



USA Hockey Special Hockey Rules

ROSTER ELIGIBILITY

USA Hockey requires that all Special Hockey programs be fully sanctioned with all teams, players, volunteers, coaches and staff, within such programs be fully registered with USA Hockey as a condition of approving rosters to play in any USA Hockey events. Your team will need to submit a team roster through the USA Hockey Portal with all players and coaches listed that will be participating.

To comply with federal law and the requirements of the U.S. Center for SafeSport, all players seventeen (17) years of age or older on or before December 31 of that playing season, and that play on a team in a classification that allows minor age players, must complete SafeSport Training before being added to such team and prior to participation.

USA Hockey recognizes that individuals with cognitive disabilities may be unable to complete or understand the SafeSport Training, or that it is not appropriate for him/her. A waiver for this circumstance may be submitted by the parent or legal guardian of the participant. That waiver can be found at usahockey.com/safesportprogram.

CODE OF CONDUCT

We have a wide variety of levels of experience, age, skill, and individual competitiveness and only ask that everyone try and play to their own personal best. We expect:

- Athletes and families will conduct themselves in a befitting manner at all facilities (ice rink, hotel, restaurant, etc.) during all team functions.
- Any player or team official who cannot abide by these rules or violates them will be subject to further disciplinary action.

USA Hockey reserves the right to remove any individuals from the tournament whose behavior is found to be contradictory to these guidelines.



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EQUIPMENT REQUIREMENTS

Each player is required to wear protective equipment for all games, warm-ups and practices. Equipment should include gloves, shin pads, shoulder pads, elbow pads, padded hockey pants and neck guard, plus all head protective equipment as required by USA Hockey.

A HECC approved helmet and a HECC approved full facemask must be worn for all games and practices. It is recommended that all protective equipment be designed specifically for ice hockey.

ASSISTIVE DEVICES

Due to safety concerns, assistive devices for Special Hockey players that are non-ambulatory will be restricted to devices that are specifically designed for on-ice use. Devices such as the Kaye Trainer, which was not designed for on-ice use, will not be permitted to be used at the 2019 USA Hockey Special Hockey Classic. This rule is specific to this event.

If you have a player that may use a device and you are unsure if it will be allowed or not, please email Beth Mahr at beth.mahr@usahockey.org. Please send a photo of the device, the make and model number of the device and any supporting material such as brochure or website link that shows proof that the device was specifically designed for on-ice use.

SAFETY & COMPLIANCE

For the safety of all of our athletes, no athletes are to remove their helmets prior to exiting the ice surface. Helmets are mandatory at all time while on the ice. This will be strictly enforced during the tournament weekend.

For the safety of parents and spectators, no parents or spectators will be allowed on the ice at any time in street shoes. This will be strictly enforced during the tournament weekend.



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PLAYERS

All participants on the ice must wear helmets. There is no limit to the number of players a team has on its roster for a game. Roaming players at the "B" and "C" levels can, but are not required to utilize pushers for balance.

REFEREE

The referee will visit the benches during the warm-up period with all coaches present to discuss the rules, buzzer, no buzzer, length of the game, no periods, goalies encouraged to keep the puck in play, no slap shots, no off sides, no icing, try to control cherry pickers, penalty shots for penalties, players stay out of box unless requested by their coach or referee.

SCOREKEEPERS

Will control the scoreboard and make sure no game is out of hand. A maximum goal differential should be kept to 4 on the scoreboard, with the actual score kept on paper. Additional goals are added on when needed. They will control the scoreboard clock and blow buzzer when needed (line changes, goals, beginning and end of warm-ups and games).

MENTORS

All mentors must wear a helmet on the ice. At no time will the mentors be allowed to interfere with the flow of play (except possibly at the "C" level with coaches' consent).

PLAY

There are no icings or off sides. Slap shots are not allowed. A whistle is blown and a face-off occurs as hockey rules dictate. Play is non-checking and only incidental contact is allowed. Goalies are encouraged to keep the puck in play. And cherry pickers or non-mobile players will be encouraged to join the play.



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PENALTIES

Penalties are issued for tripping, hooking, roughing and un-sportsmanlike behavior.

Penalties will result in a penalty shot and possible trip to the penalty box. Coaches are to make every effort to "calm players down" after aggressive penalties.

TOURNAMENT GAME FORMAT

All games are one 45-minute running time period. After the Zamboni is off the ice, the clock is set for a 3-minute warm-up. Coaches should have their first line at the faceoff circle ready to go by the end of the warm-up period. Change on the fly or at the stoppage of play (whistle) at the discretion of the referee and coaches. Stoppage of play will be controlled by the score keeper and will use a 2.5-minute time period between buzzers. The quicker the players are ready to go, the more of the 2.5 time period can be used for hockey.

If something happens outside the control of the two teams, then the clock should be stopped to give each team a chance to play as close as possible to a 45-minute game. This would be in the case of a long period of stoppage of time for an injury or some other unavoidable event.

The referee will control this with the score keeper. Coaches shouldn't be telling the score keeper to stop the clock.

GENERAL RULES:

Coaches should communicate before each game at all levels to discuss the best way to approach the game. The coaches should look to make it a good experience for both teams. Each coach should attempt to match lines with similarly skilled players from the other team if possible.

At the lower levels (B and C), if a team has an odd number of players and requests to skate 6 players on a line instead of 5, they must ask permission from the opposing coach and inform the referee before the start of the game.



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The games get more competitive as the levels increase, but please keep in mind the emphasis should be on fun and sportsmanship, not winning and losing.

"A" Games

- Each team may have 5 skaters plus 1 goaltender on the ice during play, unless the goalie has been pulled for an extra attacker
- No coaches on the ice (exceptions may be granted for safety purposes)
- No player should be double shifted if it can be helped
- Players to change on the fly (no buzzer)
- Score will be kept (maximum 4 goal difference on scoreboard)
- Penalties will result in a penalty shot. The penalty shot must be taken by the player who was interfered with, if possible. In addition to the penalty shot, a 2 minute penalty will be served in the penalty box by the offending player if the referee or player's coach thinks they should. At no time will any team serving a penalty have less than 5 skaters on the ice
- Coaches are expected to make an effort not to run up the score in the event of a lopsided game

"B" Games

- Each team may have 5 skaters plus 1 goaltender on the ice during play (1 or 2 roamers may be on the ice during play with coaches consent)
- Two (2) mentors are allowed on the ice but are not to interfere with the play
- No player should be double shifted if it can be helped
- Players change shifts on the buzzer (on the fly can be done with coaches' agreement)
- Score will be kept (maximum 4 goal difference on scoreboard)
- A special effort should be made to control any A player playing in a B game to avoid any domination of the game at the expense of the other players
- Penalties will result in a penalty shot. The penalty shot must be taken by the player who was interfered with, if possible. In addition to the penalty shot, a 2 minute penalty will be served in the penalty box by the offending player if the referee or player's coach thinks they should. At no time will any team serving a penalty have less than 5 skaters on the ice



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- Extra penalty shots can be awarded by the referee to help improve the game and give some players a chance to shoot on net (with coaches' consent)
- Coaches are expected to make an effort not to run up the score in the event of a lopsided game

"C" Games

- Each team may have 5 skaters plus 1 goaltender on the ice during play (2 or more roamers may be on the ice during play with coaches' consent)
- Three (3) mentors are allowed on the ice (they may assist in the play with coaches' consent)
- Players change shifts on the buzzer
- Scoreboard will be utilized but each team awarded a goal when one team scores (actual score may be kept with coaches' agreement)
- A special effort should be made to control any B player playing in a C game to avoid any domination of the game at the expense of the other players
- Penalties will result in a penalty shot. The penalty shot may be taken by any player
- Extra penalty shots can be awarded by the referee to help improve the game and give some players a chance to shoot on net (with coaches' consent)



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