



Let's Play!

VOLT Hockey Canada
Game Rule Manual



EDITION 2024.1



Welcome to VOLT Hockey!



Welcome to VOLT Hockey, the innovative and electrifying sport designed to make hockey accessible to youth with physical disabilities. With its unique adaptation of the game, VOLT Hockey provides an inclusive and empowering opportunity for individuals with varied mobility to participate in the sport they love.

Played by over 50 teams in Denmark, Germany, Norway, Sweden, and the United States, VOLT Hockey is an accessible sport that “equalizes the playing field” for youth with disabilities, to engage in a social team-based sport.

Played in the Danish-designed Hockey Sports Chair, VOLT Hockey only requires to manipulate a joy stick.



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The Game

VOLT is a unique adaptation to the sport of hockey as it invites participants who may have more complex needs or mobility, to be able to play the sport of hockey today (including sledge hockey and wheelchair hockey). VOLT is played as a 3 vs. 3 game in a gym or on a court using specially designed hockey sports chairs. The chairs are battery-operated and are controlled with a joystick.

There are 3 players on each team on the court at a time, with two 15-minute halves in a game and two referees. The game is played in a standardized manner around the globe, according to an International Rule Book. By playing the game in a standardized manner globally, teams can compete in international tournaments.





The Equipment

- The cart functions on three wheels with safety features for arms and body
- VOLT cart (batteries) must be charged and prepped prior to practice
- The wheels/tires need to be inflated to a minimum PSI
- Coaches must become comfortable with; adjustable support mechanisms including safety belts, length adjustment, and backrest adjustment
- VOLT carts are powered by two 12VOLT 20 Ah batteries
- 5 speeds are available (1-5) - *We advise everyone to begin with speed #1
- Speeds can be adjusted/calibrated using a computer program (to be discussed)
- Carts are adjustable for right-hand or left-hand players

*The technique of controlling the joystick is critical to the safe operation of the VOLT cart / some players use their fingers - some use the V formed by the index finger and thumb to apply pressure / due to the sensitivity of the joystick, constant pressure works best /players must learn which style works best for them.

The Rules

1 - Players



1.1 All physically disabled persons who meet the rules for minimum disability may participate. This can also cover people with intellectual disabilities. If a player is unsure – contact your relevant committee.

1.2 All players must use an approved VOLT chair.

1.3 A team consists of three players and up to three substitutes.

1.4 The team must have a uniform match uniform.

1.5 When two teams with the same colors meet, the away team must play with vests.

1.6 If a team does not wear uniform clothing, vests must be used.

1.7 The Team-captain is responsible for communication. The team-captain must wear a captain's armband (tape can be used).

1.8 If a team-captain receives a red card, a new captain must be appointed.

1.9 A player can only receive help from outsiders (assistant, coach etc.) during the game if the need is urgent, for example a problem with at breathing tube.

1.10 If the need for help is not urgent the referee is responsible for helping the player of the pitch.

1.11 If an unauthorized person (helper, coach etc.) enters the field and helps a player where is no need for emergency help, the other team is awarded a free shot and the coaching bench is given a warning.

The Rules

2 - VOLT Chair



2.1 The VOLT chair must have three wheels, of which the two front wheels are driving.

- The distance from the front edge of the fender bracket to the rear edge of the rear wheel must be a maximum of 124.0 cm.
- The distance from the front edge of the fender bracket to the rear edge of the drive wheel: Maximum of 74.0 cm.
- Width: maximum of 70 cm
- Clearance between drive wheel and rear wheels (when the rear wheel is rear-facing): minimum of 24 cm.
- Wheel diameter: 25.5-27.0 cm.
- Motor size: 150-280 watts and a maximum of 5000 rpm.
- Maximum speed of 14,0 km/h.
- Distance between lower edge of seat to floor: 17.0–20.0 cm.

2.2 The chair must not be fitted with any sharp protruding parts, unless they are properly packed in soft material. This also applies for additional equipment (hand guards, ball stoppers, side or edge supports from the chair).

2.3 Unnecessary parts that may block the ball, such as loose wires, must not be found under the chair.

2.4 Technical changes to the chair, which influence the ball, must not be made.

2.5 Ball stopper plates placed between the drive wheels and the wooden shell are allowed.

2.6 Plates may be fitted on the fender bracket and the base plate. The plates must be mounted 3 centimeters into the plate, and they must be transparent.

The Rules

2 - VOLT Chair



2.7 The chair must have protection on the underside of the footplate to protect the floor of the sports hall.

2.8 If the chair is equipped with a respirator, it must be shielded with foam rubber.

2.9 Changes made by the VOLT Chair producers in terms of performance and physical condition must be discussed with relevant committees.

2.10 Number and name corresponding to the player's number on the match card must be fitted on the back of the chair backrest. The number must be written in clear types. If the rule is not respected, the referee may prohibit the use of the chair in question.

2.11 If a protest is received within the 1 hour after the end of the match against one of the chairs that has been active on the field and that the chair violates clauses 2.1, 2.4 or 2.6 the protest must be heard by a jury.

2.12 VOLT chairs of the HOLM RASMUSSEN type shall be modified cf.sections 16, 19 and 20.

2.13 It is permitted to mount hubcaps, which cover most of the wheel. The hubcaps must be free of sharp edges, and must not make the chair wider than when being without hubcaps.

The Rules

3 - The Stick



3.1 The game is played with a fixed stick of flexible material, which is mounted directly on the VOLT chair's fender bracket. The fitting of the fender bracket and the mounting fitting for the wings must be separated so that the paddle has the possibility to move and possibly break.

3.2 The fitting of the fender bracket can have a maximum length of 10 cm and a maximum height of 6 cm.

3.3 The striking face must be less than 30 cm long and 15 cm high. The length is defined as the distance from the fender bracket to the tip of the striking face.

3.4 On both sides of the striking face of the stick side wings may be mounted. The maximum distance from the striking face to the side wing may not exceed 15 cm. The fittings to hold the side wings must not protrude further than 4 cm from the striking face.

3.5 The sides must be mounted at an angle of 90 degrees to the striking face. The outer 2 cm of the side wings cannot be bent more than 45 degrees.

3.6 The stick must not be transparent.

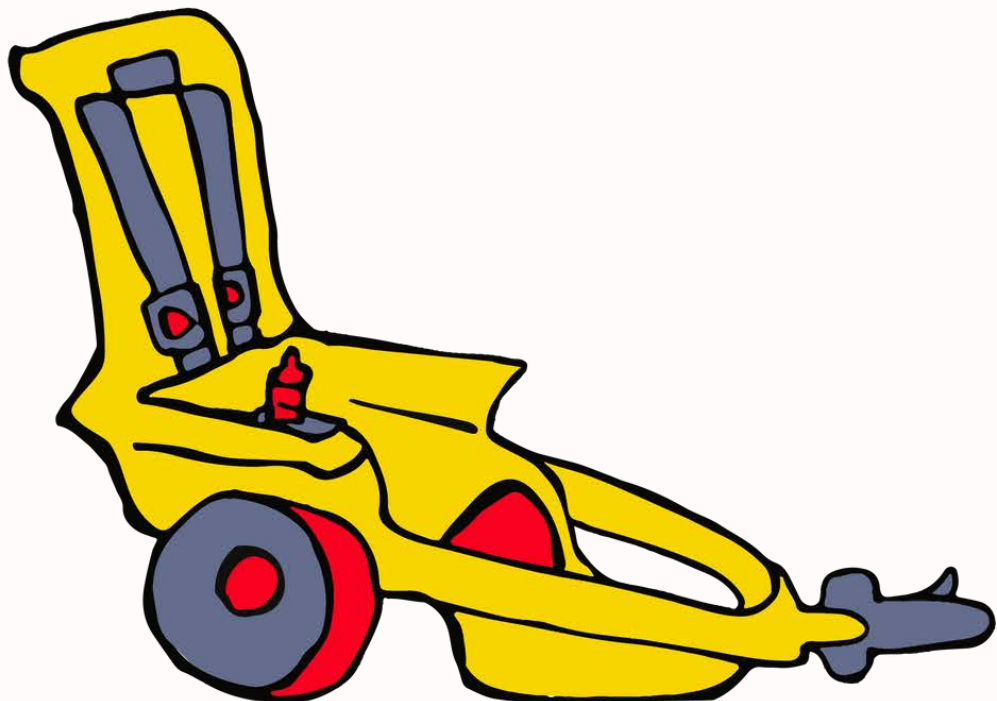
The Rules

4 - The Ball

4.1 The ball is a floorball with holes in it, the ball must have a circumference of at least 22,4 cm and maximum 23.5 cm.

4.2 The ball must stand out from the floor.

4.3 There must be at least three balls per court.



The Rules

5 - The Playing Area



5.1 The dimensions of a regulatory playing area are 20 meters long and 14 meters wide. Minor deviations are allowed. The present referees and representatives of the Referee committee determine whether a deviation is acceptable.

5.2 The playing area must be surrounded by a boundary of a height of at least 10 cm and maximum 30 cm. The boundaries must have an angle of 90 degrees to the floor. They must also be rounded in the corners. The boundaries must be able to give in a little. They must stand out significantly from the colour of the floor.

5.3 The playing area must have the following markings;

- a) Goal line.
- b) Penalty field.
- c) Centre line.
- d) Goal field.
- e) Location of the goal post.
- f) Location of the penalty goal.
- g) Penalty spot.
- h) Team are (minimum 4 x 2 meters).

5.4 The penalty field extends over the entire width of the playing area from the goal line and 5 meters ahead.

5.5 The goal line starts at least 2.5 meters and maximum 3.0 meters from the end line.

5.6 The goal field is a semicircle with a radius of 1.8 meters.

5.7 The size of the goal: 3.0 meters wide, 0.40 meters deep and 0.20 meters high. All dimensions are internal dimensions.

The Rules

5 - The Playing Area



5.8 The goal must be provided with a net, which is carefully fixed of the posts, the crossbar and the rear post. The masks of the net must be of such size that the ball cannot pass through. The net must be transparent.

5.9 The penalty goal is 1 meter, and penalty spot is placed in the center of the penalty line.

5.10 The substitution area starts from the timekeeper table, and is at least 4 meters long.

5.11 Included in the field are the lines that define them.

5.12 Marking of the playing area must be made with plain-coloured tape, which stands out significantly from the colour of the floor. The tape width 38-50 millimeters.

The Rules

6 - Referees



56.1 The game is controlled by two referees. Both referees may give a whistle signale for all violations anywhere on the court.

6.2 If the ball hits a referee during the match, the game continues. The rule applies even if resulting in a goal. The referee shall attempt to dodge the ball.

6.3 All ruling must be displayed.

6.4 The referees may refrain from ruling an offence if it is deemed to be the advantage of the offended team. The referees must verbally point out that the game should be continued.

6.5 The referees have the authority to make final decisions. This also applies when it comes to areas not specifically covered by the rules.

6.6 The referees may by coarse and disorderly conduct impose to persons outside the playing area, if the referees deem it nuisance to the referees in person or to the players.

The Rules

6 - Referees



6.7 The referees:

- a) Approve the equipment and the players.
- b) Approve the playing area/areas.
- c) Rule the matches.
- d) Ensure that match card is correctly filled in with names, goal scorers, results, warnings, time penalties and red cards.
- e) Ensure that the timekeepers follow the referees' hand signals correctly.
- f) Approve and sign the match card and hand them over after each match.
- g) Have the right to prohibit a VOLT chair that following their assessment is of the wrong quality or dangerous to use in the playing area.
- h) Ensure that the battery replacements are done at the side line or in connection with game breaks.

6.8 If the referee estimate that a VOLT chair is driving to fast, the referee may remove it for control measurement.

6.9 The referees must at pending penalty make the players aware of the penalty in question.

6.10 The referees must visibly display the countdown at goalkeepers' shots, opening ball and free shots.

6.11 The referees must wear sports shoes and approved referee jerseys. If possible, also black trousers or black shorts.

The Rules

7 - Timekeepers



7.1 Each team is responsible for providing one timekeeper for own matches.

7.2 The timekeepers:

- a) Manage the match clock in accordance with the referees' signals.
- b) Show the score so that the number of goals scored by a team is shown on the side of the referee table, at which the team has its own goal.
- c) Keep track of the penalty time of an expelled player, and give signal to the player/coach when the specified penalty time has expired.
- d) Whistle at halftime and at end of the match when the time on the clock has expired.
- e) Register goal scorers, warnings and time penalties by name on the match card.
- h) Check that referees and coaches sign the match card after the match.

The Rules

8 - Match Time & Timeout



8.1 The match lasts for two halves of a minimum of 10 minutes or a maximum of 15 minutes each with a break of 5 minutes. During the break, sides change.

8.2 Each team is entitled to two timeouts during each half. The length of a timeout is 30 seconds. A timeout can be requested at any time during the match. The team's coach asks the referees for a timeout. The timeout is done when the team is in possession of the ball. The match is started by the team that was in possession of the ball when the match was stopped. The match is restarted by a free shot at the place where the ball was when the match was stopped. The timeout can also be taken when the match is stopped.

8.3 The clock must only be stopped at the signal from the referees. The referees must stop the clock from the moment a penalty shot has been ruled until the game is started again. The same applies to substitution, timeout, technical timeouts, player injury and otherwise at the referee's discretion.

8.4 Technical timeouts last 2 minutes. Extraneous persons may only enter the playing area if the referees have given their permission for this. In the event of any breach of this rule, a warning may be given to the coach bench. The match is started by the team that was in possession of the ball when the match was stopped. The match is restarted by a free shot.

8.5 If a faulty VOLT chair cannot be repaired within 2 minutes, it must be replaced/leave the playing area so that the game can be resumed.

8.6 The referees must stop the clock each time the match stops during the last 2 minutes of the second half and at each 5 minutes of any extra match time/over time.

The Rules

9 - Start of Match



9.1 The referees draw lots between the teams – the winner chooses the ball or the court. At the second half the other team starts with the ball.

9.2 The referees must not start the match before the boundary is closed.

9.3 The match always starts with the referees' whistle signal. This applies to goaltender, free shot, starts of match/half, referee ball, penalty shot, and start after scoring.

9.4 The match is started from the center spot with an opening ball. The players from the starting team must touch their own court.

9.5 If a team has too many players in the playing area when the match has been started, a 2-minute time penalty is immediately given. The team decides which player will serve the penalty.

9.6 Free shot, goaltender balls, opening balls after a goal must be carried out within 10 seconds measured from the moment the referees release the ball to start the game.

9.7 At free shots, goaltender balls and opening balls, the ball may at the maximum be led 30 cm on the stick.

The Rules

9 - Start of Match



9.8 At starting (free shot, goaltender ball, opening ball), the player who gives up the ball, must not touch the ball again before it has been touched by another player or has hit the boundary.

9.9 At opening balls, the players from the opposing team must stay behind their own penalty area line.

9.10 Distance rules must be followed until the ball is touched.

9.11 If rules 9.4, 9.10 are not followed, the other team is awarded a free shot.

The Rules

10 - Substitutions



10.1 During a match, the team can make substitutions. Substitutions are made when the captain/coach signals to the referees that they request substitution, and can only be made at breaks in the game. If substitutions are made without permission from the referee or while the game is in progress a 2-minute time penalty is immediately given. The team decides which player will serve the penalty.

10.2 The captain/coach and substitutes must during the match stay in the designated team area. The teams are placed on either side of the timekeeper's table. At failure to observe this rule, a warning may be given (see section 17.1 och 17.8).



The Rules

11 - Goal



11.1 A goal is scored when the ball has crossed the goal line.

11.2 If during the match the goal is moved from its place, and the ball has crossed the goal line at a point that in the referee's opinion is between the goal posts and under the crossbar, a goal is scored.

11.3 After a goal, the match is started again from the center with an opening ball.

The Rules

12 - Freeshot/Free Ball



12.1 If the ball exceeds the boundaries of the playing area it is out of play and must by the referee be places on the spot where it left the playing area, however, no more than 1 meter from the boundary. The free shot is awarded to the team that did not touch the ball last.

12.2 A free shot must be carried out at the place where the violation was committed. However, at least 3 meters from the goal field.

12.3 The opposing team must stay at least three (3) meters from the spot where the free shot is taken.

12.4 At failure to comply with 12.2 - 12.3 the free shot is retaken.



The Rules

13 - Penalty Shot



13.1 A penalty shot is carried out from the penalty spot without the goalkeeper and with the goal limited to one (1) meter.

13.2 A coach is allowed to use a substitute for the penalty shot, while the three (3) players in the playing area remain on the playing area.

13.3 The penalty shot must be carried out as a direct shot on goal. If this rule is not respected, the penalty shot is considered as squandered.

13.4 All none-involved players must stay in the other court.

13.5 After the execution of the penalty shot, the game is restarted with an opening ball from the center spot if a goal was scored. In other situations, the game is restarted with a goaltender ball.

13.6 If a player or a coach from the other team in any way disturbs the penalty taker, they will be sentenced to disqualification (see 17.7)

The Rules

14 - Goaltender Ball



14.1 From the moment the ball is in the goal field, it must not stay there for more than 10 seconds. If this time limit is exceeded, a goaltender ball is ruled.

14.2 If the ball does not move in the goal field, a goaltender ball must be ruled.

14.3 A goaltender ball is carried out from the goal field line.

14.4 If the ball passes the teams own goal line without having been outside the goal field, a new goaltender ball is carried out.

14.5 The players from the team that is not in possession of the ball must stay in their own court. If this rule is not respected, the goaltender ball is retaken.

The Rules

15 - Referee Ball



15.1 A referee ball is given to resume the match

- a) when the referees have stopped the game for any reason other than violations.
- b) when two players make offenses against each other at the same time.
- c) when the ball has been run flat or in a situation where the ball is blocked.

15.2 At a referee ball, the referee drops the ball from a height of approx. 0.2-0.5 meter in a distance from the boundary of approx. 2 meters, while one player from each team stands ready. The players must be placed on the side of the ball where they are closest to their own goal. The ball does not have to be passed to another player.

15.3 The player who does not participate in the referee's ball must stay behind their own penalty line.

15.4 The referee ball is always carried out on the center line of the side of the court where the game was stopped.

15.5 If a player commits an offense during the referee ball, the player in question is sent away and replaced by a fellow player. Then the referee ball is carried out again.

The Rules

16 - Violations of Rules



16.1 If the ball settles on a player's VOLT chair and it does not fall down immediately on its own, a referee ball is ruled. If this happens to a player who is in the goal field a goaltender ball is ruled.

16.2 If a player drives into the opponent's goal field, the defending team is awarded a goaltender ball.

16.3 Driving more than one (1) meter with the ball on one of the drive wheels or under the chair provides a free shot to the opposing team.

16.4 Small touches, which do not influence the opponent's VOLT chair, are allowed. Other touches are penalized by a free shot to the opponent. Whether these are defensive errors depend on who comes first into the situation.

16.5 A player must not intentionally or unintentionally drive into or lock an opponent's VOLT chair. If this rule is not respected, a free shot is ruled to the opposing team, unless the opposing team is at the same time deprived of an open chance of scoring. In this case the offence is penalized by a penalty shot (see 20.16.5).

16.6 It is allowed to reverse if it is not a danger to others. If this rule is not respected, a free shot is ruled to the opposing team.

16.7 It is forbidden to touch the opponent's stick on the side facing away from the ball, and touching the ball side is allowed only if there has previously been contact with the ball. If this rule is not respected, a free shot is ruled to opposing team.

The Rules

16 - Violations of Rules



16.8 It is not allowed to procrastinate by blocking the ball so that only the team in possession of the ball can play it. If this is not respected, the game is stopped and a free shot is ruled to the opposing team.

16.9 If playing in a delaying manner without any desire to finish, the referees raise their hands. If not finishing within 30 seconds, the game is stopped and the opposing team is awarded a free shot (see 20.16.9).

16.10 The goal must not be moved during the game. If the goal is moved by accident, the game continues while the referees reposition the goal as fast as possible.

16.11 If the goal is moved by the defense so that the ball cannot pass the goal line within the markings, a penalty shot is ruled to the opposing team. If the ball has free passage over the goal line, the advantage rule is used.

16.12 Only one player at a time can stay in the team's own goal field. If this rule is not respected, a penalty shot is ruled to the opposing team.

16.13 The ball must not intentionally be played to a fellow player who is staying in the team's own goal field. If this rule is not respected, a penalty shot is ruled for the opposing team.

16.14 The ball must be led into the team's own goal field. If this rule is not respected, a penalty shot is ruled to the opposing team.

16.15 The ball can be played through the team's own field goal, but cannot be touched in the field. If this rule is not respected, a penalty shot is ruled to the opposing team.

The Rules

17 - Penalties



17.1 At the referees' discretion, coarse violations are ruled by a warning, a 2-minute time penalty or disqualification from the rest of the game. Only one (1) warning can be given per player per game. A warning is marked by the referees by a yellow card. After the first warning, a 2-minute time penalty is given, which is marked by the referees by two fingers. Disqualification is marked by the referee by a red card.

17.2 At a player's third (3) time penalty the player is automatically disqualified from the rest of the game. A new player can be sent to the playing area after the 2-minute time penalty.

17.3 A player, who at a pending penalty commits another violation, is penalized at the first game break for both offenses.

17.4 A warning can be given if a player;

- a) Exceeds the distance rules in connection with dead balls and referee balls.
- b) Delays time in connection with dead balls.
- c) Is sent away from the referee ball
- d) Complains loudly about a referee ruling.

17.5 A warning must be given if the player;

- a) With the intention of depriving the opposing team of a counterattack or to shoot back, deliberately drive into the opposing team's goal field.
- b) Commits rough play.

The Rules

17 - Penalties



17.6 It must be penalized with a 2-minute time penalty if the player;

- a) Intentionally plays the ball with a foot or hand.
- b) Intentionally deprives the opposing team of an open chance of scoring.

17.7 It must be penalized with disqualification if the player;

- a) Overrides any consideration to an opponent's physical welfare.
- b) Kicks or hits out an opponent.
- c) Commits coarse unsportsmanlike conduct.

17.8 At unsportsmanlike conduct, coaches may be penalized by a warning. If the offense is repeated, a 2-minute team time penalty is ruled. At the third time, the coach is disqualified from the match.

The Rules

18 - Time Penalties



18.1 An expelled player must report to the timekeeper, who gives the player permission to resume the game when the player has served the penalty ruled by the referee.

18.2 An expelled player must throughout his penalty, stay next to the timekeeper table.

18.3 The time penalty starts when the game resumes after the awarding of the time penalty. The time penalty follows the match clock.

18.4 An expelled player cannot be substituted by a substitute.

18.5 After serving the time penalty, the expelled player or a substitute can resume the game without disturbing the game in progress.

The Rules

19 - Battery Change



19.1 Battery change is only allowed at the side lines, also applies at timeout and at technical timeouts.

The Rules

20 - Appendix



6.4 The referees have the right to await the development of the game before ruling an offense. Although the advantage rule is applied, warnings may for example subsequently be ruled.

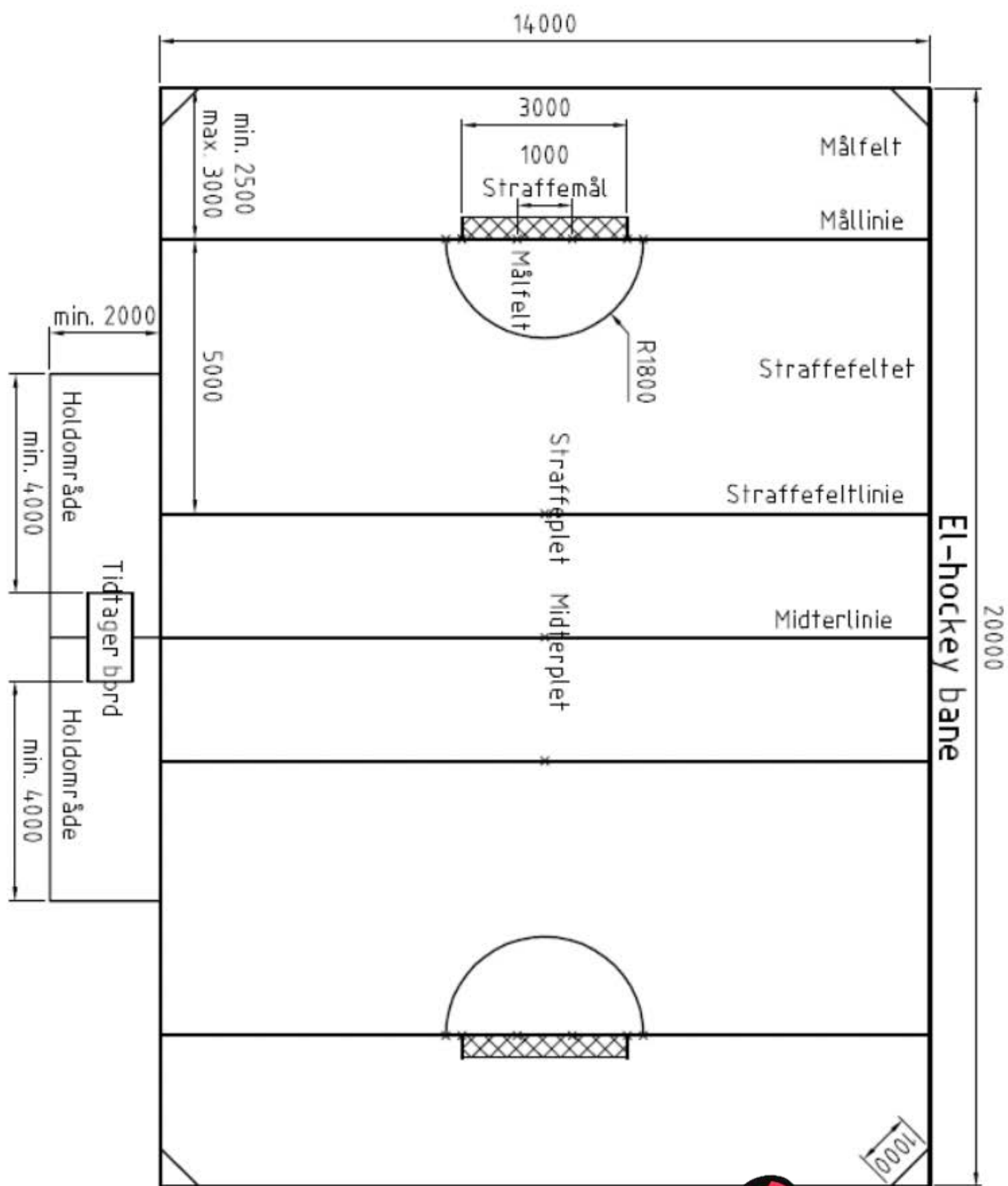
16.5 It is considered as an open chance of scoring, no matter where on the court the offense is committed if the player in possession of the ball is closer to the opposing team's goal than the rearmost defender.

A player, who is in his team's own goal field, is considered to be the goalkeeper and not the defender.

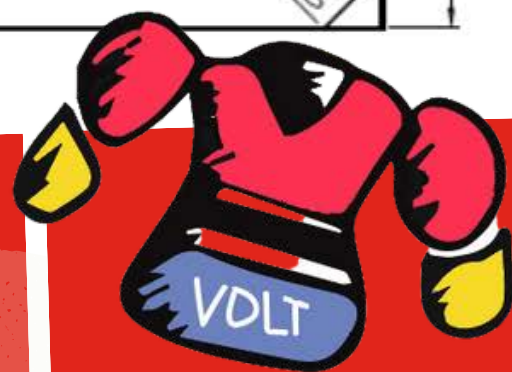
The player in possession of the ball must be on control of the ball and driving the direction towards the goal for it to be considered as an open chance of scoring. If the defending team has a player in the team's own goal field, a penalty shot can only be ruled if the offense is committed in the penalty field.

Intentional hand or foot on the ball in the team's own penalty field is always penalized by a penalty shot to the opposing team.

16.17 There must be a movement of the foot or hand for it to be considered as intentional. If the foot is outside the base plate, it is always considered as being intentional.



The Court





TURNING HOCKEY INTO AN
#AllAbilitiesGame

