

RULES
OF
ELECTRIC WHEELCHAIR
HOCKEY

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1.0 FIELD OF PLAY

- 1.1 Electric Wheelchair Hockey is played indoors on a court with a surface area approximately that of a basketball\netball court. (Refer to diagram1)
- 1.2 The playing area is divided into three areas of equal size and shall also be marked with a centerline.
- 1.3 At the center of each end (known as the goal line) - a half circle of five metres diameter will be marked on the court, known as the shooting circle.
- 1.4 Within the shooting circle there is a goal square. This square is marked one metre from the goal line. This square is a goalkeeper's area only. No other player, part of a wheelchair or hockey stick may enter this goal square.
- 1.5 A circle of sixty centimeters diameter shall be marked in the center of the court.
- 1.6 A goal cage of prescribed specifications (refer diagram 2) will be located centrally on the goal line with the leading sides in contact with the outer edge of the goal line.
- 1.7 A penalty shooting spot will be marked at a point three metres from the goal line in the center of the shooting circle.

2.0 DURATION OF GAME

- 2.1 Refer to Governing Rules for duration of game.

2.2 Time Outs

- 2.2.1 Each team may call two time outs in any half of a game. (Three time outs per half are permitted in finals games only.) A time out is a break of play of thirty seconds duration and can only be called during a stoppage of play - e.g. dead ball, ball out of bounds etc.
- 2.2.2 A time out can only be called during a stoppage of play.
- 2.2.3 The central umpire may call an indefinite time out should a player sustain an injury requiring treatment - or for a matter of safety. No substitution of players - other than the injured player may occur at this time. (Or change of player positions.)
- 2.3 Each half will conclude when the timekeeper signals time. The umpire will then signal end of play by blowing the whistle and raising both arms.

2.4 Extra Time

- 2.4.1 Should scores in a final match be level at the completion of two halves of normal time, then Extra Time, being two by five minute halves shall be played following a two minute break.
- 2.4.2 Following the first half of extra time, there will be a one minute break - and teams shall change ends.
- 2.4.3 Each team may call one time out during extra time but only due to a breakdown of a wheelchair.

3.0 TEAMS

3.1 Size

- 3.1.1 A team shall consist of five players on the field plus 1 substitute player who may be interchanged throughout the game.

3.2 Positions

- 3.2.1 Each team shall include a center player who is restricted to area B as shown in diagram 1.
- 3.2.2. Each team shall have a left and right wing player. These players are restricted to areas A & B as shown in diagram 1.
- 3.2.3 Each team will include two defenders - one of whom is nominated as the goalkeeper. Defenders are restricted to area C as shown in diagram 1. Goalkeeper to wear a bib of a different color.
- 3.2.4 Team substitutions or positional changes may occur during any timeout or at half time; or at the break of play prior to a period of extra time, or at half time of extra time.

3.3 Off side

- 3.3.1 An attacking player's wheels or hockey sticks are not permitted to cross the goal square line or goal cage.
- 3.3.2 A player may take a free hit or a corner hit whilst that player's wheelchair is outside of the defined area of the court, providing that the player taking the hit would not be off side should he enter the playing area at the point where the free hit or corner is to be taken.
- 3.3.3 Providing the ball remains within the playing area, and the area that the ball is in would not make the player off-side a player may cross the side line to control or strike the ball.

4.0 **COMMENCEMENT OF PLAY**

- 4.1 The umpire shall toss a coin and the team winning the toss has the right to select their direction of attack.
- 4.2 The Captain or Coach of each team is to inform the umpire of team positions and their nominated goalkeeper prior to play commencing, or when team positions alter during the game.
- 4.3 All team members and their equipment must be behind the centerline at the commencement of play and after a goal has been scored.
- 4.4 The ball is placed in the middle of the center circle and both center players face off by positioning their sticks around the center circle. At no stage until the umpire signals to commence play may any part of the player's stick or wheelchair be within or on the center circle.
- 4.5 Play will commence when the central umpire blows his whistle, at which time players may compete for possession of the ball.

4.6 **Restart of Play**

- 4.6.1 After any stoppage of play, e.g. dead ball - free hit, play will recommence by the umpire blowing his whistle.

5.0 **SCORING**

- 5.1 Should the ball go legally into the goal cage - a goal will be awarded to the attacking team.
- 5.2 Should either the goalkeeper or defender hit the ball within the shooting circle, and it crosses the goal line into the goal cage, a goal shall be awarded provided the ball is not declared a dead ball.
- 5.3 **A goal shall not be scored if;**
 - (a) The ball is struck from the outside of the shooting circle and does not reflect, rebound from, or come into contact with a defender, his wheelchair or stick before crossing the goal line into the goal cage.
 - (b) The ball is struck by an attacking player and passes across the goal line at a level higher than 600mm (24 inches). Goal cage to be marked at this height.

- (c) The ball is struck by an attacking player who enters the goal square of the defensive team, with any part of their wheelchair or hockey stick.
- 5.4 Should a defending player throw his hockey stick at a ball in a deliberate attempt to prevent the ball crossing the goal line into the goal cage, and, in the opinion of the umpire, a goal would have been scored had it not been impeded, a goal shall be awarded to the attacking team.
- 5.5 **Penalty Hit for Goal**
 - 5.5.1 When a penalty is awarded to the attacking team - only one defender (the goal keeper) is permitted within the shooting circle - and that player must have at least two wheels behind the goal line until the ball is struck.
 - 5.5.2 Other players must remain outside of the shooting circle until the ball is struck.
 - 5.5.3 A player taking a penalty must take a direct shot at goal from the penalty spot and unless a goal is scored or a dead ball results, play will continue.
 - 5.5.4 The player taking the penalty shot shall not touch the ball again until it has been touched by another player, the goal keeper, goal post, crosses the sideline or goal line.
 - 5.5.5 Immediately after a penalty shot is taken the defending team may play the ball if the ball is not declared dead.
- 5.6 **Penalty Shoot-Out in Finals**
 - 5.6.1 In the event of a finals match being drawn after normal and extra time, the match shall be decided by the taking of penalty shots.
 - 5.6.2 During a penalty shoot-out only direct shots at goal are permitted.
 - 5.6.3 A penalty shoot-out will be conducted as follows;
 - 5.6.3 i The Coach/Captain of each team shall nominate to the umpire a goal keeper, plus three penalty takers who will each take a single penalty shot on an alternative team basis. A coin toss shall decide which team shoots first. The goalkeeper may be chosen from any team member, but he will not take a penalty shot.
 - 5.6.3 ii Each penalty taker must have played during the match and not sent off for the duration of the match.
 - 5.6.3 iii Following the six penalty shots, the team with the highest number of goals will be declared the winner.
 - 5.6.3 iv Should scores remain equal after six penalty shots, single penalty shots will be taken alternatively by the same penalty takers from each team. One shot from a player of each team is considered a round.
 - 5.6.3 v The first to win a single round shall be declared the winner.
 - 5.6.3 vi During a penalty shootout, all players other than the goalkeeper and the penalty taker will be restricted to area B.

6.0 **FREE HITS**

- 6.1 A free hit is awarded to a team where specified in these rules or when a player from the opposing team commits any of the following offences:-
- 6.1.1 Dangerous play, such as raising a stick above knee height in the vicinity of other players - from either team where contact may result.
 - 6.1.2 Lifting the ball above 600mm(24 inches) in general play.
 - 6.1.3 Dangerous wheelchair driving - such as charging or causing a collision. Should a collision occur, a player operating a wheelchair in reverse shall be considered at fault.
 - 6.1.4 Throwing a stick at the ball - another player - or official - or in an attempt to disrupt play. (Refer section 5.4 - throw stick to prevent goal.)
 - 6.1.5 Shepherding outside of the boundary of the court.
 - 6.1.6 Interfering with an opponent, his hockey stick, wheelchair or other equipment.
 - 6.1.7 Handling or kicking the ball, or deliberately guiding the ball other than by use of the hockey stick or wheelchair. (Where a ball is accidentally hit or deliberately guided onto a footplate and is not dislodged within reasonable time - a face off between two opposing players will occur.)
 - 6.1.8 Being out of the allocated area as described in section 3.2.
 - 6.1.9 Un sportsmanlike conduct, for example, arguing with an umpire or lines person, or using obscene, offensive or threatening language to other players or officials.
 - 6.1.10 Deliberately wasting time, for example, failing to return from a time out within reasonable time, knocking a ball away or refusing to return a ball to a player taking a free hit, or a defender hitting a ball from a dead ball hit out directly back to the goalkeeper.
 - 6.1.11 If a player from the defensive team enters into the goal square. If the ball is within the shooting circle at the time, a penalty shot will be awarded to the attacking team.
 - 6.1.12 If a player from the attacking team enters in the goal square. If the ball is within the shooting circle at the time a dead ball hit out will be awarded to the defensive team.
 - 6.1.13 Is shown a yellow or red card. For card use refer to Governing Rules.
- 6.2 An attacking player awarded a free hit within the shooting circle shall take a penalty hit.
- 6.3 No opposing player is permitted to be within three metres of a player taking a free hit until the ball has been struck.
- 6.4 Should an attacking player be awarded a free hit outside of the shooting circle and be awarded a three metre penalty which would move the ball to a point inside of the

shooting circle, a normal free hit will still be taken. However the ball shall not be positioned within three metres of the goal line.

6.5 A defending player awarded a free hit within the shooting circle shall take a dead ball hit out.

6.6 **Advantage Rule**

6.6.1 Where an offence occurs, the umpire may allow play to continue if in their opinion it is to the advantage of the team infringed against.

6.6.2 Where an offence occurs in a place other than where the ball is being played the umpire may;

(a) Allow play to continue if it is to the advantage of the team infringed against;
or

(b) Award a free hit from where the ball was being played at the time or the offence; or

(c) Award a free hit from the point where the offence occurred if it is to the advantage of the team infringed against.

7.0 **BALL OUT OF PLAY**

A ball is out of play when it has passed outside of the lines of the designated playing area.

7.2 **To Restart Play**

7.2.1 **From the Sideline**

When the ball has passed over the sideline - a free hit is taken by an opponent of the player who last touched the ball before it passed over the sideline.

7.2.2 **From the Goaline**

When a ball has passed over the goal line and a goal has not been scored; -

7.2.2 i If the ball was last hit by an attacking player, and then a defender takes a dead ball hit out.

7.2.2 ii If the ball was last hit by a defender, the attacking team will be awarded a free hit from the corner.

7.2.3 When a situation arises where the umpire is unable to decide which team has the hit. The ball is placed on the ground as near as possible to the spot where the situation occurred but no closer than 3 metres to the goal. Any one player from each side who is allowed to be in the area can take the hit, after which normal rules apply. Wheelchair and equipment shall be no closer than 30cm from the ball and all other players must be 3 metres away. Play will commence when the umpire blows the whistle at which time the players may compete for possession of the ball.

7.3 **Corner Hit**

- 7.3.1 When a corner hit is taken, the goalkeeper must have two wheels behind the goal line within the goal cage, and the other defender and attacker must remain out of the shooting circle until the ball has been struck.

7.4 **Dead Ball**

- 7.4.1 A dead ball is awarded to the defending team if the ball is made dead within the goal square. The ball can only be made dead within the 1-metre goal square. A dead ball occurs when the ball is deflected within an arc of 180 degrees with chair or stick of the goalkeeper. The umpire or lines person shall declare balls to be dead. If the ball is made dead and then rolls or bounces out of the goal square it is still a dead ball.
- 7.4.2 If the goalkeeper gains possession of the ball outside of the goal square he/she has the option to either;
- (a) Return the ball to play; or
 - (b) Take it back into the square and making it dead. (Dead ball hit out.)

7.5 **Dead Ball Hit out**

- 7.5.1 When a dead ball has been called by the umpire or lines person, the game will restart with a defender taking a free hit from the top center of the 5 metre line (shooting circle).
- 7.5.2 From a dead ball hit out both attackers must be behind the half back line.

8.0 **EQUIPMENT**

- 8.1 The following equipment has been authorized for use in electric wheelchair hockey.

8.2 **Stick**

- (a) A lightweight plastic or similar type material stick shall be used, which may be fitted with a wrist or hand grip, shortened to a suitable length, drilled with holes along the shaft and face to lessen the weight, but may not be lengthened beyond the standard, 760mm shaft length. Regulation size head of no more than 250mm in length, no more than 80mm in height and no more than 12mm in width. The head may be curved.
- (b) T-Stick - specially designed for player who cannot use their arms.(see diagram 3)

8.3 **Ball**

- 8.3.1 A lightweight plastic ball of SOFT composition - 227 mm circumference with 26 holes.
This is the preferred ball for competition, or
- 8.3.2 A lightweight plastic ball of HARD composition - 233 mm circumference with 25 holes.

8.4 **Goal Cage**

- 8.4.1 Goal cages of prescribed specification as shown in diagram 2.