



# WSF NY Sled Rangers

## Playing Rules

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### 1. Puck Handling

- a. A goal will not be allowed when an attacking player throws, pushes or hits the puck with his hand directly into the goal. Neither will a goal be allowed if the puck touches a defender before going into the goal when the attacker has handled the puck with his hands or directly or indirectly propelled the puck forward or backward using his hands or legs
- b. Handling of the puck by a defender or intentionally passing the puck with the pick-end of the stick resulting in the puck going into the defender's own goal will be scored as a goal, as is a normal shot bouncing or deflecting off a defender or his playing/protective equipment.
- c. Cradling the puck with the thumb or forefingers along the ice, as long as part of the stick (usually the handle) is in contact with the puck, and the puck is not trapped or held down on the ice or against the stick, is permitted.
- d. The puck shall be considered “frozen” or unplayable by the referee if it is out of sight or stays under the sledge or is held there by the goalkeeper’s sticks or gloves. The referee shall stop play and call for a face-off at the point of initiation of the disappearance (if in the neutral zone) or at the nearest face-off circle.
- e. A player caught in the attacking zone offside may purposely place himself back on-side by quickly exiting the zone without advancing towards or playing the puck, by crossing the blue line with both sledge blades, then re-entering the zone. Passes: The puck may be passed by a player to a team-mate anywhere in the rink provided no offside has occurred at the blue line.
- f. Icing the puck shall be called as soon as the entire puck crosses the end goal line, providing it does not pass through the goal crease
- g. A goal will not be allowed when an attaching player throws, pushes or hits the puck with his/her hand directly into the goal. Neither will a goal be allowed if the puck touches a defender before going into the goal when the attacker has handled the puck with his/her hands or directly or indirectly propelled the puck forward or backward using his/her hands or legs.
- h. Cradling the puck with the thumb or forefingers along the ice, as long as part of the stick (*usually the handle*) is in contact with the puck with the puck not trapped or held down on the ice or against the stick, is permitted.
- i. A *Minor Penalty* shall be imposed on any player except the goalkeeper who locks the puck against the ice with the fingers, hand, stick or sled to keep an opponent from getting the puck.
- j. The puck shall be considered frozen or unplayable by the Referee if it is out of sight or stays under the sled or is held there by the sticks or gloves. The Referee shall stop play and call for a face-off as in a last play face-off. Puck into player bench area must be sent



# WSF NY Sled Rangers

## Playing Rules

back into play without providing advantage to either team. If advantage is detected, the Referee will call for face-off at center ice.

## 2. Stick Handling

- a. Handling of the puck by a defender or intentionally passing puck with the pick end of the stick resulting in the puck going into the defender's own goal, will be scored as a goal. A normal shot bouncing or deflecting off a defender on his/her playing /protective equipment will also be scored as a goal.
- b. When any player of the defending team, including the goalkeeper, deliberately throws his/her stick or any part thereof or any other object at the puck or puck carrier in the defending zone, the Referee shall allow the play to be completed. If a goal is NOT scored, a *penalty shot shall be awarded*.
- c. A *Major Penalty* shall be assessed any player who deliberately throws his/her stick or any part thereof, or any other object at the puck or puck carrier in any zone, except when such act has been penalized by the awarding of a penalty shot or goal.
- d. A *Major Penalty* shall be imposed on any player who makes contact with an opponent with a high stick, the pick end of the stick or goalie's equipment that draws blood (*whether intentional or not*).
- e. A *Misconduct Penalty* shall be assessed to a player who deliberately throws a stick or any part thereof or any object outside the playing area. A *Match Penalty* shall be imposed on any player who deliberately throws a stick or any part thereof or any object at a Game Official (*Rule 601g1*).
- f. A *Minor Penalty* shall be imposed on any player who uses a stick of non-conforming size.
  - i. The depth of the TEETH on the "pick-ends" shall NOT extend more than 4mm. A set of "pick- ends" must be fixed to the lower or butt end on each side of the stick, and have at least a total of 6 teeth of equal length per stick (a minimum of 3 each side). The "pick ends" may be made of any strong material, including steel, and the entire length of the "body" of the pick may not be longer than 10.2cm (4 inches). The "pick-ends" shall not extend more than 1cm beyond the butt end of the stick. The "pick-end" may be beveled but not extend beyond 1cm at any angle.
  - ii. Pick minimum width – 3.2cm.
  - iii. Sled Goalie's Sticks
  - iv. Sticks shall be made of wood or other material, such as aluminum, fiberglass or plastic. It must not have any projections and all edges must be beveled. Adhesive non-fluorescent tape of any color may be wrapped around the stick at any place.
  - v. Dimensions: Maximum length – 100cm measured along the centre line



# WSF NY Sled Rangers

## Playing Rules

- vi. Minimum width – 2cm
  - vii. Minimum thickness – 2.8cm
  - viii. **Blade:**
  - ix. Minimum length – 30cm
  - x. Maximum length – 38cm from the heel to the toe
  - xi. Maximum width – 9cm
  - xii. The Goalie's stick blade may be curved, and the curvature shall be restricted in such a way that the distance of a perpendicular line, measured from a straight line drawn from any point at the heel to the end of the blade, shall not exceed 1.5cm. The Goalie's stick may have an additional pick at the base of the blade not exceeding 1cm, set at 90 degrees at the butt end of the stick to facilitate movement back and forth in the goal (i.e. push or pull).
- g. A *Minor Penalty* shall be imposed on any player who uses the stick or sticks to cross check or to push an opponent
  - h. A *Minor Penalty* shall be imposed on any player who carries the lower pick end of the stick above shoulder height when in close proximity of opponent.
  - i. A *Minor Penalty* shall be imposed on any player who shoots the puck with the pick end of the stick.
  - j. A *Minor Penalty* shall be imposed on any player who carries any part of the stick above shoulder height in close proximity to the opponent.

### 3. Physical Contact

- a. A *Minor and a Misconduct or a Major plus a Game Misconduct (Rule 607)* shall be imposed on any player for crosschecking, intentional sled ramming, body checking from behind, or deliberately pushing an opposing player from behind with a stick. A *Match Penalty* may be added at the discretion of the Referee.
- b. A *Minor Penalty* shall be imposed on any player who turns up the under part of the sled towards an opponent or exposes a sled blade and collides with another player.
- c. A *Minor or Major Penalty* shall be imposed on any player who runs into an opponent at an angle of 90 degrees (*broadside*), or deliberately charges with the front of the sled forward from a head on position (*ramming/charging*).

### 4. Game Play



# WSF NY Sled Rangers

## Playing Rules

- a. If a team is withdrawn from the ice and fails to return and start play, or if being on the ice, fails to start play within TWO MINUTES after being ordered to do so by the Referee, the game or series shall be suspended, and the game awarded to the non-offending team by the Referee a *Match Penalty* shall be imposed on the coach. (*Rule 632a*) The score recorded will be officially announced at 1 to 0 by default, in favor of the non-offending team. The start of the two-minute warning shall be announced over the public address system, on the instruction of the Referee.
- b. If a team is withdrawn from the ice or fails to go on the ice, or being on the ice fails to start play a SECOND TIME within the same game after being ordered to do so by the Referee, the two minute allowance shall not be granted and the game or series shall be suspended, as in rule 4(a). A *Match Penalty* shall be imposed on the coach.
- c. If a team fails to present itself at the time and place appointed to play the game, the game shall be awarded to the opposing team, unless such failure is caused by an unavoidable accident or an unforeseen contingency. The official score will be recorded and announced as 1 to 0 for the non-offending team. If both team fail to appear, the game will be recorded as a 0 to 0 tie.
- d. A player or team official who refuses to leave the bench or playing area after he/she has been assessed a *Game Misconduct* penalty or a *Match Penalty* and *may be suspended for one year or more* from the date of the infraction.
- e. A *Minor Penalty* against the bench shall be assessed to a team when any player not in the game or any team official bangs the boards or the glass with a stick or any other object in protest of an official's ruling.
- f. When a player on the ice commits the infraction described in Rule 4(e), he/she shall be assessed a *Minor Penalty* for unsportsmanlike conduct.
- g. Players "taking the face off" shall place the blades of their sticks parallel and opposite to each other, with the bottom or heel of each of the blades flat on the ice and entirely clear of the spot where the puck is to be dropped. All other players, excluding the goalkeepers, must position themselves at least 15 feet from the face-off spot on their own side of the restraining lines (*hash marks*) which are 3 feet apart on the outer edge of the circles, or likewise, if the face-off is occurring mid ice. If a violation of this rule occurs, the Referee or Linesman shall order another face-off, unless the NON-OFFENDING team wins the draw.
- h. Players may pass the puck to a teammate anywhere in the rink provided no offside has occurred at the blue line.
- i. All players must wear a neck guard unless prevented from doing so for physical reasons.
- j. Coaches shall not be standing on the ice surface while the game is in progress, they shall remain on the players bench. Only coaches/pushers wearing skates and helmet are



# WSF NY Sled Rangers

## Playing Rules

allowed on the ice during games. A *Minor Penalty* shall be imposed for violation of this rule.

- k. Players maybe “borrowed” from a team not playing. The next time a player needs to be “borrowed” a different player must be chosen.
- l. Length of game shall be three (3) fifteen-minute stop time periods.
- m. Length of penalties:
  - i. Minor -- 2 minute;
  - ii. Major -- 5 minute;
  - iii. Misconduct -- 10 minute
- n. All other USA Hockey rules shall apply.
- o. Teams shall provide a minimum of *1hour 15 minute* ice slot for games.
- p. Pushers/coaches/referees are permitted to help a player get up that cannot get up on their own during game play. However, the player or the pusher cannot intentionally or unintentionally affect the game. If an obstruction of the game occurs intentionally a minor penalty will apply. If an obstruction of the game occurs unintentionally the referee must stop play and the ensuing face off shall take place at the nearest neutral zone face off spot.

### 5. Fragile Players

- a. Players with specially marked helmets (*sprayed fluorescent orange*), different colored jerseys or pinnies are considered fragile and must play a forward position.
- b. Opposing players and/or players with specially marked helmets initiating contact will be issued a *Minor or Major Penalty* at the discretion of the Referee.
- c. No player with a specially marked helmet may take a faceoff.
- d. Fragile players must not purposefully make contact with opposing player in order to draw penalty.

### 6. Pusher Players

- a. The role of the pusher is to propel the player who has limited mobility (*or other disability which prevents him/herself from participating in play i.e.: blindness, etc.*) and cannot propel him or herself.
- b. The pusher must keep the players safety in mind at all times, and out of harm’s way, i.e. away from rough play, not to use the player as a screen, etc.



# WSF NY Sled Rangers

## Playing Rules

- c. Pushers may not pull the pushed player backwards unless the pushed player is in harms way.
- d. Pushers cannot push their player faster than the average player on the ice. A *Minor Penalty* will be assessed for a speed violation.
- e. Pushers may not catch the opposing team's puck carrier from behind.
- f. Pushers cannot intentionally use their skates or any other body part to block, deflect, or advance a puck.
- g. Pushers cannot use themselves to set up a screen.
- h. Pushers cannot advance the puck with the front part of the sled.
- i. Pushers cannot intentionally trap the puck beneath the pushed players sled and the ice in an attempt to advance the puck.
- j. The pusher can push the player anywhere on the ice, but cannot camp in front of the goal crease. There is a four (4) foot radius, stretching out from the goalie crease, which the pusher may push the player into, for no longer then four (4) seconds. This applies to both ends of the ice. This rule gives the pushed player a reasonable chance to get a shot on net.
- k. The pusher cannot dominate or intimidate opposing players.
- l. Pushers must keep a minimum of one blade of the pushed player's sled on the ice at all times.
- m. Pushers may not lift up the front of the sled or lift up the back of the sled off the ice.
- n. Pushers may not jump for any reason. The pusher's skates must remain on the ice at all times.
- o. Pushers may not use a hockey stick to push.
- p. Pushers may not coach/communicate with any other players on the ice while pushing. They are there to simply push their player.
- q. Pushers may not line up during a face-off in their defensive zone anywhere in the shaded area.
- r. A pusher/pushed player may not be check or be checked, though light body contact is allowed.
- s. For an infraction of the above pusher rules the referee must stop play and the ensuing face off shall take place at the nearest neutral zone face off spot.
- t. There can be a maximum of 3 pusher players on the ice for one team at a time.
- u. All pushers will be registered with USA Hockey as a player or a volunteer



# WSF NY Sled Rangers

## Playing Rules

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### 7. Able-Bodied Players

- a. Each team can have a maximum of 3 able-bodied players
- b. There can be a maximum of 2 able-bodied players on the ice at one time for each team.
- c. Each able-bodied player must be the younger sibling or relative of a disabled player
- d. The maximum age of the able-bodied player is 14. No waivers will be permitted.
- e. Able-bodied players must not be the decisive factor in any game
- f. Able-bodied players are permitted to score a maximum of 1 goal per game with no limit on the number of assists.
- g. Able-bodied players are not permitted to play goalie.
- h. Able-bodied players must not be registered to play with any stand-up hockey program.

### 8. Eligibility

- a. All players must be younger than 21 years of age, as of December 31 in the year that the season begins, unless given a waiver by all the coaches in the league, or by the Commissioner.
- b. All players and coaches are required to be registered with USA Hockey.
- c. No USA Paralympic National Team member may participate in league play or playoffs.