

### World Para Ice Hockey Rules and Regulations changes

TITLE (number of new regulation/rule)	CHANGE	BEFORE
Regulation #3.11.3.2	Regulation clarification in 'Team Disqualification Procedures' as final standings depend on the number of teams in each competition. -> change '7 <sup>th</sup> ' to 'second last'	
	(c) The other loser in the qualification play-off games will be ranked second last in the final standings.	(c) The other loser in the qualification play-off games will be ranked 7th in the final standings.
Regulation #6.2.3	To allow WPIH official to report disciplinary infringements during the period of the Recognised Competition outside the field of play -> add 'WPIH'	
	<b>New wording:</b> 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.	<b>Current wording:</b> 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.
Regulation #7.2.2	Last two sentences are deleted to avoid repetition from Equipment rules.	
	<b>New wording:</b> 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.	<b>Current wording:</b> 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. All equipment shall be approved by the TD prior

		to each Recognised Competition. Equipment must not be altered after it has been approved and marked by the TD at the equipment inspection and uninspected equipment must not be used.
Throughout Rules and Regulations	Rename 'Game Winning Shots' (GWS) to 'Penalty Shot Shootout' (PSS) (as IIHF)	
Regulation 8.6.1	Revised regulation on game schedule.	
	<p><b>New wording:</b> 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.</p>	<p><b>Current wording:</b></p>
Regulation 8.6.2	Revised regulation to allocate home teams as equally as possible.	

	<p><b>New wording:</b> 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.</p> <p><i>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.</i></p>	<p><b>Current wording:</b> For preliminary rounds, the team with the higher seed entering the tournament will always be the home team After the preliminary rounds, the home team for each additional game will be determined based on results in the preliminary round. The home team will always be listed first.</p>
<p><b>Regulation 8.7.1</b></p>	<p>Change practice time on the day of the game from 50min to 45min due to organisational reasons.</p>	
	<p><b>New wording:</b> 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.</p>	<p><b>Current wording:</b> On the day of the game the practice times will be scheduled for 50 minutes duration. On the day of rest the practice time will be scheduled for a maximum of 75 minutes duration.</p>
<p><b>Regulation 8.7.5</b></p>	<p>New rule</p> <p><b>New wording:</b> LOC is responsible for the provision of practices for the competing teams on the day before the competition begins (at</p>	

	no cost to the teams).	
Regulation 9.3	Section is rewritten and clarified.	
	<p><b>New wording:</b></p> <p>The Directorate shall have the right to control players and team officials in the following ways:</p> <p>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. <del>Control by the tournament Directorate does not constitute acknowledgment by the STC that the player is eligible to take part in the championship. Such control is limited to acknowledgment that the completed team entry form has been received and the details correspond with the player's passport.</del></p> <p>9.3.2 Forms: <del>Teams must submit completed team entry forms and team officials registration forms with applicable waivers, printed in block Latin letters, with correct family and given names and personal data, identical to those on the passport, signed by the player and the NF or NPC, together with the player's valid national passports (confirming state citizenship by the Directorate member representing the team for the players control) on the eve of the competition, by midnight local time at the latest. The team entry forms and the applicable waivers in English, completed with the required signatures must be filed with the NF or NPC by the date specified by WPIH. Prior to WPIH Competitions and Sanctioned Competitions, NPC is responsible to complete and submit by the deadline set by WPIH their Team Entries (Entry by Number and Entry by Name) containing the names and data for all athletes and</del></p>	

team officials using the IPC Sport Data Management System (SDMS). Prior to Approved Competitions, NPC or organising committee 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 ~~Registration:~~ Control: ~~The Team Registration Form 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 7 players and 2 goalkeepers per team must be present at the competition venue by the time of the player's control at the first Directorate meeting. If this requirement is not fulfilled, the team will be disqualified. At the discretion of the Directorate Chair, players not present at the time of the first Directorate meeting but named on the Team Registration Form, may be controlled after the first Directorate meeting, but in no event later than two hours before the first game in which they will be permitted to play.~~

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 WPIH designated official during passport control taking place 1 hour prior to 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.

~~9.3.6 Team Officials: A NPC shall be entitled to register up to 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~~

	<p><del>team officials but will be required to pay a correspondingly higher tournament fee reflecting the cost of additional team officials.</del></p>	
<p><b>Regulation 10.5</b></p>	<p>Commercial break procedure regulation is modified to fit better the sport of Para ice hockey</p>	
	<p><b>New wording:</b>          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 <del>two</del> one minutes 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;</p> <p>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 <b>after 100 seconds</b> 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.</p>	<p><b>Current wording:</b>          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 two minutes 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;</p> <p>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 at the third stoppage 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.</p>
<p><b>Regulation 10.11</b></p>	<p>New regulation called the Goal Break Regulation for televised games is added (as per IIHF)</p>	
	<p><b>New wording:</b>          During each period of regulation time for any game of IPC Games,</p>	

IPC Competitions and WPIH Sanctioned Competitions that is televised, Goal Breaks shall be taken as described in this regulation.

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



	<ul style="list-style-type: none"> <li>▪ 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.</li> <li>▪ 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.</li> <li>▪ The puck should drop as soon as the Goal Break stoppage has expired.</li> </ul>	
<b>Regulation 11</b>	This section is cleaned up. Repetitions from Rulebook are removed	
<b>Regulation 11.8</b>	The video goal judge system should allow us to review if the puck was directed by body parts and not only by a hand. -> exchange 'hand' with 'body parts'	
	<b>New wording:</b>  To determine if the puck was directed into the net by body part or a sledge.	<b>Current wording:</b>  To determine if the puck was directed into the net by a hand or a sledge.
<b>Regulation 11.8</b>	New rule so that video goal judge system can determine if the attacking player intentionally interfered with the goalkeeper's ability to make a save	
	<b>New wording:</b>  To determine if the attacking player intentionally interfered with the goalkeeper's ability to make a save	<b>Current wording:</b>

Regulation 12	Competition calendar for 2019-2022 is outlined.	
	<b>New wording:</b>	<b>Current wording:</b>
Regulation 13.1.3	This regulation was moved from 13.2 to 13.1.	
	<b>New wording:</b>	<b>Current wording:</b>
Regulation 13.2.5	Reallocation of unused slots for the PWG Qualification Tournament	
	<b>New wording:</b> 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, which has not otherwise qualified. Any NPC that withdraws its team after confirming their participation may be subject to sanctions imposed by the IPC.	<b>Current wording:</b>
Regulation 15	Deleted as most parts are mentioned in Chapter 1, section 1.	
	<b>New wording:</b>	<b>Current wording:</b>
Rule 210	Increase the dimensions of the offensive/defensive zones to 22.86m from the end boards (as per IIHF Rule 112 since 2014)	
	<b>New wording:</b> No wording needed. Diagram is updated instead.	<b>Current wording:</b>

Rule 217	The new shape of the goal crease will follow NHL regulations (as per IIHF change in June 2018)	
	<b>New wording:</b> No wording needed. Diagram is updated instead.	<b>Current wording:</b>
Rule 224	Change clock to count down instead to count up	
	<b>New wording:</b> b) Time played in any given period, counting down in minutes and seconds from 15.00 to 0.00	<b>Current wording:</b> b) Time played in any given period, counting up in minutes and seconds from 0.00 to 15.00
Rule 300	Whole section on equipment is updated.	
	<b>New wording:</b>	<b>Current wording:</b>
Rule 400	The section on uniforms is moved under Rule 400. It is clarified that the uniforms must also comply with the WPIH Uniform and Advertising Guidelines, that player numbers are required on the shoulder rather than elbow. New rule that graffiti and other slogans that are abusive or refer to culture or religion are illegal (as per IIHF).	
	<b>New wording:</b>	<b>Current wording:</b>
Rule 604	As per IIHF.	
	<b>New wording:</b> 7) If at the end of regulation time teams are 4-on-4 with a player or players in the box, overtime starts 4-on-4 and players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, teams are adjusted to 4-on-3 or 4-on-4, as appropriate.	<b>Current wording:</b> 7) If at the end of regulation time teams are 4-on-4 with a player or players in the box serving non-coincidental penalties, overtime starts 4-on-4 and players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, teams are adjusted to 4-on-3 or 4-on-4, as appropriate.

Rule 700	Rule is clarified.	
	<p><b>New wording:</b> For a game, each team may comprise maximum of <b>thirteen (13)</b> players and <b>two (2)</b> goalkeepers, for total of <b>fifteen (15)</b> eligible athletes wearing the designated team uniform unless a team includes one or more female athletes in which case the team may comprise maximum of <b>fourteen (14)</b> players and <b>two (2)</b> goalkeepers. The names, number assignments and other required information for officiating the competition must be provided by each team prior to a game in accordance with the World Para Ice Hockey Regulations. No changes or additions shall be permitted to the list once the game has started. Every team must have at least <b>one (1)</b> staff member behind the bench to act as coach and at least <b>one (1)</b> qualified trainer or medical expert to treat players in case of injury.</p>	<p><b>Current wording:</b> For a game, each team may comprise maximum of thirteen (13) players and two (2) goalkeepers, for total of fifteen (15) eligible athletes wearing the designated team uniform. The names, number assignments and other required information for officiating the competition must be provided by each team prior to a game in accordance with the World Para Ice Hockey Sport Regulations. No changes or additions shall be permitted to the list once the game has started.</p>
Rule 704b	Rule 'b' is moved to 'c' and new rule to define too many men is implemented to align with IIHF.	
	<p><b>New wording:</b> If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the ice within the 3 metre (10') zone, a penalty for too many men will be assessed.</p>	<p><b>Current wording:</b></p>
Rule 805	New rule on first aid on the ice as per IIHF.	
	<p><b>New wording:</b></p>	<p><b>Current wording:</b></p>

	The team's qualified trainer or medical expert is designated to provide first aid on the ice. The medical expert or trainer signals with arm(s) extended in an overhead fashion for help from the host physician in the case of a serious emergency on the ice. The event physician takes over the care and responsibility of the athlete.	
Rule 901d	New face off situation as per IIHF	
	<p><b>New wording:</b></p> <p>- If a skater on the attacking team takes a shot on goal from anywhere on the ice and the puck, without deflection, hits any part of the goal frame and goes out of play, the ensuing faceoff will take place in the attacking zone at the faceoff spot nearest to where the puck was shot.</p>	<p><b>Current wording:</b></p>
Rule 902c	Procedure for conducting face offs altered as per IIHF	
	<p><b>New wording:</b></p> <p>c) The player of the defending team in his defending half of the rink shall place his/her stick on the ice first followed immediately by the player of the attacking team.</p>	<p><b>Current wording:</b></p> <p>c) The player of the attacking team in his attacking half of the rink shall place his/her stick on the ice first followed immediately by the player of the defending team</p>
Rule 905	Original rule is moved to 906. Rule 905 becomes rule on hybrid icing. Hybrid icing is implemented as per IIHF.	
	<p><b>New wording:</b></p> <p>a) Should a player of a team equal or superior in numerical strength propel the puck in any manner (stick, glove, skate, body) from his half of the ice to beyond the goal line of the opposing team (but not between the goal posts) – including off the boards or the protective glass – without the puck being touched by any player from either team in the offensive half of the ice before the puck crosses the goal line (not between the goal posts), an icing will be</p>	<p><b>Current wording:</b></p>

in effect.

b) There are two decisions a linesman must make under hybrid icing rules. First, he must determine that the shot from a player's own side of centre ice will cross the goal line in the attacking zone (not between the goal posts). Second, he must determine whether a defending skater or attacking skater would be first to touch the puck.

c) This second decision must be made no later than the instant the first of the skaters reaches the end zone faceoff spots, although the decision can be made earlier. The blades of the skaters are the determining factor.

d) Should the puck be shot or propelled in such a way that it travels around the boards and slides back towards centre ice, the linesman will determine which skater would be first to touch the puck. In this instance, the determining factor is not the end zone faceoff spots but the puck itself.

e) If there is no "race" for the puck, icing will be not called until a defending skater crosses his defending blue line and the puck crosses the goal line (not between the goal posts).

f) If the race for the puck is too close to determine which skater from which team would touch the puck first, icing will be called.

g) During an icing situation which results in play being stopped, there must be strict enforcement of rules regarding avoidable contact.

h) During an icing situation where the icing has been cancelled because an attacking skater has gained positional advantage, skaters must compete within the rules pertaining to physical contact.

Rule 906	Former 905b rule is deleted. The following rules are re-numbered.	
	<b>New wording:</b>	<b>Current wording:</b>
Rule 908	Former rule 907, Disallowing a goal rule 'a4' is updated. Section 'b' moves to 'c'. Into section 'b' we add section on 'Frame off' as per IIHF. From the new section 'c' point 4 is updated so that referee can consult linesman.	
	<b>New wording:</b>	<b>Current wording:</b>
Rule 1000	Diagram, table of penalties is updated due to a typo.	
	<b>New wording:</b>	<b>Current wording:</b>
Rule 1008	Penalty shot procedure clarified.	
	<b>New wording:</b> d) The players of both teams must skate to their respective benches and leave the ice surface entirely, remaining there during the taking of the penalty-shot. Only the two opposing goaltenders defending the shots, the skater taking the shot, and the on-ice officials are allowed to be on the ice.	<b>Current wording:</b> d) The players from both teams shall withdraw to the player benches.
Rule 1019	Updated definition on cross checking to reflect Para ice hockey.	
	<b>New wording:</b> A ' <b>Cross-check</b> ' is a check delivered with hands on both sticks and no part of either stick on the ice.	<b>Current wording:</b> A ' <b>Cross-check</b> ' is a check delivered with both hands on the stick and no part of the stick on the ice.
Rule 1032	This becomes a new Rule on tripping and the rest of the rules shift one down. Tripping penalty is introduced to reflect our sport as many players took advantage of this in the past.	
	<b>New wording:</b> a) Any player who uses their stick or arm to push/pull/impede an opponent's sledge or blades in any manner causing the player to	<b>Current wording:</b>

	<p>fall to the ice, lose his/her balance, or lose control of his/her sledge shall be assessed, at the discretion of the Referee, a:</p> <ul style="list-style-type: none"> <li>- Minor penalty (2')</li> </ul> <p>Or</p> <ul style="list-style-type: none"> <li>- Major penalty + Automatic Game Misconduct penalty (5'+GM)</li> </ul>	
Rule 1035	Former Rule 1034, the rule is updated with new section 'b'.	
	<p><b>New wording:</b></p> <p>b) A player with a broken stick may use the pick any portion of the stick to propel himself to his bench for a replacement, while doing so the player must not participate in the play in any manner. If he participates in the play, he shall be assessed a:</p> <ul style="list-style-type: none"> <li>- Minor penalty (2')</li> </ul>	<p><b>Current wording:</b></p>
Rule 1046	Former 1045 on illegal or dangerous equipment is updated in section 'e'.	
	<p><b>New wording:</b></p> <p>e) If a team has requested the measurement of any equipment of the opposing team and if the complaint is sustained the offending player shall be assessed a:</p> <ul style="list-style-type: none"> <li>- Minor penalty (2')</li> </ul> <p>1) Measurement of sticks A request may be made by a team to measure a stick at any time during the game at any stoppage of play.</p> <p>2) Measurement of other equipment A request may be made by a team to measure equipment (with the exceptions of sticks). If the request is made during the first or second period, the equipment will be measured by the proper authorities during the next intermission. Any request in either the</p>	<p><b>Current wording:</b></p> <p>e) If a team has requested the measurement of any equipment of the opposing team and if the complaint is sustained the offending player shall be assessed a:</p> <ul style="list-style-type: none"> <li>- Minor penalty (2')</li> </ul>



	<p>third period or overtime will be measured immediately. All equipment measurements will be conducted either by the Referee or the designated tournament/game official.</p>	
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Rule 1048	As per IIHF.	
	<b>New wording:</b>	<b>Current wording:</b>
Chapter 9	Referee signal for Tripping is added.	
	<b>New wording:</b>	<b>Current wording:</b>
Appendix 1	New section on measurement tools and standards.	
	<b>New wording:</b>	<b>Current wording:</b>