal is scored.
4. All penalties imposed by the officials with the numbers of the penalized players, the infraction, the time at which it has been imposed, and the duration of each penalty.
5. Each Penalty Shot awarded with the name of the player taking the shot and the result of the shot.

6. The time of entry into the game of any substitute goalkeeper. In World championships and Paralympic tournament, the Scorekeeper shall determine the players entitled to receive assists. No request for changes in any award of points shall be considered unless they are made by the Captain before the conclusion of actual play in the game or before the Referee has signed the Official Game Sheet.

The Scorekeeper shall be responsible for:

1. Correct posting of the penalties and goals scored on the scoreboard
2. Ensuring that the time served by all penalized players is correct
3. Promptly calling to the attention of the Referee any discrepancy between the time recorded on the clock and the official correct time
4. Making any adjustments as ordered by the Referee
5. Advising the Referee when the same player has received his second Misconduct penalty in the same game.

The Scorekeeper shall prepare the Official Game Sheet for signature by the Referee and forward it to the Proper Authorities.

The Timekeeper shall record:

1. Game countdown before the game (see Annex 3 -Game Countdown and Warm-up Procedures)
2. Time of starting and finishing of each period and game
3. 15 minute intermission between each period
4. All actual playing time during the game
5. Time of the start and finish of all penalties
6. Start and finish of time-outs. b) In case no automatic buzzer or siren is provided, he/she will signal by a buzzer, siren or whistle the end of each period or overtime period.

The Timekeeper shall give a preliminary warning by signal to the officials and both teams three minutes before the start of each period. In the event of any dispute regarding time, the Referee's decision will be final.

The Timekeeping and Scoreboard Guidelines are a recommendation to the organizers of IPC competitions showing what information is needed and useful to the teams, officials and spectators during an ice hockey game. In the arenas where the existing scoreboard system cannot give full information on the game proceeding there should be at least an electronic information board for additional game data and interesting news to spectators. In the arenas with an electronic cubic all information as defined below will be shown on this device.

1. Name of the home team on the left and of the visiting team on right part of the scoreboard device.

2. Period with numerals 1-2-3, OVT for overtime, GWS for game winning shots.
3. Game result in two number positions for each team, home team left and visiting team right.
4. Goal scorer and maximum two assistants by jersey number on the scoreboard, home players left, visiting players right and by names on the information board.
5. Game time in minutes from 0 to 15 and seconds from 0 to 60.
6. Overtime in minutes and seconds from 0 to 15 in a gold medal game, from 0 to 10 in other sudden victory play-off games.
7. Penalized player by number and penalty time in minutes and seconds on the scoreboard, home player left, visiting player right, and by name, penalty time, penalty code on the information board.
8. Penalty time counts down from total time to zero. Each team with three positions for 2 and 5 minutes penalties. Penalty of the two previous penalties is terminated.
9. Eventual further penalties will be kept in the timekeeping system memory and will show up in the third penalty position one by one.
10. Time-out counts down from 30 seconds to zero and appears in the actual game time position, which reappears automatically in its position.
11. Game winning shots standing appears shot by shot in the position of the game result.
12. After the last shot the game result including the decisive goal appears in its position.
13. Intermission of 15 minutes after the first and second period starts counting down automatically when the period is terminated.
14. Intermission of 3 minutes after the third period in case of overtime starts counting down automatically when the period terminated.
15. Game countdown shown by timekeeping system on the scoreboard (subject to change):
 - a. 60 min Siren sounds, team representatives provide the filled in team composition form to the scorekeeper.
 - b. 43 min One buzzer sound to the team dressing rooms.
 - c. 42 min Two buzzer sounds to the team dressing rooms.
 - d. 40 min Teams enter the ice for 15 minute warm up.
 - e. 25 min Teams leave the ice. Team representatives checks Official Game Sheets and provides captain; alternate captains and starting goalie to the scorekeeper.
 - f. 06 min Full team compositions appear on the information board.
 - g. 04 min One Buzzer sound to the Teams Dressing Rooms – teams report to benches
 - h. 03 min Buzzer sounds in the Referee Dressing Room and the game officials enter the ice

- i. 02 min Two buzzer sounds to teams' dressing rooms and teams enter the ice – home team first followed immediately by the visiting team.
 - j. 15 sec Referee calls the teams to face-off.
 - k. 00:00 Reset Clock to 15:00 and Game starts.
16. Intermission countdown by scoreboard system before the second, third period and the twenty minute overtime period:
- a. 15 min Appears on the scoreboard automatically when the preceding period ends.
 - b. 03 min Buzzer sounds in the referee's dressing room and the officials enter the ice.
 - c. 03 min One buzzer sound to teams dressing rooms.
 - d. 02 min Two buzzer sounds to teams' dressing rooms and teams enter the ice.
 - e. 15 sec Referee calls the teams to face-off.
 - f. 00:00 Period starts.
17. Intermission countdown by scoreboard system before the five or the ten minute overtime period :
- a. 03 min Appears on the scoreboard automatically after the third period ends.
 - b. 15 sec Referee calls the teams to face-off.
 - c. 00:00 Overtime starts.

A revised countdown process may be utilized for the opening and closing ceremony such as introducing the teams at the IPC World Championship. This is only to be applied when done in co-operation with the IPC.

Public Announcer

The following announcements are compulsory for the information of players, coaches, officials and spectators:

- 1. Goals and Assists
- 2. Penalties
- 3. End of Penalties
- 4. Play Reviewed by the Video Goal Judge
- 5. Time Out
- 6. Time Remaining in Periods/Game

Goals and Assists

“Goal for Team (name of team), Scored by Number (number of goal scorer), (name of goal scorer), Assisted by Number (number of first assistant), (name of first assister), and by Number (name of second assister), (Name of second assister), Time of the goal (time of goal scored) “

Penalties

"Team (name of team), Number of penalized player), Name (name of penalized player), 2/4/5/10 Minutes Penalty for (Penalty Reason). TIME (time of the penalty)."

The penalty of the visiting team shall be announced first. In a case where the penalized player cannot go to the penalty bench, or in case of goalkeeper penalty or bench penalty:

"The Penalty is served by number, Name (name of the player serving the penalty)"

End of Penalties: "End of penalty for Team (name of team) (if other penalties are being served that make this team shorthanded): "Team (name of team) is playing at full strength", or "Both teams are playing at full strength" (if no penalties remain for either team).

Review by Video Goal Judge

"Play is being reviewed"

In case goal is given, announcement for "Goal Scored" will be used (see above)

In case no goal is given: "No goal has been scored"

Time Out

"Time out for team (name of team)"

"Time out is over"

Time Remaining in Period/Game

At 14:00 1st Period, "One minute left in the first period"

At 14:00 2nd Period, "One minute left in the second period"

At 14:00 3rd Period, "One minute left in the third period"

Penalty Bench Attendant

One Penalty Bench Attendant shall be appointed for each team penalty bench. The Penalty Bench Attendant shall be responsible for:

1. Providing a penalized player, upon request, with the correct information as to the unexpired time of the penalty.
2. Allowing the penalized player to return to the ice at the appropriate time upon the completion of the penalty.
3. Notifying to the Scorekeeper if a player leaves the penalty box before the end of the penalty.

Video Goal Judge

The use of the Video Replay of disputed goals is approved by the IPC and is included in the Rule Book. All available television pictures must be provided and used by the Video Goal Judge for this system.

The following situations are the only situations that will be subject to Video Goal Judge review:

1. To determine if the puck has completely crossed the goal line.
2. To determine if the puck entered the net prior to or after the goal frame was dislodged.
3. To determine if the puck entered the net prior to or after expiration of time at the end of a period or the game.
4. To determine if the puck was directed into the net by a hand or kicked into the net by a skate.
5. To determine if a puck deflected into the net off of a game official.
6. To determine if the puck was struck with a high stick, above shoulder height, by an attacking player, prior to the puck entering the net.
7. To establish the correct time on the official game clock at the point that the puck completely crossed the goal line, provided that the game time is available on the Video Goal Judge's monitor.

Procedure

i) When the Referee requests a video review of a disputed goal, the referee will contact the Video Goal Judge from the official scorekeeper's bench using a telephone system which has been installed for this purpose.

ii) When the Video Goal Judge requests a review, the Video Goal Judge will contact the official scorekeepers bench using the telephone system during the first stoppage of play after the incident has occurred in order to inform the Referee that the play is under video review.

iii) When a video review is requested by either the Referee or by the Video Goal Judge, the public address announcer will make the following announcement.

"The play is being reviewed."

iv) If the video review is inconclusive then the Video Goal Judge will report this to the Referee who will then make the final decision.

v) Following the review and the subsequent decision, the appropriate announcement is to be made.

vi) A team does not have the authority to request a video review of a play.

vii) If the puck enters the net and play is stopped, the Referee or the Video Goal Judge are to ask for a review during this stoppage of play. If there is no review during this stoppage of play then the result is final and no review of the play will be permitted at a later time.

viii) If the puck enters the net and play was to continue, then the review would take place during the first stoppage of play following the incident. If no review is performed during this first stoppage of play then no review of the play will be permitted at a later time.

ix) When a Referee or a Video Goal Judge indicate that there is to be a video review, then all players must go to their respective team benches.

x) A video review of the play may be called even though the first stoppage of play signals the end of a period or the end of a game.

11.6 Remuneration for Appointed Officials

All IPC appointed officials including referees, linesmen, technical delegate, classifiers and other officials appointed to work at IPC competitions shall receive service compensation fees and cost recovery according to the IPC policy for each event.

CHAPTER THREE: IPC SLEDGE HOCKEY COMPETITION CALENDAR CYCLE

Year 1	Year 2	Year 3	Year 4
Regional Championships	World Champ Pool A	World Champ Pool A	Paralympic Winter Games
	World Champ Pool B	World Champ Pool B	
		PWG Qualification Tournament	

12 WORLD and REGIONAL CHAMPIONSHIPS

In year 1

The IPC Ice Sledge Hockey Regional Championships may be held in any region with three (3) or more NPCs widely and regularly practicing the sport.

In year 2,

The IPC Ice Sledge Hockey World Championship A Pool A Tournament will consist of the top seven (7) ranked teams from the previous World Championship A Pool Tournament and the # 1 ranked team from the previous World Championship B Pool Tournament.

The IPC Ice Sledge Hockey World Championship B Pool Tournament will consist of the top (up to) seven ranked teams from the previous edition of the World Championship B Pool Tournament and the #8 seed from the previous World Championship A Pool.

In year 3,

The IPC Ice Sledge Hockey World Championship A Pool Tournament will consist of the top seven teams from the previous World Championship A Pool and the #1 ranked team from the previous World Championship B Pool.

The IPC Ice Sledge Hockey World Championships B Pool Tournament will consist of the top (up to) seven ranked teams from the previous World Championship B Pool and the 8th ranked team from the previous World Championship A Pool.

In year 4,

There are no World or Regional Championships in year 4.

13 PARALYMPIC WINTER GAMES

The Paralympic Winter Games Ice Sledge Hockey Tournament will consist of the top six (6) ranked teams from the Ice Sledge Hockey World Championship A Pool Tournament in year 3, the host NPC(*), if not otherwise qualified, and the top ranked team from the Paralympic Games Qualification Tournament. The top 6 teams in Pool A are “seeded” according to their final standings in year 3. The host NPC will be seeded 8th, if not otherwise qualified.

The Paralympic Winter Games Qualification Tournament shall be held to determine the remaining qualifying teams. This tournament shall be conducted as follows. The 7th and 8th ranked teams from the World Championship A Pool Tournament in year 3 and the 1st and 2nd ranked teams from the World Championship B Pool Tournament in year 3 will compete in a round-robin playoff tournament for qualification in the Paralympic Winter Games. They will compete for the one (1) or two (2) remaining spots; this is dependent upon whether or not the host nation has qualified as one of the 6 previously qualified teams from the World Championship A Pool Tournament in year 3.

If the host nation has previously qualified, then the 1st and 2nd ranked teams at the Paralympic Winter Games Qualification Tournament shall be awarded the 7th and 8th seeds respectively at the Paralympic Winter Games.

If the host NPC has not previously qualified, then the 1st ranked team from the Paralympic Winter Games Qualification Tournament in year 3 shall be awarded the 7th seed and the host NPC shall be awarded the 8th seed at the Paralympic Winter Games.

REALLOCATION OF UNUSED QUALIFICATION SLOTS

Any team qualification slots that are not used by an NPC will be reallocated to the next highest ranked NPC, not otherwise qualified, from the 2009 IPC Ice Sledge Hockey Paralympic Qualifier. Should all NPCs competing in the 2009 IPC Ice Sledge Hockey Paralympic Qualifier qualify, any team qualification slots that are not used by an NPC will be reallocated to the next highest ranked NPC, not otherwise qualified, from the 2009 IPC Ice Sledge Hockey World Championships Tournament B.

Any NPC that withdraws its team from participation after this date may be subject to sanctions imposed by the IPC.

(The host NPC will be qualified for the PWG as long as they have participated in the World Championships in years 2 and 3.*

Any team not attending the World Championship Pool A or B Tournament in year 2 or 3, will automatically be ranked as the lowest seed in the next World Championship Pool B Tournament.

14 TEAM SEEDING

14.1 Team Seeding World Championship Pool A

The IPC Ice Sledge Hockey World Ranking System will be the information source to determine seeding for the Paralympic Winter Games and World Championship competition. The previous event (World Championships or Paralympic Games) shall determine the seeding for the next event.

In the Preliminary Round, the 8 teams will be seeded in two groups, A and B, to play each other once within their group. Following completion of the Preliminary Round and using the team rankings in the two individual groups, the top two teams from each group will be promoted to the Playoff Round. The two bottom teams of each Preliminary Round group will play final placing games.

The Groups will be formed accordingly by rank:

Group A: 1-4-5-8

Group B: 2-3-6-7

14.2 Team Seeding World Championship Pool B

The IPC Ice Sledge Hockey World Ranking System will be the information source to determine seeding for the World Championship competition. The previous event (World Championships or Paralympic Games) shall determine the seeding for the next event.

In the event that less than 8 teams are competing in the B pool a single round robin tournament will be conducted. If there are 8 teams, the teams will be seeded in two groups.

Following completion of the Preliminary Round and using the team rankings in the two individual groups, the top two teams from each group will be promoted to the Playoff Round.

The two bottom teams of each Preliminary Round group will play final placing games.

The Groups will be formed accordingly by rank:

Group A: 1-4-5-8

Group B: 2-3-6-7

CHAPTER FOUR: IPC ICE SLEDGE HOCKEY SPORT GOVERNANCE

15 AUTHORITY

The IPC acts as the governing body for IPC Ice Sledge Hockey. The IPC Governing Board has the delegated authority and is accountable to the IPC General Assembly on the governance and strategic direction of IPC Ice Sledge Hockey. The IPC Governing Board has established The IPC Ice Sledge Hockey Sport Technical Committee accountable to the IPC Management Team on all matters related to the technical delivery of IPC Ice Sledge Hockey. The IPC Management Team is accountable to the IPC Governing Board on all matters related to the daily management of the IPC Sports and the implementation of each IPC Sport's strategic plan.

The complete IPC Sport Technical Committee Bylaws can be referenced in Section 1, Chapter 2.7 of the IPC Handbook.

16 IPC ICE SLEDGE HOCKEY SPORT TECHNICAL COMMITTEE

In accordance with the IPC Sport Technical Committee Bylaws, the IPC Governing Board established and gave authority to the IPC Ice Sledge Hockey Sport Technical Committee to deliver specified sport technical activities and services, most notably:

- a) Development of the technical requirements for IPC Ice Sledge Hockey at competitions in conformity with the IPC's regulations.
- b) Development and maintenance of the IPC Ice Sledge Hockey rules and regulations and to ensure their application in accordance with the established IPC structure.
- c) Development and maintenance of the IPC Ice Sledge Hockey-specific classification systems and to ensure their application in accordance with the established IPC Classification Code.
- d) Assuming the responsibility for the technical control and direction at IPC Ice Sledge Hockey competitions.
- e) Proposing technical delegates and appointing officials to oversee the set-up and conduct of IPC Ice Sledge Hockey events.
- f) Conducting training courses and appointing the necessary technical and classification officials (national and international) for their conduct.
- g) Imparting technical advice and assistance in the development of the sport of IPC Ice Sledge Hockey worldwide.
- h) Consulting with NPCs that widely and regularly participate in IPC Ice Sledge Hockey on any organizational matter impacting the governance, management or development of their sport.

The IPC Ice Sledge Hockey Sport Technical Committee has no authority that does not come from the IPC Governing Board.

17 IPC ICE SLEDGE HOCKEY SPORT FORUM

The IPC Ice Sledge Hockey Sport Forums comprise mandated technical representatives from all NPCs that widely and regularly practice IPC Ice Sledge Hockey. The IPC Ice Sledge Hockey Sport Forums shall undertake the following roles and responsibilities for the respective IPC Sport:

- a) Recommending the structure of the respective IPC Sport Technical Committee for approval by the IPC Governing Board;
- b) Recommending the technical rules for the respective IPC Sport for approval by the IPC Governing Board;
- c) Reporting on and discussing the development of the respective IPC Sport; and

The IPC Sport Forums will normally be in the same year and location as the World Championships.

18 RULES AND REGULATIONS REVIEW PROCEDURES

The IPC Ice Sledge Hockey Rules and Regulations will be reviewed at the sport forum and recommendations will be discussed and recommendations made to the IPC Ice Sledge Hockey Sport Technical Committee for potential changes.

The quadrennial review cycle will be implemented as follows:

- Year One: no activity
- Year Two (World Championships): review of rules and regulations at sport forum and NPC recommendations made to the IPC Ice Sledge Hockey Sport Technical Committee.
- Year Three (World Championships): review of the IPC Ice Sledge Hockey Sport Technical Committee recommendations for additions, deletions and changes to IPC Ice Sledge Hockey rules and regulations.
- Year Four (year of the Paralympic Winter Games): new rules and regulations will come into effect starting July 1st (Year 1).

Appendix A - Sample Game Schedules

1) Schedule of games for tournaments with 3 or 4 teams to play each other in one group

1. 3 - 1 2 - 4
2. 2 - 3 1 - 4
4. 1 - 2 4 - 3

Note: The IPC - ISHSTC has the discretion to add additional playoff games: medal games and relegation games in the interest of providing a fair and competitive tournament.

2) Schedule of games for Division I tournaments with 5 or 6 teams to play each other in one group:

1. 5 - 3 4 - 2 6 - 1
2. 1 - 4 2 - 5 3 - 6
4. 1 - 5 2 - 3 6 - 4
5. 3 - 1 4 - 5 2 - 6
7. 1 - 2 3 - 4 5 - 6

Note: The IPC - ISHSTC has the discretion to add additional playoff games: medal games and relegation games in the interest of providing a fair and competitive tournament.

3) Schedule of games for tournaments with 7 or 8 teams to play each other in one group:

1. 2 - 7 3 - 6 4 - 5 8 - 1
2. 1 - 7 6 - 2 5 - 3 4 - 8
4. 1 - 6 4 - 7 2 - 5 3 - 8
5. 7 - 3 6 - 4 5 - 1 2 - 8
7. 6 - 7 1 - 4 2 - 3 8 - 5
8. 7 - 5 4 - 2 3 - 1 8 - 6
10. 5 - 6 3 - 4 1 - 2 7 - 8

Note: The IPC - ISHSTC has the discretion to add additional playoff games: medal games and relegation games in the interest of providing a fair and competitive tournament.

4) Schedule of the games for tournaments with 7 or 8 teams to play each other as seeded in two groups in the Preliminary Round, followed by Playoff games for positions from 1 to 4 and from 5 to 8

Preliminary Round:

A B

1. 1 - 8 4 - 5 2 - 7 3 - 6
2. 4 - 8 5 - 1 3 - 7 6 - 2
4. 8 - 5 1 - 4 7 - 6 2 - 3

Playoff for Positions:

1 - 2 - 3 - 4 5 - 6 - 7 - 8

5. A1 - B2 B1 - A2 A3 - B4 B3 - A4
7. L (A1 - B2) - L (B1 - A2) L (A3 - B4) - L (B3 - A4)
(3. - 4.) (7. - 8.)
8. W (A1 - B2) - W (B1 - A2) W (A3 - B4) - W (B3 - A4)
(1. - 2.) (5. - 6.)

5) Schedule of games for tournaments with 8 teams to play each other as seeded in two groups of the Preliminary Round, followed by Final Rounds for positions 1 to 6 and a best two-out-of-three relegation series of the bottom two teams:

Preliminary Round:

GROUP A GROUP B

Day

- 1 1 - 8 4 - 5 2 - 7 3 - 6
- 2 4 - 8 5 - 1 3 - 7 6 - 2
- 3
- 4 8 - 5 1 - 4 7 - 6 2 - 3

Final Round:

5 A2 - B3 B2 - A3 A4 - B4

6

7 A1 - W(B2 - A3) B1 - W(A2 - B3) L(A2 - B3) -L(B2 - A3) B4 - A4

8 L/A1 - W(B2 - A3) - L/B1- W(A2 - B3) W/A1 - W(B2 - A3) - W/B1- W(A2 - B3)

A4 - B4 (if necessary)

The game numbers follow the dates and times and may change following the timing of games by the organizer. Nevertheless, the order in which the teams, winners and losers, play each other shall not be changed.

6) Schedule of games for tournaments with 10 teams to play each other as seeded in two groups of the Preliminary Round, followed by Final Rounds for positions 1 to 4 and 5 to 8 and a Relegation Round of the bottom teams:

Preliminary Round:

A B

1. 9 - 4 5 - 1 10 - 3 6 - 2
2. 8 - 9 7 - 10

3. 4 - 5 1 - 8 3 - 6 2 - 7
4. 9 - 1 10 - 2
5. 5 - 9 4 - 8 6 - 10 3 - 7
6. 1 - 4 8 - 5 2 - 3 7 - 6

NOTE: In all examples, the game numbers follow the dates and times and may change following the timing of games by the organizer. Nevertheless, the order in which the teams, winners and losers, play each other shall not be changed.