



# 2021 TOYOTA | USA HOCKEY DISABLED HOCKEY FESTIVAL GUIDEBOOK





## **GENERAL INFORMATION**

The 2021 Toyota | USA Hockey Disabled Hockey Festival features five of the six Disabled Hockey Disciplines (Special Hockey, Blind Hockey, Warrior Hockey, Deaf/Hard of Hearing Hockey and Sled Hockey). This Guidebook lists the game format and references the Official Playing Rules for each discipline.

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

## **DISCIPLINE & RESOLUTION COMMITTEE**

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

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

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

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

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

## **ROSTER ELIGIBILITY**

USA Hockey requires that all teams be properly registered with USA Hockey or their respective Governing Body for teams from outside the US.

The Disabled Hockey Festival will follow all roster rules and eligibility as set forth in the USA Hockey Annual Guide (Rules and Regulation XIV. Disabled Hockey).



### **TIE BREAKER RULES TO DETERMINE STANDINGS**

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

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

The tie-breaker formulas are as follows:

1. The results of the head-to-head games played between the tied teams in the following order:
  - a. Total points
  - b. Head to Head Competition
  - c. Fewest Goals Allowed
  - d. Quickest First Goal Scored
2. If after applying the formulas of 1 a, b, c and d the tie still exists, the results of all the games played by the teams tied in the following order:
  - a. Fewest Goals Allowed
  - b. Quickest First Goal Scored
3. If the above procedure does not break the tie, the teams shall use the three (3) player shootout procedure.

### **Note: Forfeits**

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

### **CURFEW RULES**

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

**Curfew rule does not apply to Special Hockey.**



## **GAME FORMAT & RULES BY DISCIPLINE**

### **BLIND HOCKEY**

Advanced & Intermediate Division Game Format:

- 5 minute warm-up
- 15 minute stop time periods (3<sup>rd</sup> period run clock if needed)
- 1 minute intermission between periods
- Penalties - 2 minute Minor, 5 minute Major and 10 minute Misconduct
- One 60 second time-out per team
- No overtime or overtime shootouts

Novice Division Game Format:

- 5 minute warm-up
- 18 minute running periods
- 1 minute intermission between periods
- Penalties - 2 minute Minor, 5 minute Major and 10 minute Misconduct
- Horn or whistle blows every two (2) minutes to allow for line changes
- One 60 second time-out per team
- No overtime or overtime shootouts

The Disabled Festival will follow Blind Hockey Rules listed at [usahockey.com/blindhockey](https://usahockey.com/blindhockey). Game Format listed in this document supersedes any included in the rules referenced above for this event.

### **DEAF/HARD OF HEARING HOCKEY**

Game Format:

- 3 minute warm-up
- 15 minute stop time periods
- 1 minute intermission between periods
- Penalties - 2 minute Minor, 5 minute Major and 10 minute Misconduct
- One 60 second time-out per team
- Games shall go directly to a three (3) Player shootout

The Disabled Festival will follow the Official Playing Rules of USA Hockey for Deaf/Hard of Hearing listed at [usahockey.com/rulesandresources](https://usahockey.com/rulesandresources). Game Format listed in this document supersedes any included in the rules referenced above for this event.



## **SPECIAL HOCKEY**

Curfew rule does not apply to Special Hockey.

### A Division Game Format:

- 5 minute warm-up
- 15 minute running time periods
- 1 minute intermission between periods
- Penalties - 2 minute penalties and/or 1 shootout
- Two 60 second time-outs per team
- Horn or whistle blows every 3 minutes to allow for line changes
- No overtime or overtime shootouts
- GAMES ALWAYS STAY WITHIN 4 GOALS**

### B Division Game Format:

- 5 minute warm-up
- 15 minute running time periods
- 1 minute intermission between periods
- Penalties - 2 minute penalties and/or 1 shootout
- Two 60 second time-outs per team
- Horn or whistle blows every 3 minutes to allow for line changes
- No overtime or overtime shootouts
- GAMES STAY WITHIN 2 GOALS**

### C Division Game Format:

- 5 minute warm-up
- 15 minute running time periods
- 1 minute intermission between periods
- Penalties - 2 minute penalties and/or 1 shootout
- Two 60 second time-outs per team
- Horn or whistle blows every 3 minutes to allow for line changes
- No overtime or overtime shootouts
- GAMES ALWAYS STAY TIED**

The Disabled Festival will follow Special Hockey Rules listed at [usahockey.com/specialhockey](http://usahockey.com/specialhockey). Game Format listed in this document supersedes any included in the rules referenced above for this event.



## **WARRIOR HOCKEY**

### Game Format:

- 3 minute warm-up
- 15 minute stop time periods
- 1 minute intermission between periods
- Penalties - 2 minute Minor, 5 minute Major and 10 minute Misconduct
- One 60 second time-out per team
- RR/Playoff Games shall go directly to a three (3) player shootout
- Championship games go to 4v4 for 3 minutes sudden death, then to a three (3) player shootout

The Disabled Festival will follow Warrior Hockey Rules listed at [usahockey.com/warriorhockey](http://usahockey.com/warriorhockey). Game Format listed in this document supersedes any included in the rules referenced above for this event.

## **SLED HOCKEY**

### All Adult Sled Divisions Game Format:

- 3 minute warm-up
- 15 minute stop time periods
- 1 minute intermission between periods
- Penalties - 2 minute Minor, 5 minute Major and 10 minute Misconduct
- One 60 second time-out per team
- RR/Playoff Games shall go directly to a three (3) player shootout
- Championship games go to 4v4 for 3 minutes sudden death, then to a three (3) player shootout

### All Youth Sled Divisions Game Format:

- 3 minute warm-up
- 13 minute stop time periods
- 1 minute intermission between periods
- Penalties – 1:30 minute Minor, 4 minute Major and 8 minute Misconduct
- One 60 second time-out per team
- RR/Playoff Games shall go directly to a three (3) player shootout
- Championship games go to 4v4 for 3 minutes sudden death, then to a three (3) player shootout

### Pushers:

Pusher rules as outlined in the Official Rules of Sled Hockey will be strictly enforced. USA Hockey will provide all pushers for the Disabled Hockey Festival. Teams will not be allowed to bring their own pushers.

The Disabled Festival will follow Sled Hockey Rules listed at [usahockey.com/sledrules](http://usahockey.com/sledrules). Game Format listed in this document supersedes any included in the rules referenced above for this event.