



POWERCHAIR HOCKEY

Guide to Classification

Constituted & Approved by:

GB Power Hockey Association

www.gbpowerhockey.org



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1 – The Purpose of Classification

1a) Eligibility

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. Classification is aimed to assess a player's performance and how attributes of impairments affect this. The focal point of player performance is of much more significant value as opposed to evaluating impairments independently.

ALL players must have adequate control of their power-sports chair and be over the age of 6 years old.

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.”

1b) Importance & Role of Classification Groups in Competition(s)

As stated above, GB Power Hockey Association endeavours to maintain its target audience as primary players of the sport. Classification proves consequential importance in this objective and should be implemented to ensure fair play and that players skills can be showcased competitively.

GB Power Hockey Association has devised a system of classification using a points-based structure. A player's classification group (see section 2) will conspicuously inform the amount of points equated to their given classification group. The classification group to point conversion is clarified below:

- Classification Group PH1 equates to 1 Point
- Classification Group PH2 equates to 2 Points
- Classification Group PH3 equates to 3 Points

The maximum number of points that a team can accumulate on-field during competition is seven and at least one PH1 player should be on the pitch at all times.

This permits for various classification groups to be playing at any one time whilst



preserving our sport to its target audience. It is the responsibility of the referee(s) to impose this classification system during competitions. Sanctions will be imposed by GB Power Hockey Association if teams fail to comply with the referee(s) regarding classification regulations.



2 – Classification Groups

All players that play Power Hockey on a competitive level will be allocated a classification group, they cannot compete otherwise.

2a) PH1

A player in this classification group may present with significant levels of impairment (physical, cognitive, or sensory) which has an effect on their in-game performance.

Functional features for the assessment of classification group PH1 include:

- Trunk Control
- Head Control
- Drive Control
- Reflex Responses/Co-ordination
- Stamina/Endurance
- Cognition/Understanding/Interpretation
- Vision & Audiology Function

2b) PH2

A player in this classification group may present with moderate levels of impairment (physical, cognitive, or sensory) which can have an effect on their in-game performance.

Functional features for the assessment of classification group PH2 include:

- Trunk Control
- Head Control
- Drive Control
- Reflex Responses/Co-ordination
- Stamina/Endurance
- Cognition/Understanding/Interpretation
- Vision & Audiology Function

2c) PH3

A player in this classification group may present with moderate levels of impairment (physical, cognitive, or sensory) which can have an effect on their in-game performance.

Functional features for the assessment of classification group PH2 include:

- Trunk Control
- Head Control



- Drive Control
- Reflex Responses/Co-ordination
- Stamina/Endurance
- Cognition/Understanding/Interpretation
- Vision & Audiology Function



3 – Classification Panel

3a) Head Classifier

The head classifier is responsible for any administration, preparation and coordination of classification during competition(s) (see section 9c).

3b) Classifier(s)

A classifier evaluates a player to see if they are eligible to play Power Hockey by carrying out a classification assessment. Classification assessments are carried out by a panel of classifiers (see section 9c). A classifier is more than likely to have a background in physiotherapy.



4 – The Process of Classifying a Player

Classifying a player is the process of determining a player's classification group through assessing how one's disability/ability affects their in-game performance and how much control they have of a power-sports chair. Players may be under regular observation by the classification team to ensure consistency and fairness within Power Hockey.

4a) Classification Enrolment Form

Any player wishing to be classified must fill out a Classification Enrolment Form. This form will confirm that the player has agreed to provide full cooperation throughout the classification assessment as well as stating any medical information. The form will consist of the below factors, relating to a player's medical circumstances, that GB Power Hockey Association need to be aware of:

- Diagnosis of medical condition(s)
- Details of medication that is routinely taken
- Any risk factors that could cause harm during assessment or in a match (e.g. epilepsy, specific movements of the body which may cause pain or lack of sensation in specific areas of the body)
- Any hidden disabilities which may mitigate in-game performance (e.g. visual impairments, audiology impairments or difficulties with cognition or understanding)

The Classification Enrolment Form can be filled out by the player or, on behalf of the player. All medically related information should be clearly understood and is accurate. A Classification Enrolment Form can be requested by connecting GB Power Hockey Association.

4b) Classification Assessment Process

Classifiers will conduct a physical and technical assessment of the player using methods of assessment highlighted in section 5. The technical aspect of the assessment may include tasks and activities associated with Power Hockey in both a non-competitive environment and under simulated match conditions.

4c) In-Game Performance

Classifiers may observe the player performing tasks and activities associated with Power Hockey during training or competition(s). Assessing in-game performance of a player can confirm their classification group if there is a high possibility that there



may be a contrast in assessment observations as opposed to within a competitive situation.

4d) Infringement of the Classification Assessment Process

There are three ways in which a player could infringe the classification assessment process:

- Fail to attend their classification assessment
- Acting in a non-cooperative manner during their classification assessment
- Intentionally misrepresenting their functional abilities during the classification assessment

Consequences of Section 4d:

It is at the discretion of the event classifiers to determine the appropriate action needed if any infringement(s) arise. A player could be granted a second chance of completing their classification assessment or, the classification assessment can be rearranged; these are just a few examples that the event classification panel can take at the time of the infringement(s).

For infringements deemed of a serious nature by the classification panel, the infringement will be reported to GB Power Hockey Association trustees who will determine necessary sanctions.

Infringing a classification assessment means that a player will not be classified, unless the player has been given a second chance by the classification panel, meaning that the player is ineligible to compete in competitive matches



5 – Functional Features for Assessing Classification

5a) Trunk Control

A player's range of trunk movement can be demonstrated within their power-sports chair. Assessing the ability of a player to be able to maintain and regain an upright posture in respect to a contact situation should be carried out with the understanding that a player may lose control of their posture during contact.

Any additional postural accessories (e.g. seating systems, harnesses/straps, cushions etc.) must be fitted securely within the boundary of the power-sports chair to avoid entanglement with other power-sports chairs. Additional postural accessories/modifications are permitted to facilitate a player's sitting position to fulfil their in-game potential. The level of postural restraint used by a player should be taken into consideration when assessing trunk control.

The assessment of a player's range of trunk movement, with and without additional postural accessories, is imperative in assessing a player's independent postural skills. This allows to assess the extent of reliability of additional postural accessories in the sport.

Classifiers will assess trunk control using a variety of static and dynamic sitting tests. These tests can be completed with the player seated in their power-sports chair, however additional postural accessories may have to be removed in order to carry out dynamic sitting tests. The trunk control assessment is as follows:

- The classifier will assess the amount of additional postural accessories the player has and their reliance on these accessories. If it is clear that a player is significantly reliant on additional postural accessories, the classifier does not need to take the assessment further.
- If a player is able to remove any additional postural accessories, the classifier will first determine if the player is able to retain a static sitting position without additional support. The classifier must also consider how this is affected during contact.
- The classifier will then assess if the player can lean forward, to each side and return to midline posture. The time, effort and level of support (e.g. using armrests or pushing against legs to help return to the midline posture) are factors the classifier will consider when determining the player's classification group.



5b) Head Control

The ability of a player to control their head movements, specifically their neck rotation range and subsequent visual range are key performance factors in Power Hockey. If a player is unable to rotate their head 90 degrees either to the left or to the right, they would need to turn their power-sports chair towards the action. Furthermore, if the player is unable to tilt their head downwards, they would struggle to visually track the hockey ball. Therefore, the overall head control of a player can affect their visual range, altering their performance. Specific visual impairments will be assessed and classed as an alternative functional feature (See Section 5g).

Classifiers will assess head control using a variety of static and active movement tests. These tests can be completed with the player seated in their power-sports chair, however headrest accessories may have to be removed in order to carry out active movement tests. The head control assessment is as follows:

- The classifier will assess how significant a player's headrest accessories are and their reliance on these accessories. If it is clear that a player is significantly reliant on headrest accessories, the classifier does not need to take the assessment further.
- If a player is able to remove any headrest accessories, the classifier will first determine if the player is able to retain a static midline head position without additional support. The classifier must also consider how contact may affect this.
- The classifier will then ask the player to actively rotate their head to the left, right, up and down, if possible, to determine a player's range of movement. The time, effort and level of support (e.g. using headrest to fulfil movements) are factors the classifier will consider when determining the player's classification group.

5c) Drive Control

- During assessment, the player is required to perform the below driving skills:
- Linear driving control in forward and reverse.
- Ball control skills, including the ability to maintain possession of the hockey ball and the ability to operate the ball shooting mechanism.
- Adequately tackle without unnecessary force whilst maintaining control of their power sports chair.

If a player is unable to complete all of the driving skills effectively, this does not exclusively omit the player from playing Power Hockey. However, the assessment of drive control will elucidate the difficulties of performing these skills, which highlights the player's need to compensate for in-game situations. For example, a player may favour driving forward as opposed to driving backwards to compensate for lack of chair control when driving backwards.



A player can use any type of control to manoeuvre the power-sports chair, including head, foot, chin, mouth, finger(s) etc joystick/control interfaces.

If a player presents with limited drive control using a controller and additional postural accessories which are appropriate to their needs, the player remains eligible to play provided that there are no safety concerns. To further reduce safety concerns, a kill-switch can be installed onto a player's power-sports chair if their drive control is erratic.

The assessment must examine a player's functional potential in relation to drive control, in relation to their controller equipment and body position. The assessment will include the player's ability to operate the joystick/control interface safely and prove a level of coordination whilst performing the drive skills. The player may be observed during a game in order to gauge fine motor ability levels within a dynamic activity setting.

Classifiers will assess drive control by stipulating drills that will test the above driving skills. The drills are as follows:

- Linear driving control (forward & reverse): Classifiers will ask the player to slalom in and out of 5 cones in row, both in forward and reverse. The accuracy (hitting cones etc), time and effort are factors the classifier will consider when determining the player's classification group.
- Ball control: Classifiers will roll the hockey ball and will ask the player to collect the ball within the v-shaped front bumper of the power-sports chair; the player must then attempt to drive around whilst keeping possession of the hockey ball. The accuracy (keeping possession of the ball etc), time and effort are factors the classifier will consider when determining the player's classification group.
- Tackling: A classifier will remain static in a power-sports chair and will ask the player to demonstrate how they would tackle an opponent in a game situation, with reference to Regulation 11a in the Official Rules and Regulations of Power Hockey. The accuracy (the use of force etc), time and effort are factors the classifier will consider when determining the player's classification group.

5d) Reflex Responses/Co-ordination

A player's reflex response may be susceptible to visual and/or auditory shock which can affect their in game performance. Over exaggerated reflex responses, presented by a player, will affect and delay their ability to react to an in-game scenario.

A player's coordination skills may be affected by involuntary movements which may occur when executing purposeful actions . This needs to be taken into consideration during the assessment as a player may experience delay in responding to in-game scenarios.



Over exaggerated reflex responses and reduced coordination skills will affect a player's overall performance in controlling their powersports chair. Subsequently, awareness of the possibility of players engaging in accidental contact, unintentionally striking the ball during dead-ball situations and difficulty with intercepting the ball and tackling the opposition.

Classifiers will be able to assess reflex responses and coordination in the above drive control assessment. Classifiers may ask a player how their reflex responses/coordination are affected and how this may affect their ability to react to an in-game scenario. Over exaggerated reflex responses will be more prevalent in a player's in-game performance thus, classifiers may have to observe a player during a game. Over exaggerated reflex responses and reduced coordination skills, which prevail in the drive control assessment, are likely to be enough when determining the player's classification group.

5e) Stamina/Endurance

A player's stamina and endurance may decrease over a duration of a match or when training. If stamina and endurance prove to be a factor of a player's medical condition, classification must be determined after evaluating their in-game performance. For example, a player may fluctuate between classification groups during a game. This requires careful assessment and any decline in players' stamina which will affect their overall performance has to be documented. In the case where a player's stamina/endurance declines in a game situation the player will be classified by taking into consideration the length of time that the player can function at their usual level.

Classifiers will be able to assess stamina and endurance by asking the player how stamina/endurance are affected and how this may affect their in-game performance over time. If this is not clear or obvious in relation to the player's medical condition, observation of a player during a game is likely to determine a player's true stamina and endurance levels. Personal accounts of stamina and endurance from the player could be enough to determine the player's classification group; however, observation is encouraged at the discretion of classifiers.

5f) Cognition/Understanding/Interpretation

A player's understanding of Power Hockey may be affected if they have a cognitive impairment. Their in-game performance can be affected due to the inability to follow instructions, understand the rules of the game, communication barriers and awareness of social situations. Referees and officials must modify their officiating to ensure the player can understand and interpret any decisions made during the game.



The player may lack danger awareness, this exclusively prevents the player from participating. In some situations the player is able to stop their power-sports chair upon instruction or a kill-switch is used to regain control of the power-sports chair through another person. The definition of adequate control is as follows:

“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.”

Classifiers will perform a cognition, understanding and interpretation activity if a player has a cognitive impairment. This activity will include mindful conversations around safety, any barriers they may face accessing the game and reaction tests to determine a player’s ability to stop their power-sports chair upon instruction. The classifiers will liaise with the player and their coach to determine conditions that the officials could adapt during the game or, the instalment of a kill-switch on the player’s power-sports chair in order to compensate for a lack of danger awareness etc. The level of conditions required will determine the player’s classification group.

5e) Vision & Audiology Function

If a player presents with lack of visual or auditory function, this is likely to have an impact on their in-game performance. For a player with a visual impairment it may prove difficult to see the Power Hockey ball and the entire field of play. For a player with an auditory impairment, hearing teammates, coaches and officials will affect their in-game performance. Referees and officials must modify their officiating to ensure the player is aware of decisions made during the game. For example, the referee may use more hand gestures or highlight pitch markings to a player.

Classifiers will converse with the player about any lack of visual or auditory function they may have. Classifiers may cross examine this by simulating visual and/or auditory activities such as, assessing the maximum distance in which they can see a hockey ball from or talking to them when not in their visual field. This will aid classifiers in the type modification or adaptations the player may require in order to participate. The level of modification or adaptations required will determine the player’s classification group.



6 – Assessment Guideline Chart

The below Assessment Guideline Chart will aid classifiers to make a decision regarding a player's classification group, enlisting guidelines on what determines a player as a PH3, PH2 or PH1. Distinctions are outlined in each functional feature chart and will be used by classifiers to clarify a player's classification group if it is unclear as to what classification group should be assigned.

Trunk Control	
PH3	A player presents with sufficient trunk control with independent mobility and full range of movement in contact. The player will have no or minimal difficulty to reposition themselves from forward, lateral and rotational movements. Both the sequencing and timing for a player to reposition themselves back to midline posture will have minimal delay and require no assistance. There will be none or minimal reliance on additional postural accessories to maintain their seating position.
DISTINCTION(S)	<ul style="list-style-type: none"> → A player in PH3 will usually be able to mobilise independently or will require walking aids only for long distances or in the community. → A player in PH2 may be able to mobilise using an assistive walking device for short distances and will choose to use a wheelchair in the community and longer distances.
PH2	A player presents moderate trunk control due to reduced range of independent postural function, especially in contact. The player may encounter difficulty to reposition themselves from forward, lateral and rotational movements. Both the sequencing and timing for a player to reposition themselves back to midline posture may be delayed but they have the ability to reposition themselves independently or by using a surface to push against. There will be some reliance on additional postural accessories to maintain their seating position.
DISTINCTION(S)	<ul style="list-style-type: none"> → A player in PH2 will only usually require lateral supports to provide sufficient trunk control in contact. They are able to actively reach out of their base of control without losing balance. → A player in PH1 is unable to actively reach out of their base without losing their balance.
PH1	A player presents minimal to restricted trunk control due to very limited independent postural function, specifically in contact. The player will have reasonable difficulty or fail to reposition themselves from forward, lateral and rotational movements. Both the sequencing and timing for a player to reposition themselves back to midline posture may take significant delay or they might be incapable of repositioning without maximal assistance. There will be significant



	reliance on additional postural accessories to maintain their seating position.
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Head Control

PH3	A player presents full head control, with contact irrelevant to their head control. The player has a complete range of head rotation and will be able to tilt their head downwards with minimal to no effort. Thus, the player's visual range is unaffected.
DISTINCTION(S)	→ A player in PH2 has moderate difficulties regaining composure following a challenge or tackle during a game.
PH2	A player presents stable to moderate head control, with head control recoverable during impact. The player has an almost complete range of head rotation and will be able to tilt their head downwards to near full degree. A player with limited trunk mobility, may compensate by using their head more. Thus, the player will be able to use their head to support their visual range but may present some difficulty.
DISTINCTION(S)	→ A player in PH1 will require significant postural support and will have difficulties regaining composure following a challenge or tackle during a game.
PH1	A player presents none to poor head control, with head control being difficult to maintain during contact. The player is unable to rotate within the range, nor tilt their head downwards. Thus, the player's visual range is significantly limited due to reliance on head support. There will be strong reductions in visual range if the player uses a head array, sip and puff or chin control etc.

Drive Control

PH3	A player will present fluent control of drive skills in all directions and there is no difficulty/delay in gripping/grasping/releasing from the controller, meaning that the player can recover the joystick/control interface. The player will not require any additional postural or drive accessories to maintain fluent drive position.
DISTINCTION(S)	→ A player in PH3 will not have any involuntary movements or coordination difficulties that affect their control in challenging manoeuvres or in contact.
PH2	A player will present fluent control of drive skills in all directions and there is minimal difficulty/delay in gripping/grasping/releasing from the controller, meaning that the player can recover the joystick/control interface regardless of limited range of movement. Delays in transition movements are present but the quality in executing drive skills remains



	impassive. The player may require additional postural or drive accessories to maintain fluent drive position.
DISTINCTION(S)	<ul style="list-style-type: none"> → A player in PH2 is unable to recover quickly following tackle or challenge, which affects drive control. → A player in PH1 requires full trunk/head support and requires significant ACT support to control their driving during a game.
PH1	A player may present difficulty when executing drive skills, directional movements may not be fluent and there is significant difficulty/delay in gripping/grasping/releasing from the joystick/controller interface. A player may use alternative controllers including, head, foot, chin, mouth, finger(s) etc control interfaces. A player may have significant delay in transitional movements which profoundly affect driving quality. Smooth driving control is possible however, the player is reliant on additional postural or drive accessories.

Reflex Responses/Co-ordination

PH3	A player's reflex responses and coordination skills are unaffected.
DISTINCTION(S)	<ul style="list-style-type: none"> → A player in PH2 presents with involuntary reflex movements which can mean they can lose control of their chair momentarily, or their response to game play will be slower. → This is not affected in PH3
PH2	A player may present minimal reflex responses that could delay their ability to react to an in-game scenario. The player's reflex response may not be susceptible to visual and/or auditory shock, which rarely affects their relationship with controlling their power-sports chair. The player's coordination having an effect on this is also uncommon, producing intentional movement is often completed with ease.
DISTINCTION(S)	<ul style="list-style-type: none"> → The main difference between PH2 and PH1 is their ability to respond following a challenge or tackle. → A PH2 player can confidently and quickly resume their control of the chair.
PH1	A player presents strong, exaggerated reflex responses that significantly delays their ability to react to an in-game scenario. The player's reflex response is highly susceptible to visual and/or auditory shock, which significantly affects the relationship with controlling their power-sports chair. The player's coordination also has an effect on this, by which producing intentional movement occasionally proves difficult.

Stamina/Endurance

PH3	A player presents sufficient stamina and endurance which does not affect their in-game performance.
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DISTINCTION(S)	→ A player in PH2 will be able to perform to their ability in the first half but performance will decline during the second half due to stamina.
PH2	A player may present with reduced stamina and endurance or decline in their abilities during a game.
DISTINCTION(S)	→ A player in PH1 stamina declines dramatically within the first half of the game.
PH1	A player presents significant stamina and endurance difficulties which affects their in-game performance.

Cognition/Understanding/Interpretation

PH3	A player's cognitive understanding is unaffected or does not have an effect on their in-game performance; they are fully aware of their actions.
DISTINCTION(S)	→ A player in PH2 may need some guidance during the game and game officials may need to provide some extra guidance at specific times.
PH2	A player's cognitive understanding can affect their in-game performance for various reasons when operating their power-sports chair. However, the player can regain control or stop their power-sports chair by instruction.
DISTINCTION(S)	→ A player in PH1 requires close supervision during the game and game officials need to be made aware of required changes to the way they provide guidance.
PH1	A player's cognitive understanding will affect their in-game performance for various reasons when operating their power-sports chair. However, the player's power-sports chair can be stopped through someone else by using a kill-switch.

Vision & Audiology Function

PH3	A player's visual and/or auditory function is unaffected or does not have an effect on their in-game performance.
DISTINCTION(S)	→ A player in PH2 require occasional support or guidance during the game; officials need to take into consideration the use of hand gestures or ball colour etc.
PH2	A player presents minimal to moderate trouble with their visual and/or auditory function which has an effect on their in-game performance.
DISTINCTION(S)	→ A player in PH1 will require significant modifications in the game in order for them to fully participate. Game officials need to use hand gestures and commands in respect to players with



	affected auditory function and the use of different colour balls etc. for players with affected visual function.
PH1	A player presents severe trouble with their visual and/or auditory function which has an effect on their in-game performance.



7 – Assignment of Classification Group

7a) Status of a Completed Classification Assessment

Once a player has completed their Classification Assessment, the Classification panel will assign a player with a classification group of either PH1, PH2 or PH3 alongside the status of the player's classification group outcome. This will be recorded in the GB Power Hockey Association's Classification Documentation (see section 9). The types of classification group statuses are as followed:

- Original (O) Status: assigned to an unclassified player that has been classified for the first time.
- Pending (P) Status: assigned to a player who may require an in-game observation to confirm their classification group.
- Indefinite (I) Status: assigned to a player whose classification group is likely to be fixed due to their impairment proving predominantly unvarying over time; the player will not undergo a Classification Assessment again unless there is a change in impairment.
- Ineligible (N/A) Status: assigned to a player that infringes their Classification Assessment (see section 4d).

7b) Actions Post-Classification Assessment

- It is likely that the Classification Panel will assign a classification group and its status to a player immediately after their Classification Assessment; the Panel may wish further time to deliberate their findings and recall the player back to receive their classification group and status. If a player requires an in-game observation, this will be highlighted by the Classification Panel and further arrangements will be made as soon as possible.
- The player will also receive an official documentation stating their classification group and status, with information on how to appeal also enclosed. This will be sent directly to the player's Power Hockey Club.
- The Head Classifier is responsible for the administration of the above tasks (see section 9d).



8 – Appealing The Assignment of Classification Group

8a) Principles for Appealing

A player has every right to appeal the assignment of a classification group if they have sufficient reasoning to do so. This can extend to appealing the way in which the classification assessment was conducted.

8b) Submitting an Appeal

An appeal can be submitted to GB Power Hockey Association at any time through the submission of a *“Notice of Appeal Form”*. This form can be requested by a coach of a Power Hockey club on behalf of the player that is wishing to appeal and thus, must be completed by the coach. There is no objection to the coach completing the *“Notice of Appeal Form”* jointly with the player.

The *“Notice of Appeal Form”* must enclose the decision or incident that is being appealed by attaching the official documentation of the player’s classification group and status or a description of the incident that occurred. Reasonable grounds for the appeal must also be stated in the *“Notice of Appeal Form”* alongside any supporting evidence/documentation to support the appeal.

8c) Validation

Upon receiving the *“Notice of Appeal Form”*, GB Power Hockey Association will determine if the appeal is valid enough to review the appeal. The classification group of a player must only be appealed once, unless there are exceptional circumstances. The status of a players classification group may also determine the validity of the appeal, with appeal opportunities stated below:

8d) The Appeals Process

The appeal process is outlined on the following page:





9 – Administration Procedures

9a) Documentation of Classification

GB Power Hockey Association possesses documentation on the classification of all players. Details may include the player's name, club, classification assessment process and their designated classification group. A player or club can request this information at any time by contacting GB Power Hockey Association.

9b) Competition(s)

All players eligible to participate in the sport of Power Hockey must receive a classification group from GB Power Hockey Association. 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 or tournament, any unclassified players will not be allowed to compete. This must be strictly adhered to unless permissible modifications are agreed by GB Power Hockey Association before any cup competitions or tournaments.

9c) Preparing Classification at Competition(s)

Classification can be conducted during any form of competition given that adequate time is allocated for players to be classified.

GB Power Hockey Association must appoint a head classifier for any competition or tournament at least two months before the competition or tournament. The head classifier must also constitute a classification panel one month before the competition or tournament. The classification panel can consist of up to three classifiers, a minimum of one classifier is required at a competition(s).

The role of the Head Classifier is to:

- Coordinate classifier expenses - transportation, accommodation, refreshments etc.
- Prepare a venue for classification assessments – provide any equipment/technology required for a classification assessment.
- Construct a schedule for classification assessments and share times of these assessments with the relevant player(s)/team(s).
- Collate Classification Enrolment Forms and complete any other administration duties.
- Fulfil post-classification assessment responsibilities (see section 7b).