



# **CEWHA OFFICIAL TOURNAMENT RULEBOOK**

Updated June 2, 2017

<http://www.cewha.ca>

*NOTE: With the exception of the following outlined rules, the CEWHA will follow the rules of the National Hockey League.*

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## **[Section I]**

### **PLAYING AREA**

- A.** The playing area for electric wheelchair hockey games shall be 50 feet wide by 100 feet long (see Section XII.A Appendix for floor markings and measurements).
- B.** The nets used as goals shall be 3 feet high by 6 feet wide by 1½ - 2 feet deep. The nets shall be placed at each end of the gymnasium and centred between the rectangular goal creases, marked on the floor (6 feet wide by 3 feet deep). It is the referee's responsibility to ensure that the nets remain properly positioned during the game.
- C.** There will be a total of five (5) face-off areas located on the playing area. One in the centre of the playing area, and two in front of each net. All face-off areas will be clearly marked.
- D.** The timekeeper, scorekeeper, penalty area, and team benches will be located along one wall of the gymnasium.
- E.** All coaches and players must stay at their designated team areas throughout the game.

## **[Section II]**

### **EQUIPMENT**

- A.** Stick shafts and blades shall be made of plastic or composite materials and shall have a maximum length of 42 inches (105 cm) from the end of the shaft to the heel of the blade. Composite shafts may not have wood or metal in their composition. Goaltenders may use plastic goaltender sticks but they must be attached to the wheelchair.  
  
A dowel or T-blade may be inserted through the blade, but may be no more than three (3) inches in length perpendicular to the main stick blade and the dowel no more than half an inch (1/2") in diameter. A dowel or T-blade may be curved to a maximum length of four (4) inches on each side. No other modifications may be made to the blade. Any other modifications to the stick must be subject to the Competition Committee (the Player Reps from each team and the Executive Director) approval. Sticks may be secured by tape or an approved mount/bracket to a players' chair if they are unable to hold the stick.
- B.** All players must use electric wheelchairs. Manual wheelchairs and electric scooters are not permitted. All power wheelchairs manufactured for the purpose of sport are not permitted. All power wheelchairs used must be manufactured for use in daily life. No special attachments or modifications will be allowed on any wheelchairs that may prevent the ball from travelling underneath or around the wheelchair.
- C.** The Salming Aero+ floorball ball will be used as the official game ball.

- D. Each team must have proper team sweaters. Each team sweaters must have different colours and be fully distinct from the other teams. Each player must wear their team sweater during all games. Players who show up without their proper sweater may not be permitted to play. This will benefit both the players on the floor as well as the referees in identifying players on opposing teams.
- E. All players must wear protective eye wear and a seatbelt. Prescription glasses are permitted. It is the players own responsibility to ensure that they are equipped with and wearing appropriate eye wear. No player will be permitted to play without proper eye wear.
- F. Action cameras (GoPro style) are permitted only if mounted directly to a player's wheelchair. Cameras must be mounted so they stay within the outer parameters of a player's wheelchair. Cameras must not exceed more than 6 inches (15 cm) from the mounting point. Body mounts (i.e. head, chest, arms) are permitted. Cameras must be approved by game officials prior to each game they are being used in.

### **[Section III]**

## **TIMEKEEPING & SCOREKEEPING**

- A. It is the Host Coordinator's responsibility to ensure that a timekeeper, scorekeeper, and referees are available and ready for each game. It is the timekeeper's responsibility to keep track of and verify the times of each period, the times of the penalties, and any time outs taken. The official clock to be used is the large score clock located in the gymnasium, or that of the designated referee, when there is no clock available.
- B. Each game will consist of three, fifteen minute periods to be played on a non-stop time basis. The final two minutes of the third period will be played on a stop time basis. At the end of each period the teams will change ends. There will be a two minute break between periods. Each team is allowed one time out per game. Time outs will be one minute in length.
- C. It is the referee's responsibility to inform both the timekeeper and the score keeper of all penalties that are handed out. This includes who the penalized player is, the time of the penalty(s), the nature of the penalty(s), and the duration of the penalty(s). It is the responsibility of the timekeeper to keep track of the penalty(s) time and to indicate when the player may return to the game. All penalties will be served on a stop-time basis. A player serving a minor penalty may return to the game if a goal is scored by the opposing team, unless that player is serving part of a "match" penalty (two players penalized at the same time). Major penalties are to be served in their entirety.
- D. It is the referee's responsibility to inform the scorekeeper of who scored the goal, and those who have assisted on any goal scored. The scorekeeper is also responsible for recording all information regarding penalties.

## **[Section IV]**

# **PLAYER ELIGIBILITY**

A player is eligible for tournament play only if they have played 25% or more of the regular season as part of their respective Division.

## **[Section V]**

# **GAME RULES**

- A.** A total of five players per team are required to field a team. If more than one player is needed for substitution by the same team, in order to have the required number of players, the game will be forfeited. The final score will be officially recorded as 1-0 and the winning team will receive two points.
- B.** A team may only play one Level 1 ranked player on the floor at a time. A Level 1 or 2 ranked player can be considered a Level 3, only if he/she tapes the stick (or uses a bracket or stick mount) to their chair.
- C.** A Level 3 player must be on the floor at all times, playing a forward or defensive position.
- D.** Goaltenders cannot be a Level 1. A goaltender can be played by a Level 2 or Level 3 player.
- E.** In order to help referees monitor that each team meets the required minimum and maximum player levels allowed on the floor, a marker system will be used. The marker will be a coloured ribbon that may be tied to the player's chair etc., and will not affect a player's ability to play the game. Marker colours: Red = Level 1; White = Level 2; Yellow = Level 3. Markers must be placed so they are clearly visible.
- F.** A team may change their players at any time during the play of the game.
- G.** The game will begin with a face-off at the centre face-off circle. The referee will make certain that the two players taking the face-off have their sticks lined up and that all the other players are lined up properly. On all face-offs the ball will be placed on the floor at one of the five face-off dots. The stick blades of the players taking the face-off will be placed 6 inches (15cm) on opposite sides of the ball. The Home team will have preference on every face-off as to which side of the ball they place their stick. All periods begin with a face-off at the centre face-off circle. After a goal has been scored, play will resume with a face-off at the centre face-off circle.

- H. A faceoff shall be called by the referee if the ball becomes non-playable by, rolling under players chairs, at the team bench area, or if the ball rolls into a non-playable area such as a hallway. The faceoff will take place at the closest face-off circle to where the play of the game was stopped. This also applies when resuming play after a penalty is called, a time out is called, a dead ball, and after a save has been made and the referee has blown the whistle. If a shot is taken with the player's wrist above the shoulder, the play will be blown dead. The play will also be blown dead if the ball enters the net above the area defined as the goal. It is the referee's responsibility, when the ball has rolled under a goalies chair, to count to three before stopping play.
- I. A goal is scored when: 1) the ball completely crosses the goal line, and 2) the ball enters the net below the crossbar 3. A ball cannot be kicked into a net.
- J. Players are not allowed to use their feet or hands to carry or hold the ball while it's in play, but may use their feet to stop the ball.
- K. An offensive player is offside if they cross the centre line prior to the ball. If the ball leaves the offensive zone all offensive players must clear the zone before the ball can be carried or shot back into the zone.
- L. If a players chair becomes inoperable during play the play will not be blown dead until that team takes possession of the ball, unless there is a danger to the player.

## **[Section VI]**

### **PLAYOFFS**

- A. Each playoff game will consist of three fifteen minute non-stop time periods. The last two minutes of the third period will be played on a stop-time basis.
- B. At the end of regulation time, if the score is tied, there will be a five minute overtime period. The overtime period will be played on a non-stop time basis and the first team to score wins the game.
- C. If the score remains tied at the conclusion of the overtime period, the game will be decided by a shootout. Both teams will select three shooters who will each shoot once, alternating back and forth. Only one Level 1 shooter is permitted among the three shooters. The Home team decides whether they shoot first or second. If the score is tied after each team has taken three shots, the shootout will continue in a sudden-death format, with alternating shots by each team. The same or new players can take the sudden-death shots.

## **[Section VII] PLAYER LEVELS**

### **LEVEL 1**

A player who has the upper body strength to lift the stick and hit the ball a good distance and with speed. These players have the ability to shoot and pass the ball quickly and with velocity. These players can usually switch the ball easily from forehand to backhand (or vice-versa) allowing good ability to carry, control, and manoeuvre with the ball through/around other players. These are players who can reach in front, across, or possibly even behind his/her wheelchair with their stick relatively easily, to bring the ball into their control, or take it away from another player.

### **LEVEL 2**

This level ranges from (a) players who may be able to lift the stick and hit the ball with fair distance and speed, but lack the power and reaching ability as seen in a Level 1, to (b) players who may rely on the strength/momentum of the wheelchair to shoot and pass the ball, and may be unable to easily lift and swing the stick. These players generally keep the stick on one side of their chair or hold the stick between their legs. They may or may not have the stick taped/attached to their hand/arm/leg.

Level 2 players lack the ability to easily or effectively reach with their stick to more than one side of their chair/body. These players are able to carry and control the ball, but their limited ability to reach restricts their capability to manoeuvre with the ball through and around other players. A Level 2 player will commonly not have the strength to easily or effectively use their backhand to shoot, control the ball, or pass the ball with force.

Some Level 2 players can hold the stick, but rely almost entirely on the strength/momentum of the wheelchair to shoot, pass, and control the ball. They are very limited in physical ability/strength to manoeuvre with ball through/around other players, and are unable to reach with their stick.

*\*Note: Many Level 2 players will have the ability to shoot/pass the ball with their own strength and may be able to take the ball from another player. Unlike a Level 1 player, these players are unable to easily reach out in front, behind, or across his/her wheelchair with their stick.*

### **LEVEL 3**

A player who tapes/mounts/brackets their stick to the wheelchair.

## **[Section VIII] PENALTY STIPULATIONS**

- A. Two (2) minutes will be assessed for minor penalties and five (5) minutes will be assessed for major penalties.

- B.** There must be a minimum of three (3) players per team on the playing surface including the goaltender. If another penalty is called, time will start on that penalty after one of the previous penalties has run out. If unable to field three (3) players on the floor, a penalty shot will be awarded.
- C.** If a goaltender receives a minor penalty it will be served by a team-mate that was on the playing surface at the time of the penalty (player to be determined by the penalized team).
- D.** If a player bleeds after a Minor Penalty, a 4 minute double-minor penalty will be assessed.
- E.** Goaltenders must serve all major penalties incurred. A team-mate will be allowed to play the position of goal until the expiration of the penalty.
- F.** A player serving a penalty must return to the playing surface after completion of penalty time before a substitution can occur unless the end of the period coincides with the end of penalty.
- G.** All Penalty Minutes shall be served consecutively. If a player receives more than one penalty in the same instance the minutes will be tallied and all will be served consecutively i.e. if a player receives their first penalty for unsportsmanlike conduct (2 minutes) and is given another penalty (2 minutes) they will serve a total of 4 minutes in penalties.

## **[Section IX] MINOR PENALTIES**

- A. BENCH MINOR:** Can be called against players or coaches for abuse against the officials or other players or for too many persons on the floor. Only the team Captain or Alternate Captains may discuss calls with the referee. Coaches are not allowed on the playing surface to discuss calls made by officials. (2 minute penalty)  
  
*\*Note: Coaches will be given one warning for verbal abuse. This includes questioning calls or complaining about penalties not being called. The second case will result in a 2 minute penalty. If a coach continues with verbal abuse, the game will be stopped and the offending coach will be asked to leave the playing area. In the event the offending coach refuses to leave, his team will be automatically forfeit the game.*
- B. BOARDING:** Recklessly riding a player into the boards with excessive force. (2 minute penalty)
- C. CHARGING:** Deliberately striking another player with one's wheelchair with a run of more than two wheelchair lengths. (2 minute penalty)
- D. DANGEROUS DRIVING:** Making unnecessary contact with other players in a dangerous and reckless manner. (2 minute penalty)
- E. DELAY OF GAME:** A player stops the play without cause, such as holding the ball in the corner with no player near by or closing his or her hand on the ball. (2 minute penalty)

- F. ELBOWING:** Making contact on another player above the armrest of the wheelchair using one's elbow in a swinging motion. (2 minute penalty)
- G. HIGH STICKING:** Making contact with a stick on another player over the armrest of their wheelchair, regardless of intent. This includes the windup or the follow through from shooting or passing. (2 minute penalty)
- H. HOLDING:** Impeding someone's progress by person, wheelchair or stick. (2 minute penalty)
- I. HOOKING:** Impeding the progress of an opponent by hooking with the stick around a player, their stick, or their wheelchair. (2 minute penalty)
- J. IN THE CREASE:** No player other than the goaltender is allowed to be stopped in the crease at any time. Defensive players may go into the goal crease in an attempt to clear the ball, if the ball is in there first, but must attempt to exit the goal crease within 3 seconds by driving through or backing out of the crease. Players are permitted to have their sticks in the goal crease only if the ball enters the goal crease first. If an attacking (offensive) player's stick is in the crease before the ball, a whistle is blown and a faceoff will occur in the attacking (offensive) player's zone and any goal scored on that play would be disallowed. No player may reach under a goaltender's chair to try and score a goal. Any goal scored in this manner will be disallowed and a faceoff will take place in the face-off circle closest to where the play was stopped. No part of an offensive player's wheelchair is permitted in the crease at any time. No player is permitted to pass through the crease at any time. Any of the above violations it will result in a penalty. (2 minute penalty)
- K. INTERFERENCE:** Making physical contact with another player from opposing team who does not have the ball, intentionally knocking a stick from an opponent's hand or preventing a player from regaining his/her stick. (2 minute penalty)
- L. RAMMING:** A player may not deliberately run into another player with his/her wheelchair. Body checking is allowed, but players may only "ride the player off". Backing into another player as they pass by, using the front of a player's chair to make contact or trying to push a player's chair out of the way is not permitted. (2 minute penalty)
- M. SLASHING:** Deliberate contact with the hockey stick on another player's body, below the shoulders. (2 minute penalty)  
*\*Note: Non-aggressive stick contact to a wheelchair or stick should not be penalized as slashing.*
- N. THROWING/DROPPING:** A penalty will be called if a player deliberately throws, drops, or shoots a stick (or any other object) at the ball to prevent a goal, or a player from advancing with the ball. (2 minute penalty)  
*\*Note: If the player with the ball is advancing towards the goaltender with no defender between him/her and the goaltender, and a stick is thrown or shot at the ball, thus preventing a goal, a penalty shot will be awarded to the advancing player. If the player with the ball is advancing towards an empty net, and a stick is thrown, dropped, or shot at the ball, thus preventing a goal, the referee will award the advancing player a goal.*

- O. TIPPING:** A player at fault for causing a wheelchair to tip over. The player at fault may be the tipper or tippee. (2 minute penalty)
- P. TWO HANDS ON THE STICK:** Players are not permitted to play the ball with two hands on their stick. (2 minute penalty)
- Q. UNSPORTSMANLIKE CONDUCT:** Unsportsmanlike conduct includes (but is not limited to) obscene language, arguing or abusing other players, officials or equipment. (2 Minute Penalty)

## **[Section X] MAJOR PENALTIES**

*\*Note: A Game Misconduct Penalty will accompany all Major Penalties. The Executive Director of the CEWHA will conduct a review of any incidents and may impose further discipline if warranted (see CEWHA Official Tournament Policies and Procedures, Section VII - Incident Review Process).*

- A. ATTEMPT TO INJURE:** Any attempt to purposely injure another player. (5 Minute Penalty & Game Misconduct Penalty)
- B. BUTT ENDING:** Using the end of the shaft during contact with another player. (5 Minute Penalty & Game Misconduct Penalty)
- C. ELBOWING ABOVE THE SHOULDERS:** Making contact on another player above the shoulders using one's elbow in a swinging motion. (5 Minute Penalty & Game Misconduct Penalty)
- D. FIGHTING:** Using body or wheelchair to fight with or injure another player. (5 Minute Penalty & Game Misconduct Penalty)
- E. SLASHING:** Deliberate contact with the hockey stick on another player's body with undo force, or in an attempt to injure. (5 Minute Penalty & Game Misconduct Penalty)
- F. SPEARING:** Using the blade of the stick during contact with another player. (5 Minute Penalty & Game Misconduct Penalty)
- G. UNSPORTSMANLIKE CONDUCT:** A player throwing their stick at another player, official, or volunteer in anger. (5 Minute Penalty & Game Misconduct Penalty)

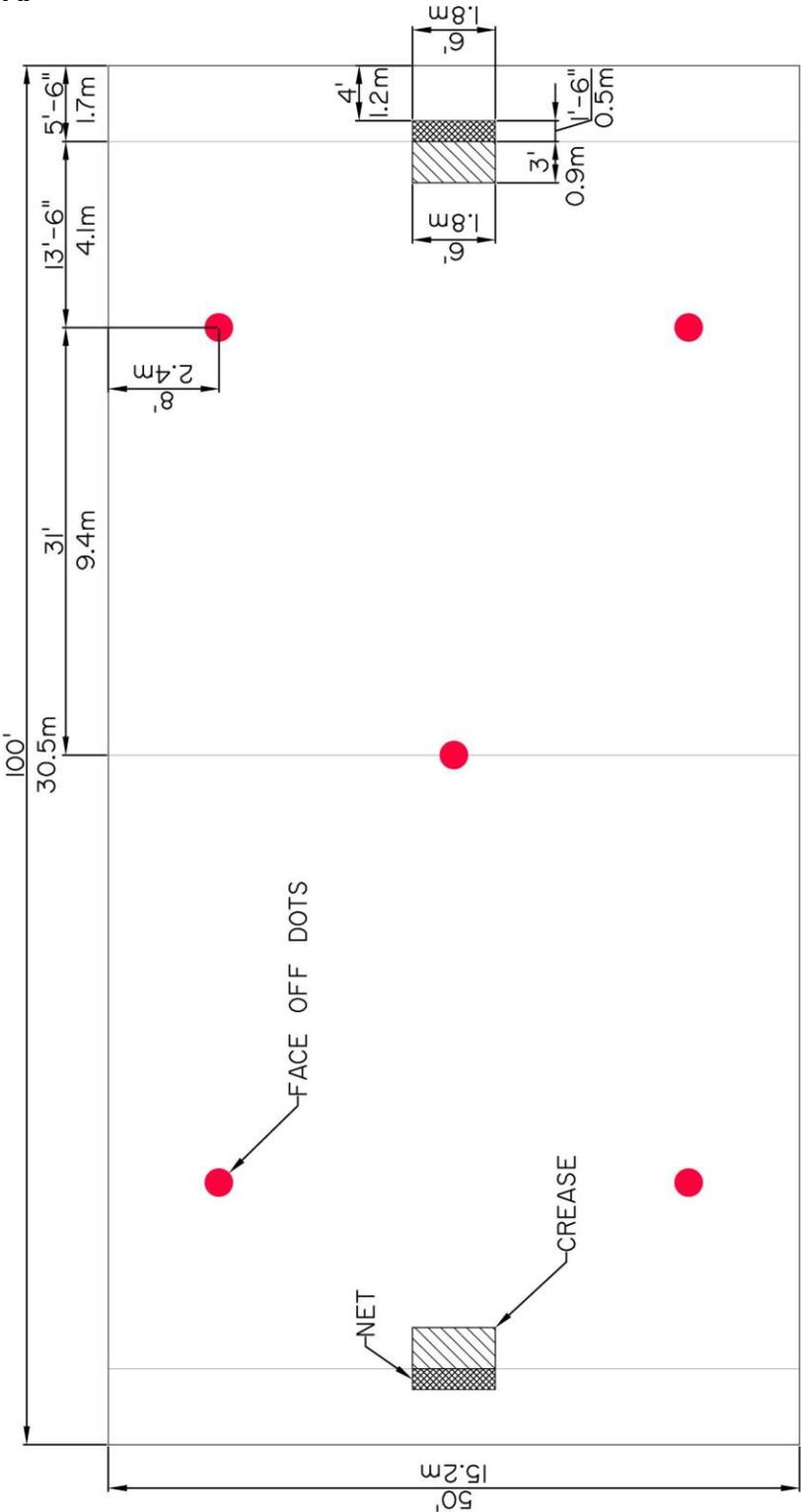
## **[Section XI]**

### **GENERAL CONDUCT**

Any unsportsmanlike conduct will not be tolerated on or off the playing surface. This includes obscene language, verbal abuse, threatening or inciting behaviour, physical abuse or abuse of equipment. Spectators who engage in this behaviour will receive one warning for their conduct. If their conduct continues to be objectionable they will be asked to leave. The spectator in question will be subject to review by the Executive Director and may result in further disciplinary action (see *CEWHA Official Tournament Policies and Procedures, Section VII - Incident Review Process*).

[Section XII]  
APPENDIX

A.



GYM LAYOUT MAXIMUM 100' BY 50'