



POWERCHAIR HOCKEY

Rules and Regulations

Constituted & Approved by:

GB Power Hockey Association

www.gbpowerhockey.org



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1 – The Game of Power Hockey

1a) Object of the Game

- Power Hockey is an invasion sport played with specially designed power-sport chairs and a hockey ball.
- The power-sports chair is controlled using a joystick which is also fitted with a U-shaped indent at the front allowing players to dribble and a piston that fires the ball.
- The game of Power Hockey is full contact. The power-sports chair is surrounded by a bumper that allows the player to tackle other players by bumping into them.
- Players can tackle by bumping their chair into an opponent's chair from the side but, cannot tackle someone from the front or back (*see Regulation 11a*).
- Players can block any opposing team player who does not have the ball, but they are not allowed to bump them.
- There are two teams of four players and the team with the most goals at the end of the game wins.

1b) Competition(s)

The Rules and Regulations within this booklet can be modified in accordance with any cup competitions or tournaments subject to agreement of GB Power Hockey Association. Some permissible modifications include:

- Duration of the periods of play
- Substitutions

These/other modifications may be permitted based upon decisions made between GB Power Hockey Association and referees, coaches or tournament sponsors before the start of a match or tournament.

1c) Who Can Play?

- Power Hockey is an inclusive sport for both male and females (this includes players, coaches, officials etc.).
- Power Hockey is predominantly aimed to those with a significant level of physical disability, however, is open to all abilities if Classification Rules are followed (*see Regulation 17*).
- Players must be at least 6 years of age and have 'adequate control' of the power-sports chair (*see Regulation 4a and Regulation 17*).



2 – Field of Play

2a) Pitch Dimensions

The basic size of the field that Power Hockey must be played on is 28 m x 15 m, which is the standard size of a basketball court.

2b) Playing Surface

The playing surface must be hard, smooth, and level so power-sport chairs can maneuver efficiently – wood or artificial material is recommended by GB Power Hockey Association.

2c) Goal Area

Each goal area is located at the centre of both ends of the field, the goal area is 26 feet (8m) wide and 16.5 feet (5m) deep. The goal area should be marked using suitable marking tape (*see Regulation 5c*).

2d) Penalty Line

The penalty line is located anywhere along the front of the goal area which is 16.5 feet (5.7m) from the goal line.

2e) Goal Post Position

The goal posts are placed either side of the basketball zone end line, 15 feet (4.5m) apart.

2f) The Corner Arc

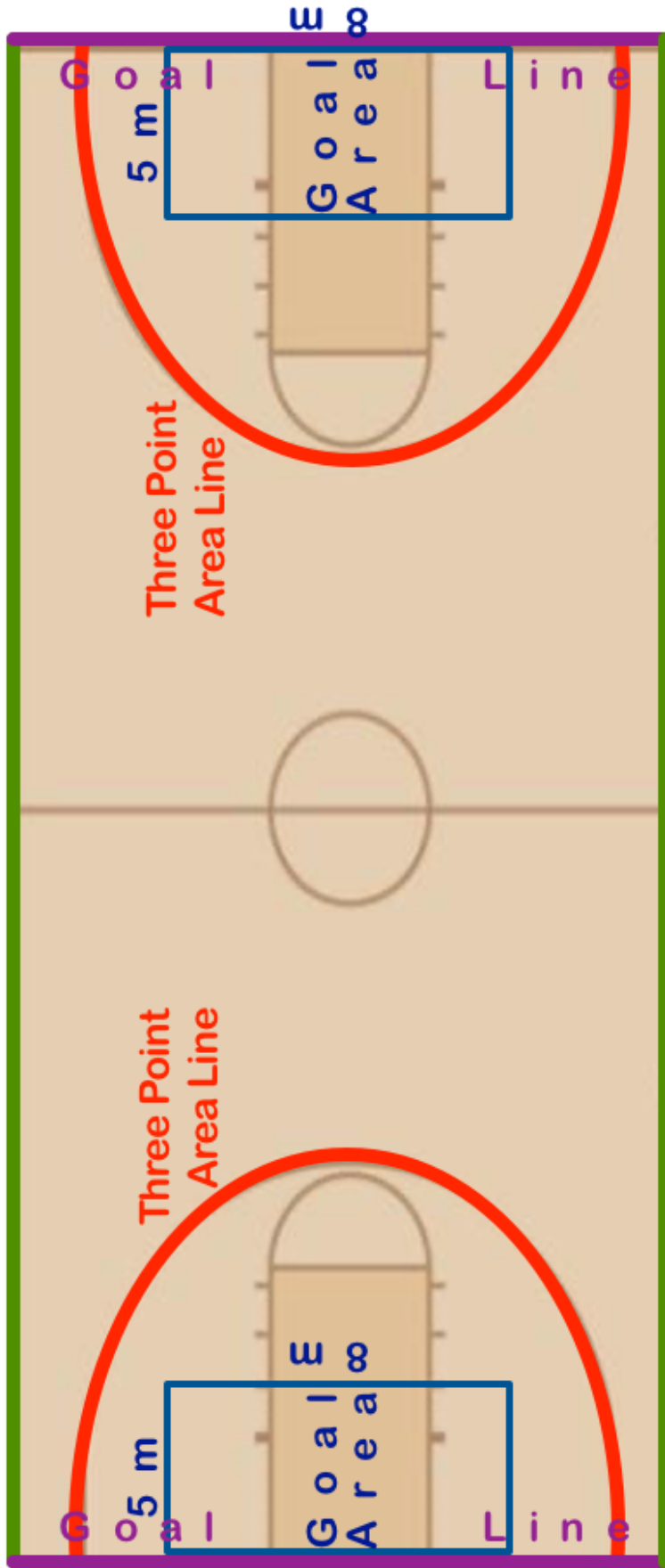
Corners are marked with a 3 foot (1m) triangle, inside the field of play, at each corner. The corner arc(s) should be marked using suitable marking tape (*see Regulation 5c*).

2g) Illustration(s)

Below is a diagram of the field of play with all relevant markings for Power Hockey:

FIELD OF PLAY

Side Line



Side Line

POWER HOCKEY



3 – Match Duration

3a) Playing Periods

- A Power Hockey match consists of two equal periods of 20 minutes..
- This period can be altered if mutually agreed between the referees and the two participating teams, however, any agreement must be made before the start of play and must comply with competition rules.

3b) Half-Time

- The halftime interval between each period of play must not exceed 10 minutes unless competition rules state otherwise.
- The duration of the halftime interval may be altered with the consent of the referee.

3c) Adding Time On

Time can be added on (at the discretion of the referee) in either period of play if:

- There is a risk to a player's safety. A stoppage must take place if incidents such as: if a player appears to be falling out of their power-sports chair or if power-sports chair parts fall onto the field of play.
- A non-operable power-sports chair needs to be removed from the field of play.
 - if the player's power-sports chair breaks down during play, the referee may allow play to continue if the player's safety is not affected and will allow for repairs to be made at the next stoppage;
 - if the player's power-sports chair breaks down during a stoppage, the referee will allow for a repair;
 - if a repair is taking excessive time, the referee will order a substitution of the player.
- A player is injured and needs assessing or to be removed from the field of play
- Player(s) or coaching staff are wasting time.
- The issuing of a caution, yellow card, red card or placing a player in the "Sin Bin" has taken a significant amount of time.
- Any other cause.

3d) Abandoning a Match

- If a team is at the minimum of two players during a match and one of those players receives a red card, the match will be abandoned – the opposition will be awarded with an automatic 3-0 win.



- If a team is unable to play a match on the day of the fixture them due to not having enough players, power-sports chair faults, or any other reason – the opposition will be awarded with an automatic 3-0 win and the team who is unable to play will receive a fine from GB Power Hockey Association.
- If the reason to abandon a match is due to unforeseen circumstances (e.g., a medical emergency), GB Power Hockey Association will review the situation and take a suitable approach to the abandonment.
- If both teams are present at the fixture time and an issue arises which is out of the hands of both teams (e.g., the referee didn't turn up), the match will be rescheduled by the two teams or by GB Power Hockey Association.
- If a team is unable to play a match but have given at least two days' notice, the match can be rescheduled between the two teams or the GB Power Hockey Association.



4 – Number of Players

4a) General

- Teams consist of four players on court and up to four substitutes are permitted at any one time. A match will be abandoned if either team consists of fewer than three players.
- Players must be at least 6 years of age and have adequate control of their power-sports chair in order to participate in Power Hockey (*see Regulation 17*). A referee has the right to remove a player if they are not in full control of their power-sports chair.

4b) Players in Competitive Matches

- A match day squad shall consist of a maximum of 4 starting players and up to 4 substitute players.
 - A match can start with a minimum of three players and can continue with a minimum of two players (*see Regulation 3d*).
- Competition regulations may allow a greater number of substitutes permitted based upon decisions made between GB Power Hockey Association and referees, coaches, or tournament sponsors before the start of a match or tournament.
- Teams must provide team sheets to the referee prior to the start of the match with their full squad named, including a player's surname and player number. The player acting as the goalkeeper must also be identified. Players & substitutes who are not named on a team sheet may not take part in the match.

4c) Substitution Procedure & Infringements

In order for a team to substitute a player, the following procedure must be followed:

- Coaching staff must inform the nearest referee that they wish to make a substitution;
- At the next stoppage, the substitute enters the field of play;
- All substitutes are subject to the authority and jurisdiction of the referee.

Infringement(s) of Regulation 4c:

- If a substitute enters the field without the referee's permission:
 - the referee stops play and cautions the player for unsporting behaviour and orders them to leave the field of play;
 - Play is restarted with an indirect free kick by the opposing team from the position of the ball at the time of the stoppage.



5 – Equipment

5a) The Hockey Ball

Power Hockey is played using a standard, white field hockey ball with a diameter of 75mm. The hockey ball should be one with a solid core.

If the ball becomes defective or lost during of match, the match is stopped and is restarted by a set ball where the ball first became defective/lost (*see Regulation 8c*). If the ball becomes defective/lost whilst not in play, the match is restarted accordingly.

5b) The Goal Posts

Goal Posts should be hard, plastic sports cones with a minimum height of 20cm to avoid entanglement with power-sports chairs.

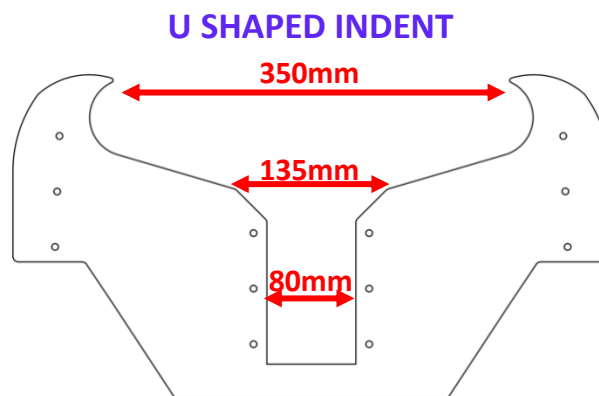
5c) Marking Tape

The tape used to mark out the field of play should have a width of 2" and black and yellow hazard design for easy identification.

6 – Players Equipment

6a) The Power-Sports Chair

- Each player uses a specialist power-sports chair which is approved by the Power Hockey Association.
- A front bumper specially designed for Power Hockey must be fitted to a power-sports chair in order to participate in the sport. The bumper should be fitted with:
 - A 350mm (maximum) U shaped indent that funnels down to 135mm; the indent should be no less than 36mm off the ground to avoid the hockey ball going underneath the power-sports chair.
 - A trench of a minimum width of 80mm with a piston to shoot a hockey ball. The piston must no less than 20mm off the ground to avoid the hockey ball going underneath the power-sports chair.



- To learn more about the design requirements for a Power Hockey front bumper or where to purchase one, please contact GB Power Hockey Association.
- The metal frame that surrounds the power-sports chair must be no less than 36mm off the ground.
- The maximum speed of the power-sports chair during competitive play is 10 kph (6.2 mph) forwards & reverse.
 - If a player's power-sports chair fails the speed test (is above 10kph), they are unable to start or play the match until the speed is altered.
- Any sort of bag is not allowed to be attached to power-sports chairs during play however, essential equipment that needs to be attached is permitted (oxygen canisters, feeding pumps, ventilators etc.).
- Additional postural or controller accessories (e.g. seating systems, light touch joysticks, switches etc.) fitted onto the power-sports chair are permitted if the player requires these modifications in order to play.
- Essential equipment and additional accessories must be fitted securely within the boundary of the power-sports chair to avoid entanglement with other power-sports chairs.



6b) Safety & Infringements

A player must:

- Be strapped into a power-sports chair with a safety belt or secure Velcro straps. A chest/shoulder harness, head restraint, foot strap or any other postural equipment is required for those athletes who need extra support.
- Have no part of their body outside the boundary of the chair.
- Not use equipment or wear anything which is dangerous to themselves or another player (e.g. ensure that clothing/hoist sling straps are tucked away from the power-sports chair to avoid entanglement).

For any infringement of Regulation 6b:

- The player is instructed by the referee to leave the field of play to correct their equipment when the ball next goes out of to be in play, unless they have already corrected his equipment.
- A player who has been required to leave the field because of an infringement of Regulation 6c and re-enters the field of play without the referee's permission is shown a yellow card.

6c) Kits/Apparel

- Each team must have two garments in competitive matches – a first kit and a second kit.
- The first kit must be worn if the team appears first on the fixture name unless stated otherwise based upon decisions made between GB Power Hockey Association and referees, coaches or tournament sponsors before the start of a match or tournament.
- The second kit must be worn if the team appears second on the fixture name unless stated otherwise based upon decisions made between GB Power Hockey Association and referees, coaches or tournament sponsors before the start of a match or tournament.
- It is permissible for the goalkeeper to wear the alternate kit or a training bib of a contrasting colour.
- A team's first and second kit must be of a contrasting colour to one another.
- Mandatory items in a kit only consist of a shirt – other club apparel such as hoodies, pants etc. can be worn if the team wishes but is not required.
- The front of a team shirt/garment must include the player's playing number and the club's name or logo in clear, non-cursive font – club sponsor logos, player's surname or initials etc. can be added if the team wishes but is not required.

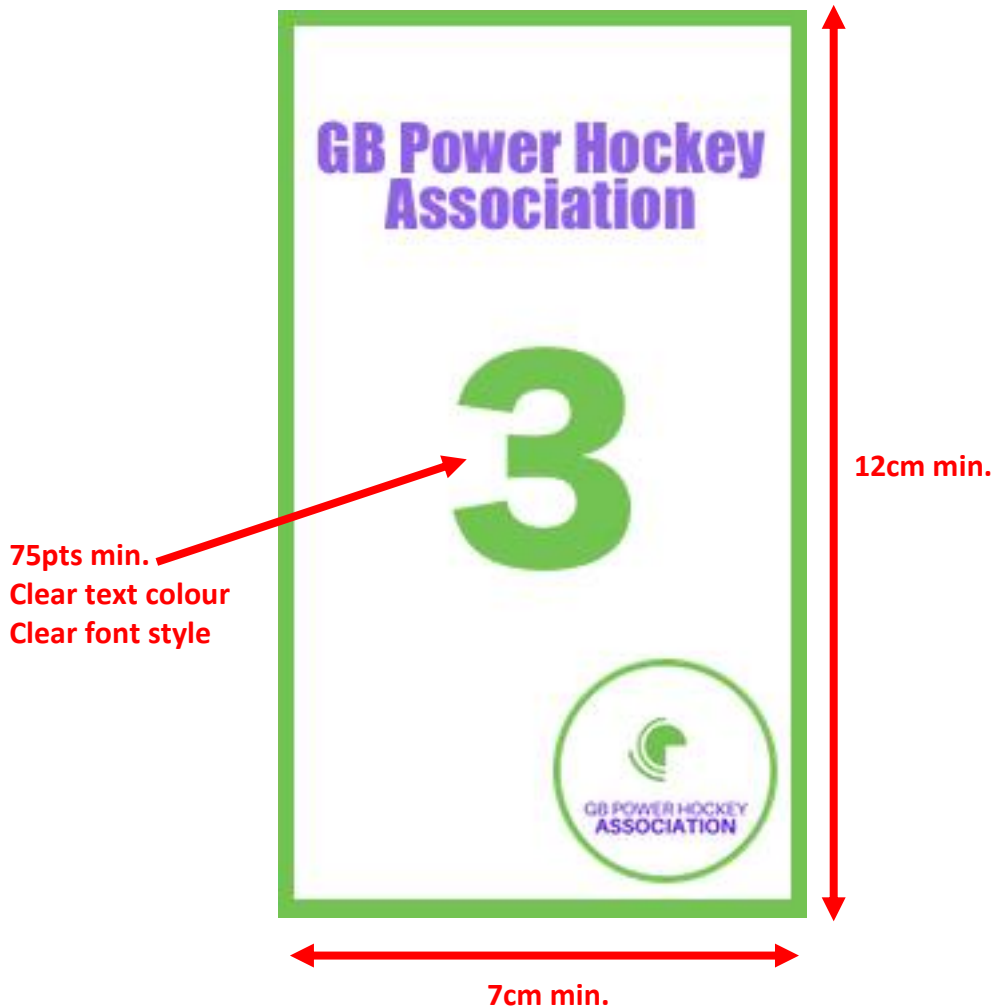
6d) Player Identification

Every player's power-sports chair must have a clear number on the front of their power-sports chair and a name banner on the rear. This makes it easy for both the referees and opposition team to identify players during matches.



Front Number

- Each player must have their assigned playing number displayed on the front of their power-sports chair and their number has to be between 1–999.
- GB Power Hockey Association recommends that a player should have their number placed at the front of their controller.
- The number must be printed on a material that cannot tear/become damaged during matches – card, laminated paper and PVC banner material are some examples.
- A number must be securely attached to a power sports chair with tape or zip ties etc.
- The material of the front number must be a minimum size of 7cm wide and 12cm long.
- The number must have a minimum font size of 75pts, be of a contrasting text colour and be of a clear font style.
- A player’s front number can be designed with team logos/colours but isn’t required – any design must not affect the visibility of the playing number.

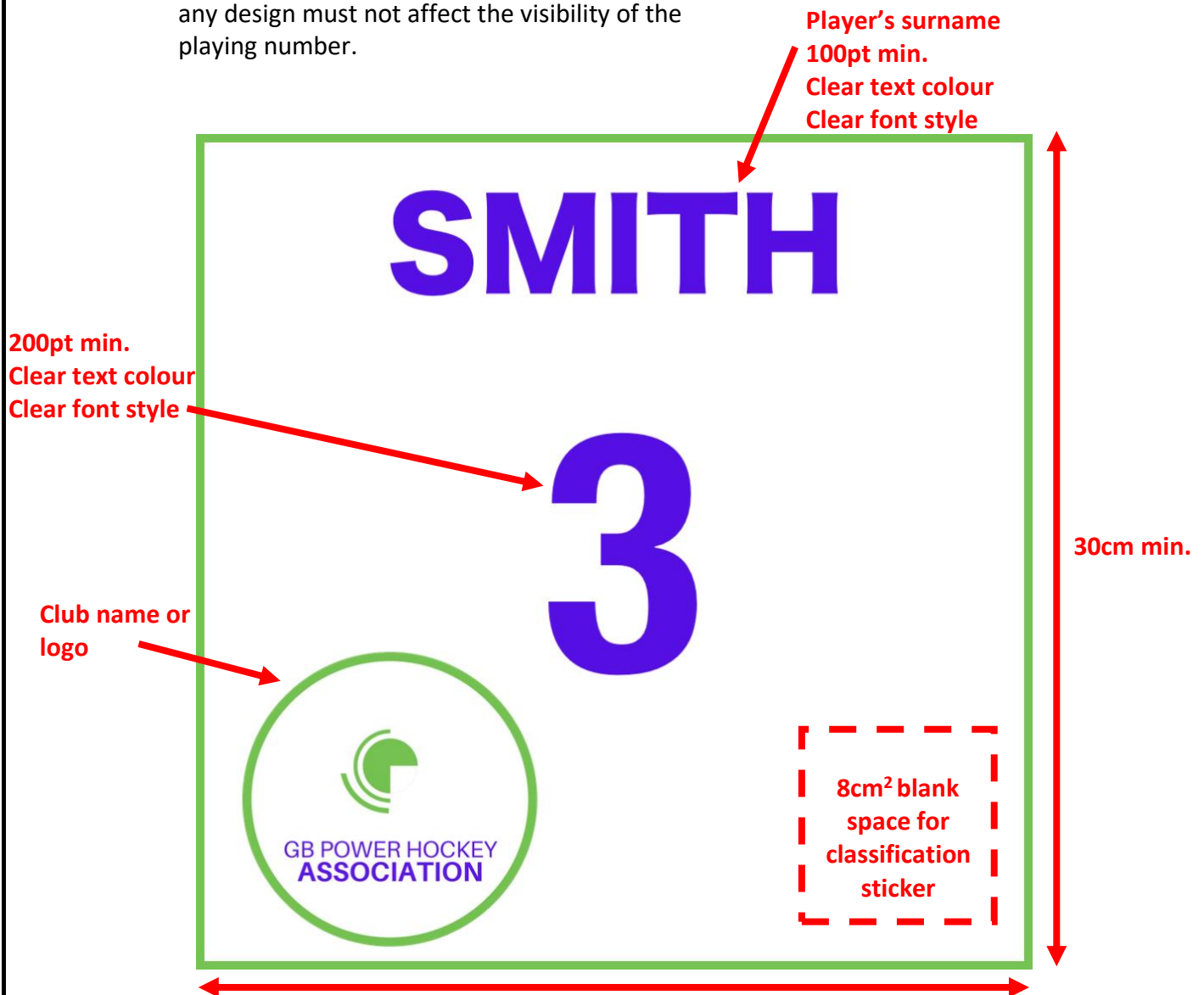


Name Banner

- Each player must have their assigned playing number, club name or logo and surname displayed on the rear of their power-sports chair.



- GB Power Hockey Association recommends that a player should have their name banner placed on the back of their backrest.
- The name banner must be printed on a material that cannot tear/become damaged during matches – card, laminated paper, hard plastic and PVC banner material are some examples.
- A name banner must be securely attached to a power sports chair with tape, bungee cords or zip ties etc.
- The material of the name banner must be a minimum size of 30cm x 30cm.
- The playing number on a name banner must have a minimum font size of 200pts, be of a contrasting text colour and be of a clear font style.
- The player’s surname on a name banner must have a minimum font size of 100pts, be of a contrasting text colour and be of a clear font style.
- A club’s name or logo on a name banner can be of any size or design.
- A space of no less than 8cm² must be left blank on a name banner for a classification sticker (*see Regulation 17*).
- A player’s front number can be designed with team logos/colours but isn’t required; any design must not affect the visibility of the playing number.





7 – The Referees

7a) General

The game of Power Hockey involves two referees in the field of play. One referee is responsible for enforcing regulations in one half of the field of play and the second referee is responsible enforcing regulations in the other half of the field of play.

The referees should predominantly operate down the side lines for safety reasons. However, the referee(s) can officiate the match in a power-sports chair to get safely closer to the action.

If there is only one referee, the game could be played with two assistants running the lines. In these circumstances, the ball can be placed on the side line when it has gone out of play.

7b) Duties & Powers of The Referees

- Enforces the regulations of the game.
- Controls the match in co-operation with the second referee.
- Ensures that the field of play meets the requirements of *Regulation 2*.
- Ensures that any match equipment in use meets the requirements of *Regulation 5*.
- Concludes that every player's equipment meets requirements within *Regulation 6*.
- Approves each side's team sheet prior to the start of play.
- Certifies that teams and players meets the classification requirements of *Regulation 17*.
- Records all cautions/cards of a match (each referee produces a match report) and acts as a timekeeper.
- Decide if the ball is in or out of play using rules in *Regulation 9*.
- Indicate which side is entitled to a corner kick, goal kick, or kick-in.
- Stops the match, at the next stoppage, when a substitution is requested.
- Stops, suspends, or abandons the match, at his/her discretion, for any infringement of the rules and takes disciplinary action against players guilty of a minor, cautionable or sending-off offense (*see Regulation 11*).
- Stops, suspends, or abandons the match because of external interference.
- Stops the match if, in his opinion, a player is injured. Any player bleeding from a wound must be instructed to leave the field, the player may only return to the field of play after receiving a signal from the referee.
- Stops the match if a dangerous situation occurs or is likely to occur.
- Allows play to continue until the ball is out of play if a player is, in his/her opinion, only slightly injured.



- Allows play to continue when the team against which an offense has been committed will benefit from an advantage and penalises the original offense if the advantage does not ensue.
- Acts on the advice of the second referee regarding incidents he/she has not seen.
- If a player's equipment breaks down and the player is not in danger, the referee will allow time for the repair of the equipment. If the repair time is significant, the referee can order a substitution.

GB Power Hockey Association opens their referee roles to all abilities. A wheelchair user can make a particularly good referee as they are safely able to get close to the action.

7c) Referee Signals





8 – Start and Restart of Play

8a) General

Kick-off is a way of starting play:

- At the start of a match.
- At the start of periods of extra time (where applicable).
- A goal may be scored directly from the kick-off.

Procedure

- All players start in their respective goal areas;
- The hockey ball placed on the centre of the halfway line;
- When the referee blows his whistle, both teams can attack the ball.

Second Half Procedure

- The second half commences with the team that did not win the kick-off at the start of the match;
- They start from the halfway line with the opposing team in their own half of the field of play and at least 3 meters from the ball.

After a Goal Has Been Scored Procedure

- Once a goal has been scored the game restarts from inside the goal area;
- The opposing team must be outside the 3 point area;
- The ball is in play once the ball passes out of the goal area.

8b) Infringements

Infringements of Regulation 8a:

- If an opponent is outside their goal area prior to the referee's whistle at kick off:
- The kick is retaken.

If an opponent is closer to the ball than the required distance:

- The kick is retaken.

8c) Set Ball Procedure & Infringements

A set ball is a way of restarting the match after a temporary stoppage becomes necessary for any reason not mentioned elsewhere in any of the Regulations.

The primary instance for a set ball is when:

- The hockey ball is stuck between two opposing players for more than 5 seconds inside the field of play.



Procedure

- The referee sets the ball at the place where it was located when play was stopped.
- One player from each team comes no closer than one 1 m from the ball; both players must face the ball parallel with the touchline until the ball is touched.
- All other players must be at least 3 m from the ball until it is in play.
- Play restarts when the referee makes a signal.

Infringement of Regulation 8c:

- The set ball is retaken:
 - If a player touches the ball before the referee's signal.
 - If the ball rolls before the referee's signal.
 - If a player not involved in the set ball encroaches within 3 m before the referee's signal.



9 – The Ball In/Out of Play

9a) Ball In Play

- If the ball is in the U-shaped indent of a power-sports chair's front bumper as it has crossed over the side line and is taken back into the field of play while still in the U-shaped indent, the ball is still in play. This is called the **Over Side Line Play Rule**.
 - However, if the ball leaves the U-shaped indent while crossed over the side line, the ball will become **out of play**.
 - If the field of play doesn't have at least 3 feet (1m) between the side line and an obstacle, such as a wall, the Over Side Line Play Rule cannot be used. If this is the case, the ball is out of play if it has crossed over the side line regardless if the ball is in the U-shaped indent of a power-sports chair's front bumper.
- After a Goal Has Been Scored Procedure: The ball is in play once the hockey ball passes out of the goal area.

9b) Ball Out of Play

- The ball is out of play when it has completely crossed the goal line or touch line whilst not being in the U-shaped indent of a power-sports chair's front bumper.
- The ball is also out of play when it has completely crossed the goal line whilst being in the U-shaped indent of a power-sports chair's front bumper (*see Regulation 9a*).
- The ball is out of play when trapped between two players for more than 5 seconds when it has completely crossed the goal line or touch line. The referee decides which team shall gain possession.

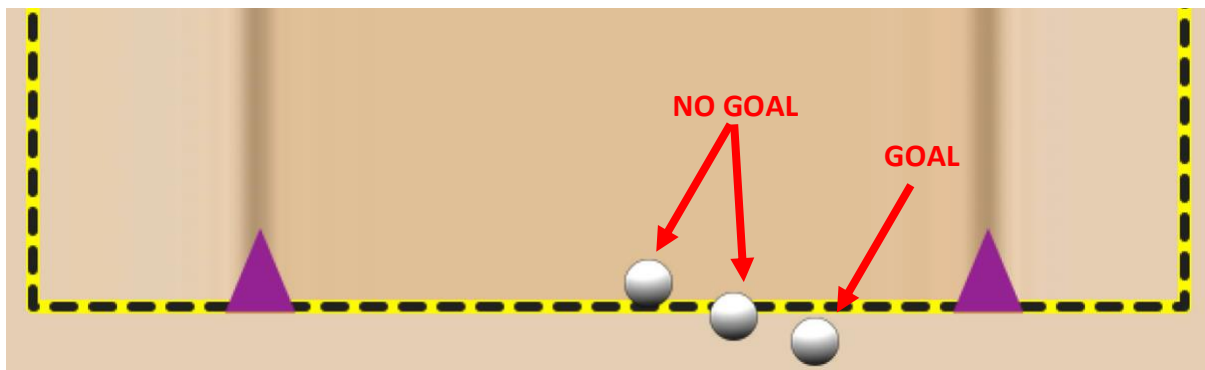
10 – Scoring a Goal

10a) Method of Scoring

- A goal can be scored by a player shooting the ball over the line, or by dribbling the ball over the line between the two goal posts.
- The second attacker can block the goalkeeper to facilitate the dribble.
- The attacking team can push the ball and goalkeeper over the line to score a goal, similar to a rugby scrum, the ball does not have to be rolling.
- A goal is given provided that no infringement of the Regulations has been committed previously by the attacking team.
- In absence of a goal post, a goal is scored when majority of the ball passes inside the goal area marking and wholly crosses the goal line.
- Players cannot go off court and enter via the goal line to prevent an attack.

10b) Determining a Goal

A goal is scored when the whole of the ball passes over the goal line, between the two goal posts:



10c) Competition Regulations

For matches ending in a draw, competition regulations may state provisions such as extra time or penalties to determine the winner of a match e.g. cup matches.

11 – Fouls and Misconduct

11a) Defining a Tackle

- Players can tackle by bumping their power-sports chair into an opponent's power-sports chair from the side but, cannot tackle someone from the front or back. Any excess force in the **RED** areas marked on the power-sports chair is classed as an offence (*see Regulations 11d, 11e, 11fh, 11g*).

Tackling anywhere along the rear and beyond the back wheel, with excess force, is forbidden



Any head on collision, with force, at the front of the bumper is forbidden

- Bumping is the prime method of gaining the ball from the opposition. Players can block (by tapping or skimming) the opposing team without the ball, but they are not allowed to bump them with excess force (a smash).
- A spin hit with excess force (a smash) isn't allowed.
 - Two players from the same team cannot tackle an opponent at the same time (2 on 1 rule).

11b) Goal Area

- Only two members of the defending or attacking team are allowed in the goal area at any one time.
- Three in the box from the defending team will result in a penalty.
- Three in the box from the attacking team will result in a free kick for the defending team inside their goal area, with the opposition all outside the 3 point area.
- There is no 2 on 1 rule inside the goal area.

11c) Free Kick

A free kick is awarded to the opposing team if a player:

- Receives a caution from the referee.
- Receives a yellow card from the referee and is sent to the Sin Bin.
- Receives a red card from the referee.
- And another teammate bumps/tackles an opponent at the same time.



11d) Penalty

A penalty can be awarded if there is:

- Excess force (a smash) in a head on collision with an opponent.
- Excess force (a smash) in hitting the rear of an opponent's chair.
- More than 3 defenders in their own goal area.

11e) Sin Bin

- The Sin Bin refers to a player leaving the field of play upon the referee's discretion for a period of 1-3 minutes. The player must sit on the side line until the referee(s) instruct the player to re-enter the field of play.
- The referee can send a player to the Sin Bin for one minute for minor offence – a purple card will be produced.
 - A second minor offence or a yellow card offence will result in the player being sent to the Sin Bin for 3 minutes.
 - A third minor offence would mean the player receives a second yellow card, resulting in a red card.

Examples of minor offences:

- If a player shows dissent by word or actions.
- If a player hits the rear of an opponent's chair with minimal degree of force (a bump).
- If there is a head on collision with minimal degree of force (a bump). When two players are driving towards each other it is the responsibility of both players not to run into each other with force. If there is a frontal collision the referee will decide if one or both players are responsible.
- If a player re-enters the field of play via the goal line to prevent an attack.
- If there is a spin hit with excessive force or out of control spinning.

11f) Yellow Card Offenses

The referee will issue a yellow card if a player commits a second minor offence and will send a player to the Sin Bin for 3 minutes. The referee has the authority to also produce a yellow card and send a player to the Sin Bin if he/she:

- Is guilty of unsporting behaviour (e.g. turns off an opponent's chair).
- Hits the rear of an opponent's chair with moderate/severe degree of force (a smash).
- Orchestrates a head on collision with moderate/severe degree of force (a smash).
- Persistently infringes the Regulations.
- Delays the restart of play.
- Fails to respect the required distance for a corner kick, kick-in, free kick, goal kick, or set ball.



11g) Red Card Offenses

The referee will issue a red card if a player commits a third minor offence. A player who has received a red card must leave the vicinity of the field of play. The referee has the authority to produce a straight red card to a player if he/she:

- Deliberately hits the rear of an opponent's chair with moderate/severe degree of force (a smash).
- Deliberately orchestrates a head on collision with moderate/severe degree of force (a smash).
- Is guilty of serious foul play or violent conduct.
- Spits at an opponent or any other person.
- Uses offensive or insulting or abusive language and/or gestures.



12 – Free Kicks

12a) General

A free kick is awarded to the opposing team if a player:

- Receives a caution from the referee.
- Receives a yellow card from the referee Is sent to the Sin Bin.
- Receives a red card from the referee.
- And another teammate bumps/tackles an opponent at the same time.
- A free kick is also awarded to the opposing team if there is More than 3 attackers in the goal area.

12b) Procedure

If a free kick is awarded:

- The ball must be placed in the place where the foul has been awarded, the ball must be stationary and the opponents must be at least 3m away from the ball.
- The free kick can be taken after the referee has blown their whistle.
- The player who is taking the free kick can take the ball and dribble with it, pass the ball or shoot.
- If the ball goes into the opponent's goal from the free kick, the goal will count.

12c) Infringements

If an opponent is closer to the ball than the required distance:

- The free kick is retaken.



13 – Kick Ins

13a) General

A kick in is awarded to:

The opponents of the player who last touched the ball as it completely crossed the side line are awarded a kick in (*see Regulation 9*).

OR

The opponents of the player who had the ball in their U-shaped indent of a power-sports chair's front but lost the ball over the side line are awarded a kick in (*see Regulation 9*).

13b) Procedure

If a kick in is awarded:

- The ball is placed on the touchline where it left the field of play;
- Opponents must be at least 9 feet (3m) away until the ball comes into play;
- The player who is taking the kick in can take the ball and dribble with it, pass the ball or shoot.
- If the ball goes into the opponent's goal from the kick in, the goal will count.

13c) Infringements

If an opponent is closer to the ball than the required distance:

- The kick in is retaken.



14 – Goal Kicks

14a) General

A goal kick is awarded to the defending team if an opponent was last to touch the ball before it completely crossed the goal line, not including between the goal posts (see Regulation 9).

14b) Procedure

If a goal kick is awarded:

- It can be taken from anywhere inside the goal area;
- Opponents must be outside the 3 point area;
- The ball must be stationary;
- The goal kick can be taken after the referee has blown their whistle;
- The player who is taking the goal kick can take the ball and dribble with it, pass the ball or shoot;
- The ball is in play once the ball passes out of the goal area;
- If the ball goes into the opponents goal from the goal kick, the goal will count.

14c) Infringements

If an opponent is closer to the ball than the required distance:

- The goal kick is retaken.

If the ball is not kicked directly out of the goal area:

- The goal kick is retaken.



15 – Corners

15a) General

A corner is awarded to the attacking team if an opponent was last to touch the ball before it completely crossed the goal line, not including between the goal posts (*see Regulation 9*).

15b) Procedure

If a corner is awarded:

- The ball is placed on the corner triangle closest to where the ball crossed the goal line;
- Opponents must remain at least 16 feet (5m) away from the corner triangle;
- The ball must be stationary;
- The corner can be taken after the referee has blown their whistle;
- The player who is taking the corner kick can take the ball and dribble with it, pass the ball or shoot;
- The ball is in play once the ball passes out of the corner triangle.
- Defenders have priority for position in their own goal area prior to the corner being taken;
- If the ball goes into the opponents goal from the corner kick, the goal will count.

15c) Infringements

If an opponent is closer to the ball than the required distance:

- The goal kick is retaken.



16 – Penalties

16a) General

A penalty can be awarded if there is:

- Excess force (a smash) in a head on collision with an opponent.
- Excess force (a smash) in hitting the rear of an opponent's chair.
- More than 3 defenders in their own goal area.

16b) Procedure

- If a penalty is awarded:
- It is taken anywhere along the front of the goal area, 16.5 feet (5m) from the goal line;
- Two attackers start from this line whilst all other players must remain outside the 3 point line, apart from the goalkeeper;
- The goalkeeper remains on the goal line until the referee has blown their whistle;
- The second attacker can block the goalkeeper; attacking teams can push the ball and goalkeeper over the line (similar to a rugby scrum);
- The players outside the 3 point area can also become involved once the referee blows the whistle.

16c) Infringements

If an opponent is closer to the ball than the required distance:

- The penalty is retaken.

If the goalkeeper has moved off the goal line before the referee's whistle:

- The penalty is retaken.



17 – Classification

17a) General

The sport of Power Hockey is primarily targeted towards those with a significant level of disability who predominantly use a powered wheelchair as their main source of mobility. However, Power Hockey can be played by individuals of all abilities although, GB Power Hockey Association has devised a classification system in order to keep their target audience at the forefront of the sport. Each player will be ranked into a certain classification group on the basis of how one's disability affects their ability to play the sport and how much control they have of a power-sports chair.

17b) Classification Groups

A player will be assigned a classification group based on the eligibility criteria of each group and this decision will be made by classification regulators. There are three classification groups that a player could be categorised into based on functionality:

GROUP	DEFINITION
1	An individual with a severe level of physical disability which heavily affects trunk/head control, coordination/balance or usage of all four limbs which causes poor or no hand control.
2	An individual with a moderate level of physical disability which affects trunk/head control, coordination/balance or usage of two or more limbs and has moderate hand control.
3	An individual with a minimum level of physical disability, an individual who has a learning difficulty or an able-bodied individual.

ALL players must have adequate control of their power-sports chair and be over the age of 6 years old. The maximum number of points a team can field is 7.

Definition of adequate control:

“A player must have the capability and understanding to operate a power-sports chair independently or by instruction. The player must be able to stop their power sports chair independently or by instruction to avoid injury and damage to surrounding players, officials, staff, equipment or property.”

17c) Competition

Classification is taken seriously by GB Power Hockey association in any sort of competitive matches including league and cup fixtures or tournaments. All players competing in competitive matches must be classified at the time of the fixture of tournament, any unclassified players will not be allowed to compete. Classification regulations below must be strictly adhered to unless permissible modifications are agreed by GB Power Hockey Association before any cup competitions or tournaments.

Each classification group will equate to a certain amount of points:

- Classification Group 1 – one point
- Classification Group 2 – two points
- Classification Group 3 – three points

During a match/tournament:

- Each club must field a team of four classified players that accumulate to no more than seven points.
- A team can field three or less players if they are over the seven point limit.

Once classified, each player will receive a 8cm x 8 cm classification sticker with their classification group number stated on it. A space of no less than 8cm² must be left blank on the player's name banner for the classification sticker to be placed on the banner. Classification stickers must be present for officials to ensure relevant classification rules are followed.



17d) Eligibility Process & Criteria

Each player who is enrolled in the GB Power Hockey Association National League (and other competition where Classification is necessary) will undertake a functionality test with one or two classification regulators to determine what Classification Group they are. To find out more about the eligibility process and criteria of each group, please email us to request our *Guide to Classification*.