



World Para
Ice Hockey

World Para Ice Hockey
**Regulations
2020/2021**

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World Para Ice Hockey Regulations

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World Para Ice Hockey

Adenauerallee 212-214
53113 Bonn, Germany
www.WorldParaIceHockey.org

Tel. +49 228 2097-200
Fax +49 228 2097-209
info@WorldParaIceHockey.org



Contents

Definitions and abbreviations.....	6
Chapter one: Administrative regulations.....	8
1 Application.....	8
2 Player eligibility.....	8
2.1 General.....	8
2.2 Gender.....	8
2.3 Classification.....	9
3 Competition Structure	9
3.1 Categories of Recognised Competitions.....	9
3.2 Recognised Competitions.....	9
3.3 Hosting a Recognised Competition	9
3.4 Development Level Competitions.....	10
3.5 Games with non-member teams	10
3.6 Official game sheets	10
3.7 Protection of WPIH competitions.....	11
3.8 Description of selected teams.....	11
3.9 Names of international competitions and cups.....	11
3.10 Default.....	11
3.11 Disqualification.....	11
3.12 Allocation of IPC World Championships.....	12
3.13 Responsibilities of participating NPCs	13
4 Financial regulations	13
4.1 Revenues.....	13
5 World Para Ice Hockey membership	14
5.1 Participation of national teams of NPCs into Recognised Competitions	14
5.2 Allocation of national teams of new NPCs into the WPIH Competitions.....	14
6 Discipline.....	14

6.1	Standard of conduct.....	14
6.2	Competition disciplinary panel.....	14
6.3	WPIH	16
7	Anti-doping, equipment and medical	17
7.1	Anti-doping	17
7.2	Equipment	17
7.3	Medical services.....	17
	Chapter two: Sport regulations.....	20
8	Administrative sport regulations	20
8.1	International playing rules	20
8.2	Three-point system.....	20
8.3	Tie-breaking system	20
8.4	Officiating system.....	21
8.5	Forfeits.....	21
8.6	Schedule of games	21
8.7	Schedule of practices	22
8.8	Uniforms and numbers.....	23
8.9	Dressing rooms	23
8.10	Awarding medals.....	24
9	Directorate and technical officials	24
9.1	Composition of the Directorate	24
9.2	Responsibilities of the Directorate	24
9.3	Player and team officials control by directorate.....	24
9.4	Responsibilities of the Technical Delegate	26
9.5	Responsibilities of the Referee Supervisor	27
10	Game protocols and procedures.....	27
10.1	Team entry and departure from ice surface protocol.....	27
10.2	Pre-game warm up following an extended game protocol.....	28

10.3	Game-ending protocol.....	29
10.4	Overtime procedures.....	29
10.5	Commercial break procedure	29
10.6	Jumbo screen usage policy.....	31
10.7	Scoreboard	32
10.8	Game countdown.....	33
10.9	Intermission countdown	34
10.10	Overtime intermission countdown	35
10.11	Goal break regulation for televised games.....	35
11	Officials	36
11.1	On-ice officials	36
11.2	Off-ice officials.....	37
11.3	Goal Judges	37
11.4	Scorekeeper	37
11.5	Timekeeper.....	38
11.6	Public Announcer.....	39
11.7	Penalty Bench Attendant	40
11.8	Video Goal Judge	40
	Chapter three: Competition calendar.....	42
12	Regional and World Championships.....	42
12.1	Year 1	42
12.2	Year 2	42
12.3	Year 3.....	43
12.4	Year 4.....	43
13	Paralympic Winter Games	44
13.1	Qualification and seeding	44
13.2	Paralympic Winter Games Qualification Tournament	44
14	World Championship seeding	45



14.1	A-Pool.....	45
14.2	B-Pool.....	45
14.3	C-Pool.....	46
14.4	WPIH Ranking.....	46

Definitions and abbreviations

Assistant TD – Assistant Technical Delegate, appointed by WPIH who assists the TD in carrying out his/her responsibilities.

Chairperson of the Directorate – as defined in Section 9.

Combined National Teams – as defined in Section 14.3.3.

Directorate – The body established at each Recognised Competition to have ultimate control of all sporting matters.

Game Supervisor – as defined in WPIH Game Officials' Handbook.

IIHF – International Ice Hockey Federation.

IPC – The International Paralympic Committee, the global governing body of the Paralympic Movement.

IPC GB – The IPC Governing Board.

IPC Handbook - <http://www.paralympic.org/the-ipc/handbook>.

IPC Management Team – the team responsible for representing the IPC GB and the WPIH in managing the business affairs of the WPIH and in all proceedings and negotiations of all types against courts and authorities.

IPC World Championships – Para ice hockey World Championships A-Pool, B-Pool, C-Pool.

Licence Fee – as defined in Section 4.1.1.

LOC – Local Organising Committee, a committee that is endorsed by the host NPC to organise a Recognised Competition.

NF – National Federation (or National Association), an organisation that is recognised or authorised by the respective territory's NPC as the sole governing body for the sport of Para ice hockey in that territory.

NPC – National Paralympic Committee, a national organisation recognised by the IPC as the sole representative of athletes with an impairment in that country or territory to the IPC.

Recognised Competition – as defined in Section 3.1.

Referee Supervisor – as defined in [WPIH Game Officials' Handbook](#).

Regulations - these World Para Ice Hockey Regulations, as published and updated every season.



Scorekeeper – as defined in WPIH Game Officials’ Handbook.

TD – Technical Delegate, appointed by WPIH with responsibilities as defined in Section 9.4.

Technical Officials – the officials appointed by WPIH.

WPIH – World Para Ice Hockey

WPIH Competition – as defined in Section 3.1.

WPIH Ranking – as defined in Section 14.4.

WPIH Rulebook – the World Para Ice Hockey Rulebook, as published and updated from time to time.

Chapter one: Administrative regulations

1 Application

These Regulations apply to all WPIH bodies and committees, to all member NPCs, their constituent bodies, clubs, teams, players, officials, members and any person or body whatsoever and howsoever associated as regards Recognised Competitions and/or international games or competitions.

Any matter not addressed in these Regulations shall be determined by the IPC, in its sole discretion.

2 Player eligibility

2.1 General

Players must meet the following criteria in order to be permitted to participate in Recognised Competitions:

- 2.1.1 the player must hold a valid World Para Ice Hockey Licence;
- 2.1.2 the player must be a national of the country that his or her NPC represents in accordance with the provisions of the IPC Athlete Nationality Policy (IPC Handbook Section 2, Chapter 3.1); and
- 2.1.3 the player must have been at least 16 years of age on 1 January of the year during which the Recognised Competition takes place.

2.2 Gender

- 2.2.1 An athlete shall be eligible to compete as a male in Recognised Competitions if he is:
 - (a) recognised as a male in law and in accordance with the international standards applicable at the time; and
 - (b) eligible to compete under the WPIH Rulebook, these Regulations and the World Para Ice Hockey Classification Rules and Regulations.
- 2.2.2 An athlete shall be eligible to compete as a female in Recognised Competitions if she is:
 - (a) recognised as a female in law and in accordance with the international standards applicable at the time; and
 - (b) eligible to compete under the WPIH Rulebook, these Regulations and the World Para Ice Hockey Classification Rules and Regulations.
- 2.2.3 The IPC Medical and Scientific Director, in accordance with the international standards applicable at the time, shall determine:

- (a) the eligibility of a female with hyperandrogenism to compete as a female in Recognised Competitions; and
- (b) the eligibility of a person recognised as third gender in law.

2.2.4 Any athlete who, in the opinion of the IPC Medical and Scientific Director, fails to comply with the applicable international standards shall not be eligible to compete.

2.3 Classification

Players must comply with and must be assigned a Sport Class and Sport Class Status in accordance with the [World Para Ice Hockey Classification Rules and Regulations](#).

3 Competition Structure

3.1 Categories of Recognised Competitions

The following competitions are recognised by WPIH as Recognised Competitions:

- 3.1.1 “**WPIH Competitions**”: the Paralympic Winter Games, World Championships, and Regional Championships;
- 3.1.2 “**Sanctioned Competitions**”: PIH competitions held as Paralympic Games Qualification Tournaments; and
- 3.1.3 “**Approved Competitions**”: International or National PIH competitions endorsed by a NPC.

3.2 Recognised Competitions

All Recognised Competitions must:

- 3.2.1 consist of Para ice hockey matches played between teams that represent NPCs or are approved by IPC ;
- 3.2.2 use the current version of the WPIH Rulebook which applies to all such competitions (a violation of this rule will be subject to possible disciplinary action); and
- 3.2.3 be approved by the NPC where the competition is to be held.

3.3 Hosting a Recognised Competition

LOCs wishing to hold a Recognised Competition must:

- 3.3.1 submit a written application on the [World Para Ice Hockey Approved Competition Form](#) or follow the bid process defined by the IPC;
- 3.3.2 pay the sanction fee set by the IPC and published on the WPIH website;
- 3.3.3 agree to abide by all World Para Ice Hockey Rules and Regulations in the conduct of their event;

- 3.3.4 submit a copy of the full and complete rules; regulations and procedures of the game(s) or tournament proposal (other than the WPIH Rulebook and these Regulations). Where there is a desire to use exceptions to the World Para Ice Hockey Rules and Regulations, such exceptions must be approved in advance by the WPIH and the host NPC or NF;
- 3.3.5 ensure that, all players, coaches, teams and on-ice officials are properly registered with their NPC or National Federation;
- 3.3.6 ensure that only WPIH/IIHF registered officials officiate at games or tournament games, unless specifically approved otherwise by the WPIH; and
- 3.3.7 if necessary, obtain permission from WPIH for the use of a tournament “title” that would imply that there is a “World” or “International” championship involved.
- 3.3.8 Violation of any of the above rules or procedures will be considered grounds for possible disciplinary action from the IPC of the individuals; teams or governing bodies responsible for such violations.

3.4 Development Level Competitions

- 3.4.1 WPIH may organise Development Level Competitions. Development Level Competitions refers to WPIH Approved Competitions, which are created for the purposes of developing the sport of WPIH and encouraging participation of youth and female players.
- 3.4.2 WPIH may, in consultation with the IPC, alter the player eligibility requirements and playing rules for Development Level Competitions.

3.5 Games with non-member teams

Para ice hockey games involving non-registered teams require the approval of both the NPC where the games will be played and the WPIH.

3.6 Official game sheets

- 3.6.1 **General:** Official game sheets and referee reports of Recognised Competitions must be delivered to WPIH, the LOC and the competing NPCs within 14 calendar days of the end of the competition in question.
- 3.6.2 **Match or Game Misconduct Penalties:** Official game sheets and referee reports of Recognised Competitions where a match penalty or game misconduct penalty was imposed must be sent to the NPC of the penalised player; the national team head coach and team official, WPIH within 14 calendar days of the end of the competition in question.

3.7 Protection of WPIH competitions

No other high profile games may be played in the organising country during WPIH Competition unless otherwise approved by the WPIH.

3.8 Description of selected teams

3.8.1 IPC Descriptions: The name "international" team, "IPC" team, "WPIH" 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.

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

3.8.3 WPIH Descriptions: The description "International All Star" team or a description exceeding the territory of a NPC can only be used with the prior authorisation of WPIH.

3.9 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 authorisation of the IPC.

3.10 Default

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

3.11 Disqualification

3.11.1 Player: A player may be disqualified ("DSQ") from the tournament as a result of unsportsmanlike behaviour or breach of the WPIH Rulebook or these Regulations. The disqualification decision will be made in accordance with Section 6 or 7 of these Regulations.

3.11.2 Team: When three or more players in a team are 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.

3.11.3 Team Disqualification Procedures: A team disqualification shall be dealt with based on the time at which the third player DSQ occurs:

3.11.3.1 If a team is disqualified during the preliminary round before any subsequent game has commenced:

- (a) All games involving the DSQed team that have already been played will be considered lost (by forfeit).
- (b) All statistics and results from these games will be managed according to the forfeit regulation as outlined in Section 8.5.
- 3.11.3.2 If a team is disqualified after the start of the first qualification play-off game and before the first semi-final game:
 - (a) All results and statistics from the previous phases are maintained.
 - (b) The opponent wins by forfeit.
 - (c) The other loser in the qualification play-off games will be ranked second last in the final standings.
- 3.11.3.3 If a team is disqualified during the semi-finals and before the bronze medal game:
 - (a) All results and statistics from the previous phases are maintained.
 - (b) The opponent wins by forfeit.
 - (c) The loser of the other semi-final game is declared the bronze medal winner.
 - (d) All other teams move up one rank in the final standings.
- 3.11.3.4 If a team playing in the bronze medal game is disqualified (before or after the game is played):
 - (a) All results and statistics from the previous phases are maintained.
 - (b) The opponent wins by forfeit.
 - (c) All other teams move up one rank in the final standings.
- 3.11.3.5 If a team playing in the gold medal game is disqualified before the game is played or after the game is played:
 - (a) All results and statistics from the previous phases are maintained.
 - (b) 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.
 - (c) 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.
 - (d) All other teams move up one rank in the final standings.

3.12 Allocation of IPC World Championships

The allocation of IPC World Championships is governed by the IPC in accordance with the following regulations:

- 3.12.1 **Dates:** The IPC World Championships will be played in March, April or May or as otherwise determined by the IPC.
- 3.12.2 **Repeat Hosting:** A NPC will not be eligible to host an IPC World Championship in the same Pool for two consecutive years unless there is no other applicant.
- 3.12.3 If there are six or more teams in the event, the organiser must have two ice arenas (depending on the playing system and the required ice time for games and practices) both of which comply with the technical requirements provided by the IPC. An IPC World Championships may not be played in more than two ice arenas or in cities that are 50km apart. Exceptions may be permitted by WPIH in its sole discretion.
- 3.12.4 The allocation of any IPC Word Championship is final only when the IPC and the NPC/organiser have signed an official host contract.

3.13 Responsibilities of participating NPCs

- 3.13.1 **Team entry forms:** NPCs entering a team in any Recognised Competition must submit the team entry form according to the requirements and timelines set by the IPC or the event organisers.
- 3.13.2 **WPIH Approval:** At all WPIH Competitions and Sanctioned Competitions, participation of all teams is subject to the approval of the WPIH.
- 3.13.3 **Payment of Fees:** Any member NPC that has not paid its dues or any fines to the IPC will not be permitted to enter a team.

4 Financial regulations

4.1 Revenues

The revenues of World Para Ice Hockey may consist of:

- 4.1.1 **Licence Fees:** Annual national team licence fee for the NPCs (for up to 15 players or 16 if at least one female player is included in the roster) due by August 31st of each financial year. The amount of the licence fee will be set by the IPC each year. An additional fee will also be set for any extra players that an NPC wishes to register in excess of the roster numbers referred to above.
- 4.1.2 **Event Sanctioning Fees:** IPC event sanctioning fees established by the IPC.
- 4.1.3 **Event Revenues:** Host contract revenues.
- 4.1.4 **Other:** Other revenues as may be identified by WPIH.

5 World Para Ice Hockey membership

5.1 Participation of national teams of NPCs into Recognised Competitions

NPCs are required to be members in good standing with the IPC and pay the required World Para Ice Hockey annual team licence fee (as set out in Section 4.1) in order to be eligible to compete in Recognised Competitions.

5.2 Allocation of national teams of new NPCs into the WPIH Competitions

National teams of NPCs newly practicing Para ice hockey will start their participation in WPIH Competitions in the C-Pool or qualification pool of the various competitions, subject to their good standing with the IPC.

6 Discipline

6.1 Standard of conduct

All participants are expected to conduct themselves in a professional and non-disruptive manner. Any participant shall have violated these Regulations and shall be subject to discipline by WPIH if he or she:

- 6.1.1 verbally or physically threatens another person;
- 6.1.2 abuses the rights and privileges afforded to competition participants;
- 6.1.3 engages in unsportsmanlike conduct;
- 6.1.4 creates a condition or circumstance that is unsafe, unfair, or out of order; or
- 6.1.5 otherwise engages, in the opinion of WPIH, in conduct detrimental to the sport of Para ice hockey and/or WPIH.

6.2 Competition disciplinary panel

6.2.1 Powers and jurisdiction

The Competition Disciplinary Panel (the "Panel") will be responsible for making any decision in respect of reported disciplinary infringements during the period of any Recognised Competition. Decisions of the Panel are final and cannot be appealed. The Panel will exercise this power exclusively in accordance with the following provisions.

6.2.2 Composition

- (a) At each Recognised Competition, the Chairperson of the Directorate will appoint a Panel, which will consist of three or five members, one of whom will be the Panel Chair. Those appointed should be familiar with the sport of Para ice hockey, the WPIH Rulebook and these Regulations and must be approved by the Directorate.

- (b) If fewer than three members of the Panel are able to participate, the Chairperson of the Directorate will appoint replacements.
- (c) Decisions will be made by majority vote.

6.2.3 Non-Field-of-Play Violation Procedures

- (a) Any reported disciplinary infringements during the period of the Recognised Competition outside the field of play shall be investigated and dealt with under this Section.
- (b) A request for disciplinary action can be made by a NPC/NF or LOC or WPIH.
- (c) After reviewing a request for disciplinary action and any supporting evidence, and on being reasonably satisfied that there is a genuine case to answer, the Panel Chair will notify the general manager of the team(s) involved of the alleged violation and of the time and the place of the oral hearing to be held. This will be deemed as good notice to those accused of any misconduct. The Respondent(s) (being the player or team official alleged to have committed some act of misconduct, or some omission that in effect amounts to an act of misconduct) and/or the general manager of the relevant team may submit documentary evidence (including statements, videos, etc.) to the Panel Chair prior to the hearing.
- (d) The Panel will endeavour to hold the hearing as soon as possible and will aim to do so prior to the next game of the team or teams involved. The Respondent(s) and/or a representative of the team concerned may attend the hearing and present arguments and relevant evidence, in the discretion of the Panel. The hearing will be held in private but the decision in relation to any sanction (and the reasons therefore) will be made public.

6.2.4 Field-of-Play Violation Procedures

- (a) Any reported disciplinary infringements on the field of play occurring during the course of a Recognised Competition shall be dealt with under this Section.
- (b) The Panel may be convened by the Panel Chair on his or her own initiative, at the request of the Directorate Chair, or at the request of a team in accordance with this Section.
- (c) A participating team may submit up to one written request per game for the Panel to investigate a single incident which it feels should result in disciplinary action. The request must: (i) be made in writing within 90 minutes of the end of the game; and (ii) specify the rule or rules violated, the player(s) involved, and the time at which the incident occurred.

- (d) The Panel will only consult the official video (where available) in making its decision. Where official video is not available, the Panel may request and review personal or team videos.
- (e) The review should be held and decisions made within 24 hours of the end of the game at which the complaint arose and keeping in mind the timing of the affected teams' next game or games. Teams affected should be notified of the decision orally and in writing as soon as possible after a decision has been made.

6.2.5 Sanctions

Sanctions for both field of play and off-field of play may include any one or more of the following:

- (a) **Caution:** in cases of minor infringement, particularly first offenses, the Panel may issue a caution.
- (b) **Suspension:** the Panel may suspend a player, team official or team for any number of games but for no more than to the end of the Recognised Competition.
- (c) **Disqualification:** the Panel may disqualify a player, team official or team for the remainder of the Recognised Competition. Only disqualifications will invoke the provisions in Section 3.11.
- (d) **Referral:** for serious violations where the Panel believes a more severe sanction is warranted or where the violation occurred on the last day of the Recognised Competition, the Panel may refer the matter to WPIH for further proceedings in accordance with Section Error! Reference source not found..

6.3 WPIH

6.3.1 Powers and jurisdiction

WPIH may take disciplinary action for any behaviour in or out of competition whether referred by a Panel or not. WPIH may choose to pass any issue over to the IPC Legal and Ethics Committee if there has been a suspected breach of the IPC Code of Ethics.

6.3.2 Procedures and sanctions

If WPIH takes disciplinary action it will do so under the advice of the IPC Legal Counsel and in accordance with the principles of natural justice.

7 Anti-doping, equipment and medical

7.1 Anti-doping

All World Para Ice Hockey competitors, officials, entourage, etc. are subject to the provisions of the IPC Anti-Doping Code. The IPC Anti-Doping Code can be found in the IPC Handbook Section 2, Chapter 1.2: <http://www.paralympic.org/the-ipc/handbook>.

7.2 Equipment

7.2.1 Principles: The IPC Equipment Policy (IPC Handbook, Section 2, Chapter 3.10) applies to all Recognised Competitions. The fundamental principles that the IPC is promoting regarding the use of equipment during Recognised Competitions are:

- (a) **Safety:** for the user, players, officials, spectators, and the environment;
- (b) **Fairness:** a player should not receive an unfair advantage that is not within the spirit of the sport;
- (c) **Universality:** equipment should be reasonably commercially available to all;
- (d) **Physical prowess:** human performance should be the critical endeavour, not the impact of technology and equipment.

7.2.2 Inspection: All equipment used in Recognised Competitions shall be in conformity with the IPC Policy on Sport Equipment (IPC Handbook Section 2, Chapter 3.10) and the WPIH Rulebook.

7.3 Medical services

7.3.1 Medical Code: The IPC Medical Code (IPC Handbook, Section 2, Chapter 1.4) applies to all Recognised Competitions. The IPC has appointed the IPC Medical Committee under the Guidelines of the IPC Handbook to provide World Para Ice Hockey with general advice on medical matters.

7.3.5 Responsibilities

- (a) In accordance with the IPC Medical Code, players are responsible for their own physical and mental health and for their own medical supervision.
- (b) By participating in a Recognised Competition, all participants specifically release IPC and WPIH from any liability to the extent permitted by law for any loss, injury or damage that he or she may suffer in relation to or as a result of his or her participation in the Recognised Competition.
- (c) Notwithstanding the provisions of 7.3.5 (b), NPCs shall use best efforts to ensure that all players under their jurisdiction competing in Recognised Competitions are in a state of physical and mental health that is compatible with elite level competition in Para ice hockey.

- (d) Every NPC shall use best efforts to ensure that appropriate and continuous medical monitoring of its players is undertaken. It is further recommended that NPCs organise, for a period, health evaluation of each player that it enters competitions.
- (e) NPCs are responsible to ensure suitable medical provision and medical insurance coverage for their delegation during travel to and from Recognised Competitions.
- (f) It shall be the responsibility of the LOC in each case to ensure that suitable medical provision, medical services and medical insurance coverage are provided at all Recognised Competitions. The scope of medical services may vary according to the following factors: the size and nature of the Recognised Competition, the number of players participating, the number of support staff and spectators and the health standards of the country where the Recognised Competition takes place. The IPC Medical Committee shall issue and keep updated practical guidelines to assist local organising committees in providing adequate medical services and taking appropriate safety measures at international competitions (see "WPIH Event Medical Services Handbook").
- (g) A Chief Medical Officer (CMO) shall be appointed by the local organising committee for each Recognised Competition to prepare and co-ordinate the medical services and safety requirements during the competition and liaise with the IPC Medical & Scientific Director if necessary.

7.3.6 Medical Exclusions: In exceptional circumstances, if a player has a medical condition that requires special treatment or poses special risk and cannot be reasonably managed by the LOC or WPIH, that condition may represent grounds for a refusal to accept the entry of that player. The IPC Medical & Scientific Director will make a final decision, in consultation with the IPC Medical Committee and sport-technical experts as identified by WPIH. The affected player and his/her NPC must be given opportunity to provide evidence that the medical risks are manageable. In making the decision, the following factors should be weighed:

- (a) the risk to the player's health, including both the likelihood of an incident and its potential severity;
- (b) the risk to other players, team officials, and technical officials who will be on the ice or benches at the same time;
- (c) the medical resources which will be available at the Recognised Competition and the practicality and cost of any additional measures necessary to protect the player;
- (d) the extent of insurance coverage obtained by the player, the team, and the relevant NPC, and the LOC; and
- (e) any evidence produced by the affected player and the NPC.



While awaiting any final decision of the IPC Medical & Scientific Director, the player will not be allowed to enter the Recognised Competition. The player and NPC are therefore required to bring possible exceptional circumstances to the attention of WPIH in a timely fashion.

Chapter two: Sport regulations

8 Administrative sport regulations

8.1 International playing rules

The official playing rules for all Recognised Competitions shall be established by WPIH and approved by the IPC Governing Board and are contained within the WPIH Rulebook (as amended and published on the WPIH website from time to time). WPIH shall be responsible for establishing guidelines by which the official playing rules shall be interpreted.

8.2 Three-point system

All teams that participate in a Recognised Competition are ranked in that competition according to the number of points awarded. For all Recognised Competitions, points shall be awarded per game as follows:

- Three points for the winning team at the conclusion of regulation time.
- **Regulation Draw:** One point for both teams at the conclusion of regulation time if the game is tied.
- **Overtime Win:** One additional point for the team winning the game in an overtime period, or the Penalty Shot Shootout Procedure as defined in the WPIH Rulebook if the teams are still tied following the conclusion of the overtime period.
- **Regulation Loss:** Zero points for the team losing the game at the conclusion of 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, the following tie breaking procedure is applicable when three or more teams are tied in points in a championship standing. Should three or more teams be tied on points, then a tie breaking formula will be applied as follows, creating a sub-group among the tied teams. This process will continue until only two or none of the teams remain tied. In the case of two remaining tied teams, the game between the two would then be the determining tie-breaker as the game could not end in a tie. In the case of none of the teams being tied, the criterion specified in the respective step applies.

- **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 three or more teams remain tied in points, then the better goal difference in the direct games amongst the tied teams will be decisive.
- **Step 3:** Should three or more teams remain tied in points and goal difference then the highest number of goals scored by these teams in their direct games will be decisive.
- **Step 4:** Should three or more teams remain tied in points, goal difference, and goals scored then the results between each of the three teams and the closest best-ranked team outside the subgroup will be applied. In this case the tied team with the best result (1. Points, 2. Goal difference, 3. Goals scored) against the closest best ranked team will take precedence.
- **Step 5:** Should three or more 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 three or more teams still remain tied after these five steps have been exercised then the teams will be ranked by their positions coming into the competition (i.e. seeding).

8.4 Officiating system

The 'three-officials system', as defined in the WPIH Rulebook, will apply in all Recognised Competitions.

8.5 Forfeits

- 8.5.1 **General:** A game is forfeited when: a) a team does not appear for that game; b) a team does not resume playing after a game break; or c) a team stops playing a game before the completion of the game in contravention of the WPIH Rulebook.
- 8.5.2 **Score line:** 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.
- 8.5.3 **Games in progress:** When a team or teams cause a game in progress to be cancelled (a game is deemed to be in progress from the opening face-off until the final whistle), then, in addition, two points shall be deducted from the team or teams at fault. The case will be investigated by WPIH for possible further disciplinary action.

8.6 Schedule of games

- 8.6.1 **Schedule:** The LOC must prepare the game schedules for its competition in accordance with these Regulations. The organisers will propose the dates, times and places of the games to WPIH for approval. Generally, no team will be called upon to play on more than two consecutive days or more than one game a day, unless the

tournament schedule otherwise demands. Three games on three consecutive days may be played only if the involved NPCs have agreed.

8.6.2 Home Teams: The home team for each game will be allocated by WPIH. In all official listings, as between the two teams in any given game, the home team will be listed first. In a competition where each team plays an even number of games, each team will be allocated as the home team for half of its games. In a competition where each team plays an odd number of games, each team will be allocated as the home team for half of its games (rounding down) and, in the remaining 'odd' game, the team with the highest WPIH Ranking will be allocated as the home team.

For example: In a round robin tournament involving six teams, each team will play each other team one time, meaning that each team will play five games. Each team will be allocated to play two games as the home team and two games as the away team, and for the remaining game, the home team will be the team with the higher WPIH Ranking.

8.6.3 Reseeding of teams for playoffs and medal games: For the purpose of the playoff round and medal games, teams will be reseeded after the preliminary round games have completed. The seeding numbers will be allotted by use of the following criteria in the order presented:

- Higher position in the group
- Higher number of points
- Better goal difference
- Higher number of goals scored “for”
- Better seeding entering the competition

8.6.4 Time between games: The difference between the starting times of two games by the same team shall be at least 20 hours for the Paralympic Winter Games and 17 hours for all other competitions, unless otherwise approved by WPIH for extraordinary circumstances (e.g. host broadcast schedule).

8.7 Schedule of practices

8.7.1 Practice duration: On the day of the game the practice times will be scheduled for 45 minutes duration. On the day of rest the practice time will be scheduled for a maximum of 75 minutes duration.

8.7.2 Practice times: In principle, the teams that play earlier will also practice earlier with the necessary adaptation following the timing of games on the preceding day.

8.7.3 Practice location: Generally, a team's practices will take place in the same arena as that team's games. The home team shall practice second, but the teams may practice

at the same time if another arena is available. If two opposing teams must practice at the same time in different arenas, then the team in the higher ranked position in the preceding round will have the choice of practice arena.

8.7.4 Practical switches or adjustment of practice times may be agreed between the relevant teams, LOC and WPIH.

8.7.5 LOC is responsible for the provision of practices for the competing teams on the day before the competition begins (at no cost to the teams).

8.8 Uniforms and numbers

8.8.1 **Light and dark:** For all Recognised 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 WPIH. The basic colour must cover approximately 80% of each item. The home team will have the choice of jersey colour.

8.8.2 **Uniform advertising:** If WPIH provides the teams with uniforms with advertising, the NF or NPC are obliged to play the respective competition with these uniforms. Uniform advertising will be allowed in accordance with the [World Para Ice Hockey Uniform Advertising Guidelines](#).

8.8.3 **Player numbers:** Before each game, the manager or coach of each team shall provide the referee or Scorekeeper with a list of names and numbers of eligible players, including the names of the captain and alternate captains. All players shall have the same number on their respective dark and light jerseys.

8.8.4 **Replacement jerseys:** Each team will have available replacement jerseys (light and dark) in case a player's jersey becomes unwearable.

8.9 Dressing rooms

8.9.1 **Teams:** Each team shall be provided with a suitable room with sufficient space for 23 team officials and players and their equipment, equipped with benches, sanitary toilet and showers.

8.9.2 **Allotment:** Team dressing rooms shall be assigned by the TD or the Assistant TD using the following criteria: The dressing rooms will be ranked by quality and distance to the ice surface and allotted to the teams following their seeding numbers; never the less the host country team will have the first choice. The same principle will apply for the eventual game dressing rooms.

8.9.3 **Changing dressing rooms:** 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 organiser of the Recognised Competition must work out an exact time schedule for such changes of dressing rooms in advance.

8.9.4 Referees and linesmen: A separate dressing room equipped with chairs or benches and a sanitary toilet and shower must be provided for the exclusive use of the referees and linesmen.

8.10 Awarding medals

At all Recognised Competitions (save for the Paralympic Winter Games) medals will be awarded to the registered squad of players and to up to six team officials. At the Paralympic Winter Games medals will be awarded to the registered squad of players only.

9 Directorate and technical officials

9.1 Composition of the Directorate

Every Recognised Competition is controlled by a Directorate which is composed at the respective Recognised Competition. Each voting member will have one vote. In the event of a tie, the Chairperson will cast the deciding vote. The members of the Directorate are as follows:

- Chairperson (voting), as nominated by the WPIH.
- One member of each participating member NPC (voting), nominated by the NPC (but may not be the team coach).
- One member on behalf of the LOC (voting).
- The TD or the Assistant TD (non-voting), nominated by the WPIH.
- Referee supervisor (non-voting), nominated by the WPIH.

9.2 Responsibilities of the Directorate

Under the control of the Chairperson of the Directorate, the Directorate shall be responsible for:

- controlling the eligibility documents of the players;
- controlling the organiser's responsibilities;
- controlling the participating national association's responsibilities;
- approving the appointment of the Disciplinary Panel;
- awarding cups, medals, diplomas;
- confirming the nominations of best three players of each team;
- selecting the best goalkeeper, defenseman and forward of the competition; and
- authorising any other awards of the competition.

9.3 Player and team officials control by directorate

The Directorate shall have the right to control players and team officials in the following ways:

- 9.3.1 **General:** The Directorate shall control the players to ensure that all are registered and eligible to compete in Recognised Competitions in accordance with the WPIH Rulebook, and these Regulations.
- 9.3.2 **Forms:** Prior to WPIH Competitions and Sanctioned Competitions, NPC is responsible for the completion and submission, by the deadline set by WPIH, of their Team Entries (Entry by Number and Entry by Name) containing the names of and data for all athletes and team officials, using the IPC Sport Data Management System (SDMS). Prior to Approved Competitions, NPC or LOC shall submit via email to WPIH the team rosters no later than one week prior to start of the competition.
- 9.3.3 **Team size:** A member NPC can register a maximum of fifteen (15) players, plus two (2) goalkeepers for all Recognised Competitions, unless their squad of players (including goalkeepers) includes at least one (1) female, in which case the team may consist of a maximum of sixteen (16) players, plus two (2) goalkeepers. A team must have a minimum of seven (7) players and two (2) goalkeepers. NPC shall be entitled to register up to six (6) team officials for all Recognised Competitions. Additional team officials will not be allowed as a matter of course. If the facilities allow and if approved by the WPIH, a team may bring additional team officials but will be required to pay a correspondingly higher tournament fee reflecting the cost of additional team officials.
- 9.3.4 **Control:** The Team Entries must name all the players who will play for the team during the tournament and be submitted at the first Directorate meeting at which time it will be final. A minimum of seven (7) players and two (2) goalkeepers per team must be present at the competition venue by the time of the first Directorate meeting. If this requirement is not fulfilled, the team will be disqualified. At the discretion of the Chairperson of Directorate, players not present at the time of the first Directorate meeting but named on the Team Entries, may be controlled after the first Directorate meeting, but in no event later than two (2) hours before the first game in which they will be permitted to play. Teams must submit player's valid national passport to the WPIH-designated official during passport control taking place one (1) hour prior to the first Directorate meeting.
- 9.3.5 **Emergency goalkeeper:** Each participating NPC will have the right to register an emergency goalkeeper. If the respective Directorate member of the NPC, together with the team doctor, declare in writing that a registered goalkeeper is unfit to play, such goalkeeper may be replaced by the emergency goalkeeper who after being controlled, not less than two hours before the relevant 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.

9.4 Responsibilities of the Technical Delegate

The TD will have the responsibilities described in this Section in any Recognised Competition. An Assistant Technical Delegate may be appointed and will assist the TD in carrying out these responsibilities.

- 9.4.1 **Pre-game protocol:** Be available in case of any measures that need to be addressed such as pre-game warm-up delay. Ensure that the opening ceremonies are operated in accordance with these Regulations or an approved agreement.
- 9.4.2 **Game-time responsibilities:** Ensure that the teams are on the ice at the prescribed time and that the intermission is followed according to protocol. In a play-off game be aware of the Overtime period and Penalty Shot Shootout Procedure, as defined in WPIH Rulebook.
- 9.4.3 **Post-game responsibilities:** Ensure that the closing ceremonies are operated according to the Protocol Guide for IPC Sports Championships including the national anthem of the winning team (helmets off), and that teams shake hands with opponents & game officials.
- 9.4.4 **Problem solving:** Be available to answer any questions before and after games (benches, sweater colours, pre-game warm-up procedures) and to co-operate with the referee supervisor to solve problems concerning rules or rule interpretations.
- 9.4.5 **Risk management and safety:** Make an inspection tour through the venue and take note of any items which are considered to be potential problem areas. Report any safety procedure violations by players or officials and ensure that the playing surface and the spectator areas are safe for each game. Report any on ice safety issues to the Directorate and provide recommendations where necessary.
- 9.4.6 **Discipline:** Report any discipline or conduct problems that occur during games to the Disciplinary Panel Chair and the Directorate. If there is a suspension(s), be prepared to give an overview of the incident.
- 9.4.7 **Referee game report:** Ensure that the Referee Supervisor following the game immediately submits the referee game report to the Chairperson of the Directorate. Obtain this document from the Referee Supervisor and be aware of the contents. Be prepared to give a professional opinion of the incident or incidents involved.
- 9.4.8 **Referee Supervisor:** Have an understanding and knowledge of the Referee Supervisor's role and duties. Be aware of the Referee Supervisor's location during a game.

9.4.9 Game summary report: Provide a game summary report (including the final score and any misconduct penalties) at the next Directorate Meeting including but not limited to the issues and items listed above.

9.4.10 Equipment measurement: Perform equipment measurements and tag each piece of equipment with an IPC label or equivalent, in a visible location, to identify the equipment as an approved piece of equipment according to the WPIH Rulebook. This duty may be performed by an authorised representative of the TD.

9.5 Responsibilities of the Referee Supervisor

9.5.1 Game officials: Meet with game officials before and after a game to help prepare them and provide feedback and evaluation after the game. Assist in communication between the game officials and tournament or technical officials, if necessary.

9.5.2 Referee game reports: Immediately submit any the referee game report to the Chairperson of the Directorate. Be prepared to give a professional opinion of the incident or incidents involved.

9.5.3 Problem solving: Co-operate with the TD to solve problems concerning rules or rule interpretations.

10 Game protocols and procedures

10.1 Team entry and departure from ice surface protocol

In any Recognised 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.

10.1.1 Clock: At the conclusion of the first and second periods, as soon as the buzzer sounds, signalling the end of the period, the game clock will be immediately re-set with the appropriate intermission time.

10.1.2 Intermissions: 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.

10.1.3 Return to ice warnings: 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:

- 4 minutes remaining on the game clock - One blast of the alarm by the official game timekeeper indicating that in two minutes 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.

10.1.4 End-of-game protocol: 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.

10.1.5 Adaptation: 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.

10.2 Pre-game warm up following an extended game protocol

10.2.1 General: The game schedule for Recognised Competitions 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 to re-surface the ice and set up for the next game's pre-game warm-up.

10.2.2 Delay: As soon as the game supervisor has informed the TD that a game will not be finished within 55 minutes of the scheduled start time of the next game, the TD will call a meeting which will include the Directorate members from the two teams to play the next game and the LOC representative. The following guidelines are provided to assist in making the necessary decisions and are not binding:

- (a) If the first game finishes 55 minutes or more before the scheduled start time of the next game then a full 'flood' ice re-surfacing should be provided for the pre-game warm-up of the next two teams.
- (b) If the first game finishes with less than 55 minutes and more than 45 minutes before the scheduled start time of the next game, then a 'scrape' resurfacing should be provided for pre-game warm-up of the next two teams.
- (c) Should the first game finish with less than 45 minutes before the scheduled start time of the next game, then the next two teams may warm-up without any ice-resurfacing or may be provided with a 'scrape' resurfacing if both teams agree to a shortened pre-game warm-up.

- (d) In any case, if an adjacent arena is available, the pre-game warm-up may be held there.

10.2.3 Informing other parties: Once the decision is made to provide a 'scrape' resurface or no ice resurface, then the members listed above will be responsible to advise the relevant parties of the situation and have them act accordingly.

10.2.4 Presence of meeting participants: In order to facilitate the procedures described in this section, the TD, the Directorate members of the next teams to play, and the LOC representative should be in attendance at the arena and available for the meeting at least 70 minutes before the scheduled start time of the relevant game.

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. In the case of a NPC whose team member(s) fail to observe this ceremony will be submitted to the Directorate for possible further sanctions.

10.4 Overtime procedures

Overtime periods and Penalty Shot Shootout Procedures in any Recognised Competition shall be handled in accordance with the WPIH Rulebook.

10.5 Commercial break procedure

If taken, commercial breaks shall comply with the following procedure:

10.5.1 General: During each regular period of the games there may be up to two commercial breaks, each with duration of 70 seconds. This commercial format will be followed during all televised championship games to ensure consistency for teams and broadcasters alike.

10.5.2 Eligible stoppages: Commercials may only be granted when teams are at equal strength (4 on 4, 5 on 5, or 6 on 6) when a stoppage in play occurs. The determination of equal strength is the number of players on the ice at the time of the whistle. Therefore, if Team A is a man down, and a penalty is called on Team B, a commercial break is not allowed. The only exception to the equal-strength requirement is a five-minute (coincidental) major penalty. When a team is a man down due to a five-minute major penalty, a commercial break may be administered. However, if a two-minute minor penalty is assessed to the same team during the five-minute major penalty (creating a 5 on 3 situation) no commercial break shall be taken until the major penalty ends.

- 10.5.3 **Timing:** Commercial breaks will be taken at the first stoppage of play after the following times on the game clock as it counts down:
- 11:00 minutes
 - 06:00 minutes
- 10.5.4 **Exceptions:** Notwithstanding the foregoing, no commercial breaks will be taken:
- in the final 30 seconds of the first and second periods;
 - in the final minute of the third period, or in overtime, with the exception of the Gold medal game where the above procedure will apply for the 15 minute overtime period;
 - when a goal is scored;
 - when there is a call for a penalty shot;
 - when an icing infraction is called, except when a penalty or penalties are assessed at the icing call that affect the on-ice strength of either team; or
 - when a fight is happening on ice.
- 10.5.5 **Missed commercial breaks:** 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 after 100 seconds of play following the first commercial break. If there is another incident where the second commercial break is missed, this procedure will continue to repeat itself until all breaks are taken.
- 10.5.6 **Procedures:** The procedure for taking the commercial break is as follows:
- (a) A commercial co-ordinator will be nominated by the LOC.
 - (b) At the whistle a red signal lamp will be immediately illuminated by the commercial co-ordinator at the Scorekeeper's bench, signalling that the commercial break is in progress.
 - (c) The penalty box attendants open the doors for the duration of the commercial break.
 - (d) The commercial co-ordinator signals the TV truck that there is a commercial and immediately starts timing the break.
 - (e) One linesman places the puck on the ice where the next face-off will take place while the Referee proceeds to the Scorekeepers bench.
 - (f) The players proceed to their respective benches while the other linesman stands between the player benches.

- (g) With 20 seconds left in the break, the commercial co-ordinator cues (20 second cue card) the Referee to blow the whistle to indicate that the players proceed to the face-off spot.
 - (h) With five seconds left in the break the back linesman gets a cue (5 second cue card) from the commercial co-ordinator to blow the whistle and begin the face-off procedure.
 - (i) The puck should drop at the 70 second mark.
 - (j) The commercial co-ordinator should turn the red signal lamp off at the 70 second mark.
- 10.5.7 **Additional commercial breaks:** Additional commercial breaks will be permitted during a time slot if a delay is required to address a player injury, repair to the playing surface (e.g. glass, boards, net), or any other issue which may require excessive time to remedy. Extra commercial breaks taken during a time slot must follow the normal commercial break procedure. Any extra commercial break will take the place of the scheduled break in the last remaining time slot of that period and will not be used to create extra commercial breaks. In such instances, the commercial co-ordinator will be instructed to turn on the light to indicate that an optional commercial break opportunity is being taken.
- 10.5.8 **Goalkeepers:** During commercial breaks goalkeepers will be allowed to go to their respective players' bench.
- 10.5.9 **Line changes:** 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.
- 10.5.10 **Time outs:** 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 in these Regulations.

10.6 Jumbo screen usage policy

- 10.6.1 **General policy:** The use of the arena video board (Jumbotron) is an essential part of the game presentation used to enhance the game experience for the spectators. The use of the video board should not interfere with the game and should not be used in such a way as to create a hostile environment in the arena or to portray the game, players, officials or spectators in an unsportsmanlike or negative way. The use of the

arena video board should have a balance between: a) sportive contents; (replays); b) entertainment; and c) public information.

- 10.6.2 In-game replays:** Replays of all game action or hockey plays (goals, passes, body checks, goalkeeper saves, blocked shots, minor penalties including those that result in a penalty shot, post-whistle scrums unless they result in violent fisticuffs and major penalties unless the consequences are severe) may be shown on the in-arena video board without limitation. When showing replays of a penalty call, all available camera angles of the play must be used for transparency and clarity for spectators.
- 10.6.3 Video goal judge replay:** Footage from the video goal judge replay system may be shown on the in-arena video board one time while the play is being reviewed and one additional time after the replay call has been made. After the replay call has been made, if there are multiple camera angles of the play available, the camera angle that was relied on to make the ultimate call must be the camera angle utilised on the video board. If there is a question as to which camera angle was relied on, the director of the video board should consult with the video goal judge.
- 10.6.4 Injuries:** When there is an injury on the ice there may be no replay until the injured player or game official has left the ice; When there is an obvious sign of serious injury (profuse bleeding, broken bone, unsteady skating), the play may be replayed one time immediately after the injured player or game official leaves the ice, this is exclusively for the purpose of informing the spectators. The play shall not be shown on the in-arena video board for any purpose thereafter.
- 10.6.5 Spectators:** Spectators should only be shown on the in-arena video board in a positive light. Examples of instances where spectators may not be shown on the video board include, but are not limited to, spectator injuries and spectators engaging in violence, making obscene gestures, showing obscene signs, verbally abusing players or officials, throwing objects to the ice or sleeping.
- 10.6.6 Fisticuffs:** Fisticuffs (fights) may not be shown on the in-arena video board if the fight is of a violent nature with players throwing repeated punches at each other. This should not be equalled with a "post-whistle scrum" with two or more players.
- 10.6.7 Implementation:** This Jumbo Screen Usage Policy shall be coordinated by the in-arena video board director who shall have the technical support from the host broadcaster and support from the video goal judge. It is the video board director who is responsible that the decisions are taken in accordance with the above Section 10.6.

10.7 Scoreboard

The following timekeeping and scoreboard guidelines are recommendations for the organisers of Recognised Competitions. 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:

- 10.7.1 **Team names:** Name of the home team on the left and of the visiting team on right part of the scoreboard device.
- 10.7.2 **Period:** Period with numerals 1-2-3, OVT for overtime, PSS for penalty shot shootout.
- 10.7.3 **Game result:** Game result in two number positions for each team, home team left and visiting team right.
- 10.7.4 **Goals:** 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.
- 10.7.5 **Time:** Game time in minutes from 0 to 15 and seconds from 0 to 60.
- 10.7.6 **Overtime:** 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.
- 10.7.7 **Penalised players:** Penalised 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.
- 10.7.8 **Penalty time:** 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.
- 10.7.9 **Further penalties:** Eventual further penalties will be kept in the timekeeping system memory and will show up in the third penalty position one by one.
- 10.7.10 **Timeouts:** Time-out will count down from 60 seconds to zero and appear in the actual game time position, which reappears automatically in its position.
- 10.7.11 **Penalty shot shootout:** Penalty shot shootout standing appears shot by shot in the position of the game result.
- 10.7.12 **Game result:** After the last shot the game result including the decisive goal will appear in its position.
- 10.7.13 **Intermissions:** Intermission of 15 minutes after the first and second period starts counting down automatically when the period is terminated. Intermission of 3 minutes after the third period in case of overtime starts counting down automatically when the period terminated.

10.8 Game countdown

In general, the following procedures should be followed for the game countdown. A revised countdown process may be used where necessary to accommodate the timings of the opening

and closing ceremonies, such as the introduction of the teams at the IPC World Championship. Any revised process must be approved by the IPC.

- 60:00 min: Siren sounds, team representatives provide the completed team composition form to the Scorekeeper.
- 43:00 min: One buzzer sounds to the team dressing rooms.
- 42:00 min: Two buzzer sounds to the team dressing rooms.
- 40:00 min: Teams enter the ice surface for 15 minute warm up.
- 25:00 min: Teams leave the ice and the ice resurface starts. Team representatives check official game sheets and provide captain; alternate captains and starting goalkeeper to the Scorekeeper.
- 06:00 min: Full team compositions appear on the information board.
- 05:30 min: One buzzer sounds to the team dressing rooms.
- 04:30 min: Two buzzer sounds to the team dressing rooms – teams go directly to bench and game officials enter the ice.
- 04:00 min: Teams enter the ice surface and skate one lap and then do 'cheer' ritual around goalkeeper. Official announcers introduce referees and linesmen.
- 03:00 min: Buzzer sounds and all players leave the ice and go to their respective benches, except the starting players (plus team captain if not starting) who line up on the blue lines. Team captains greet the referee and linesmen in the referee's crease and exchange gifts. Official announcers introduce the starting players for both teams.
- 00:15 sec: Referee calls the teams to face-off.
- 00:00: Reset clock to 15:00 and game starts.

10.9 Intermission countdown

Intermission countdown by scoreboard system before the second and third period and the fifteen minute overtime period:

- 15:00 min: Appears on the scoreboard automatically when the preceding period ends and begins to run immediately after it is reset.
- 04:00 min: One buzzer sounds to the team dressing rooms.
- 03:00 min: Game officials enter the ice.
- 02:00 min: Two buzzer sounds to the team dressing rooms and teams go directly to ice surface.
- 00:15 sec: Referee calls the teams to face-off.
- 00:00: Reset clock to 15:00 and period or overtime starts.

10.10 Overtime intermission countdown

Intermission countdown by scoreboard system before the five or ten minute overtime period:

- 03:00 min: Appears on the scoreboard automatically after the third period ends and begins to run immediately after it is reset.
- 00:15 sec: Referee calls the teams to face-off.
- 00:00: Reset clock to 05:00 or 10:00 and overtime starts.

10.11 Goal break regulation for televised games

During each period of regulation time for any game of any WPIH Competition or Sanctioned Competition that is televised, Goal Breaks shall be taken as described in this Section.

Immediately following the scoring of a goal, the following procedure will be activated, stopping the game for the time described below and/or for a maximum of 45 seconds for television purposes:

- | | |
|------------------|--|
| 0 - 12 seconds: | Celebration of the goal by the players |
| 13 - 24 seconds: | Slow motion replay number 1 |
| 25 - 36 seconds: | Slow motion replay number 2 |
| 37 - 45 seconds: | Goal scorer close-up with graphics |

This format will be followed during all televised competitions to ensure consistency for the teams and broadcasters alike.

Procedures:

The procedure for operating and managing Goal Breaks are as follows:

- A Goal Break Co-ordinator must be assigned for each televised game.
- After the goal has been scored, a signal lamp will be immediately illuminated by the Goal Break Co-ordinator at the Scorekeepers Bench, signalling that a Goal Break is in progress.
- The Goal Break Co-ordinator signals the television broadcaster that there is a Goal Break and immediately starts his/her timing device.
- One Linesman stands on the centre ice face-off spot with the puck while the Referee proceeds quickly to the Scorekeepers Bench to report the scoring of the goal. The players proceed to their respective benches while the second Linesman stands between the player benches.
- With 20 seconds remaining in the Goal Break, the Goal Break Co-ordinator cues the Referee to blow the whistle to indicate that the players proceed to the centre ice face-off spot.

- The puck should drop as soon as the Goal Break stoppage has expired.

11 Officials

11.1 On-ice officials

The duties of the on-ice officials (Referee and Linesmen) in the three official system are further detailed in the WPIH Rulebook.

- 11.1.1 For WPIH Competitions and Sanctioned Competitions all Referees and Linesman must be licenced by WPIH. WPIH appoints these officials to such competitions.
- 11.1.2 For Approved Competitions the Referees and Linesman must be appointed by the respective NPC/NF.
- 11.1.3 Any Referee or Linesman who wishes to apply for a WPIH Officiating Licence must submit their WPIH Officiating Resume to WPIH (available on the WPIH website). Provided that the WPIH Officiating Resume is satisfactory (in WPIH's sole discretion) the Referee or Linesman will be added to the WPIH Officials Database in order to complete the WPIH Officiating Pathway.
- 11.1.4 Generally, Referees and Linesmen selected to officiate a game in Recognised Competitions will be from different countries to those of the two teams taking part in that game.
- 11.1.5 The Referee and Linesmen shall remain on the ice at the conclusion of each period and at the end of each game until all of the players have left the ice and are proceeding to their dressing rooms.
- 11.1.6 At WPIH Competitions and Sanctioned Competitions the 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 WPIH crest on the left front part of the jersey; and
 - (only for Referees) a red armband 8 cm wide on the upper part of each sleeve.
- 11.1.7 At WPIH Competitions and Sanctioned Competitions, no Referee or Linesman is permitted to wear any advertising trademark or manufacturer's identification unless such advertising has been approved by WPIH and is consistent with the WPIH Uniform and Advertising Guidelines.
- 11.1.8 If, for any reason before the game, the appointed Referee or Linesmen are prevented from appearing, the Referee Supervisor shall appoint a replacement(s).

If a Referee leaves the ice or is injured during the game, one of the Linesmen shall immediately stop the play, unless one team has a scoring opportunity, in which case that Linesman will allow play to continue for as long as the Linesman considers necessary before stopping play. If the Referee is unable to continue to officiate, one of the Linesmen shall perform the Referee's duties. The new Referee shall be selected by the Referee Supervisor, or if the Referee Supervisor is not available the Referee or, if necessary, by the team leaders. If a Linesman is unable to officiate, the Referee shall have the power to appoint a replacement if necessary. If the original official reappears during the progress of the game, the original official shall replace the temporary official at once.

11.2 Off-ice officials

For all WPIH Competitions and Sanctioned Competitions, the following off-ice officials shall be appointed by the WPIH and approved by the Referee Supervisor:

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

11.3 Goal Judges

Each Goal Judge shall be responsible for determining if the puck has passed between the goal posts and completely over the goal line.

11.3.1 Position: There shall be two Goal Judges for each game stationed behind each goal. The Goal Judges shall not change goals during the game.

11.3.2 Nationality: In WPIH Competitions and Sanctioned Competitions the Goal Judges of a game shall generally not be nationals of either team engaged in the game.

11.3.3 Uniform: The Goal Judges shall wear officials' sweaters.

11.3.4 Relationship with the Referee: For any disputed goal, the referee may consult with the relevant Goal Judge, but the referee shall make the final decision. The referee may also replace a Goal Judge at any time during a game in the sole discretion of the referee.

11.4 Scorekeeper

The Scorekeeper shall have the following responsibilities:

11.4.1 Official game sheet: The Scorekeeper shall obtain from the manager or coach of both teams, the list of all eligible players and shall complete the Official Game Sheet with the following information:

- (a) Name, position and number of each player, indicating the captain and alternate captain by placing the letters «C» and «A» in front of their names.
- (b) All data concerning the game, such as location, date, names of the home and visiting team and names of the officials.
- (c) The goals scored.
- (d) The number of the scorer(s) and players to whom assists have been allowed.
- (e) The players of both teams who are on the ice when a goal is scored.
- (f) All penalties imposed by the officials with the numbers of the penalised players, the infraction, the time at which it was imposed, and the duration of each penalty.
- (g) Each penalty shot awarded with the name of the player taking the shot and the result of the shot.
- (h) The time of entry into the game of any substitute goalkeeper.
- (i) While in general, the on-ice officials shall determine the players entitled to receive assists, during the Paralympic Winter Games, the Scorekeeper shall do so.
- (j) 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.

11.4.2 Additional Responsibilities: In addition, the Scorekeeper shall be responsible for:

- (a) Correct posting of the penalties and goals scored on the scoreboard.
- (b) Ensuring that the time served by all penalised players is correct.
- (c) Promptly calling to the attention of the referee any discrepancy between the time recorded on the clock and the official correct time.
- (d) Making any adjustments as ordered by the referee.
- (e) Advising the referee when the same player has received a second misconduct penalty in the same game.
- (f) Prepare the official game sheet for signature by the referee and forward it to the TD or Assistant TD.

11.5 Timekeeper

The Timekeeper shall have the following duties. In the event of any dispute regarding time, the referee's decision will be final.

- Carry out the game countdown before the game in accordance with the provisions in Section 10.8.

- In case no automatic buzzer or siren is provided, signal by a buzzer, siren or whistle the end of each period or overtime period.
- Give a preliminary warning by signal to the officials and both teams three minutes before the start of each period.
- Record the start and finish times of each period and the game.
- Time the 15 minute intermission between each period.
- Record all actual playing time during the game.
- Record the time of the start and finish of all penalties.
- Time the start and finish of time-outs.

11.6 Public Announcer

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

- 11.6.1 **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)."
- 11.6.2 **Penalties:** "Team (name of team), number of penalised player), name (name of penalised 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.
- 11.6.3 **Goalkeeper or bench penalties:** In the case where a penalised player cannot go to the penalty bench, or in case of a goalkeeper penalty or bench penalty, add "the penalty is served by number, name (name of the player serving the penalty)."
- 11.6.4 **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).
- 11.6.5 **Review by Video Goal Judge:** "Play is being reviewed." In case goal is given, announcement for "Goal and assists" will be used (see above). In case no goal is given: "No goal has been scored."
- 11.6.6 **Time Out:** "Time out for team (name of team)."
- 11.6.7 **End of time out:** "Time out is over."
- 11.6.8 **One minute remaining:** "One minute left in the (first/second/third) period."

11.7 Penalty Bench Attendant

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

- 11.7.1 Providing a penalised player, upon request, with the correct information as to the unexpired time of the penalty.
- 11.7.2 Allowing the penalised player to return to the ice at the appropriate time upon the completion of the penalty.
- 11.7.3 Notifying the Scorekeeper if a player leaves the penalty box before the end of the penalty.

11.8 Video Goal Judge

If available, but at all Paralympic Winter Games, the use of the video replay of disputed goals is approved by WPIH in accordance with the following provisions:

- 11.8.1 **General:** All reasonably available television pictures must be provided and used by the Video Goal Judge for the video replay system. The replay system available to the Video Goal Judge must be equivalent to the Olympic or IIHF standards and approved by WPIH at least five days prior to the first day of competition.
- 11.8.2 **Reviewable situations:** The following situations are the only situations that will be subject to "Video Goal Judge Review":
 - To determine if the puck has completely crossed the goal line.
 - To determine if the puck entered the net prior to or after the goal frame was dislodged.
 - To determine if the puck entered the net prior to or after expiration of time at the end of a period or the game.
 - To determine if the puck was directed into the net by body part or a sledge.
 - To determine if a puck deflected into the net off of a game official.
 - To determine if the puck was struck with a high stick, above the top of the head, by an attacking player, prior to the puck entering the net.
 - To determine if the attacking player intentionally interfered with the goalkeeper's ability to make a save.
 - 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.

11.8.3 Procedure: The following procedures will be followed for a Video Goal Judge Review:

- (a) When the referee requests a video review of a disputed goal, the referee will contact the Video Goal Judge from the Scorekeeper's bench using a telephone system which has been installed for this purpose.
- (b) When the Video Goal Judge requests a review, the Video Goal Judge will contact the 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.
- (c) When a video review is requested by either the referee or by the Video Goal Judge, the Public Address Announcer will make the video judge review announcement (*"The play is being reviewed"*).
- (d) If the video review is inconclusive then the Video Goal Judge will report this to the Referee who will then make the final decision.
- (e) Following the review and the subsequent decision, the appropriate announcement by the Public Address Announcer shall be made (*"A goal has been scored at..."* or *"No goal has been scored..."*).
- (f) A team does not have the authority to request a video review of a play.
- (g) 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.
- (h) If the puck enters the net and play continues, then the review takes 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.
- (i) 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.
- (j) 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.

Chapter three: Competition calendar

2019 – 2022

Year 1 (2019)	Year 2 (2020)	Year 3 (2021)	Year 4 (2022)
World Championships A-Pool	World Championships C-Pool	World Championships A-Pool	Paralympic Winter Games
World Championships B-Pool	Regional Championships (European Championships & Pan Pacific)	World Championships B-Pool	
		Paralympic Winter Games Qualification Tournament	World Championships C-Pool

12 Regional and World Championships

12.1 Year 1

12.1.1 A-Pool: The 2019 World Para Ice Hockey Championships A-Pool will consist of the top six (6) ranked teams from the 2017 World Para Ice Hockey Championships A-Pool and the top two (2) ranked teams from the 2017 World Para Ice Hockey Championships B-Pool.

12.1.2 B-Pool: The 2019 World Para Ice Hockey Championships B-Pool will consist of the two (2) teams ranked #7 and #8 from the 2017 World Para Ice Hockey Championships A-Pool and the four (4) teams ranked #3, #4, #5 and #6 from the 2017 World Para Ice Hockey Championships B-Pool.

12.2 Year 2

12.2.1 C-Pool: The 2020 World Para Ice Hockey World Championships C-Pool will consist of:

- one (1) relegated team following the 2019 World Para Ice Hockey World Championships B-Pool;
- any national teams of NPCs that did not attend the 2019 World Para Ice Hockey World Championships B-Pool; and

- any emerging national teams of NPCs newly practicing Para ice hockey subject to being in a good standing with the IPC and meeting the eligibility standards.

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

- **European Championships:** This event will consist of the top 10 ranked European teams based on the previous year's World Championships A- & B-Pool results. WPIH has the discretion to confirm the final composition and seeding of this championship.
- **Pan Pacific Championships:** This event will consist of the nations actively participating in Para ice hockey in North America and Asia. WPIH has the discretion to confirm the final composition and seeding of this championship.
- WPIH will determine the viability and composition of any other Regional Championships.

12.3 Year 3

12.3.1 A-Pool: The 2021 World Para Ice Hockey World Championships A-Pool will consist of the top six (6) ranked teams from the 2019 World Para Ice Hockey World Championships A-Pool and the two (2) top teams ranked #1 and #2 from the 2019 World Para Ice Hockey World Championships B-Pool.

12.3.2 B-Pool: The 2021 World Para Ice Hockey World Championships B-Pool will consist of the two (2) teams ranked #7 and #8 from the 2019 World Para Ice Hockey World Championships A-Pool, the three (3) teams ranked #3, #4, #5 from the 2019 World Para Ice Hockey World Championships B-Pool and one (1) promoted team from the 2020 World Para Ice Hockey World Championships C-Pool.

12.3.3 Paralympic Winter Games Qualification Tournament: The Paralympic Winter Games Qualification Tournament will be held in Year 3 of the competition calendar.

12.4 Year 4

12.4.1 Paralympic Winter Games: The Paralympic Winter Games will be held in Year 4 of the competition calendar.

12.4.2 C-Pool: The 2022 World Para Ice Hockey World Championships C-Pool will consist of:

- one (1) relegated team following the 2021 World Para Ice Hockey World Championships B-Pool;
- any national teams of NPCs that did not attend the 2021 World Para Ice Hockey World Championships B-Pool; and

- any emerging national teams of NPCs newly practicing Para ice hockey subject to being in a good standing with the IPC and meeting the eligibility standards.

13 Paralympic Winter Games

13.1 Qualification and seeding

13.1.1 Qualification procedures: The Paralympic Winter Games Para Ice Hockey Tournament will consist of:

- (a) the top five (5) ranked teams from the World Para Ice Hockey Championships A-Pool held in year 3 of the competition cycle;
- (b) the Paralympic Winter Games host nation NPC (if not otherwise qualified as a 'top 5' nation), subject to having competed in the previous two World Para Ice Hockey Championships in either the A- or B-Pool Tournaments; and
- (c) up to three teams from the Paralympic Winter Games Qualification Tournament (depending on the status of the host nation qualification).

13.1.2 Seeding procedures: The top 5 teams are "seeded" according to their final standings in the A-Pool tournament in year 3. The remaining teams are seeded from 5 to 8 according to their final positions in the Paralympic Winter Games Qualification Tournament.

13.1.3 Reallocation of Unused Paralympic Games Slots: Any unused slots for the Paralympic Winter Games will be reallocated to the next highest ranked NPC from the Paralympic Winter Games Qualification Tournament that has not otherwise qualified. Any NPC that withdraws its team after confirming their participation may be subject to sanctions imposed by the IPC.

13.2 Paralympic Winter Games Qualification Tournament

13.2.1 General: The Paralympic Winter Games Qualification Tournament shall be held to determine the remaining qualifying teams (after the top 5 have been established) and their seeding for the Paralympic Winter Games. If the host nation is amongst the top 5 teams (and therefore qualified) then they will not be entitled to compete in the Paralympic Winter Games Qualification Tournament and the Paralympic Winter Games Qualification Tournament will then determine the remaining 3 qualification slots and their order in the seeding. NPC participation in the Paralympic Winter Games Qualification Tournament is subject to pre-confirmation of team qualification slot usage.

13.2.2 Participants: This tournament shall be conducted as follows: The 6th, 7th and 8th ranked teams from the World Championship A-Pool Tournament in the year preceding the Paralympic Winter Games and the top 3 ranked teams from the World

Championship B-Pool Tournament in that year will compete in a tournament for qualification in the Paralympic Winter Games. If the host nation is not included within the teams qualified for the Paralympic Winter Games Qualification Tournament and it wishes to participate at the Paralympic Winter Games then it will be ranked 8th seed for the Paralympic Winter Games. Any unused slots for the Paralympic Winter Games Qualification Tournament will be reallocated to the next ranked team from the World Championship B-Pool Tournament.

13.2.3 Host nation participation: If the host nation is not already qualified as one of the top 5, then the Paralympic Winter Games Qualification Tournament will determine the remaining 2 slots to be allocated. If the host nation takes part in the Paralympic Winter Games Qualification Tournament its finishing position shall determine its seeding position within the group of 3 nations that are not qualified within the top 5 teams.

13.2.4 Qualification:

- (a) If the host nation has not qualified as a 'top 5' nation and it wishes to take up its host nation slot, then the top 2 teams from the Paralympic Winter Games Qualification Tournament (besides the host nation, if participating) shall be awarded the remaining positions at the Paralympic Winter Games.
- (b) If the host nation has qualified as a 'top 5' nation or does not take up its host nation slot, then the top 3 teams from the Paralympic Winter Games Qualification Tournament shall be awarded the remaining positions at the Paralympic Winter Games.

13.2.5 Reallocation of Unused Slots: Any unused slots for the Paralympic Winter Games Qualification Tournament will be reallocated to the next highest ranked NPC from the 2021 World Para Ice Hockey Championships B-Pool that has not otherwise qualified. Any NPC that withdraws its team after confirming their participation may be subject to sanctions imposed by the IPC.

14 World Championship seeding

14.1 A-Pool

14.1.1 Participants: The top 8 teams based on the WPIH Ranking will be placed into the A-Pool.

14.2 B-Pool

14.2.1 Participants: The teams placed 9-14 in the WPIH Ranking will be placed into B-Pool.

14.2.3 Alternative Format: At the discretion of WPIH, the B-Pool World Championships may be played as a “Round Robin” with the schedule determined by the WPIH Ranking.

14.3 C-Pool

14.3.1 Participants: The teams placed 15 and above in the WPIH Ranking, any new national teams of NPCs that have not yet participated in a World Championships and Combined National Teams that comply with Section 14.3.3 below may be eligible to compete in the C-Pool. In order to determine the seeding for newly practicing nations who have not previously competed in a World Championships, seeding priority will be given to the nations in the order that their registration and team licensing is submitted and approved by the WPIH for that season. National teams will have seeding priority over Combined National Teams in the C-Pool.

14.3.2 Format: The format of the C-Pool shall be determined by WPIH based on the number of participants and the available facilities.

14.3.3 Rules for Combined National Teams: Combined National Teams are teams made up of players with a maximum of two represented nations per team. Players who compete for a Combined National Team must be a national of the country that his or her NPC represents as part of the combined team, in accordance with the provisions of the IPC Athlete Nationality Policy (IPC Handbook Section 2, Chapter 3.1). Combined National Teams will not be promoted to the B-Pool under any circumstances.

14.4 WPIH Ranking

The WPIH Rankings are determined by the most recent World Championships results. The Paralympic Winter Games results shall have no bearing on the WPIH Ranking system.



World Para Ice Hockey

Adenauerallee 212-214
53113 Bonn, Germany

Tel. +49 228 2097-200
Fax +49 228 2097-209

info@WorldParaIceHockey.org
www.WorldParaIceHockey.org

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