

DEPARTMENT OF DEFENSE
WARRIOR
GAMES

Army • Marine Corps • Navy • Air Force • Coast Guard • SOCOM

RULES AND CLASSIFICATIONS
2019 DOD WARRIOR GAMES

TAMPA, FLORIDA

21-30 JUNE, 2019

DRAFT (VER 3)



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The DOD WARRIOR GAMES are not qualifying events for the Paralympic Games or any other U.S. Paralympics or International Paralympic Committee sanctioned events.

SECTION 1: GENERAL RULES

1.1. ATHLETE ELIGIBILITY CRITERIA:

A. Beginning with the 2015 DOD Warrior Games, athletes are allowed to compete a maximum of two (2) times in the DOD Warrior Games.

1. Athletes that competed in the 2015 DOD Warrior Games will only be allowed to compete in one additional DOD Warrior Games.
2. Team alternates who never competed in a DOD Warrior Games competition will not have that year counted against her/him.
3. An alternate who competed in any DOD Warrior Games competition has used a year of eligibility.
4. Beginning with the 2017 DOD Warrior Games, each team is allowed a two athlete exemption to the 2-year maximum Warrior Games participation rule. Those athletes who qualify would have already competed in two Warrior Games and continue to meet all athlete eligibility criteria. The 2-year maximum Warrior Games participation rule may be non-consecutive years. Example: 2106 and 2018 non-consecutive participation is allowed, not necessarily consecutive 2016 and 2017.

B. Athletes who have achieved any of the following standards on or before 1 Jan 2019 and within the past two years, are NOT ELIGIBLE to compete in event(s) within a sport for the current DOD Warrior Games:

1. Participation in Paralympic Games, IPC (World Para) World Championships
2. IPC (World Para) international competition as a member of the U.S.A. Para Team
3. U.S.A. Para Elite/National Team Member
 - (a) Athletes who are ineligible in event(s) within a sport may compete in other sports.
 - (b) Athletes who are ineligible to compete in an event(s) within a sport may compete in other events within the same sport.

C. Development Team Athletes

1. Provided they otherwise meet the eligibility requirements above, athletes who are on Developmental Teams and/or receive a Veteran's Administration Monthly Assistance Allowance ARE ELIGIBLE to compete in the 2019 DOD Warrior Games. However, as per paragraph 1.5.b.1., please note that no more than 20% of each service team may be composed of Veterans.

D. Invictus Games Participants:

1. Athletes who compete in the Invictus Games are ELIGIBLE for the 2019 DOD Warrior Games provided they meet the eligibility requirements above.

1.2 DISABILITY/CLASSIFICATIONS:

1. Scope

1. The classification system used for DOD Warrior Games is unique to DOD Warrior Games. At times it is similar to other classification systems used by other adaptive sporting events/organizations, such as International Paralympic Committee (IPC) or Invictus Games; however, it is separate and distinct and does not fall under the established rules of those organizations.
2. The DOD Warrior Games classification system is sport specific in which classification protocols such as, testing impairments for flexibility, range of motion and/or strength, and functional observation are taken into account for correct athlete classification specific to each sport.
3. Athlete sport classifications will be determined prior to athlete registration and arrival at the 2019 DOD Warrior Games and in accordance with DOD Warrior Games Classification Protocol. Accurate athlete classification is required to register athletes in sports and meet events start rights criteria. Athlete classification is the responsibility of each participating Service Team and performed at their respective Warrior Games trials, selection/adaptive sport camps.
4. Athlete classification by Service Teams will be performed by professional personnel who possess certification or experience in adapted sport classifications such as: Sports Medicine Physician, Occupational or Physical Therapists, or Athletic Trainers.

2. 2019 DOD Warrior Games Classification Committee:

1. Consists of contracted classification chair (and/or alternate) and supporting classifiers, who are formally trained in Paralympic, Warrior Games, and/or other adaptive sports classification systems. Additionally, each Service Team will provide one professional as described (non-contracted) and may provide one additional service representative designee.
2. The contracted classification chair (and/or alternate) and supporting classifiers will be responsible for reviewing competing athletes' files for appropriate classis prior to the start of competition and reserves the right to adjust an athlete's classification.
3. The classification committee will check and verify all athlete classification eligibility. Upon Arrival at 2019 DOD Warrior Games, any athlete whose disability and/or classification is unclear, will require the athlete in question be evaluated, in person, by the classification committee.
4. Athlete misrepresentation: An athlete who, in the opinion of the classification committee and approved by appointed classification chair (and/or alternate), is intentionally misrepresenting skills and/or abilities shall be considered in violation of the classification rules. If the athlete intentionally misrepresents skills and/or abilities during competition, the athlete will be reclassified and his/her score/times/distance entered into the results for the new classification category.
5. Determinations of disability and/or classifications are not final. Classification may be changed by appointed classification chair (and/or alternate) to reflect the ability the athlete exhibits during practice and/or competition. Disability and/or classifications are sport-specific and included in 2019 Sport Classifications section.
6. During competition, questions regarding any athlete's classification must remain

confidential, and must be formally submitted on the specified protest form and procedures.

7. We request refraining open discussions regarding classification among athletes, coaches, or staff.

1.3. MEDALS AND AWARDS:

A. Medals are awarded as follows:

1. Gold medals are presented to 1st place winning athletes and pilots VI cycling events and guide runners VI track events.
2. Silver medals are presented to 2nd place winning athletes and pilots VI cycling events and guide runners VI track events.
3. Bronze medals are presented to 3rd place winning athletes and pilots VI cycling events and guide runners VI track events.
 - (a) No athlete coach medals are awarded for individual or team sport events (unless coach serves as VI cycling pilot and/or VI track guide runner as noted above).
4. Additional awards – Ultimate Champion: All Ultimate Champion competitors will compete in their respective sport classifications for each of the Ultimate Champion events.
 - (a) Competitors must compete in all Ultimate Champion events to be considered Ultimate Champion. Men and Women compete for the same Ultimate Champion Gold, Silver, and Bronze medal.
 - (1) Ultimate Champion Events
 - i. Cycling - Time Trial
 - ii. Track - 100m Sprint
 - iii. Field – Shot Put
 - iv. Shooting - Prone Air Rifle
 - v. Swimming - 50m Freestyle
 - vi. Archery - Compound or Recurve
 - vii. Powerlifting - Body Weight Class
 - viii. Indoor Rowing - One-Minute Individual Sprint Race
5. Ultimate Champion Event Rules
 - (a) Each service branch will be allotted two (2) Ultimate Champion competitors.
 - (b) Separate points will be assigned to Ultimate Champion competitors based on how they place in their respective classification categories.
 - (c) The Ultimate Champion Gold, Silver, and Bronze medalists are the individuals at the end of the competition who have earned the most points in the events listed above.
6. The Ultimate Champion Competitors:
 - (a) All Ultimate Champion competitors will compete in their respective sport classifications for each of the events.
 - (b) Competitors must compete in all Ultimate Champion events to be considered Ultimate Champion.
 - (c) Competitors only compete in the designated Ultimate Champion events to be considered Ultimate Champion, with the following exceptions:

- (1) Can choose to compete in any or all team sports (no points awarded towards Ultimate Champion).
- (2) Can choose to compete in any or all relay events (no points awarded towards Ultimate Champion).
- (3) The top three competitors with the highest accumulated point totals will be awarded Ultimate Champion Gold, Silver, and Bronze medals.
- (4) Tie Breaker: In the event of a tie, the Ultimate Champion medalist will be the competitor with the highest number of top three placements in their respective classification categories. If that does not break the tie, the Ultimate Champion medalist will be the competitor with the highest number of first place finishes. If there is still a tie, dual Ultimate Champion awards will be presented.

6. Scoring System

- (a) The following point based system will be used to determine the Ultimate Champion medals based on how Ultimate Champion competitors finish in their respective classification categories against other Ultimate Champion competitors and/or non-Ultimate Champion competitors of the same classification category.
- (b) In event classification categories that have eight (8) or more competitors, points will be awarded as follows:
 - (1) Gold medal = 8 points
 - (2) Silver medal = 7 points
 - (3) Bronze medal = 6 points
 - (4) 4th place = 5 points
 - (5) 5th place = 4 points
 - (6) 6th place = 3 points
 - (7) 7th place = 2 points
 - (8) 8th place = 1 point
 - (9) Below 8th place (if applicable) = 0 points
- (c) In event classification categories that have seven (7) competitors, points will be awarded as follows:
 - (1) Gold medal = 7 points
 - (2) Silver medal = 6 points
 - (3) Bronze medal = 5 points
 - (4) 4th place = 4 points
 - (5) 5th place = 3 points
 - (6) 6th place = 2 points
 - (7) 7th place = 1 point
- (d) In event classification categories that have six (6) competitors, points will be awarded as follows:
 - (1) Gold medal = 6 points
 - (2) Silver medal = 5 points
 - (3) Bronze medal = 4 points
 - (4) 4th place = 3 points
 - (5) 5th place = 2 points
 - (6) 6th place = 1 point

- (e) In event classification categories that have five (5) competitors, points will be awarded as follows:
 - (1) Gold medal = 5 points
 - (2) Silver medal = 4 points
 - (3) Bronze medal = 3 points
 - (4) 4th place = 2 points
 - (5) 5th place = 1 point
- (f) In event classification categories that have four (4) competitors, points will be awarded as follows:
 - (1) Gold medal = 4 points
 - (2) Silver medal = 3 points
 - (3) Bronze medal = 2 points
 - (4) 4th place = 1 point
- (g) In event classification categories that have three (3) competitors, points will be awarded as follows:
 - (1) Gold medal = 3 points
 - (2) Silver medal = 2 points
 - (3) Bronze medal = 1 point
- (h) In event classification categories that have two (2) competitors, points will be awarded as follows: (1) Gold medal = 2 points
(2) Silver medal = 1 point
- (i) In event classification categories that have one (1) competitor, points will be awarded as follows: (1) Gold medal = 1 point
- (j) In the Archery competition (Compound or Recurve), classification categories that have five (5) or more competitors, points will be awarded as follows:
 - (1) Gold medal = 8 points
 - (2) Silver medal = 7 points
 - (1) Bronze medal = 6 points
 - (2) 4th place (loser of Bronze medal match) = 5 points
 - (3) 5th place (non-advancing UC from the top 8) = 4 points
 - (4) Below 5th place = 0 points
 - (i) In the Archery competition (Compound or Recurve), classification categories that have four (4) or less competitors, points will be awarded using the respective scoring system(s) outlined above.

1.4. RULE VIOLATION AND CLASSIFICATION PROTEST PROCEDURES:

A. Action Officer and/or Service Head Coach

- 1. Each team will designate an Action Officer (AO) and/or Service Head Coach (SHC). This person is the only authorized personnel permitted to submit a rule violation or classification/category protest.

B. Protests

- 1. Each Service Team will be allowed ten (10) protests (protest credits) to use over the duration of the Games 2019 thirteen medal sports. There is no restriction on how

many protest credits a team uses per sport or events per sport, while credits exist. Should a Service Team exhaust their allotment of protest credits, they cannot use (buy, barter, etc.) another Teams protest credits to use on their behalf. Protest credits once used, will be subtracted from Teams allotment whether protest was awarded or not.

2. Questions and Concerns
 - (a) If there is a question/concern about a start, finish or sport rule (other than athlete classification protest) during competition, the AO or SHC may approach the Referee/Judge and/or Competition Manager to discuss the concern.
 - (b) The Referee and/or Competition Manager may choose to confer with anyone to come to a resolution.
 - (c) Videotape review, nor discussion regarding sport equipment used by the athlete within the rules of the sport, will not be used as a means to settle a protest. The final decision will lie solely with the Referee and/or Competition Manager.
 - (d) Teams are reminded that it would not be in the spirit of the Games, or good sportsmanship, to make multiple frivolous protests.

C. Unresolved Protests

1. Should the concern/issue not be resolved to the satisfaction of the AO or SHC, or in the event of a classification protest, The AO/SHC must approach the Competition Manager and submit a formal protest in writing and using the official 2019 DOD Warrior Games Protest Form (Appendix C) within 15 minutes after official announcement of the results of the individual competition event (i.e. heat, flight, race, game, etc.) in question.

D. Classification Protests

1. Additionally, should the protest be classification specific the AO/SHC must first present the protest form to their Service Team Classification Committee member and if the Service Team Classification Committee member feels the protest is valid he/she presents the protest form to Competition Manager according to timeline above.
2. No classification protests will be accepted directly by AO/SHC (note: time permitting Classification Chair and/or alternate and ,if applicable, Service Team Classification Committee member will perform a functional review of the athlete in question prior to protest committee review).
3. The Competition Manager will submit the protest form to the Sport Director within 15 minutes of receipt from AO/SHC.
4. NLT 30 minutes from conclusion of sport (all sport events) in question, the protest will be reviewed by committee consisting of Sports Director, Sport Competition Manager, and Classification Chair (or alternate). Protest decision will be communicated immediately to AO/SHC and Service Team classification committee member (if applicable) following conclusion of review. If necessary, official results and awards will be corrected.
5. In the event of a formal protest; Athletes competition, team play, and/or medal ceremonies will continue.
6. The classification chair (and/or alternate) may elect to re- classify the athlete in question into an alternate (higher or lower) classification/category.

7. Should an athlete be re-classified, scores/times/distances for final results will be applied to athlete's newly assigned classification category.

1.5. TEAM COMPOSITION:

A. Each Service (USA, USAF, USMC, USN, USSOCOM, International Teams) are allowed a team of forty 40 athletes at Games site.

1. Athletes may compete in a maximum of 5 individual sports and one or more team sports.
2. Substitutions for athletes MUST occur NLT 24 hours prior to the next competition event to replace the affected athlete. Substitute athletes must be the same gender, sport classification, and compete in the same sports and event(s) as the original athlete (events may be dropped but cannot be added).

B. Team Member Status

1. Teams shall not be composed of more than a 30% Veteran population. Service Members who transitioned to Veteran status within the preceding 12 months prior to the start of the 2019 DoD Warrior Games, will count as Active Duty Service Members. Service Members transitioning more than 12 months from the start date of 2019 DoD Warrior Games will count as Veterans. In the event a Service Member substitution is made after Service Team roster submission, the 30% Veteran population rule still applies. Prior to roster submission, Service Team rosters require O6 W2 Director validation from the respective service. This is for Service Team internal validation and O6 W2 Director roster signature and submission to 2019 DoD Warrior Games Director is not required.

Transgender Athletes

1. Transgender athletes shall follow International Olympic Committee (IOC) procedures and provide supporting medical documents. Inclusion of transgender athletes will not violate DOD directives or regulations.
 - (a) Transgender athlete's declared gender is reflected upon submission of Service Team's athlete roster.
 - (b) Those who transition from female to male are eligible to compete in the male category without restriction.
 - (c) Those who transition from male to female are eligible to compete in the female category without restriction.
 - (d) The Medical Director of DOD 2019 Warrior Games may make final decisions regarding transgender athletes.

1.6. INDIVIDUAL SPORT PARTICIPATION.

A. Participation Guidelines

1. Athletes may compete in a maximum of 5 individual sports and one or more team sports.
2. Track & Field is considered 2 individual sports.

3. Cycling Time Trial and Cycling Road Race is considered 1 individual sport and athletes may compete in one or both events.
4. Athletes must adhere to team athlete start rights per sport. There is no limit to how many events an athlete can participate within an individual sport (except for UC)
5. The schedule will not be changed to accommodate athletes who want/need enough rest or time between events due to their choice of maximum events.

1.7 EVENTS AND START RIGHTS:

A. Track & Field:

5 start rights classification 6.0 track and field events. All other classifications will have 4 start rights per track and field events.

B. Swimming:

5 start rights classification 6.0 swimming events. All other classifications will have 4 start rights per swimming event.

C. Cycling:

6 start rights per event and classification, per bike type.

D. Shooting:

20 total start rights with the exception of VI. The 20 start rights are for the entire shooting competition across all classification events with the exception of VI which allows 4 start rights.

E. Archery:

12 archers, 6 compound archers and 6 recurve archers with the exception of VI which is 4 archers. Team composition: 2 teams of 3 archers; 1 team for compound team competition and 1 team for recurve team competition.

F. Sitting Volleyball:

Roster size is 12 athletes.

G. Wheelchair Basketball:

Roster size is 10 athletes.

H. Powerlifting:

8 total start rights for the entire powerlifting competition across all weight classes to include both men and women divisions.

I. Indoor Rowing:

12 total start rights for the entire indoor rowing competition across all classification events to include both men and women divisions.

J. Wheelchair Rugby:

Roster size is 10 athletes.

K. Wheelchair Tennis:

4 total start rights to assemble 2 teams of 2 athletes.

L. Golf:

4 total start rights to assemble two twosomes of 2 athletes.

M. With the exception of team sports, Ultimate Champion competitors do not count against start rights.

N. Concurrent reclassification

In the event of athlete reclassification during the games, the athlete will be added to their new event(s) classification(s) with the possibility of exceeding of start rights.

1.8. SERVICE SPECIFIC NAMES, UNIFORM COLORS AND APPAREL:

A. Team Names:

1. Army
2. Air Force
3. Marine Corps
4. Navy
5. SOCOM
6. International Teams may use their country as the Team Name

B. Service Specific Primary Uniform Colors:

1. Army – Black
2. Air Force – Royal Blue
3. Marine Corps – Red
4. Navy – Navy Blue
5. SOCOM – Charcoal Grey
6. International Teams may not select any of the above colors

C. US Teams secondary color (if used) is white.

D. Team Apparel

1. 2019 Warrior Games will issue athletic apparel and are expected to wear the issued apparel for all official Warrior Games events.
2. Requests for exception must be routed through the Warrior Games Sports Director, who will make a recommendation to the DoD Warrior Games Director for final approval. Refer to 2019 Athlete Uniform guide for specifics (Supplement A).

1.9 APPLICATION / ROSTER / DEMOGRAPHIC INFORMATION DEADLINES:

A. Service Teams Registration:

1. Athlete Sport Event Registration is 1-15 April 2019: Service Lead/Action Officer (AO) submits their 40 athlete Team Rosters for purposes of athlete competition.

B. Notable Dates

1. No later than 1 May 2019 Service teams will receive 1st draft athlete sport entry lists.
2. No later than 15 May 2019 Service Teams submit FINAL athlete sport entry lists. After 15 May 2019, all changes to athlete sport entries are considered athlete substitutions and follow set conditions: same sport, event(s), gender, and classification.
 - (a) Service Team's Athlete Sport Entry Lists must maintain 1.1 Athlete Eligibility Criteria.
3. No later than 1 Jun 2019 Service teams will receive 1st draft sport competition timelines with classification – competition arrangements.
4. NLT 24 hours prior to Sport Competition Event: FINAL sport competition timeline with sport classification – competition arrangements are made available for review.

1.10 DISCIPLINARY ACTIONS APPLICABLE TO ALL PERSONNEL ASSOCIATED WITH SERVICE TEAMS:

A. Disciplinary Board

1. The 2019 Warrior Games Director or his/her designee will name a disciplinary board, including the designation of a Disciplinary Board Chair. The disciplinary board and Chair will review, on a case-by-case basis, disciplinary action.
 - (a) The disciplinary board will be composed of W2 O6s/Service Leads/AO's who will decide the severity of the disciplinary action.
 - (b) The disciplinary board will be convened if an incident occurs requiring disciplinary action.
 - (c) Each team has one vote.
 - (d) When the disciplinary board vote is tied, the 2019 Warrior Games Director or his/her designee will cast the deciding vote.
 - (e) The disciplinary board will review the disciplinary action and democratically (majority rule) decide the penalty to be imposed, which may include:
 - (1) Dismissal of the allegations.
 - (2) Deduction/Retrieval of the athlete's medals.

B. Process

1. If the allegations are found to be true, any past medals earned by the athlete will be removed and (if necessary) awarded to the next placing athlete(s). Example: If the silver medalist is removed, the bronze medalist will receive a silver medal and the fourth place athlete will receive the bronze medal.
2. Remove the athlete from competition.
3. Only the Service Member's Team Commander and 2019 Warrior Games Commander or his/her designee may:
 - (a) Determine whether or not to remove the athlete or other service team support staff from the 2019 DOD Warrior Games Event (not only from competition).
 - (b) Determine whether or not the Service Member may participate in future events.

1.11 DAILY MANDATORY MEETINGS:

A. Morning Huddle

(Time/Location TBD): Battle operating system (BOS) leads, sports director, and competition manager of that day's competition. Service reps are invited (but not required). This meeting will review that day's events and provide necessary updates.

B. Evening Huddle

(Time/Location TBD): Service reps for the next day's competition(s) meet with sports director, and next day's competition manager(s) for next day's updates and schedule. This meeting will review the next day's events.

C. Director's Evening Director's Meeting

(Time/Location TBD): 2019 Warrior Games Director's meeting or his/her designee to discuss/address any concerns and provide updates.

D. Other

(Time/Location TBD): CDR's CUB: JOC Personnel, BOS primaries, Service Reps.

1.12 GENERAL:

A. Noise Makers

At the request of the Services, noisemakers are not allowed in sport practice or competition settings. Examples include; Cowbells, Blow horns, Whistles, Clickers, etc.

An enthusiastic audience is expected (cheering, clapping, chanting) without the use of ancillary noisemakers.

Archery will be conducted in accordance with World Archery (FITA) rules, except for the following modifications. The FITA rulebook can be found here: <https://worldarchery.org/Para-Archery>

SECTION 2: ARCHERY RULES

2.1 ARCHERY EVENTS

- A. Compound Open
- B. Recurve Open
- C. Compound/Recurve VI
- D. Team Compound
- E. Team Recurve

2.2 GENERAL ARCHERY EVENT RULES.

A. Composition

1. 12 archers, 6 compound archers and 6 recurve archers with the exception of VI which is 4 compound/recurve archers.
2. Team competition: 2 teams of 3 archers; 1 team for compound team competition and 1 team for recurve competition.

B. Ultimate Champion competitors

1. Do not count against start rights

C. Bow Type

1. Archers must choose to shoot either compound bow or recurve bow (cannot shoot both).

D. Men and Women

1. Men and women will be combined for all archery events.

2.3 ARCHERY EVENT TOURNAMENT FORMAT.

A. Shooting Order:

1. An AB/CD shooting format will be used for this tournament.
2. AB archers will shoot their arrows and then come off the line.
3. CD archers will follow, shooting their arrows next.
4. VI archers may stay on the line.
5. Once completed, all archers will retrieve their arrows and score.

B. Shooting qualification rounds:

1. There will be a qualification round where the competitors (each archer) shoot two 300 rounds consisting of 10 ends of three arrows, 2 minutes per end with a 20-minute break between rounds. The top eight athletes in each individual event will move to the elimination (medal) round.
2. Elimination rounds: The elimination round will be single elimination. Team members may compete against each other in the elimination round. Elimination rounds for each event will be four ends of three arrows, alternating shots, with 30

seconds per shot. Archers are ranked 1 - 8. (Example: 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5, winners move on) Note: Only the actual medal rounds are 30 second, alternating shots.

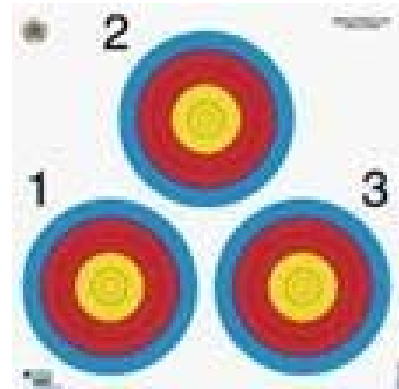
3. Shooting Distance: 18 Meters
4. Format is subject to change due to time or other unforeseen circumstances.

2.4 EQUIPMENT SPECIFICATION RULES

A. Targets:

1. Targets (Open, Non-VI). Target Size: 40cm (single spot or triangular three spot).
2. All compound shooters will shoot inner ring ten and all recurve shooters will shoot outer ring ten.
3. Athletes will shoot on same triangular or single shot target for 300 rounds.

Figure 2: 40 Centimeters Three



4. Targets (VI)

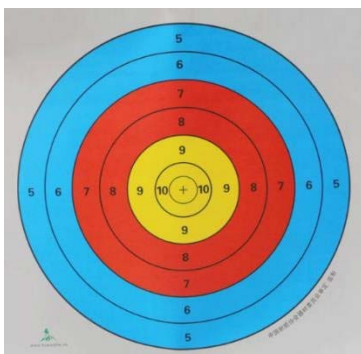
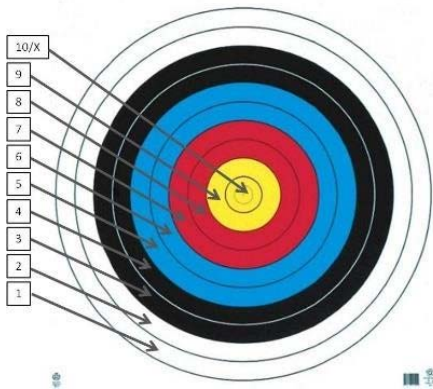


Figure 3: Visually Impaired 60 Centimeters Single Spot

Figure 4: Compound Scoring



Figure 5: Recurve



- (a) Blindfolds: VI archers will compete in a separate classification than sighted archers. In the spirit of fairness, all VI archers will wear blindfolds and will, therefore, shoot with a tactile sight. This blindfold can be either a sleep mask or wraparound glasses or goggles and will be checked by the judge before and during the competition. Archers will wear blindfolds to remove any sight advantage.
 - (b) Tactical Sight: Adaptive equipment (foot-locator/tripod with sighting aid) may be used by VI archers and must be secured in place across the shooting line and may remain in place for the duration of the competition.
 - (c) Only VI archers are allowed to shoot at this position. If the VI archer qualifies to shoot in the elimination (medal) round, he/she may remain in the same position on the shooting line, even if his/her opponent is not on an adjacent target.
 - (d) The VI archer must be allowed time to sight-in prior to official shooting in order to position the adaptive sighting equipment properly on the shooting line.
1. VI assistants: VI archers are permitted to have an assistant.
 - (a) VI assistant role: The role of the VI assistant is to tell the VI archer where their arrows are landing and also to inform them of any safety issues.
 - (b) Because a VI archer may also be using a mouth tab due to an arm injury/illness/wound, the assistant may be allowed to load the competitors bow in addition to calling the arrows on the target.
 - (c) No other information will be given during the shooting and the VI assistant must try not to be a disturbance to other archers.
 - (d) When the VI archer has finished his scoring arrows, the assistant must retire behind the waiting line.
 - (e) After the signal for the completion of that end of arrows, the assistant may help the archer to set up equipment, adjust the sight, and guide the archer to the target. He or she may also converse with the archer.
 - (f) The archer and assistant must be recognizable as partners and, when back numbers are worn, both the archer and the VI assistant should wear the same number.
 - (g) e. Resources: www.seenolimits.org/IPC-VIupdatedRules.pdf

2.5 COMPOUND/RECURVE TEAM COMPETITION:

A. Compound and recurve bow team:

Each Service may have only one compound and one recurve team, which is composed of 3 archers selected from the individual archery competitors, including the VI and Ultimate Champion.

1. The competition will be best score wins.
2. Each team will have 2 minutes to shoot six arrows (two arrows by each archer).
3. All archers will stay on the shooting line.
4. There will be three ends per match.
5. Tied Scores: Ties will be broken by each team member shooting one arrow
 - (a) When/if a tie occurs, the team with the most arrows in the 10 ring will win.
 - (b) The team with the arrow closest to the center will be the winner.

B. Start of the archery team match:

1. Two blasts of the whistle will signal: "get ready."
2. A single blast, 10 seconds later, will indicate the start of archery team competition.
 - (a) The first archer must not take the arrow out of the quiver until after the single blast.
 - (b) The following archers cannot remove their arrows from the quiver until the archer before them has indicated the completion of shooting.

2.6 COMPOUND BOW AND ARROW REGULATIONS:

A. Maximum draw 60 pounds

B. No electric or electronics

C. Arrows fit to bow

D. Magnification on the sight is allowed, but only one aiming point is permitted.

E. Peep sight on the string is fine.

F. Arrow regulations: Maximum arrow size of 2315 (9.3 mm for the shaft; 9.4 mm for the point).

G. Compound bow recommendations (Note: not regulations):

1. 36" axle to axle or more
2. Brace height 7" or more
3. At least 10 lbs. of weight adjustment (maximum is 60 pounds)
4. Peep sight (without tubing is better)
5. Aluminum and/or carbon arrows are allowed
6. Glue in points (100-120 grains)
7. Adjustable sight (only one aiming point)
8. Mechanical release

H. Draw length for a compound bow:

1. Recommendation: Professional adjustment at local pro shop. If unable to go to a pro shop, draw length is the distance from the nock point to the throat of the grip plus 1 3/4 inch. Typically, this length will also be about the same length of arrow needed by the compound archer.
2. To measure your draw length, stand with your back to a wall stretching your arms out against the wall. Measure the distance from the end of your middle finger to the end of your other middle finger, basically the length of both arms, hands, and chest. This measurement, minus 15 then divided by two, is your draw length.
3. Resist the temptation to make your draw length longer than it should be, as this will affect your accuracy. Your wingspan typically is the same as your height in inches. To figure it out, calculate your height in inches and then subtract 15 and then divide by two, and you will have your draw length, or at least a very good starting point. Example: (HT-15 ÷ 2 = Draw; 66 inches – 15 ÷ 2 = 25.5).

2.7 RECURVE BOW REGULATION AND ARROW RECOMMENDATIONS:

- A. Regulation bow – handle and limbs
- B. Arrows fit to bow
- C. No magnification, no electric or electronics
- D. Finger release
- E. Adjustable sight
- F. Maximum arrow size of 2315 (9.3 mm for the shaft; 9.4 mm for the point)
- G. Draw recommendations chart based on gender and frame (see Figure 4).

Small-Frame Female (100-130 lbs.)	25-35 lbs.
Medium-Frame Female (130-160 lbs.)	25-35 lbs.
Large-Frame Female (160+ lbs.)	30-45 lbs.
Small-Frame Male (120-150 lbs.)	30-45 lbs.
Medium-Frame Male (150-180 lbs.)	40-55 lbs.
Large-Frame Male (180+ lbs.)	45-60 lbs.

Figure 4: Draw Recommendations Chart. (<http://www.bestrecurvebowguide.com>)

- H. Examples of recurve bow brands include: Martin, Samick Hoyt, PSE, and Sky
- I. New shooters: Recommend 30 pounds maximum draw weight
- J. Recurve bow tips:
 1. An assembled recurve bow should measure roughly about the same height as the person shooting it in standing position.
 2. For a person shooting from a wheelchair it will likely need to be shorter. Risers (handles) come in short (23”) and long (25”).
 3. The limbs come in short, medium and long.
 4. A short handle with short limbs would be 64” long; a long handle with long limbs would be 72”.
 5. By mixing handles and limbs, the sizes in between are made possible.
 6. Resources: <http://www.worldarchery.org>

2.8 Recommended Accessories For All Athletes:

A. Accessories:

1. **Finger tab:** Finger tabs are used to protect the fingers from the string and may work better than a glove. Tabs come in many styles and many materials. Most recurve shooters use either a Cavalier Elite, or a SOMA.
2. **Mechanical release:** Mechanical releases come in many styles, and are used to release the string. Example of manufacturers include: Carter, TruBall, and Scott make most of the releases.
3. **Armguard:** Armguards protect the arm from injury by the string. Available manufacturers for long armguards include: Neet, Vista, and for short armguards: Beiter, Win & Win, Neet, and Vista.
4. **Chest guard:** Chest guards keep the string from getting caught in clothing and/or hitting the chest.
5. **Quiver:** holds arrows
6. **Finger or wrist sling:** Finger or wrist slings keep the bow in the hand, yet allows the hand to be relaxed.
7. **Arrow puller**
8. **Lube (commercially available or tire shine fluid/cleaner works)**
9. **Binoculars**
10. **Bow case:** Hard bow cases are recommended to prevent damage to your equipment.
11. **Bow stand or bow pod (to hold the bow when not shooting)**
12. **Pen or pencil**

Cycling will be conducted in accordance with International Cycling Union (UCI) para-cycling rules, except for the following modifications. The UCI para-cycling rulebook can be found here: <http://www.uci.ch/para-cycling/>

SECTION 3: CYCLING RULES

3.1 TEAM COMPOSITION:

A. Start Rights

1. 6 start rights per event and classification, per bike type.
2. Ultimate Champion competitors do not count against start rights.
3. Beginning 2017 DOD Warrior Games, Tandem Upright Cycle will be offered as a combined VI/O and VI/B, mixed gender event. Any gender pairing of pilot and stoker is allowed with the stoker meeting either VI/O or VI/B classification criteria.
4. Beginning 2018 DOD Warrior Games, cycling time-trial is being added as a medal event.

3.2 CYCLING EVENTS:

A. Events by Classification, Gender, Distance, and Type of Cycle.

Hand Cycle Class	BIB Color	Gender	Distance	Type of Cycle
OPEN	TBD	Male or Female	Time Trial Road Race	Hand Cycles or Kneeler for K5
H5				
H4				
H3				
H2				
H1				
K5 (Kneeler)				
Recumbent Cycle	BIB Color	Gender	Distance	Type of Cycle
Open	TBD	Male	Time Trial (Road Race	Recumbent Cycle
T1				
T2				
Open		Female	Time Trial Road Race	Recumbent Cycle
T1				
T2				
Upright Cycle Class.	BIB Color	Gender	Distance	Type of Cycle
C6 Open	TBD	Male	Time Trial Road Race	Upright Cycle
C5				
C4				
C3				
C6 Open				
C5		Female	Time Trial Road Race	Upright Cycle
C4				
C3				
C2				
C1				

C3				
Visually Impaired Open/Blind (Combined VI/O, VI/B):	TBD	Mixed Gender	Time Trial Road Race(Tandem Upright Cycle

B. Figure 6: 2019 DOD Warrior Games Cycling Events

3.3 GENERAL CYCLING EVENT RULES:

A. Races:

Unless otherwise noted, all classification groups will race in their event together but will be scored separately.

B. Selected UCI equipment rules:

Selected Union Cycliste Internationale (International Cycling Union (UCI)) equipment rules pertaining to the cycling events at the 2019 DOD WG are highlighted below, as well as additional general, USA Cycling, and/or UCI rules.

1. Race director will provide the following to each team’s head coach no later than the daily coaches meeting the day before the race:
 - (a) Start list by classification/category:
 - (b) Athlete names
 - (c) Bibs (with numbers)
2. Bib and event verification:
 - (a) Each team’s head cycling coach is responsible for athlete bib (correct color, classification, and event) and roster (correct classification and event) verification the evening before cycling competition.
3. Bibs and numbers:
 - (a) All competitors are required to wear the specific bib number issued to them by event staff.
 - (b) Numbers must be placed on the designated backside of the torso (bicycles), or on the designated side of the cycle or person (hand cycle and recumbent), as directed by race officials so as to be visible to the finish camera.
 - (c) Bibs will be inspected for proper placement prior to the start of the race.
 - (d) Athletes have the choice to clearly write athlete number, in marker, on their upper arm and thigh.
 - (e) Improperly placed or obstructed bibs resulting in scoring errors are the responsibility of the competitor and coach.
4. Hair should be tied back in such as way as to not obstruct the bib.
5. Starts:
 - (a) The road race will begin as a stationary start; a neutral section at the start will be implemented at the discretion of the race director. The individual time trial will start at a designated interval for each competitor. There must be a minimum of two participants per event in order to run each event.

6. Helmets and safety flags:
 - (a) All cycling competitors are required to wear a securely fastened helmet that meets either the U.S. DOT helmet standards or the U.S. Consumer Product Safety Commission (CPSC) standard for bicycle helmets whenever on a bicycle, regardless if they are training or racing.
 - (b) Failure to adhere to this rule could result in disqualification from competition. Athletes are not mandated to wear a specific helmet color.
 - (c) All recumbent, kneeler, and handcycle bikes are required to use safety flags at all times during practice and competition.
7. Use of catheters:
 - (a) It is mandatory for cyclists who use catheters or other urinary diversion devices to prevent spillage by using a catheter bag at all times. (b) This includes all training, competition, and classifications.
8. Bike safety checks:
 - (a) Race director or designee will inspect all cycling equipment at the race start location. All cycling equipment is subject to inspection at any time.
9. Neutral race support:
 - (a) Neutral cycling mechanic/technical support will be provided either in a vehicle or at designated area(s) along the course.
 - (b) Each service provide specialty equipment, such as wheels specific to handcycling/recumbent cycles that can be utilized by any competitor. Any equipment should be clearly marked and will be returned after competition.
10. Coaches/Mechanics:
 - (a) Team coaches and/or mechanics are allowed on the course only in an official support vehicle.
11. Uniforms:
 - (a) Each team must wear their specific design and color cycling kits, which conform to the uniform color schemes listed in the 2019 DOD WG General Rules
 - (b) When competing, all riders are required to wear a jersey with sleeves and a pair of shorts.
12. Both a lead and follow motorcycle official will be provided for each group. A rolling neutral start may be utilized if race conditions necessitate for safety.
13. Warm-up: Competitors may not warm-up on the race course while any race is underway, and should use the designated warm-up area.

3.4 GENERAL EQUIPMENT REGULATIONS

A. General

1. Handgrips and prosthesis: Artificial handgrips and prostheses are allowed on upper disabled limbs and cannot be permanently fixed to the cycle. For safety reasons, rigid prosthetic adaptations, including mounted or fixed on parts of the cycle, are not allowed.
2. Adjustments: All adjustments must be made prior to the start of the race. Adjustments will only be made at designated team service areas (pits).

3. Safety: Safety repairs are authorized only off the cycling race course. Note: in situations where barriers or crowds prevent off-course repairs, on-course repairs are allowed at the Neutral Support designated areas or to one side of the course. They must not inhibit, limit or slow down other riders.
4. Braking systems: All cycles must have two independent braking systems. If there is a braking system for the double wheels, it must involve both wheels. The braking systems must be dynamic; wheel locks or stoppers are not allowed.

B. Hand cycles are three-wheeled vehicles with an open frame of tubular construction and may be:

1. Arm powered (AP)
2. Arm-trunk powered (ATP)
3. Kneeling position (K5)

C. Hand cycles must conform to the general principles of UCI construction for bicycles except for:

1. The hand cycle chassis frame tubes need not be straight.
2. The seat or backrest construction, the maximum frame tube diameter may exceed the maximum defined by the general principles of UCI.
3. The single wheel may be of a different diameter than the double wheels.
4. The front wheel or wheels must be steerable.
5. The single wheel, either front or rear, must be driven through a system comprising of handgrips and a chain.
6. The hand cycle must be propelled solely through a conventional cycle drive train consisting of crank arms, chain wheels, chain and gears, with handgrips replacing foot pedals. It shall be propelled from the hands, arms, and upper body only.
7. Recumbent position: In the recumbent position, hand cyclists must be able to see clearly. To measure, the horizontal of the athlete's eye line must be above the crank housing/crank set when he is seated with his hands on the handlebars facing forward at full extent, and the tip of his shoulder blades are in contact with the backrest and his head is in contact with the headrest.
8. Quick release body harnesses are permitted and must conform to the following measurements:
 - (a) From the recumbent position, the distance will be measured from the ground to the center of the athlete's eyes while seated and then compared to the distance between the ground and the middle of the crank housing/crank set.
 - (b) The distance from the eyes to the ground must be at least equal or greater than the distance of the middle of the crank housing to the ground.
9. Kneeling position: In the kneeling position, the athlete's legs and feet must be supported and protected from the ground surface.
10. Chain ring: The largest chain ring shall have a guard securely fitted to protect the rider. The guard shall be made of adequate solid material and fully cover the chain ring over half of its circumference (180°) facing the rider.
11. Leg and foot rests: Leg and foot rests shall be fitted, as necessary, with a secure means of protecting static, lower limbs from all moving parts.
12. Other safety measures:

- (a) Hand cyclists must wear shoes or sufficiently stiff foot protection, which completely covers the foot unless the hand cycle has a shell/structure which allows the feet to rest with no risk of coming out.
 - (b) In such cases, athletes are required, at a minimum, to wear socks. In all cases, the feet should also be fixed to the bike with some sort of device, which prevents the feet from falling out of the footrest.
13. Recumbent Cycles:
- (a) The recumbent cycle is a bike with three wheels of any diameter between 55 and 70 centimeters (cm) and meets the following:
 - (b) The front wheel or wheels shall be steerable.
 - (c) The rear wheel or wheels shall be driven through a system comprised of pedals and a chain.
 - (d) A recumbent cycle must conform to the general principles of Union Cycliste Internationale (UCI) construction for bicycles.
 - (e) Modified hub attachments may be used if necessary.
 - (f) The width of recumbent cycle double wheels may vary between 85cm maximum and 60cm minimum, measured at the center of each tire where the tires touch the ground.
 - (g) If a recumbent cycle with two rear axles does not have a differential, only one wheel must be driven, due to the different speeds of the wheels in bends.
 - (h) A recumbent cycle must not measure more than 200cm in length and 95cm in width.

D. Upright Bicycles:

1. Upright bicycles must comply with the spirit and principle of cycling as a sport.
2. The presumption is that cyclists will compete on equal footing.
3. The principle asserts the primacy of man over machine.
4. For morphological or disability reasons, exceptions may be permitted but the principle of the UCI regulations for cycles must be followed.
5. For example: A handlebar adaptation is allowed for athletes with upper limb disabilities if the athlete needs the adaptation to operate gear and brake levers. There is no unfair aerodynamic advantage and safety is not compromised.
6. Sitting position: The rider shall assume a sitting position on the bicycle. This position requires that the only points of support be feet on the pedals, the hands on the handlebars and the seat on the saddle.
7. Handlebars: The bicycle should have handlebars, which allow it to be ridden and maneuvered in any circumstance, and in complete safety.
 - (a) Only the traditional type of handlebars may be used.
 - (b) The brake controls attached to the handlebars shall consist of two supports with levers.
 - (c) It must be possible to operate the brakes by pulling on the levers with the hands on the lever supports.
 - (d) Any extension to or reconfiguration of the supports to enable an alternative use is prohibited.
 - (e) A combined system of brake and gear controls is authorized.

8. Chain set: The bicycle shall be solely propelled through a chain set driven by the legs (inferior muscular chain) moving in a circular movement without electric or other assistance.
9. Maximum bicycle frame measurements shall not measure more than:
 - (a) Max length: 185cm (72.8 inches)
 - (b) Max width: 50cm (19.68 inches)
10. Wheels: Wheels of the bicycle may:
 - (a) Vary in diameter between 70cm (27.56 inches) maximum and 55cm (21.65 inches) minimum, including the tire.
 - (b) Wheels shall have at least 12 spokes.
 - (c) Spokes can be round, flattened, or oval, as long as, no dimension of their sections exceed 10mm (0.394 inches).

E. Upright Tandem Cycles (applicable to recumbent tandem cycles):

1. The tandem is a vehicle for two cyclists with:
2. Two wheels of equal diameter, which conforms to the general principles of UCI construction for bicycles.
3. The front wheel shall be steerable by the front rider, known as the pilot.
4. The pilot must also control the shifting and braking for the bike.
5. Both riders shall face forward in the traditional cycling position.
6. The rear wheel shall be driven by both cyclists through a system comprised of pedals and chains.
7. The tandem top tube and any additional strengthening tubes may slope to suit the morphological sizes of the riders.
8. Brake system: Tandem bicycles must have an independent brake on each wheel.
9. Pilot: The Pilot must be a DOD Warrior Games 2017 registered staff/team member.
10. Stoker:
 - (a) The rear rider on the tandem is known as the stoker.
 - (b) The rear rider must be the individual with VI.
11. Tandem Races: All upright tandems will race and be scored together, regardless of the classification of each tandem team (men, women, or mixed).

3.5 RACING RULES – ROAD RACE:

A. Categories

1. Competitors from different race categories may not work together during the race. If a group is overtaking a slower group from a different category, race officials may request the slower group ride neutral to the side in order to allow the faster group to pass unimpeded.
2. Racers may only work with racers from within their race category who are on the same lap of the circuit.
3. Although competitors from different categories may end up in the same group, they cannot provide assistance to one another.
4. The only exception to this is when race categories are combined and athletes from different categories start together, as determined by event staff.
5. Cutoffs: Competitors who do not meet time cutoffs indicated by event staff may be finished early and pulled from the course. Event staff will notify team

representative before pulling athletes from course and the athlete will receive a place.

B. Timing and results:

1. All races will be scored using an electronic timing system with high-speed camera.
2. Results will be provided for all categories within 1/100th of a second accuracy.
3. Riders who are finished early by race officials will receive a place. Riders pulling themselves from competition will not receive a place.

C. Penalties:

1. Rule infractions as determined by the race director are subject to penalties from the Protest Committee and as follows:
 - (a) Individual athlete rule infractions for athletes
 - (b) Full or partial point deductions for the Ultimate Champion competition
 - (c) Full or partial medals

D. Course review:

1. Any concerns with the course must be submitted to the race director NLT 48 hours prior to the race competition event.
2. The race director is responsible for decision(s) on any courses of action.
3. Mishaps:
 - (a) A mechanical problem or crash can be serviced either by the designated neutral service provider on course, either via a follow vehicle or stationary pit, or via the team's mechanic in the designated team service areas (pits).
 - (b) Competitors may only swap equipment with teammates.
 - (c) In any case of a mechanical or crash the competitor must complete the full distance of the race and may not cut the course or take a "free lap."
4. Staging:
 - (a) All competitors should present themselves at the designated staging area NLT fifteen (15) minutes prior to their wave's first posted start time.
 - (b) At the discretion of the race director, fields may staged in order to have more experienced racers at the front.
 - (c) In such a case a rider from each service as designated by their coach/AO will be called to the start one at a time, with each service having one rider per row.

3.6 RACING RULES – INDIVIDUAL TIME TRIAL:

A. The Start

1. A start list with start times for each competitor will be generated NLT 24 hours before the competition. Competitors should report to the start with enough time before their designated start time.
 - (a) If a competitor is not present at the assigned start time, she/he may take the start at the discretion of the race director and/or starter. However, the race time for results will be counted from the assigned start time unless otherwise indicated by the race director.
 - (b) Competitors will start at an interval of 30 seconds to competitors within their classification and may choose to start being held or with a foot on the ground.

B. The Course

1. The Individual Time Trial will be contested over a distance of either 7 km or 11.86 km on either one or two laps of the course, dependent on classification. It is the responsibility of the competitor to know how many laps s/he has completed.
2. Upon overtaking a rider who started in front, the passing rider must not attempt to benefit from the draft of the slower rider and should pass at least three (3) meters to the side. The slower rider must also avoid benefiting from the draft of the passing rider.
3. If a competitor has a mishap while on course, she/he may utilize one of the stationary neutral support pits for assistance and/or their team's mechanic within the designated team service area (pits). However, the competitor must complete the full distance and must reenter the course at the same position.

C. Timing and results:

1. All races will be scored using an electronic timing system with high-speed camera.
2. Results will be provided for all categories within 1/100th of a second accuracy.

D. Penalties:

1. Rule infractions as determined by the race director are subject to penalties from the Protest Committee and as follows:
 - (a) Individual athlete rule infractions for athletes
 - (b) Full or partial point deductions for the Ultimate Champion competition
 - (c) Full or partial medals

Indoor Rowing will be conducted in accordance with rules, except for the following modifications. Para Indoor Rowing Rulebook can be found here: <http://www.usrowing.org/para-rowing-national-team/>

SECTION 4: INDOOR ROWING RULES

4.1 GENERAL INDOOR ROWING RULES

A. Start Rights

1. 12 total start rights for the entire indoor rowing competition across all classification events to include both men and women divisions.

B. Format

1. Competitors are eligible to compete in one or both of the following events:
 - (a) One-minute individual sprint race
 - (b) Four-minute individual endurance race
 - (c) Competitors may only race once in each event, and must use the same category for both races.
 - (d) Competitors racing in the one and/or four-minute individual races will be ranked in their categories, by the distance rowed in the designated time period for that event.

C. Categories

1. Medals will be awarded across both the 1 minute and 4 minute events for a maximum of 8 categories (8 for men and 8 for women)

D. Equipment

1. Seating and Strapping:
 - (a) Upright seats will have a minimum of 1 chest strap or 1 lap strap. Additional straps can be used for comfort and support if required.
 - (b) Flat base seats will have a minimum of 1 and maximum of 2 lap straps.
 - (c) Gripping aids (e.g. Active Hands) can be used by competitors in any category.
2. Drag Factor
 - (a) The ergometers will be Concept 2
 - (b) The drag factor of the ergo will be set at 130
 - (c) The athlete will be able to change the damper between 0 and 10 at their preference prior to the race start, however damper setting cannot be changed after the race start.

E. Race Logistics

1. Start Commands. Each race will be started by the computer system speaking the sequence 'SIT READY, ATTENTION, ROW'. The race begins on 'ROW'.
2. False Starts. Any competitor(s) responsible for a false start, will be identified by the starter. The system will stop competition by showing 'FALSE START' on the ergo screens. The event will be re-started once the system has been re-set. If the same competitor false starts for a second time, they will be disqualified.

3. Race officials may disqualify a competitor that fails to comply with the above rules.

Powerlifting will be conducted in accordance with International Paralympic Committee (IPC) World Para Powerlifting rules, except for the following modifications. The World Para Powerlifting rulebook can be found here: <https://www.paralympic.org/powerlifting/rules-and-regulations/rules>

SECTION 5: POWERLIFTING RULES

5.1 GENERAL POWERLIFTING EVENT RULES

A. Start Rights

1. 8 total start rights for the entire powerlifting competition across all weight classes to include both men and women divisions.

B. Weight-in Procedures

1. Lot Draw: The drawing of lots is a process where lifters are allocated a number by which they will be weighed in, and compete during the competition, where lifters have chosen the same weights for their next attempts. Lot draw will take place during the coaches meeting.
2. Weigh-in will be **TBD** for the 2019 Warrior Games.
 - (a) Weight-in exceptions to morning of **xxx** will be made with written approval submitted to the Sports Director. The approval must be turned in within the first hour of starting weigh-in time **xxx**.
3. Weigh-in will be in a private room with the athlete, coach, and 2 appointed officials.
4. All lifting equipment, lifting uniform, and 2019 Warrior Games Athlete credentials will be checked during weigh-in.
5. If the lifter is over class weight they will have 1-hour from the start of their weigh-in to make desired weight (without passing **xxx** weigh-in cutoff time and not allowed a re-weigh **xxx**). Weigh-in start time will be noted on athlete's lifter's card. Should athlete not make weight then they may bump up to the next category or not lift.
6. Rack height, and starting weight (opening lift/attempt) will be given by athlete. Athlete signs his/her lifter card.
7. Upon completion of athlete weigh-in's the order of the lifting will be arranged, progressive bar, lightest to heaviest, per weight classes/category.
 - (a) If lifters have the same opening attempt then body weight will be considered, lower body weight lifts first.

C. Competition Format

1. Designated single body weight categories for Men and Women. Three attempts (lifts) are given.
2. The AH (Haleczko) formula is applied; per gender /bodyweight category to determine competitors' competition ranking and medals.

3. Where there are up to ten lifters in a single bodyweight category there can be one group of lifters.
 - (a) Wherever there are more than 10 lifters competing in the same bodyweight category then sub groups should be formed with a maximum of 10 lifters per sub group.
 - (b) Where sub groups are formed they should be as equal in number as possible and the order of grouping shall be determined by the starting weight declared at weigh-in.
4. The lifters with the lowest starting weights will form the first group to lift, with progressively higher starting weights forming subsequent groups as necessary.

D. Round System

1. There are three competitive rounds in the competition. All lifters must complete each relevant round in sequential order, first by the order of the lifting weight chosen and then, where the weight chosen is the same, by the order of the lot draw. The lifter with the lowest lot number drawn for the weigh in must always lift first.
2. The bar must be loaded progressively for each round on the principle of a rising bar whereby each lifter will take his/her first attempt in the first round, his/her second attempt in the second round and his/her third attempt in the third round. If unsuccessful with an attempt, the lifter does not follow themselves but must wait until the next round before they can attempt the weight again or make a new attempt at a heavier weight. Weight can only increase and may not decrease.
3. The lifters may change their first attempt up to 5-minutes before the starting time indicated on their lifter's card. This is the only time they may lower the weight and it may not exceed 7kg. Lifters may increase weight as much as they want.
 - (a) Having made their attempt in the 1st round, the lifter/coach must decide upon the weight required for the next attempt. The chosen weight must be filled in where indicated on the lifter's card, which will be kept at the marshals table. This must be done before the 1-minute time allowance has elapsed (time from competitor leaving the bench).
 - (b) Round 2 will be arranged by successful weights, progressive bar. If the lift was successful they must increase the bar by 1kg minimum. In round 2, no further changes in weight may be made after the recorded increase. A missed weight in round 1 may not decrease.
 - (c) Round 3 – same format as round 2 however, lifters may change their 3rd attempt weight after it has been recorded. This must be completed 1-minute after the 2nd round's last lifter. Attempt can only go up, not down.

E. Lifter's uniform and Equipment:

1. Required uniform as outlined in 2019 Warrior Games Uniform Guide.
 - (a) Shoes must be worn. If amputee and lifting without prosthetic, this is noted on lifter's card during weigh-in.
 - (b) Bra: sports bra only, no stiffening, padding, or under wiring. Sports bra construction will be verified during weigh-in. Include with overall lifting attire/equipment check and not worn as part of weigh-in apparel.

- (c) Belt: may be used and worn outside of uniform. May be leather, vinyl, or other similar non stretch material. Construction may be glued or stitched, no padding or bracing/support. Width shall not exceed 100mm and thickness will not exceed 13mm.
- (d) Wrist wraps: one-ply construction and not to exceed 1m in length and 80mm in width. Tape and bandages not allowed on hands, body, nor applied to bench.
- (e) Leg strapping: may use 1 or 2 straps. Only the provided competition straps are allowed (personal straps not permitted). Strapping allowed from ankles to hip without crossing the knees. If two straps are used they may not cross or overlap.
- (f) Hand chalk may be used. No other non-slip substance/compound allowed.

5.2 THE COMPETITION

A. The Grip

- 1. Athletes must grip the bar with thumbs and all fingers firmly (exception - approved use of Active Hands as noted on athlete's lifter card).
- 2. Grip must not be wider than 81cm (visible 81cm knurls on bar).

B. Body Positions

- 1. Head may not come off of the bench during the lift.
- 2. Head, shoulders, buttocks, legs and both heels must remain on the bench during the lift.
- 3. Bar shall be taken at arm's length with elbows locked. If not met, the side referee must let the head referee know by lifting their hand to stop the lift prior to the "Start" command.

C. Lift Commands

- 1. "Start" – At rack lift-off (assisted or non-assisted) with athlete maintaining bar control, chief referee gives "Start" command. Any downward movement of bar prior to "Start" command will result in a NO-Lift.
- 2. "Press" – At bottom of lift (bar touching chest) with athlete maintaining bar control and bar distinct stop, chief referee gives "Press" command. Any upward movement prior to "Press" command will result in a NO-Lift.
- 3. "Rack" – At completion of lift with athlete's arms at full extension (similar to "Start" position of lift), chief referee gives "Rack" command. Re-racking prior to "Rack" command will result in a NO-Lift.

D. The Lift

- 1. Athlete approaches the bench when name is announced. Athlete has 2-minutes to start the lift from the time the speaker announces the athlete's name.
- 2. Coach and/or lifter may secure straps (if used) with help of spotters if needed (coach may give verbal requests to the spotters).
- 3. Indication of lift-off or no lift-off assistance
 - (a) Athlete chooses to have assistance from spotters/loaders or can lift the bar out on their own.

- (b) The athlete or coach must make the chief spotter aware of assistance or no assistance in either circumstance.
 - (c) Indication must be initiated when approaching the bench and synch instructions (i.e. 1,2,3 – lift) once in lifting position on bench.
 - (d) Where such assistance is requested by the athlete and or his/her coach, only the official chief spotter and or side spotter loaders are ever allowed to help the lifter remove the bar from the racks.
4. The lift off (assisted or not) must remain at arm's length until the start command is given. Unequal arm extension must be noted during classification and weigh in and noted on athlete's lifter card. Unequal extension must be shown to head referee prior to each attempt.
 5. Steps 1-4, athlete has 2-minutes to start the lift from the time the speaker announces the athlete's name at which point a motion of the hand downward will be given to start the lift.
 6. Should the bar be loaded wrong, wrong rack height, spotter error, announcer error errors in loading or announcing time will be stopped and upon correction the time will resume as normal.
 - (a) If the error is mentioned after the lift, the lift will be the final result and no changes will be made. Any outcome is final, there is no protest or appeal.
 7. Upon the "Start" command, bar is lowered to the chest under control.
 8. When the bar meets the chest, it must not sink. There must be a clear distinct stop on the chest. Chief referee will give the "Press" command.
 9. The bar is then pressed upwards and under control (any heaving or bouncing of the bar to start upward movement will result in a NO-Lift).
 10. During the press phase, the bar cannot move downwards. It may stop and then continue upward movement.
 11. During the press phase, no walking the bar or unequal arm extension allowed (unequal arm extension allowed if noted during classification and weigh-in and noted on athlete's lifter card. Unequal arm extension must be shown to the chief referee prior to each lift).
 12. No lateral movement of hands along the bar (hands repositioning/slipping during the lift).
 13. Bar must stop at the same time locked out equally, unless unequal arm extension noted on athlete's lifter card and shown to head referee prior to lift.
 14. A good lift consists of at least 2 of the referees agreeing on a good lift indicated by white lights or white flags. Two or more red lights or red flags indicates a NO-Lift.

E. NO-Lift

1. Failing to observe the chief referee's commands – "Start", "Press", "Rack".
2. Any lateral movement of the hands along the bar during the entire lifting sequence.
3. Any heaving or bouncing of the bar into, or off of, the chest or failing to fully stop the bar in a "touch and go" in an uncontrolled fashion.

4. Any blatant sinking of the bar into the chest where it is apparent that the lifter has gained advantage.
5. Any downward movement of the bar during the upward press phase (note: the bar can stop, but must not go downwards).
6. Any unfinished attempt with apparent effort (i.e. failure to “press” the bar to full extension of arms at the completion of the lift). This means that the arms have to positively lock out at the end of the press phase and does not mean that the bar has to return to any given starting point as natural compression has to be considered and this is not a reason for a “NO-Lift” to be given
7. Must start the lift before 2-minute time limit runs out.
8. Any unequal movement of the arms during the press phase, also known as “walking the bar”.
9. Any change in the elected lifting position during the lifting sequence, between receiving the “Start”, “Press”, and “Rack” commands (i.e. the head, shoulders, buttocks or feet must not raise from their original points of contact with the bench during the bench press sequence).
10. Any unequal extension of both arms during the final “lock out” stage (unless noted during classification and weigh-in on athlete’s lifter card. Failure to show/exhibit unequal extension to head referee, prior to lift, also results in a NO-Lift). Whilst the lifter’s arms must extend equally, at the same time/rate/speed and the elbows should lock out together simultaneously, the bar does not have to be completely horizontal during the press or on lock out.
11. Bar hitting the rack during the lift.

F. Recommended Officials

1. Chief referee: seated behind the top of the lifting platform, will ensure rules are in line and carried out, rack height, loading of the bar, commands are given in a loud clear voice for all to hear on the platform. Chief referee gives “Start”, “Press”, “Rack” commands.
2. Side referee: seated on the opposite corners from the base of the platform. Responsible for starting position, technique for lift.
3. Marshal; will monitor, accept, check, verify all new and changed attempts.
4. Card controller: arrange attempt cards, by weight lifted for each category.
5. Time keeper: responsibly is to keep time, must start clock when athletes name is fully given, notifies announcer when 1-minute is left on clock, stop clock when “Start” command is given. 2-minutes will be set on clock when the name is fully announced.
6. Chief spotter/loader: follow chief referees directions, guide and check weight loaded by side spotter/loaders, lift out if needed, should be a solid lift out over the chest, when indicated by the athlete, the chief will release the weight to the lifter, and move away.
7. Side spotter/loader: must be alert, both hands must be interlocked together under the bar careful not to touch the bar but not too far away to cause injury if lifter drops the weight.

8. Announcer: helps to run competition in an orderly manner. Announce changes and deadlines, when bar is loaded, “loaders, please load the bar to _____ kgs, rack height _____, thank you the bar is loaded to _____ kg for the (1st, 2nd, or 3rd lift), from _____ (athletes full name). clock will be set on two minute countdown. Athlete to follow _____ (next athletes full name).

Shooting will be conducted in accordance with World Shooting Para Sport Rules and Regulations (WSPS) and International Shooting Sports Foundation (ISSF) rules, except for the following modifications. The rulebooks can be found here: <https://www.paralympic.org/shooting/rules-and-regulations/technical-rules> <http://www.issf-sports.org/theissf/rules.ashx>

SECTION 6: SHOOTING RULES

6.1 SHOOTING EVENTS:

A. Air Pistol

1. 10M Air Pistol – Open category
2. 10M Air Pistol – SH1 category

B. Air Rifle Prone

1. 10M Air Rifle Prone – Open category
2. 10M Air Rifle Prone – SH1 category
3. 10M Air Rifle Prone – SH2 category

C. Air Rifle Standing

1. 10M Air Rifle Standing – Open category
2. 10M Air Rifle Standing – SH1 category
3. 10M Air Rifle Standing – SH2 category

6.2 GENERAL SHOOTING RULES:

A. Start Rights:

1. 20 total start rights per team. The 20 start rights are for the entire shooting competition across all classification events. Men and women will be combined for all classification/events.
2. Ultimate Champion competitors do not count against start rights.
3. Uniforms: Shooting apparel and equipment and will be reviewed/inspected prior to the shooting match to ensure compliance with the shooting match rules.
4. Air Pistol Rules:
 - (a) Open: The air pistol is held with one hand in the standing position.
 - (b) SH1 The air pistol is held with one hand. The shooter is standing unless disability has impacted balance, stability, or strength in the lower extremities and then a wheelchair or other seat may be used. Athletes declare whether to shoot in a standing or seated position and maintains declared position when shooting throughout tournament.
 - (c) If sitting is required, the shooter may not rest any part of the body or arms

against a bench, table, chair or wheelchair (see WSPS rules).

- (d) The exception to this is for shooters with spinal cord injuries who may contact the back of the chair (classification must indicate so).

B. Air Rifle Prone Rules:

1. Open and SH1:

- (a) The shooter will be seated, and may rest both elbows and lean the torso against the bench or a table on the firing point for stability (see WSPS rules).
- (b) Shooters may use a sling to support the weight of the air rifle.
- (c) Shooters with upper limb deficiency are allowed to hold the air rifle with normal prosthesis, as long as the prosthesis does not grip the air rifle and does not have a fixed elbow.

2. SH2:

- (a) If the shooter is unable to support the air rifle, the air rifle will be supported by a spring stand (see WSPS rules).
- (b) Spring stands may be tested by range officials to determine if the spring stand meets WSPS rules.
- (c) Use of a sling is prohibited.
- (d) Both elbows (if the athlete's impairment allows) must rest on the table or board;
 - (1) If the athlete's impairment does not allow for both elbows to be rested on the table, the athlete may rest their non-shooting arm on the table, on top of the rifle, or on their body, provided that the arm is visibly relaxed and not used in such a way as to gain additional support and an unfair advantage.
- (e) The upper arms must not touch the table or board (except as noted above).

C. Air Rifle Prone Rules:

1. Open: The shooter will be in the standing position (see ISSF rules).

2. SH1:

- (a) Shooters will rest one elbow on their hip or ribcage to support the weight of the air rifle.
- (b) The shooter may be standing up or seated. Athletes declare whether to shoot in a standing or seated position and maintains declared position when shooting throughout tournament.
- (c) If sitting is required, the shooter may not rest any part of the body or arms against a bench, table, chair or wheelchair (see WSPS rules).
 - (1) The exception to this is for shooters with spinal cord injuries who may contact the back of the chair (classification must indicate so).

3. SH2:

- (a) If the shooter is unable to support the air rifle due to injury, the competitor may fire from a stand, bench, or table. The air rifle will be supported by a spring stand that meets WSPS rules.
- (b) The shooters in this classification will compete from the seated position, the shooter may not rest any part of the body or arms against a bench, table, chair, or wheelchair (see WSPS rules).

- (1) The exception to this is for shooters with spinal cord injuries who may contact the back of the chair (classification must indicate so).
 - (c) Shooters must clearly and visibly de-shoulder the air rifle in between shots.
 - (d) Shooters with arm-amputations are not allowed to hold (touch) the air rifle with the prosthesis in the standing position.
4. Loaders (SH2 and as authorized by classifier in SH1)
- (a) Loading Assistants apply only to SH2 athletes competing in SH2 events and in authorized exceptions.
 - (b) A Classification Panel makes the decision as to whether an athlete is permitted to have a Loading Assistant and the outcome will be marked on the athlete's Classification and License Cards.
 - (c) The Loaders must not speak or give signals during the match.
 - (d) Only load the rifle and/or adjust the sights at the request of the athlete and not support the rifle in anyway.
 - (e) Loaders must stay in position for the duration of the competition, and should not move to the back of the tiring point between shots (Finals rules are different).
 - (f) Loader will not be athlete's coach.

6.3 RANGE RULES:

1. All air guns must be pointed in a safe direction at all times. A safe direction on this range will be down range or up when being moved.
2. Clear bore indicators (CBI's) are required when moving a gun to and from the line, anytime the gun is not under athlete control or when instructed to by range staff.
3. Only athletes, loaders, coaches and range staff are permitted on the Field of Play (FOP).
 - (a) FOP includes the area behind the firing line where access is restricted to competing athletes and on duty officials, the firing line and the downrange area that includes the targets and backstops or safety zone.
4. Open containers and uncapped sports bottles will not be allowed in the FOP.
5. Open or unwrapped food will not be allowed in the FOP.
6. Start numbers must be worn by athletes and loaders when on the FOP.
7. All athletes entering the FOP must report to the range staff to be assigned a firing point.
 - (a) Coaches may take care of reporting in their athletes to range staff and getting lane assignments during pre-event training (PET).
8. All equipment must be stored in marked locations, in a neat and orderly fashion.
9. Athlete must report to range no later than 30 minutes prior to published start time and be ready to compete.
10. Once on the firing line an athlete must raise his/her hand to get the range officers permission to leave the line.
 - (a) A clear bore indicator (CBI) must be inserted into gun before athlete may leave the line

11. If anyone says "stop" immediately stop and pay attention to the next command. Failure to stop, or continued shooting after the stop command, will result in a disqualification.
12. Coaches' Instruction (ISSF 6.12.5)
 - (a) During competition, coaches are only permitted to approach the starting line at the request of the athlete and if allowed by the range official.
 - (b) Only during training and preparation time are coaches permitted to approach the line at their own request and if allowed by range official. (c) Nonverbal communication is permitted during competition.
13. An athlete, team official, team member or any other individual may be asked to leave the FOP if they;
 - (a) Contravene the spirit of fair-play or offend members of any committee, officials or judges in the course of his/her official duties; or
 - (b) Behave in a matter which bring into disrepute DOD 2019 Warrior Games, ISSF, WSPS or any other of the organizers of the competition.
 - (c) Further action may be taken by 2019 DOD WG Ad Hoc Disciplinary Board once individual has been removed.
14. The use of mobile phones, walkie-talkies, pagers, Bluetooth hearing aids or other electronic devices by athletes while on the field of play is prohibited. All mobile phones etc. must be switched off or placed on silent mode.
15. Flash photography is prohibited until after competitions are completed.
16. Notices must be displayed to inform spectators that mobile phones must be placed on silent mode, that smoking is not permitted and that flash photography is prohibited until competitions are completed.
17. Air Cylinders will be filled by authorized personnel only.
18. In cases of a violation of Rules or the instructions of Range Officers or Jury, the following penalties may be imposed on the athlete by a Jury Member or the Jury.
 - (a) Warning (Yellow Card). A warning must be expressed in terms that will leave no doubt that it is a Warning and the yellow card must be shown.
However, it is not necessary to precede other penalties with a warning.
 - (b) Deduction (Green Card). Deduction of points from the score, expressed by a minimum of two (2) Jury Members, showing a Green Card with the word "Deduction."
 - (c) Disqualification (Red Card) (DSQ). Disqualification may only be given by the decision of a majority of the Jury.
19. Electronic target procedures (EST)
 - (a) The Civilian Marksmanship Program will act as Chief RTSO (Results, Timing and Scoring Officer)
 - (b) RTS Jury will consist of 3 personal (Jury will be posted before start of event).
 - (c) Athletes must familiarize themselves during PET with the control buttons that alter the target presentation on the monitor screen (ZOOM).

- (d) In 10m single position events, changing from Sighting to MATCH shots is under control of range personnel. If any athlete is in doubt, he must ask a Range Officer for assistance.
- (e) It is not permitted to obscure the athlete's monitor-screen or any part of the screen. The whole screen must be visible to the Jury and range personnel.
- (f) A Dark or Light triangle in the corner of monitor designates target is in Sighting mode. This triangle will be removed when Match (record) shots are being scored.
- (g) If an athlete fires more shots in the event than are provided for in the program, the extra shot(s) must be annulled on the last competition target(s). The athlete must also be penalized by a deduction of 2 points for each excessive shot fired, deducted from the lowest value shot(s) in the first

20. Crossfires

- (a) Crossfires of competition shots must be scored as misses.
- (b) If an athlete receives a confirmed crossfire shot and it is impossible to determine which shot is his, he must be credited with the value of the highest undetermined shot.
- (c) If there are more hits on an athlete's MATCH target than are provided for in the program, and if it is impossible to confirm that another athlete(s) fired the shot(s), the hit(s) of the highest value must be nullified.
- (d) If an athlete wishes to disclaim a shot on his target, he must report this immediately to a Range Officer.
 - (1) Once an additional shot has been taken the athlete owns all shots before it.
- (e) If the Range Officer confirms that the athlete did not fire the disputed shot(s) the shot must be annulled.
- (f) If the Range Officer cannot confirm beyond all reasonable doubt that the athlete did not fire the disputed shot(s), the shot(s) must be credited to the athlete and must be so recorded.
- (g) The following must be considered as reasons to justify the annulment of a shot:
- (h) If a Range Officer confirms by his observation of the athlete and the target that the athlete did not fire the shot.
- (i) If a missing shot is reported by another athlete or a Range Officer at approximately the same time, and from within the neighboring two or three firing points.
- (j) The firer, whose target does not receive the expected shot, will be given a miss (zero) and an indication that he has cross-fired.
- (k) In the interest of sportsmanship it is an athletes duty to report to the range officer if he/she crossfires.

21. Target Scoring Complaints During Sighting Shots

- (a) If an athlete complains during sighting shots about the correct recording or evaluation of the shot(s), the Jury may offer to move him to another firing point.
- (b) The athlete will be given appropriate extra time;

- (c) The Jury will, as soon as possible, examine the sighting shot(s) on the original firing point by applying the Procedure for EST Examination; and
- (d) If this subsequent examination confirms that the target on the original firing point provided correct results, the athlete will be penalized with the DEDUCTION of 2 points from the lowest value shot of his first competition series.

22. EST Scoring Protests

- (a) Decisions by the RTS Jury on the value or number of shots on a target are final and may not be appealed.
- (b) Scoring Protest Time
 - (1) All scoring or results protests must be submitted within 10 minutes after Preliminary Results are posted on the Range Scoreboard (Rule 6.4.2.i). The time when the Scoring Protest Time ends must be shown on the Range Scoreboard, when Preliminary Results are posted.
- (c) If an athlete protests the value of an indicated shot on an EST, the protest will only be accepted when it is made before the next shot is fired.
- (d) If a protest is made concerning the value of a shot, the athlete will be requested to fire another shot at the end of the competition, so that this extra shot may be counted if the protest is upheld and the correct value of the disputed shot cannot be determined;
- (e) If the RTS Jury determines that a protested shot scores within 2 decimal rings of the value of an indicated shot, the protest must not be upheld;
- (f) If the protest concerning a shot value, other than 0 or failure to register, is not upheld, a 2 point penalty from the score of the disputed shot will be awarded and the protest fee must be paid;
- (g) The team official or athlete has the right to know the resolution of the disputed shot.
- (h) Shots with an indicated value of 9.5 or higher may not be protested in Elimination or Qualification Rounds; and
- (i) Score protests regarding the value or number of shots are not permitted in Finals (ISSF Rule 6.17.1.7)

6.4 SHOOTING TOURNAMENT FORMAT:

A. General

1. A competition approved playlist will be played during PET, Qualification and Finals
2. Audience Participation in cheering on athletes is encouraged.

B. Athletes

1. There will not be a separate category for male and female shooters; that is, awards will not be based on gender.
2. A shooter may compete in a maximum of two events and the disability classification/category in which a shooter competes will remain consistent across all air rifle matches.

- (a) Example 1: Shooters competing in the SH1 air rifle standing will also compete in the SH1 air rifle prone.
 - (b) Example 2: Shooters competing in air pistol will follow the air pistol disability/classification group.
 - (c) Example 3: Shooters competing in the SH2 air rifle matches may also compete in the air pistol SH1 Category provided the shooter can safely load and fire the air pistol without assistance.
3. All matches shall be fired at a distance of ten meters (10M).
4. Athletes must report at least 30 minutes before start time.
5. Air pistol/rifle Specifications:
 - (a) Only precision competition grade, .177 caliber, single shot Air Rifles and Air Pistols meeting ISSF standards will be allowed. Only match grade or “wad cutter” type pellets will be allowed. Air Guns producing over 600fps will not be allowed.
 - (b) AR-15 air rifles are not permitted in this competition.
 - (c) Max of 1 corrective lens may be attached to either rear sight or worn as shooting glasses.
 - (d) Correcting lenses and telescopes cannot be attached to the air rifle; any sight not containing a lens or system of lenses is permitted.
6. Course of fire for the air rifle prone position qualification event will be 40 record shots completed in 35-minutes.
7. Course of fire for the air rifle standing qualification events and air pistol qualification events will be 40 record shots completed in 50-minutes.
8. The start time listed on the Start List is the time the MATCH firing time.
9. Preparation and Sighting Time:
 - (a) The Preparation and Sighting Time must be timed to end approximately 30 seconds before the official starting time for MATCH firing.
 - (b) Sighting targets must be visible at least 15 min before the preparation and Sighting Time Starts.
10. Athletes may not place their guns and equipment on their firing points until the Chief Range Officer has called the athletes to the line.
11. The Chief Range Officer must call athletes to the line at least 15 minutes before the Preparation and Sighting Time starts.
12. After the Chief Range Officer calls athletes to the line, they are permitted to handle their guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts.
13. There will be a 15-minute preparation and sighting period.
14. All sighting shots must be fired during this period.

C. Scoring:

1. Decimal scoring is used for all air rifle qualification events.
2. Integer (whole ring scoring) is used for all air pistol qualification events.

3. Decimal scoring is used for all finals.
4. SIUS electronic scoring systems will be used.

D. Finals competition:

1. Finals will be conducted for each event using the finals format per WSPS/ISSF rules. Finals 50m Rifle Prone Men's command timing will be used for Prone Finals and Finals 10m Air Rifle Women's command timing will be used for Standing and Pistol Events.
2. The finals consists of 2 series of 5 shots for record fired in a time of 250 seconds per series or 150 seconds per series for air rifle prone.
3. This is followed by 14 single record shots each fired on command in a time of 50-seconds or 30-seconds for air rifle prone.
4. Eliminations of the lowest scoring finalists begin after the 12th shot and continue after every two shots until the gold and silver medals are decided. There are a total of 24 Finals Shots.

E. During the presentation Phase:

1. After the Sighting Period, Rifle finalists may remain in position, but must lower their rifles from their shoulders and turn their heads towards spectators. All Pistol finalists must place their guns down and turn to face the audience.
2. SH2 athletes must rest their rifles on the table/bench (with the assistance of the Loader).
3. Loaders must stand next to their athletes on the firing point with their face turned to the audience.
4. SH2 athletes and loaders may begin taking their positions after all SH2 athletes have been introduced. All others must wait until the command "Take your positions" is given.
5. Athletes will have one minute to reestablish their position.

F. Loading

1. Athletes may handle pellets but cannot load until AFTER the command "Load" is given. If the pellet is in contact with the air gun at any point, it is determined to be loaded. Do not even place pellet close to breach at this time or you will be penalized.

6.5 COMPETITION EQUIPMENT:

All equipment is subject to inspection at any time and will be reviewed prior to the shooting match in order ensure compliance with the rules.

A. Equipment:

1. All shooters are responsible for providing the following equipment to include:
 - (a) Air rifles and air pistols
 - (b) Shooting table and Chair
 - (c) Spring stands (if required)
 - (d) Air Rifle fore-end stops
 - (e) Slings
 - (f) Compressed air cylinders

- (g) Compressed air adapters (for filling/refilling) their compressed air cylinders.
- (h) Any cylinder that is older than ten years, or has no identifiable date, will not be allowed on the firing line at any time.
 - (1) Host Service will provide compressed air. Please note that this is bulk fill air and not cylinders for individual guns.
 - (2) Only authorized personnel will file cylinders.
- (i) It is against Transportation Safety Agency (TSA) regulations to fly with individual compressed air cylinders. Teams are advised to ship these items in advance.

6.6 COMPETITION APPAREL

A. Allowances

1. All air rifle competitors are allowed to wear competition apparel that is legal under the rules set forth by International Shooting Sports Federation (ISSF) as implemented by USA Shooting and the International Paralympic Committee (WSPS).

B. Personal Apparel

1. All shooters are responsible for providing their own shooting apparel.

C. Amendments

1. Amendments to shooting rules for competition apparel.
 - (a) Shooting jacket rule amendments:
 - (b) The jackets must be international style (might be called ISSF, ISU, and International – Not American, Conventional, or High Power) Jacket tightness will not be monitored.
 - (c) Competitors firing from a sitting position using a table or bench are allowed to wear a jacket longer than cited in the rules; however, he/she must leave the lowest button(s) unbuttoned to compensate.
 - (d) For any participants competing while using a wheelchair, their jackets will not be allowed to provide support by resting on their thighs.
 - (e) Jacket seam rules will not be enforced.

D. Shooting Boots:

1. Normal street type or light athletic shoes are permitted in all positions in place of ISSF compliant footwear. Hiking and combat boots will not be allowed.
2. Boot flexor rule will not be enforced.
3. Sole contour rule will not be enforced.

E. Other apparel amendments:

1. While jackets, pants and gloves must comply with rules, incidental contact will not be penalized for those who do not have custom fit equipment and it is not providing artificial support.
2. No separate competition category will be offered for shooters who do not wear international regulation apparel.
3. Side blinders are no longer legal in Rifle or Pistol events (ISSF 6.7.8.1).

6.7 RECOMMENDED OFFICIALS

2019 WG JTF Commander reserves the right to amend, adjust, and/or alter officials' requirement and roles

A. Staff

1. The shooting competition staff is responsible for the administration and for conducting the competition.
2. Competition staff shall include a sports director, competition manager, chief range officer and range officer(s) and such other competition officials as are identified in the rules, including range officers, classification officers, and other staff necessary to properly, safely and effectively administer the competition.
3. Shooting competition staff roles and responsibilities for the 2019 DOD WG:
 - (a) Sports director: The sports director is responsible for coordinating the shooting competitions.
 - (b) Competition Manager:
 - (1) Reports to the sports director. Is responsible for rosters, dissemination of information to shooters before the match begins.
 - (2) Ensures that all competition regulations and rules are properly enforced.
 - (3) Provides rulings on disputes and protests in coordination with the 2019 DOD WG Ad Hoc Disciplinary Board.
 - (c) Chief range Officer:
 - (1) Reports to the competition manager.
 - (2) Acts as the shooting safety officer and is responsible for the safety of shooters, staff, cadre, family and spectators.
 - (3) Responsible for control of the match site and is responsible for all matters related to conducting the competition.
 - (d) Range officer. Range officers are assistants to the chief range officer and share the responsibilities of conducting the shooting match and safety.

B. Definitions and Abbreviations

1. The following are definitions of special terms and abbreviations that are used in the ISSF General Technical Rules, the ISSF Rifle and Pistol Rules as well as WSPS Rules.

Term	Definition
Athletes	Competitors or participants in a sports competition. Athletes in the sport of shooting are sometimes called shooters.
Bib Number/Start Number	Every athlete entered is issued a unique Bib or Start Number. These numbers are used to identify and track competitors and must be worn on the athletes' backs during training and competition.

DRAFT 2019 DOD Warrior Games Rules and Classifications

Competition	A general reference to a sports contest that may include a series of events (Championship) or may be a contest within a single event.
Course of Fire	A description of the stages of competition within an event that specifies the number of shots in each series and stage, the type of firing and the time limits.
CRO	Chief Range Officer
EST	Electronic scoring target(s)
Event	A unique shooting contest with a specific course of fire and rules of conduct. The ISSF also recognizes many additional events for individual and team competitions for open and junior age groups.
Final	The Final is the last stage of a competition event. In a Final, the best six or eight athletes in the Qualification have a new (start-from-zero) competition to decide their final ranking.
FOP	Field of Play. In shooting, the FOP includes the area behind the firing line where access is restricted to competing athletes and on duty officials, the firing line or shooting stations and the downrange area that includes the targets and backstops or safety zone.
MATCH Shots	Scoring or record shots that count in an athlete's score.
PET	Pre-Event Training
RTS	Results, Timing and scoring
Series	A sequence of shots fired within a stage or course of fire. Most shooting events have 10-shot series, except in Finals where 5 shot series are shot.
Sighting Shots	Practice or warm-up shots that are fired in a shooting event prior to MATCH shots.
Squadding	The assignment of athletes entered in an event to relays and firing points in Rifle-Pistol events. This process produces Start Lists.

DRAFT 2019 DOD Warrior Games Rules and Classifications

Start List	Official documents produced in competitions that list all competitors entered in an event according to an athlete's relay and firing point or squad and position in the squad.
Start Time	The Start Time in each shooting event is the time when commands for the first MATCH shot begin.

Sitting Volleyball will be conducted in accordance with World ParaVolleyball rules, except for the following modifications. The World ParaVolleyball rulebook can be found here: [World ParaVolley Official Sitting Volleyball Rules 2017-2020](#)

SECTION 7: SITTING VOLLEYBALL RULES

7.1 SITTING VOLLEYBALL TOURNAMENT FORMAT:

A. Selection

1. Teams will be seeded based on their finished from the sitting volleyball finished from the Warrior Games in the previous year. Teams new to the tournament will be assigned the lowest available seeds.

B. Preliminary Round

1. The preliminary days of competition will consist of pool and bracket play to reseed teams and determine the 4 teams that will compete for the gold and bronze medal matches. Pool sizes may vary year to year, but pools will be snaked based on their seed to ensure fair competition and avoiding seeds 1 and 2 competing against each other in the preliminary rounds. Within each pool, the teams will play each. The result of those matches produces the seeding for the bracket, which will determine the semi-final matches. The winners of the semifinals will move on to the gold medal match; the losers to the bronze medal match.

7.2 SITTING VOLLEYBALL TEAM COMPOSITION

A. Team Composition

1. The team roster will be composed of a maximum of 12 athletes and 5 staff members. Each team will determine the number of players per classification category that best suits their needs. Each team will also determine the number of defined roles filled by the staff members (coach, assistant coach, therapist, or medical doctor), with one person identified as the Coach. No changes in players, coaches, or staff will be made once the first match has started.

B. Athlete Replacement in event of injury or illness

1. After the first match (and continuing throughout tournament) should athlete injury or unforeseen athlete emergency occur, an alternate athlete may be added to Team Roster.
 - (a) Such a substitution requires Service Team Physician to present written documentation, with cause, to Sports Director.
 - (b) In this event, substitute athletes do not require to be of same gender or classification however, must be current (2019) classified in Sitting Volleyball.
 - (c) Once athlete substitution takes place, replaced athlete cannot return to tournament play.

C. Team Leaders

1. Player, other than the Libero, is the team captain, and shall be indicated on the score sheet and identified to the first referee. Both the team captain and the coach are responsible for the conduct and discipline of their team members.
2. Captains: When the ball is out of play, only the game captain is authorized to speak to the referees.
3. Head Coach: Throughout the match the coach conducts the play of his or her team from outside the playing court. He or she selects the starting line-ups, the substitutes, and takes time-outs. In these functions, his or her contacting officials is the second referee.
4. Assistant Coach: The assistant coach(s) sit on the team bench, or stand in the free zone near their team's bench to provide instruction to their team.

7.3 SITTING VOLLEYBALL RULES

A. Uniform Specifications

1. Players are required to wear a numbered uniform to track serving order and substitutions for the scorekeepers.
2. Numbers will be readily visible on the front and back for the uniforms.
3. Numbers will start at 1 and may go through 99.
4. Each player is required to wear the same jersey number throughout the event with limited exceptions, as required by emergency or blood rule applications.
5. Libero will wear a jersey of contrasting colors.
6. It is not necessary for the captain to have a stripe on his/her jersey underlining the number on the chest.

B. Lineup Composition

A team must always have 4 players in play on the court. The maximum number of classification MINIMUM, MODERATE, or MAXIMUM players on the court at any one time is 3 players. Any other combination of classifications is permitted to field the court.

- (a) If a Libero is on the court, the six players must still fulfill this requirement. The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

C. Libero Player

1. Each team has the right to designate from the list of players one specialist defensive player: Libero.
2. This player may only play in the back row and may not attack, block, or attempt to block. At Warrior Games, the Libero is permitted to serve, for only one player in one position in the lineup.
3. A Libero is counted in the 12 member roster.
4. A Libero on the court must align with classification on team composition.
5. Each Team may designate only 1 Libero per match prior to each match with the submission of the first set lineup.
6. Libero Specific Uniform:

- (a) The Libero player must wear a jersey, jacket, or bib that is contrasting in color from the rest of his/her teammates. The Libero's number must be visible on the front and back.
- 7. Libero replacements are not counted as substitutions on the score sheet. Libero substitutions are unlimited and recorded by the scorer or libero tracker.
 - (a) A libero must enter the court between the spiking line and the end line but does not need to notify the officials. After leaving the game the libero must stay out 1 rally before re-entering play.

D. Warm Up Time

1. Prior to the match, teams will have warm-up period that:
 - (a) Begins at the appropriate time with regards to the scheduled match start time.
 - (b) Includes 2 minutes of shared court time away from the net.
 - (c) Includes 6 minutes of shared court time hitting at the net.
 - (d) 1 minute of shared court serving.
2. Separate Consecutive Hitting: If either captain requests separate (consecutive) hitting at the net, the teams may do so for 3 minutes each.
 - (a) Starting Coin Toss
3. The first service of the first set, as well as that of the deciding set (the 3rd) is executed by the team determined by the coin toss.
4. Prior to beginning the match, the sitting volleyball team captain will represent his team in the coin toss.
5. The winning team of the toss has the option to serve, receive, or choose sides of the court to begin play.

E. Sitting Volleyball Match Scoring

1. All matches played in preliminary and/or championships rounds will be the best of three sets format. All references in the rulebook related to best of five sets or a deciding 5th set, should be recognized as a best of three sets and a deciding 3rd set.
2. To win wither Set 1 or Set 2, a team must earn 25 points and have a two point advantage over their opponent.
3. When a third set is required, a team must earn 15 points and have a two point advantage over their opponent.
4. Teams will remain on their sides during the deciding set.

F. Time Outs

1. Each team may request a maximum of two 30 second time-outs and 12 player substitutions per set.
2. During all time-outs, the teams may remain on their court to meet with their coaches and teammates.
3. The need to move off the court for a time-out is not necessary.
4. However, it should be noted that any delay in resuming the match to clean up any spilled liquids on the court, except for bodily fluids, may result in a delay sanction penalty at the discretion of the officials.

G. Substitutions

1. Twelve substitutions are the maximum permitted per team per set.
2. Unlimited individual entries by a substitute within the team's allowable 12 substitutions are permitted. Each entry must be in the same position in the lineup.
3. A substitution which would result in the team breaking the rules on classification is illegal.
4. Exceptional Substitutions.
 - (a) A player (except the Libero) who cannot continue playing due to injury or illness should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution. However, following the exceptional substitution, the team line-up must still conform.
 - (b) An exceptional substitution means that any player who is not on the court at the time of the injury/illness, except the Libero or their replacement player, may be substituted into the game for the injured player.
 - (1) If there are no substitutes available, then the Libero may be used as the exceptional substitution, provided they are able to change into the proper jersey to match his/her teammates without delay.
 - (2) The use of the Libero as an exceptional substitution must be the last possible option. The substituted injured/ill player is not allowed to re- enter the match.
 - (c) An exceptional substitution which would result in the team breaking the rules on classifications is not permitted. If the team is unable to comply, then the team will play with five players on the court until the injured/ill player is cleared to return by Service Team Medical Staff.
 - (d) An exceptional substitution cannot be counted in any case as a regular substitution, but should be recorded on the score sheet as part of the total of substitutions in the set and the match.
 - (e) Athlete injury/illness
 - (1) If a player is injured during the match:
 - (2) The injured/ill player is given a single 3 minute recovery time.
 - (3) Only 1 recovery time per player per match is allowed.
 - (4) The injured player may be replaced by a substitute player in an equal or lower functioning classification category.
 - (5) The injured player may only return to the game after being evaluated and cleared by their team medical staff.
 - (6) If an injured/ill player cannot be substituted, legally or exceptionally, the team will play with 5 players on the court.

H. Recommended Officials

1. Refereeing corps for A Warrior Games match is composed of the following officials:
 - (a) First Referee
 - (b) Second Referee
 - (c) Two Line Judges
 - (d) Scorer

- (e) Assistant Scorer (Libero Tracker) is optional
 - (1) Scorer keeps the score sheet according to the governing rules and in cooperation with the second referee and will also track the libero if no assistant scorer is provided.
 - (2) The first referee directs the match from the start until the end. he/she has authority over all members of the refereeing corps and the members of the teams and any staff working the match. the first referee has the power to decide any matter involving the game including those not provided for in the rules. the first referee shall not permit any discussions about his or her decisions and participants must accept referees' decisions with sportsmanlike conduct, without disputing them.
 - (3) In case of doubt, clarification may be requested by the game captain, and the first referee shall give an explanation on the application or interpretation of the rules upon which he or she has based the decision.
 - (4) Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.
 - (5) Participants must behave respectfully and courteously in the spirit of fair play, not only towards the referees, but also towards other officials, the opponents, teammates, and spectators.

I. Playing Court

- 1. The playing court is a rectangle measuring 10 meters by 6 meters and is represented in Figure 8.
- 2. A 3 meter free zone on all sides of the court is recommended.

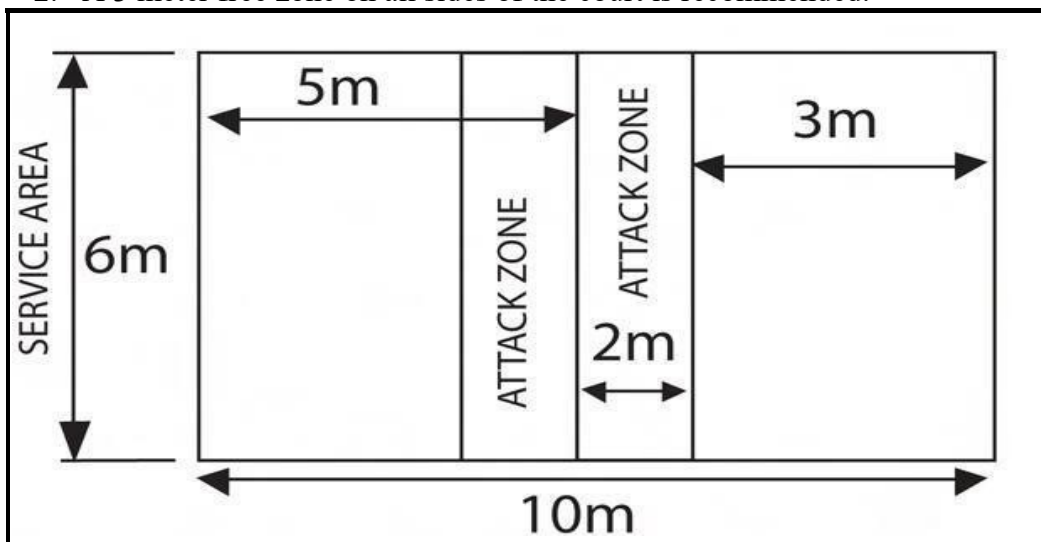


Figure 8: Sitting Volleyball Court Dimensions

J. Sitting Volleyball Net

1. Net Height/Top: The top of the Sitting Volleyball net should be at 42 inches (1.07 meters or about 3.5 feet).
2. Net Width: The net is 31.5 inches wide (0.8 meters) and 21.33 -22.97 feet long (6.50 to 7 meters long).
3. Net Mesh: 3.94 square mesh (10 cm).
4. Net Posts: The posts supporting the net are placed at a distance of 19.7 inches to 39.4 inches (0.50 – 1.00 meters) from the outside sidelines and are 49.25 inches high or (1.25 meters).

K. Sitting Volleyball Ball

1. The official ball will be the Molten Flistatec Volleyball although other brands may be used at the discretion of the Competition Manager.

L. Team Rosters:

1. Each Service will submit a roster in accordance with the general rules listing all of the following:
 2. Team players' name with jersey number (1 thru 99) and classification.
 3. Coach names.
 4. Staff names.
 5. No changes in players, coaches or staff will be made once the first match has started.
 6. Please review Sitting Volleyball Classifications regarding team composition.

M. Athlete injury/illness:

1. If a player is injured during the match:
 2. The injured/ill player is given a single 3 minute recovery time.
 3. Only 1 recovery time per player per match is allowed.
 4. The injured player may be replaced by a substitute player in an equal or lower functioning classification category.
 5. The injured player may only return to the game after being evaluated and cleared by their team medical staff.
 6. If an injured/ill player cannot be substituted, legally or exceptionally, the team will play with 5 players on the court.

7.5 Recommended Officials:

A. First (1st) Referee:

1. The 1st referee directs the match from the start until the end.

B. Second (2nd) Referee:

1. The 2nd referee controls the number of time-outs and substitutions used by each team, and reports the second time-out and 9th, 10th, 11th, and 12th substitutions to the first referee and the coach concerned.

C. Line Judge:

1. The line judges perform their functions by using flags (40 X 40 cm) (16" X 16"), to signal when/or:
 - (a) The ball is "in" the court if the ball touches the line and the ball is "out" of the court when the ball touches outside the line.
 - (b) The touches of "out" balls by the team receiving the ball.

- (c) The ball touching the antenna, the served ball and the third hit of the team crossing.
- (d) The net outside the crossing space, etc.
- (e) Any contact with the top 80 cm (approximately 32 inches) of the antenna on their side of the court by any player during his/her action of playing the ball or interfering with the play.
- (f) The ball crossing the net outside the crossing space into the opponent's court.
- (g) At the 1st Referee's request, a line judge must repeat his/her signal.

D. Scorer:

1. The scorer keeps the score sheet according to the governing rules and in cooperation with the 2nd Referee.
2. Tracks the Libero.

Swimming will be conducted in accordance with International Paralympic Committee (IPC) swimming rules, except for the following modifications. The IPC swimming rulebook can be found here:
<https://www.paralympic.org/swimming/about/rules-and-regulations>

SECTION 8: SWIMMING

8.1 TEAM COMPOSITION:

A. Classification and Composition

1. 5 start rights classification 6.0 swimming events.
2. All remaining classifications will have 4 start rights per event, per classification.
3. Ultimate Champion competitors do not count against start rights.

B. SWIMMING EVENTS:

Figure 8: 2017 DOD Warrior Games Swimming Events

Swimming Event: Individual	Gender
50 Meter Freestyle	Male
100 Meter Freestyle	Male
50 Meter Backstroke	Male
50 Meter Breaststroke	Male
50 Meter Freestyle	Female
100 Meter Freestyle	Female
50 Meter Backstroke	Female
50 Meter Breaststroke	Female
Relay Team 1:	
Men's 200M Freestyle MAX 22 Points: Two (2) athletes with the classification of 6.0 or lower	Male
Relay Team 2:	
Men's 200M Freestyle MAX 18 Points One (1) athlete with the classification of 6.0 or lower	Male

<p>Relay Team 3:</p> <p>Women's 200M Freestyle MAX 22 Points Two (2) athletes with the classification of 6.0 or lower</p>	<p>Female</p>
<p>Relay Team 4:</p> <p>Women's 200M Freestyle MAX 18 Points One (1) athlete with the classification of 6.0 or lower</p>	<p>Female</p>
<p>Relay Team 5:</p> <p>Mixed 200M Freestyle No MAX Points Any combination of gender and classification</p>	<p>Mixed</p>

8.3. SWIMMING GENERAL RULES:

A. Team Relays:

1. Four athletes per service team per relay event.
2. No swimmer may swim in more than 1 relay.

B. Pool Lanes/Heats:

1. For all races, the events shall be run as finals. No preliminary heats.
2. If an event category has more than one final, results/medalist will be determined from the results of all finals.

C. Scratching from Events the Day of Swimming Competition:

1. Athlete scratch for injury or illness does not prevent the athlete from competing in other events provided he/she is cleared by their respective Service Team Physician to compete.

D. Athletes with Ostomies:

1. Ostomies may be for bowel (large or small) and/or bladder (urine).
2. 2019 DOD WG allows for athletes to compete with an ostomy bag and rash guard.
3. Similar torso covering is authorized for medical reasons and must not include any flotation or provide the athlete any competitive advantage.

8.4 RECOMMENDED OFFICIALS:

A. Swimming Officials (may include):

1. Referee(s): 2 required
2. Control-Room Supervisor: 1 required
3. Timing Equipment Operator: 1 required
4. Judges of Stroke: 4 required
5. Starters: 2 required

6. Chief Inspector of Turns: 2, one located at each end of the pool.
7. Inspector of Turns: 14 one at each end of each lane.
8. Clerks of Course: 2 required
9. Announcer: 1 required
10. Presentation Director: 1 required
11. Chief Classifier: 1 with a classification panel if applicable.
12. Computer Operator for inputting final results for each athlete.

B. Administrative Official:

1. Shall be responsible to the referee for the supervision of the following:
 - (a) Athlete entry and registration process
 - (b) Clerk of course
 - (c) Timing equipment operator
 - (d) Scoring personnel
 - (e) Other administrative personnel
2. Shall be responsible to the referee for:
 - (a) The accurate processing of entries and scratches.
 - (b) Accurate seeding of preliminary, semi-final and final heats.
 - (c) Determination and recording of official time.
 - (1) Receiving and reviewing the automatic and/or semi- automatic timing results from the timing equipment operator and comparing primary timing results with the back-up timing results to determine their validity.
 - (2) Receiving the times recorded by the head the order of finish data from the place judges and using that data to the extent needed to determine the official time for each swimmer.
 - (3) Unless otherwise directed, notifying the referee whenever a time obtained by the primary timing system cannot be used as the official time.
 - (4) Recording disqualifications approved by the referee.
 - (5) Determination of the official results.

C. Meet Director:

1. Validation of results and medals/awards
2. Obtaining a sanction if applicable
3. Preparing the facility
4. Arranges for essential personnel and equipment.

D. Swimming Referee:

1. Shall have full control and authority over all technical officials
2. Assign and approve technical official assignments
3. Instruct them regarding all special features or regulations during the sessions.
4. Shall decide all questions relating to the actual conduct of the competition and be responsible for the final settlement of which is not otherwise covered in the 2019 DOD WG General and Swimming Rules.
5. The referee may intervene in the competition at any stage to ensure that IPC Swimming Rules and Regulations are observed, and shall adjudicate all technical protests related to the competition in progress.

6. The referee shall determine finish placing where necessary. Automatic Officiating Equipment (AOE) shall be consulted
7. The referee shall ensure that all necessary officials are in their respective posts for the conduct of the sessions.
8. The referee shall appoint substitutes for any officials who are absent, incapable of acting or found to be inefficient. The referee may appoint additional officials if considered necessary.
9. A disqualification for starting before the starting signal must be observed and confirmed by both the starter and the referee.
10. The referee shall disqualify any swimmer for any other violation of 2017 DOD WG General and Swimming Rules that he/she personally observes.

E. Control Room Supervisor:

1. Is responsible for the accuracy of the start and result lists (including medical withdrawals, disqualification, outcomes of protests, sport class changes).
2. Shall supervise the automatic timing operation including the review of the overhead video recording timing system.
3. Is responsible for checking the results from computer printouts.
4. The supervisor is responsible for checking the relay exchange report and reporting any early take-offs to the Referee.
5. The supervisor may review the overhead video recording timing system to confirm early take-off.
6. The supervisor shall list any swimmers that failed to swim when required without submitting a medical withdrawal.

F. Computer Operator(s):

1. Responsible for computer operations and specific athlete data input, times per individual athletes, and final results.

G. Chief Inspector of Turns:

1. Shall ensure that inspectors of turns fulfil their duties during the event.
2. The chief inspector of turns shall receive the reports from the inspectors of turns.
3. If any infringement occurs, the report shall be presented to the referee immediately.

H. Inspectors of Turns:

1. One inspector of turns shall be assigned to each lane at each end of the pool.
2. Each inspector of turns shall check that swimmers comply with the relevant rules for turning, commencing from the beginning of the last arm stroke before touching and ending with the completion of the first arm stroke after turning.
3. The inspector of turns at the starting end of the pool shall ensure that the swimmers comply with the relevant rules from the start and ending with completion of the first arm stroke.
4. The inspector of turns at the finish end shall also ensure that the swimmers finish their race according to the current rules.
5. Each inspector at the starting end shall give a warning signal when the athletes are ready.

- (a) For swimmers with hearing or visual impairment, the inspector of turns shall notify the tapper 15 meters
- (b) Inspectors of turns shall report to the chief inspector of turns, any violation on signed cards detailing the event, lane number, and the infringement.

I. Judges of Stroke:

- 1. Shall be allocated on each side of the pool.
- 2. Each judge of stroke shall check that the rules related to the style of swimming designated for the event are being upheld, and shall observe the turns and the finishes to assist the inspectors of turns.
- 3. Judges of stroke shall report any violation to the referee on signed cards detailing the event, lane number and the infringement.

J. Chief Timekeeper:

- 1. Will assign the seating positions for all timekeepers and the lanes for which they are responsible.
 - (a) Shall collect from each timekeeper a card showing the time recorded and if necessary inspect their watches.
 - (b) Shall record or examine the official time on the card for each lane, and report to the referee.
- 2. Must assign an extra timekeeper when only 1 timekeeper per lane is available, in case of the malfunction of a stopwatch.
- 3. Must always record the time of the winner of each heat.

K. Timekeepers:

- 1. Shall take the time of the swimmer in the lane assigned to them.
- 2. Shall start his watch at the starting signal, and shall stop it when the swimmer in his lane has completed the race.
- 3. May be instructed by the chief timekeeper to record times at intermediate distances in events longer than 100 meters.
- 4. Immediately after the race, the timekeepers in each lane shall record the times on their watches onto the card, give it to the chief timekeeper, and if requested present their watches for inspection.
- 5. Their watches must be cleared at the short whistle of the referee announcing the following race.

L. Finish Judges:

- 1. Shall report to the referee the placing of the swimmers.

M. Classification Committee.

- 2. The 2019 DOD WG Classification Committee's role is as described in General Rules.

N. Timing Equipment Operator:

- 1. Be responsible for the automatic or semi-automatic timing equipment, including the electronic starting system and scoreboard (if used), and shall advise the referee or administrative official of any system problems that might affect the accuracy of times or whenever the touchpad is observed to have failed to record the finish when the swimmer completed the race.
- 2. The timing equipment should be placed so that the operator is able to observe the finish of each race.

O. Starter:

1. Shall have control of the swimmers from the time the referee turns the swimmers over to him until the race has commenced.
2. Shall report all irregularities during the start to the referee.
3. Shall have power to decide whether the start is fair, subject only to the decision of the Referee.

P. Clerk of Course:

1. Shall be provided with a list of the names of all swimmers in all events including relay swimmers in the order in which they will swim.
2. Shall assign heats and lanes, if manual seeding is used,
3. May be used to organize swimmers and escort them to the blocks for their assigned heats.
4. Shall assemble swimmers prior to each event.
5. Shall report to the Referee any violation noted in regard to advertising, swimwear regulations and if a swimmer is not present when on the start list.

Q. Announcer:

1. The Announcer shall make any announcements requested by the Referee, the Clerk of Course, Meet Director, Sports Director or Games Director.

Track and Field will be conducted in accordance with International Paralympic Committee (IPC) athletics rules, except for the following modifications. The IPC athletics rulebook can be found here: <https://www.paralympic.org/athletics/events/rules-and-regulations>

SECTION 9: TRACK AND FIELD

9.1 TRACK GENERAL RULES:

A. Track Events are Run by Gender:

1. Sprint- male and female.
2. Wheelchair racing - male and female.
3. Classifications 2.0-3.0 are wheelchair racers and classification is delineated in figure

Track Event	Gender	Classification
100 Meter Sprint	Male	6.0-4.0, VI
100 Meter Wheelchair	Male	2.0-3.0
200 Meter Sprint	Male	6.0-4.0, VI
200 Meter Wheelchair	Male	2.0-3.0
400 Meter Sprint	Male	6.0-4.0, VI
400 Meter Wheelchair	Male	2.0-3.0
800 Meter Sprint	Male	6.0-4.0, VI
800 Meter Wheelchair	Male	2.0-3.0
1500 Meter Sprint	Male	6.0-4.0, VI
1500 Meter Wheelchair	Male	2.0-3.0
4 x 100 Meter Sprint Relay	Male	6.0-4.0, VI
100 Meter Sprint	Female	6.0-4.0, VI
100 Meter Wheelchair	Female	2.0-3.0
200 Meter Sprint	Female	6.0-4.0, VI
200 Meter Wheelchair	Female	2.0-3.0
400 Meter Sprint	Female	6.0-4.0, VI
400 Meter Wheelchair	Female	2.0-3.0
800 Meter Sprint	Female	6.0-4.0, VI
800 Meter Wheelchair	Female	2.0-3.0
1500 Meter Sprint	Female	6.0-4.0, VI
1500 Meter Wheelchair	Female	2.0-3.0
4 x 100 Meter Sprint Relay	Female	6.0-4.0, VI
4 x 100 Meter Sprint Relay	Mixed	6.0-4.0, VI

Figure 9: Track Events by Gender and Classification.

B. Team Composition:

1. 5 start rights classification 6.0 track events. All remaining track classification events will have 4 start rights per event, per classification.
2. Ultimate Champion competitors do not count against start rights.

C. Track Lanes/Heats:

1. For all races, the event shall be run as a final. No preliminary heats.
2. If an event category has more than one final, results/medalist will be determined from the results of all finals.

D. Track Events Rules:

1. Clothing and Bib Numbers: Athletes will wear 2019 Warrior Games provided uniforms.
2. Ambulatory: Athletes will wear bib numbers on both front and back of shirt. Numbers may be provided.
3. Wheelchair: Athletes will be provided with one bib number to be worn visibly on the back of the competition wheelchair. Helmets are required in all races while competing in all events.

E. Assistance to Athletes:

1. Coach Access: Track coaches have access to the infield. Field coaches have access to their athletes between throws, as defined by Head Official of the throwing pit and sector.
2. Wheelchair Athletes: Meet director will determine which athletes are permitted escorts. An escort is someone who will be permitted to accompany athletes onto the competition area. Persons acting as escorts must be clearly identified by a distinctive vest. Escorts may assist the officials to ensure the athlete transfers safely to the throwing chair.
3. Strapping: If an athlete uses strapping it must only be to the chair and of nonelastic material.
4. Prosthetics: All ambulatory athletes with leg amputations must use prosthetics to start the track competition. If a prosthetic breaks, an athlete may complete the race however, any assistance will result in disqualification.

F. Timing and Photo Finish:

1. Ambulatory: The time is taken at the moment the torso crosses the finish line (head, neck, arms or legs do not count).
2. Wheelchair: The time shall be taken to the moment at which the hub of the leading wheel of the athlete's chair reaches the vertical plane of the nearest edge of the finish line.
3. Official Photo Finish: In the case of a tie, the official photo finish will be used to determine placement.

G. Wheelchair Equipment Specifications:

1. No part of the body of the chair may extend forwards beyond the hub of the front wheel and be wider than the inside of the hubs of the two rear wheels.
2. The height from the ground to the main body of the chair shall be 50cm.

3. Maximum diameter of the large wheel including the inflated tire shall not exceed 70cm and the small wheel cannot exceed 50cm.
4. One plain round hand rim is allowed for each large wheel.
5. No mechanical gears or levers shall be allowed.
6. No mirrors are allowed.
7. The athlete should be able to steer the front wheel both left and right.
8. No part of the chair may protrude behind the vertical plane of the back edge of the rear tires.

H. Visually Impaired (VI) Athletes:

1. VI Blind athletes will run accompanied by their guide using a non-elastic guide tether. VI Open athletes, guide runner optional.
2. VI Blind athletes will wear blindfold.
3. VI guides will wear a reflective runner's vest.

9.2 TRACK EVENTS

A. Sprints: 100 Meter, 200 Meter, and 400 Meter:

1. Ambulatory Starting Blocks:
 - (a) Starting blocks may be used, though a four-point stance is not required by any athletes.
 - (b) An arm amputee or those with short arms may use pads on which to rest stumps at the start to improve balance.
 - (c) Pads must be completely behind the starting line and not interfere with any other athlete and should be the same color of the track or a neutral color.
2. Start Commands:
 - (a) Ambulatory Commands:
 - (1) "On Your Mark": Athlete will enter into the blocks or assume a standing start position. Hands and feet must be behind the line.
 - (2) "Set": Athletes must be stationary (no movements)
 - (3) Starting mechanism (gun or whistle if requested at the coaches meeting).
 - (b) Wheelchair Commands:
 - (1) "On Your Mark": Athletes will approach the start line. Assume a position entirely within his or her allocated lane and behind the start line.
 - (2) "Set": Athletes should immediately take up the final position retaining the contact of the front wheel with the ground behind the line. The front wheel may be over the start line, but the contact of the front wheel with the ground is behind the line.
 - (3) Starting mechanism (gun or whistle-if requested at the coaches meeting).
3. Compensator Setting:
 - (a) Prior to any race conducted on the curve, the athletes will need an opportunity to set their compensator to the curve of the track.
 - (b) Compensator setting may be done prior to the start of the track racing portion of the schedule or all wheelchair racers in an upcoming race have a

five-minute window to get on to the track and set their compensator. This will be worked into the schedule and indicated at the coaches meeting.

4. False Starts: Any athlete(s) responsible for a false start, as determined by the starter, shall be disqualified. ****NOTE: This rule is often referred to as the “ONE AND DONE RULE” ****
5. The Race:
 - (a) In races conducted in lanes, athletes must remain in their designated lane or be disqualified.
 - (b) If an athlete is pushed or forced by another person to run outside his lane or on the infield, and if no material advantage is gained, the athlete shall not be disqualified.
 - (c) The athlete that pushes or forces another person to run outside his lane may be disqualified.

B. 800 Meter and 1500 Meter Races:

1. Start Commands:
 - (a) The start commands will be “On Your Mark.”
 - (b) The athlete must hold steady.
2. Start Mechanism (gun or whistle if requested at the coaches meeting).
 - (a) These races use a waterfall start.
 - (b) Athletes are allowed to cut in to the inside lanes as soon as there is a clear path so they do not impede another athlete.
 - (c) If an athlete impedes another athlete as he is cutting into the inside lane, he can be disqualified from the race.
3. The Race:
 - (a) Ambulatory: Any competing athlete who jostles or obstructs another athlete, so as to impede his or her progress, will be subject to disqualification from that event.
 - (b) Wheelchair Lane Changes:
 - (1) An athlete coming from behind in an attempt to overtake another athlete carries the responsibility of ensuring full clearance of the chair being overtaken before cutting across.
 - (2) The athlete being overtaken has the responsibility not to obstruct or impede the incoming athlete once the front wheel(s) of the athlete are in sight.
 - (3) Figure10 below demonstrates correct and incorrect overtaking.

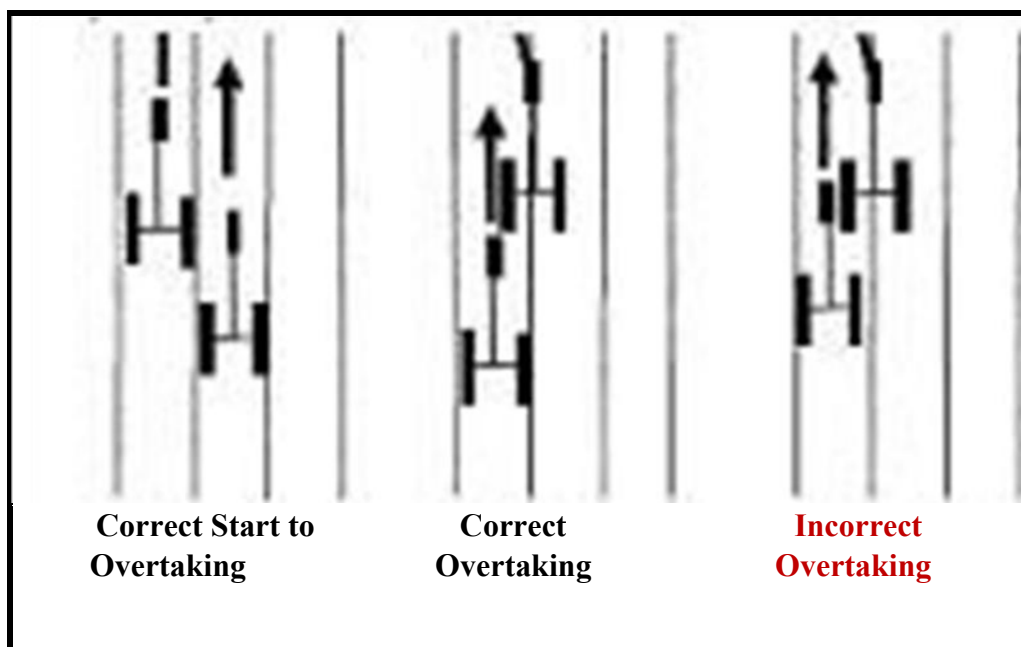


Figure 10: Wheelchair Lane Changes: Correct vs. Incorrect Overtaking.

C. 4x100m Ambulatory Relays:

1. A relay registration form will be made available at the meet. Relay team registration will be required NLT 1hr prior to event start. Teams will identify athletes, classification and gender on these forms.
2. Teams will consist of four total athletes, with a maximum of two athletes from the 6.0 or 5.5 category and remaining two athletes selected from two different disability categories (1.0-5.0).
 - (a) For the Mixed Gender relay, there are no limitations in classification composition. The only entry limitation is that an athlete competing on the mixed gender relay team may not have raced on another relay team at this competition. Athletes are only allowed to compete on one relay team at the competition.
3. Each Service may have one team in each relay event made up of male athletes, female athletes and a mixed team in the appropriate races.
4. Tags will be allowed if an athlete is unable to hold a baton. If a tag is needed, no baton will be used for the team. This must be declared on the relay form.
5. Athletes in the relay teams must have competed in either track or field event(s).

9.3 FIELD GENERAL RULES:

A. Team Composition:

1. 5 start rights classification 6.0 field events. All remaining field classification events will have 4 start rights per event, per classification.
2. Ultimate Champion competitors do not count against start rights.

B. Throwing Rules:

1. Standing throwers will receive 6 throws in rotational order. If an event category has 12 or more competitors, they will be placed in multiple flights. Results from each flight will be combined for final placing/medals.
2. If there is a tie in standing or seated throws, the second longest throw distance will be used to break the tie. If there is still a tie, the third longest throw distance will be used to break the tie.
3. Shot Put and Discus: Event, gender, classification and implement weight, as described below in Figure 12.

Field Event	Gender	Classification	Implement Weight
Standing Shot Put	Male	6.0 to 3.0 & VI	6 Kilograms
Standing Shot Put	Female	6.0 to 3.0 & VI	4 Kilograms
Standing Shot Put	Male	2.0	4 Kilograms
Standing Shot Put	Female	2.0	3 Kilograms
Seated Shot Put	Male	2.0 to 1.0	2 Kilograms
Seated Shot Put	Female	2.0 to 1.0	2 Kilograms
Seated Shot Put	Male	6.0 to 3.0 & VI	4 Kilograms
Seated Shot Put	Female	6.0 to 3.0 & VI	3 Kilograms
Standing Discus	Male	All Standing	1.5 Kilograms
Standing Discus	Female	All Standing	1.0 Kilograms
Seated Discus	Male	All Seated	1.0 Kilograms
Seated Discus	Female	All Seated	1.0 Kilograms

Figure 12: Field Events by Gender, Classification and Object Weight.

4. Putting the Shot:
 - (a) From start to finish, the movement shall be a straight, continuous putting action. The shot shall touch or be in close proximity to the neck or chin and the hand shall not be dropped below this position during the action of putting. The shot shall not be taken behind the line of the shoulders. (b) Standing athletes will throw a single throw and rotate through the field. Seated athletes will throw two warm-up throws and six official attempts consecutively. Athletes will get two practice throws and then be able to make adjustments to their throwing chair, and then the competition will begin.
5. Throwing Implements and Chairs:
 - (a) Any athlete wanting to use their own throwing implements or chair must have them inspected and cleared upon check-in at the check-in tent. All approved implements and chairs will be placed into a general pool and made available for all athletes in the competition. Approved implements and chairs will be impounded after the final practice session the day prior to the competition. Implements and chair can be reexamined by the officials before, during or after the event.

6. Clothing: In field events, clothing must be close fitting, and not loose, so as to not impede the view of the judges. Field athletes will wear 2019 Warrior Games provided uniforms.
7. Prosthetics: 2019 DOD WG rules state that leg amputees who compete in the seated field events are not required to use their prosthetic devices. Participants in this category must compete with their feet off the ground and secured to the throwing chair.
8. Time Limits:
 - (a) Seated Throwers:
 - (1) An athlete will be given 1 minute between each throw.
 - (2) The 1 minute time will begin when the implement is handed to the athlete.
 - (3) Athletes will be given a 3 minute break after their third throw. Athlete may choose to shorten this break or eliminate it altogether.
 - (b) Standing Throwers: An athlete will be given 1 minute to commence a throw from the time the athlete's name is called.

C. Throwing Chair Frame Specifications:

1. The maximum height of the throwing frame including the cushion(s) used as a seat shall not exceed 75 cm.
2. Footplates can be used for support and stability only.
3. Footplates may NOT to be placed on the ground, but need to be attached to the throwing chair. The athlete's foot must keep contact with the plate but the plate should not provide a height advantage or leverage. The height of these footplates must not exceed 1 cm. Legs must still be secured to the chair, but are not required to be placed behind the stability bars.
4. Side and back rests for safety and stability may be attached to the seat. They must be nonflexible and non-movable.
5. The frame may have a holding bar. The holding bar material may be of metal, fiberglass or a similar material and must be a single straight piece of material without curves or bends and should not contain springs, joints or articulation. The cross-sectional profile should be circular or square not oval or rectangular. The point where the holding bar is fixed (joined) to the chair must contain no levers or hinges that could assist with propulsion of the implement.
6. No part of the frame including any holding bar shall be moveable during the throwing action.
7. A day chair that satisfies these criteria is acceptable. Note: Fiberglass can be rigid, flexible and brittle, but only rigid fiberglass holding bars will be permitted, i.e. it must not flex.
8. Seated throwing chairs are staked down using stakes and ratcheted tie- downs.
9. A reasonable time will be permitted for an athlete's throwing chair to be placed in the circle before the commencement of their first trial.
10. This process should not exceed 5 minutes.
11. If a holding device should break or fail during the execution of a throw then the overseeing official should:

(a) If the athlete does not foul, offer the athlete the option of retaking that trial (i.e., if the athlete is happy with the distance and they haven't fouled then the athlete has the option of counting the affected trial)

(b) If the athlete fouls, then the trial should not be counted and the athlete should be allowed to retake the affected trial.

D. Failed Throws:

1. A throw is considered a failure if an athlete:

(a) Improperly releases the shot-put/discus after he or she has stepped into the circle and begun to make a throw, touches with any part of his or her body the top of the rim or the ground outside the circle.

(b) Touches any part of his or her body with the top of the stop board.

(c) Touches a strap outside of the circle when making a seated throw.

(d) When leaving the circle, he or she must step out of the back half of the ring after the implement has landed.

(e) All valid throws must land inside the sector lines.

2. Lifting:

(a) An athlete shall commence a throw or put from a seated position.

(b) The athletes must stay in contact with the seat of the chair from the back of the knees to the ischial tuberosity from when the implement is handed to the athlete until the implement hits the ground.

(c) It is considered lifting if this position is not maintained (once the implement is given to the athlete and until the implement is marked).

E. Gloves and Taping:

1. Seated throwers may use strapping or a glove on their non-throwing hand, and anchor that hand to the frame.

2. Athletes in all other categories cannot use any kind of assistive device, nor can they tape together two or more fingers.

3. Tape on the hands is not allowed under any circumstances, unless it is being used to cover an open wound.

9.4 RECOMMENDED OFFICIALS :

A. Management Officials may include and not be limited to:

1. 1 Competition Director

2. 1 Meet Manager

3. 1 Technical Manager

4. 1 Event Presentation Manager

B. Competition Officials may include:

1. 1 or more Referees for the call room/tent

2. 1 or more Referees for the field events and track events

3. 1 Chief Judge and an adequate number of Judges for track events

4. 1 Chief Judge and an adequate number of Judges for field events

5. 1 Chief Umpire and an adequate number of Umpires

6. 1 Chief Photo Finish Judge and an adequate number of assistants

7. 1 Chief Transponder Timing Judge and an adequate number of assistants

8. 1 Start Coordinator and an adequate number of Starters and Recalls

9. 1 or more Starter's assistants
 10. 1 Chief and an adequate number of assistants
 11. 1 Competition Secretary and an adequate number of assistants
 12. 1 Technical Information Center (TIC) Manager and an adequate number of assistants
 13. 1 Chief Marshal and an adequate number of marshals
 14. 1 Wind Gauge Operator or more
 15. 1 Measurement Judge (Scientific) or more
 16. 1 Chief and an adequate number of Call Room/Tent Judges
- C. Additional Officials:**
1. 1 Announcer or more
 2. 1 Statisticians or more
 3. 1 Official Surveyor
 4. Medical: DOD Warrior Games Medical Team
 5. Stewards for Athletes, Officials and Press

Wheelchair Basketball will be conducted in accordance with National Wheelchair Basketball Association (NWBA) rules, except for the following modifications. The NWBA rulebook can be found here:

[http://assets.ngin.com/attachments/document/0082/3282/2015 NWBA Rule Book.pdf](http://assets.ngin.com/attachments/document/0082/3282/2015_NWBA_Rule_Book.pdf)

SECTION 10: WHEELCHAIR BASKETBALL

10.1 GENERAL WHEELCHAIR BASKETBALL WCBB TOURNAMENT RULES:

A. Tournament Format:

1. Tournament format will be determined no later than the coach's meeting to accommodate for variability in both number of teams and days of competition.
2. Each WCBB game has 2 20-minute halves.
3. Running clock consists of :
 - (a) Stopping at the whistle the last 2 minutes of each half
 - (b) A 30-second shot clock (Reference: www.nwba.org); one 5-minute halftime. Overtime will consist of a single 3- minute period with the clock stopping at the whistle.
4. No substitutions/changes will occur to the roster after the first game
 - (a) Rule exception 10.4.a.2
5. A player will be disqualified and removed from play when he receives 2 direct technical fouls or 3 physical advantage fouls (PAFs).
 - (a) Direct technical fouls occur when the ball is active. For example: It is a direct technical foul for a wheelchair basketball player to assist a slower teammate horizontally by pushing them.
 - (b) Indirect technical fouls occur when the ball is dead.
6. Personal Athlete Fouls (PAFs):
 - (a) Athletes must remain firmly seated in the wheelchair at all times.

- (b) Athletes are not permitted to use functional leg or residual limb for physical advantage over an opponent (e.g., raising out of his chair, or using the heel on the floor to maneuver the chair, or leaning forward on the foot rests to guard a player).
- (c) A defensive player guarding an offensive player may not gain an advantage by leaning so far forward that his/her foot rests touch the floor.
- (d) Three PAFs constitute automatic dismissal from the game or five (5) total fouls (which may include technical and PAFs).

10.2 WHEELCHAIR BASKETBALL KEY DIFFERENCES:

A. Wheelchair Rules

1. The chair is considered to be part of the body. For example: a player is out-of- bounds when any part of his/her body or wheelchair touches the floor or any object on or outside of a boundary line.
2. Intentional chair contact caused by a player to affect the progress or position of another player is a form of blocking, charging, holding or pushing.
3. A player may not leave or fall out of the chair to gain or maintain possession of the ball or gain any other advantage.
4. This includes a player falling out of chair directly into line of play, and a player falling out of chair not directly in line of play while potential scoring play is in progress.
5. The play is stopped immediately when an injury is anticipated to a seated or fallen player, and the team will lose possession if in the judgment of the officials, a player falls out of his wheelchair to gain or maintain possession of the ball.
6. Tilting Wheelchair:
 - (a) A team loses possession when a player leans forward in the chair to the extent that the chair tilts and the footrest or the person's feet touch the floor while gaining, maintaining, shooting, or retrieving the ball.
 - (b) The ball is then awarded to a nearby opponent at the out of bounds spot nearest the violation.

B. Player Rules

1. A player cannot contact an opponent or opponent's wheelchair with his/her hand unless the contact is incidental in an attempt to play the ball.
2. General rules of contact apply in wheelchair basketball.

- (a) Contact caused by the momentum of a chair by a player who had made no visible effort to stop his/her chair while moving in for a goal is a charge.
- 3. Contact after the ball is dead, is unsportsmanlike conduct.
- 4. To officially score a 3 point shot or a free throw shot:
 - (a) The large wheels of the chair must be behind the line when the player attempts the shot.
 - (b) The front casters may be over the line.
 - (c) It is acceptable to roll the chair forward while shooting, yet the ball must be released before the large wheels cross the line.
- 5. Dribbling:
 - (a) To execute a dribble, players must allow for one bounce of the ball for every 2 pushes of their chair.
- 6. Traveling:
 - (a) Taking more than 2 pushes in succession constitutes a traveling violation and the ball is awarded to the other team out-of-bounds.

C. Player Regulations Free Throws:

- 1. During a free throw attempt a maximum of 6 players (4 opponents for the free thrower and 2 teammates of the free thrower) shall be permitted on the lane.
- 2. The 2 lane spaces closest to the end line shall remain open.
- 3. All of the other players shall remain behind the free throw line extended and behind the 3-point line.

D. Out-of-Bounds:

- 1. When an offensive player in control of the ball throws the ball off of a defensive player or his/her chair, and goes out of bounds, it is a violation on the offense.
- 2. The ball will be awarded out-of-bounds to the defensive team.

10.3 TEAM COMPOSITION:

A. Description

- 1. This tournament will consist of teams of 10 players (maximum, no substitute).
- 2. A team must always have 5 players in play on the court. The maximum number of classification MINIMUM, MODERATE, or MAXIMUM players on the court at any one time is 4 players. Any other combination of classifications is permitted to field the court.
- 3. After the first game (and continuing throughout tournament) should athlete injury or unforeseen athlete emergency occur, an alternate athlete may be added to Team Roster.

- (a) Such a substitution requires Service Team Physician to present written documentation, with cause, to Sports Director.
- (b) In this event, substitute athletes do not require to be of same gender or classification however, must be current (2019) classified in Wheelchair Basketball.
- (c) Once athlete substitution takes place, replaced athlete cannot return to tournament play.

10.4 WHEELCHAIR BASKETBALL EQUIPMENT:

A. Teams are required to provide their own basketball wheelchairs that meet the NWBA regulations.

B. Equipment may be subject to inspection by officials.

C. Equipment Failures:

- 1. Any issues with wheelchairs or safety equipment will require replacement or adjustments.
- 2. When repairs cannot be made the equipment will not be used.
- 3. Wheelchair Seat Height:
 - (a) The height of the seat rail must be no more than 21 inches.
 - (b) Measurement must be made from ground or court to the top of the seat rail bar (highest point) with player in the chair.
- 4. Foot Rest Height:
 - (a) That part of the footrest or roll bar that projects forward the furthest and which would be the first point of contact with another wheelchair in head-on contact, must be at a height of NOT more than 5 inches from the ground or court.
 - (b) The footrest must have rounded or smooth corners. Door bumpers, knobs, projections of folding footrest, or other projection from the body of the footrest, which may readily become entangled in the wheels and/or spokes of another chair, or used to hook and/or hold an opponent, shall not be allowed.
- 5. Foot Strap Specifications:
 - (a) A foot strap must be attached firmly and drawn taut to the telescope bar of the foot rest platform.
 - (b) Foot strap width: This strap shall measure NO less than 1 ½ half inches in width
 - (c) Foot strap attachment: The bottom of the strap must be attached within 6 inches of the foot rests.
 - (d) Foot strap security: In the case of all players, this strap should be drawn taut so that a foot may not be used as a brake.

6. Seat Cushion:

- (a) Use of a cushion is condoned, being of common understanding that it is for therapeutic reasons specifically.
- (b) Cushion material and thickness/height:
 - (1) Seat cushion may be composed of any therapeutic material as made by popular manufacturers.
 - (2) Seat cushion shall not exceed 4 inches at its highest point (thickness) for Class I and II players.
 - (3) Seat cushion shall not exceed 2 inches at its highest point (thickness) for Class III players.
 - (4) Pneumatic cushions and contoured cushions are permissible providing they are commercially manufactured for therapeutic use and do not exceed thickness restrictions as noted above).
 - (5) Seat cushions composed of non-therapeutic materials, such as hard (nonpliable) rubber, wood, or other solid composition, are not acceptable.
 - (6) In all situations, the decision of the officials shall be final.
- 7. Seat Roll Bar: Each chair must be equipped with a roll bar, or the foot platforms must be adequately covered on their undersides to insure against damage to the playing surface.
- 8. Padding: Any chair equipped with either a horizontal bar behind the backrest or push handles extending to the rear, must have these areas sufficiently padded so as to prevent injury to another player.
- 9. Anti-Tip Casters:
 - (a) A chair is permitted to have anti-tip casters attached to the underside or rear of the chair.
 - (b) The lowest point of the anti-tip caster cannot exceed 1 inch from the floor.
 - (c) No part of the anti-tip caster may project from the chair rearward so that it would extend past any part of the rear wheels.

10.5 RECOMMENDED OFFICIALS:

A. Administrative Official shall be responsible for the supervision of the Athlete Entry and Registration Process plus following:

- 1. Timing Equipment Operator

2. Timer
3. Score Keeper
4. Other Administrative Personnel as identified.

B. Competition Officials Per Game:

1. The Chief Referee is responsible for enforcement of the 2019 DOD WG WCBB Rules and Regulations.
2. The Referee shall not permit:
 - (a) Any player to wear braces or other equipment, which in his/her judgment, are dangerous to other players
 - (b) Any player to wear braces or other equipment designed to increase height or to gain a physical advantage.
 - (c) The official shall not permit wheelchairs to be mechanized in any form for turning or for forward, backward or upward propulsion.
 - (d) The official shall inspect wheelchairs and prohibit their use if said chairs deviate so as to be unfair or unsafe to others.
 - (e) The official shall have in their possession a metal tape rule to determine all wheelchair measuring parts such as: seat rail, foot platform, bumpers, and cushions.
 - (f) The official will inspect all wheelchairs prior to the starting of the game or prior to a player entering the game with a chair that was not inspected.
 - (g) A technical foul will be called for illegal measurements discovered while in play, providing the officials correctly measured the chair before it was put in play.
 - (h) The officials shall disqualify offenders for any repeated infraction of this rule.
3. Time keeper. The time keeper is responsible for keeping time on the electronic scoreboard.
4. Scorer. The scorer keeps the score sheet according to the governing rules and in cooperation with the second referee.

Wheelchair Rugby will be conducted in accordance with International Wheelchair Rugby Federation (IWRF) rules, except for the following modifications. The IWRF rulebook can be found here: http://www.iwrf.com/?page=rules_and_documents&cat=44

SECTION 11: WHEELCHAIR RUGBY RULES

11.1 RUGBY RULES:

A. Competition Format

1. Overview
 - a. Each team may enter a maximum of one Wheelchair Rugby Team.
 - b. The tournament will be a mixed gender event with no minimum gender requirements.

11.2 SERVICE TEAMS

A. Squad size:

1. Service Teams can select a maximum of 10 competitors. This will be the same 10 competitors for the entire tournament.
2. Each team will submit a team sheet, which will include a player's category, prior to the start of the Competition – this will contain all players in the squad.
3. A team must always have 4 players in play on the court. The maximum number of classification MINIMUM, MODERATE, or MAXIMUM players on the court at any one time is 3 players. Any other combination of classifications is permitted to field the court.

11.3 FORMAT

NOTE: 2019 DoD Warrior Games competition management reserves the right to alter the format of the tournament (outlined below) based on the final entry numbers.

A. Game format:

1. For the 2019 Wheelchair Rugby Competition teams are scheduled to play in a round robin format. Games will consist of two 8-minute running clock halves with last 2 minutes stop clock during pool play and two 10-minute running clock halves with last 2 minutes stop clock during semi-finals and finals. After the completion of the round robin competition the top four teams will progress through to the semi-finals. If, at the completion of the round robin, two teams are equal on the number of matches won, the result of the match in which the two tied teams have played each other will be the higher ranked team.
2. If, at the completion of the round robin, more than two teams are tied on the number of matches won, the following criteria will be used in the following order until one of the teams can be determined as the higher ranked: the team which has the best difference

between points scored for and points scored against in the round robin matches will be the higher ranked;

- a. The team which has scored most points in the round robin matches shall be the higher ranked.
- b. The two semi-final matches will be played between the top four teams (i.e. 1st ranked team vs 4th ranked team & 2nd ranked team vs 3rd ranked team).
- c. The winners of the semi-finals will progress to the Gold Medal match and the losers of the semi-finals will progress to the Bronze Medal match

11.4 GAME RULES AND EXCEPTIONS

A. Rules and Exceptions

1. Each pool match will have 8-minute halves and each semi-final will have 10-minute halves, timed using a running clock (N.B. the wording of “stoppage in play” should not necessarily be considered as a stoppage to the Game Clock). Most stoppages in play WILL NOT result in the Game Clock being stopped. However, some exceptions may have to be applied (see Game Clock stoppages) (Articles 51 & 52).
2. There will be no coach or player time-outs.
3. Substitutions can take place as per normal rules, however the Game Clock will not be stopped. Teams will need to be fully prepared to enable efficient substitutions.
4. Equipment time-outs will need to take place and the Game Clock in general will not be stopped. Teams will ONLY be allowed to substitute the player involved in a genuine equipment time out. The referee has the ultimate say in whether this time out is valid or not. A technical foul can be applied if an equipment time-out is taken without a valid reason.
 - a. Comment: Teams will be requested to ensure equipment problems are handled as effectively as possible and where required off the court to ensure the game can continue as quickly as possible.
5. Overtime will be played at the end of the two halves if the game is drawn (see Rule 23 below or Article 111 of the IWRG Rules).

B. 40 Second Clock Operations (Article 53)

1. The 40 second clock will operate as normal and will be stopped and started as per normal rules.
2. The scoring table will be provided with a timing device or devices to time the 40-second scoring period. The 40-second device will have a distinct sound that is different from the game clock. N.B. The reset to 15 seconds will not be applicable as no time-outs are being allowed.

C. Game Clock Stoppages

1. The schedule has been developed to provide as much game play as possible for one day. It also aims to provide a competitive format culminating with a series of finals. To achieve this, a running Game Clock will operate throughout to maintain timings. This is crucial as each session will be individually ticketed and spectators will need to vacate the venue within strict times.
2. It is recognized that there could be situations where the clock may have to be stopped. This can only be done through the direction of the following individuals:
 - a. Senior Referee on court.
 - b. Lead Technical Official.
 - c. Wheelchair Rugby Competition Manager (or their delegated Field of Play manager).
 - d. Situations external to the FOP i.e. an electrical supply failure.
3. In all cases the Game Clock should be endeavoured to start quickly from the time that was left on the clock. The Wheelchair Rugby Sport Manager will manage any general delay in the finish of the game within each session.

NOTE: Further consultation with the event management will be required regarding clock stoppage.

D. General Rule Alterations or Comments

The following is intended to provide some guidance regarding specific rules as per the International Wheelchair Rugby Federation Rulebook: Article 33, 36 and 40. Designation of teams, rosters, team and bench allocation will be confirmed by the event management in advance.

1. Section 11 and 12 ,Fouls. 1 min. sanction as standard off a running clock.
2. Article 103. Equipment technical foul - see chair check procedure.
3. Article 104. Excessive points technical foul – this will not be applied. The team will be requested to remedy any errors as rapidly as possible at an appropriate point.
4. Article 107 Serving penalties: (ref Para 3) a player may leave the penalty area for the half-time period. He/she must return to the penalty area prior to the second-half starting.
5. Article 113 Forfeit of game – the Wheelchair Rugby Sport Manager will determine the situation.

11.5 OVERTIME

A. Overtime Period (Article 111)

1. If a team is ahead in the score at the end of the second period, the game shall be ended and the team that has the greatest number of points shall be declared the winner.

2. If teams are tied at the end of the second period, an overtime period of 3 minutes shall be played. If a team is ahead in the score at the end of the overtime period, the game shall be ended and the team that has the greatest number of points shall be declared the winner.
3. If teams are still tied at the end of the second overtime period, a 'Golden Point' overtime period of 2 minutes shall be played. The team to score first shall be declared the winner. There shall be a two-minute interval between regular overtime and 'Golden Point' overtime.
4. If teams are still tied at the end of the 'Golden Point' overtime the winner of the match shall be determined by a coin toss.

B. Overtime Information

1. Additional overtime periods shall be played until one team is ahead in the score.
2. Each period of overtime play shall begin with tip-off.
3. Teams shall keep the same goal areas for the first overtime period, and shall change goal areas for each subsequent overtime period.
4. There shall be a two-minute interval between the end of regulation play and the first overtime period. If additional overtime periods are required, there will be a two-minute interval following each overtime period.

11.6 COMPETITION REGULATIONS AND OTHER AREAS NOT COVERED BY INTERNATIONAL RULES

A. General:

1. General. This event falls outside of an internationally sanctioned event, therefore, the competition regulations in its majority are not applicable. The following are highlighted to support the technical officials and teams in ensuring a successful event
2. The Technical Officials and the Wheelchair Rugby Competition Manager have the authority to overrule any section within the Competition Regulations.
3. Decision Review (i.e. in-game review). This rule will not be applicable.
4. Protests and Appeals. In the interest of good sportsmanship it is hoped that any issue will be raised with the competition management and resolved accordingly. If the issue is regarding a sport specific technical issue then the Wheelchair Rugby Sport Manager's decision is final (see "Protests") in the General Information Section of these rules.
5. Chair Check Procedure. The chairs will have received a visual check by the referees who will be focusing on ensuring they are not damaged and/or do not present a safety risk. Only the referee or Wheelchair Rugby Competition Manager can determine whether a chair is suitable for a player to continue playing in. If a coach has a concern regards an aspect of the chair then they are requested to raise this before play commences or during a game ONLY if it presents a

risk to injury. This is to try and ensure that the flow of play is maintained against the running clock.

6. Tie-breaking Rules. If a tie occurs at the end of the pool stages then standard tie-breaking procedures will be applied.

B. Game Suspensions

1. Disqualifying Foul. Any player who receives a Disqualifying Foul from a game during competition will be suspended from the next game in that competition.
2. Flagrant Foul. Any player who receives two Flagrant Fouls will be suspended from the next game in the competition following the game in which the second Flagrant Foul was received. Following a suspension for receiving two Flagrant Fouls, a player will be considered to have no Flagrant Fouls in the tournament.

C. Competition Uniform

1. Competition wear for Wheelchair Rugby should include properly numbered jerseys. If this is not possible, Service Teams should ensure that they have a set of bibs in an alternative color than opposing team with accurate squad numbers. Any bibs should also comply with the uniform guidelines.

Golf will be conducted in accordance with United States Golf Association (USGA) rules, except for the following modifications. The USGA rulebook can be found here: <http://www.usga.org/content/usga/home-page/rules-hub.html>

SECTION 12: GOLF

12.1 GOLF RULES:

A. Competition Format

1. Each Service Team be able to enter a maximum of 4 golfers to assemble 2 twosomes, twosomes can consist of:
 - a. 2 Male athletes
 - b. 2 Female athletes
 - c. 1 Male and 1 Female
2. Format will consist of Team and Individual competitions. Team golfers will account for individual scores to determine results. Team competition features any combination of gender whereas individual competition features male and female divisions.
3. A minimum 1 twosome or 1 individual golfer per Service Team is required. Should Service Team register 3 golfers, 2 golfers will assemble 1 twosome and 1 golfer will compete as an individual.
4. 36-hole competition (18-holes each day).
5. No playoff for Gold, Silver and Bronze medals. If ties exist after 36-hole Team and Individual competitions, multiple medals will be awarded.
6. Shot-gun start each competition day.
7. Individual carts. Caddies permitted (no additional cart).
8. Location of Teeing Area will be adjusted to meet gender and individual athlete physical impairment.
9. Use of Golf Genius for Live Scoring.

B. Scoring

1. Stableford is a scoring system used in the sport of golf. Rather than counting the total number of strokes taken, as in stroke play, it involves scoring points based on the number of strokes taken at each hole. Unlike traditional scoring methods, where the aim is to have the lowest score, under Stableford rules, the objective is to have the highest score.
2. Stableford scoring as follows:
 - a. 1 point for double bogey
 - b. 2 point for bogey
 - c. 3 points for par
 - d. 4 points for birdie
 - e. 5 points for eagle
 - f. 6 points for double eagle

- g. 0 points for triple bogey (competitors pick-up their ball at triple bogey)
- 3. In order to speed up the pace of play, as once it is no longer possible to score a point, players pick up their ball and proceed to the next hole.
- 4. At the end of the round, the number of points scored on each hole is totaled to give a final score. The winner of a Stableford competition is the player with the highest point total

Wheelchair Tennis will be conducted in accordance with International Tennis Federation (ITF) rules, except for the following modifications. The ITF rulebook can be found here: www.itftennis.com/officiating/rulebooks/rules-of-tennis

SECTION 13: WHEELCHAIR TENNIS

13.1 GENERAL TENNIS RULES:

A. Overview

1. Each Service Team will be able to enter a maximum of two (2) mixed double teams
Teams can consist of:
 - a. 2 male athletes

- b. 2 female athletes
- c. 1 male and 1 female.

13.2 TOURNAMENT STRUCTURE

A. Preliminary Format

- 1. The preliminary format of competition will be a Round Robin format.
- 2. A random draw will take place 2 days prior to the beginning of competition and 4 pools will be established.
- 3. No pool will be established with teams from the same country/service team.

B. Preliminary, Day #1 of Competition

- 1. Day #1 Eight courts will be dedicated to match play with 2 available for practice from 1 hour prior to the start of play each day until the tournament site closes daily.
- 2. Round Robin play will use a modified “Fast4” format “No Ad” (deciding point played at deuce with receiving team choosing the side).
- 3. The first team to win 4 games wins the match, with a tiebreaker played at 3 games all.
- 4. The tiebreaker is first to 5 points, each side serving 2 points alternating, match point played at 4 points all with receiving team choosing the side.

C. Preliminary and Finals, Day #2 of Competition

- 1. Winners of each pool will advance to the Semifinals (SF) where the format is knockout play, first team to win a 6-game set by two (2), 12-point tiebreaker (first to 7 points win
- 2. SF matchups: Pool 1 vs Pool 4 and Pool 2 vs Pool 3 winners advance to the Final (F) losers of (SF) playoff for 3rd & 4th using (SF) format.
- 3. Final (F) is best of three tie-break sets with a match tie-break in lieu of a third set. Match Tiebreaker (first to 10 points win by 2).
- 4. Round Robin matches will be officiated by a Chair Umpire, Semis(SF) and Final(F) will have a Chair Umpire and additional linesman.

13.2 RULES OF PLAY

A. Two Bounce Rule

- 1. The wheelchair tennis player is allowed two bounces of the ball. The player must return the ball before it bounces a third time. The second bounce can be either in or out of the court boundaries.

B. The Wheelchair:

1. The wheelchair is considered part of the body and all applicable rules, which apply to a player's body, shall apply to the wheelchair.

C. The service:

1. The service will be delivered in the following manner:
 - a. Immediately before commencing the service, the server shall be in a stationary position. The server shall then be allowed one push before striking the ball.
 - b. The server shall throughout the delivery of the service not touch with any wheel, any area other than that behind the baseline within the imaginary extension of the center mark and sideline.
 - c. If conventional methods for the service are physically impossible for a player due to their physical impairment, then the player or other individual may drop the ball for such a player and allow it to bounce before it is struck. If this is the case, the same method of serving must be used for the entire match.

D. Player Loses Point:

1. The player fails to return the ball before it has bounced three times; or
2. Subject to rule 16 below, the player uses any part of his feet or lower extremities against the ground or against any wheel while delivering service, striking a ball, turning or stopping while the ball is in play, or
3. The player fails to keep one buttock in contact with his wheelchair seat when contacting the ball.

E. Propelling the chair with the foot:

1. If due to lack of capacity a player is unable to propel the wheelchair via the wheel, then he may propel the wheelchair using one foot.
2. Even if in accordance with rule 16a above, a player is permitted to propel the chair using one foot, no part of the player's foot may be in contact with the ground:
 - a. During the forward motion of the swing, including when the racket strikes the ball.
 - b. From the initiation of the service motion until the racket strikes the ball a player in the breach of this rule will lose a point.

13.3 CONDITIONS OF PLAY

A. Warm-up

1. Warm-up will not exceed 5 minutes

B. Continuous Play

1. Play will be continuous under the terms of Rule 29 of the 2015 Rules of Tennis.

C. Coaching

1. Players will not receive coaching during a match.
2. Communication of any kind, audible or visible between a player and a coach will be construed as coaching.

D. Equipment

1. Preparation of Equipment

- a. Each player is ultimately responsible for ensuring their wheelchair and all other equipment is ready on time for their match. The referee has the right to default any player who is not ready to go onto court for whatever reason, within five (5) minutes of their match being called.

2. Rackets

- a. Longer racket length will be allowed to meet individual athlete physical impairment in case extra space is needed to tape the racket to the hand/arm.

3. Time Limit Repairs, Broken Equipment, Strapping of Racket

- a. The Chair Umpire, Roving Umpire or Referee has the authority to determine suspension of play. Wheelchair repairs may not exceed 20 minutes in total during 1 match per Doubles team. This is regardless of any number of breakdowns. Delay beyond a total of 15 minutes will result in a point penalty, and delay beyond 20 minutes will result in a default.

4. Balls – Round Robin matches will feature new balls. (SF) & (F) matches will feature a mixture of new balls and reusable/quality balls from Round Robin matches.

5. Court Protection – Prevention of damage to the courts is at the discretion of the Referee.

The following items could create damage to the courts and should be inspected:

- a. Footrests
- b. Front casters
- c. Rear Anti-tip tubes
- d. Rear tyres
- e. Light up Casters are prohibited to be used by a players while competing on court.

Note: Players are also required to have non-marking tyres that do not damage the court surface. A reasonable amount of time will be given to correct the violation(s), this will be determined by the Referee, failure to do so will be grounds for default.

Classifications

SECTION 14: CLASSIFICATIONS

14.1 ARCHERY CLASSIFICATIONS

DISABILITY/CLASSIFICATION GROUPS.

- a. **Classification Open.** Applicable to all athletes with the exception for the Visually Impaired (VI) Athletes.
- b. **Classification VI.**
- c. Athletes declare whether to shoot in a standing or seated position and maintains declared position when shooting throughout tournament.

14.2 CYCLING CLASSIFICATIONS

DISABILITY CLASSIFICATION CATEGORY BY EVENT:

a. **Handcycle Classifications:**

- (1) **Classification OPEN.** Open cycling classification includes orthopedic diagnoses limiting the use of lower extremity/foot powered cycles.
- (2) **Classification K5: Kneeler Handcycle.** Kneeling cyclist will race in the in H5 category but scored separately.
- (3) **Classification H5**
 - (a) Paraplegia (The loss of motor or sensory function in lower extremities)
 - (b) T11- L5 spinal cord injury
 - (c) Partial loss of function in hips and lower limbs
 - (d) Lower extremity amputations: ankle and higher
 - (e) Normal arm and hand function
 - (f) May display decreased trunk function caused by spinal cord injury
 - (g) Normal arm and hand function
 - (h) May utilize assistive device for mobility
 - (i) Mild TBI/delayed movement/processing
 - (j) Grade Spasticity
- (4) **Classification H4**
 - (a) Paraplegia (the loss of motor or sensory function in lower extremities)
 - (b) T6-T10 spinal cord injury

- (c) Partial or complete loss of lower limb function
 - (d) Normal arm and hand function
 - (e) Mild TBI/delayed movement/ processing
 - (f) 2 Grade Spasticity Ashworth Scale
 - (g) May display decreased trunk function as determined by functional testing. This is evident, as the athlete must utilize upper extremities to return to the upright-seated position when in the forward plane.
 - (h) Single hemipelvectomy (single side high level pelvic amputation).
 - (i) Utilizes assistive device for mobility
- (5) **Classification H3**
- (a) Paraplegia (the loss of motor or sensory function in lower extremities)
 - (b) T5-T1 spinal cord injury
 - (c) Complete loss of lower limb function caused by spinal cord injury
 - (d) Normal arm and hand function
 - (e) Athletes will display decreased trunk function caused by level of spinal cord injury. This is evident, as the athlete must utilize upper extremities to return to the upright-seated position when in the forward plane.
 - (f) Normal arm and hand function
 - (g) Bilateral hemipelvectomy
 - (h) Athletes may utilize wheelchair for mobility
- (6) **Classification H2**
- (a) Tetraplegia (is also referred to as quadriplegia and includes partial or total loss of use of all limbs and torso and is usually involves both sensory and motor).
 - (b) C7-C8 spinal cord injury
 - (c) Minimal upper body limb impairments to include but not limited to: Limited handgrip, impairments in triceps and biceps
 - (d) Athletes will display decreased trunk function caused by level of spinal cord injury. This is evident, as the athlete must utilize upper extremities to return to the upright-seated position when in the forward plane.
 - (e) Athletes must utilize wheelchair for mobility
 - (f) Grade 3 Spasticity Ashworth Scale
 - (g) Moderate TBI/ severe delayed processing/delayed movements
- (7) **Classification H1**

- (a) C1-C6 spinal cord injury
- (b) Severe upper body limb impairments to include but not limited to: Limited handgrip, decreased wrist function, impairments in triceps and biceps
- (c) Complete loss of trunk and lower limb function
- (d) No active trunk rotation
- (e) Little to no controlled trunk movements in forward plane
- (f) Athletes must utilize wheelchair for mobility
- (g) Grade 4 Spasticity Ashworth Scale
- (h) Severe TBI/ delayed processing/uncontrollable movements

b. Recumbent Cycle Classifications:

(1) **Classification OPEN:** Open recumbent cycling classification includes orthopedic disabilities and/or balance problems that prohibit athletes from riding a two-wheel upright bike or hand cycle and allows the use of the recumbent cycle. Requires medical documentation.

(2) **Classification T2**

- (a) Minimum 40% loss of loco motor function
- (b) Moderate loss of balance (40% loss on functionality)

(3) **Classification T1**

- (a) Severe loco motor dysfunction or Poor as determined by functional testing
- (b) Severely impaired balance as determined by functional testing: Balance in both forward and sideways directions is significantly impaired (greater than 40% loss of balance on functional test).

c. Upright Cycle Classifications:

(1) **Classification C6 (OPEN)**

- (a) PTSD/TBI with minimal physical impairments
- (b) Minor orthopedic injuries

(2) **Classification C5**

- (a) Athletes with upper body impairments
- (b) Above or below elbow amputations
- (c) Above or below elbow dysfunction
- (d) 40% loss of strength, mobility, or flexibility in wrist, shoulder, or elbow joint
- (e) Severe nerve damage in upper limb
- (f) 1-2 Grade Spasticity Ashworth Scale

(3) Classification C4

- (a) Below knee amputations (amputation must be through the ankle)
- (b) Above or below knee dysfunction
- (c) Impaired muscle power: 40% Loss of strength, mobility, or flexibility in two joints (hip, knee, or ankle joint)
- (d) Severe nerve damage to lower limb
- (e) Athletes with a combination of both upper body and lower body impairments, to include hand and foot amputation, and/or measurable dysfunction

(4) Classification C3. Above the knee amputation (AKA).

d. Tandem Bike Classification:

(1) Classification tandem VI athletes/blind (VI/B)

- (a) Corrected bilateral visual acuity greater than 20/200, as evidenced through supporting medical documents provided to/by athlete.
- (b) Above is achieved with the best practical eye correction

(2) Classification tandem VI athletes OPEN (VI/O)

- (a) Corrected visual acuity of 20/70 evidenced through supporting medical documents provided to/by athlete.
- (b) Visual field cut of greater than 20 degrees in either eye, evidenced through supporting medical documents provided to/by athlete.
- (c) Above is achieved with the best practical eye correction

14.3 INDOOR ROWING CLASSIFICATIONS

INDOOR ROWING DISABILITY CLASSIFICATION CATEGORY:

- 1) Classification OPEN: 6.0 PTSD / TBI (PTSD / TBI)** Athletes have functional use of their legs trunk and arms. They are able to use the standard sliding seat of the indoor rower and are not required to wear any supportive straps. These athletes do not have minimal physical disability 10-50% loss in Legs or Arms
- 2) Classification 5.5LE: (Trunk and Legs–Physically Disabled)** Athletes have functional use of their legs trunk and arms. They are able to use the standard sliding seat of the indoor rower and would not be required to wear any supportive straps. These athletes have forms of physical disability that are not listed above including, but not limited to below the knee amputation, > 60percent or greater loss in knee or ankle, or

neuromuscular-related ailments. May use prosthetic limb

- 3) Classification 5.0: UE (Trunk and Arms–Physically Disabled) Athletes have functional use of their legs trunk and arms. They are able to use the standard sliding seat of the indoor rower and would not be required to wear any supportive straps. These athletes have one or more forms of physical disability that are not listed above including, but not limited to wrist, below the elbow , 60 percent or greater loss hand, wrist or neuromuscular-related ailments
- 4) Classification 4.0: (Leg Trunk and Arms–Single Leg, Above the Knee Amputee) Athletes do not have functional use of their legs . They are able to use the standard sliding seat of the indoor rower and are not required to wear any supportive straps. These athletes have a single leg above the knee amputation or neuromuscular-related ailments.. May wear a prosthetic limb during competition. TBI with upper or lower motor impairment Mild to Moderate
- 5) Classification 3.0 (Leg Trunk and Arms–) Athletes have functional use of their trunk and legs. They are able to use the standard sliding seat of the indoor rower and are not required to wear any supportive straps. above elbow amputees, nerve damage to upper limbs etc These athletes may use Single hand grip, standard rowing seat and set up (sliding seat). If grip impaired on other hand, alternate hand grips allowed. TBI with upper or lower motor impairment Moderate to Severe
- 6) 2.0 Classification (Trunk and Arms) Athletes have functional use of the trunk Fair sitting balance and minimal or no use of their legs. SCI injuries and (e.g. VERY high bilateral amputees, SCI (those who rely on a wheelchair etc) Neurological impairment with a complete lesion at T12 level, or an incomplete lesion at T10
- 7) Classification (Arms and Shoulders) Athletes have minimal or no trunk function and minimal or no use of their legs. These athletes likely have poor sitting balance. For those who can only use arms and shoulders – no leg/ trunk Triple amputees. Function Rowers are not able to use the sliding seat and require a fixed seat adaptation with upper chest strap support
- 8) VI Classification (Blind or Visually Impaired) Athletes have functional use of their legs trunk and arms. They are able to use the standard sliding seat of the indoor rower and are not required to wear any supportive straps. These athletes are blind or visually impaired

14.4 SHOOTING CLASSIFICATIONS

SHOOTING/CLASSIFICATIONS.

1. Classification OPEN

- (a) PTSD/TBI with minimal or no physical impairments.
- (b) Minimal static balance issues.
- (c) Orthopedic injuries resulting in minimal physical impairments.
- (d) Tremors that do not result in loss of strength.
- (e) Minimum Spasticity Grade Ashworth Scale 1/ Fair fine motor movements.

2. Classification SH1

- (a) Spinal Cord Injury- Paraplegia (The loss of motor or sensory function in lower extremities).
- (b) Single or bilateral amputations in lower extremities.
- (c) Combination of loss of strength and flexibility in the ankle, knee, or hip joints.
 - (c1) Minimum of 40% loss of mobility in the ankle, knee, or hip joints.
 - (c2) Minimum of 40% loss of flexibility in the ankle, knee, or hip joints.
- (d) May use a wheelchair due to balance or standing/walking ability.
- (e) Shooters in this classification that also have an upper body impairment that impacts their ability to load their own equipment and may ask the competition director to allow for their assistant to load the air rifle during competition.
- (f) Spasticity Grade 2-3 Ashworth Scale lower extremities / Poor lower extremities coordination.

3. Classification SH2

- (a) Upper body impairments causing the shooter to be unable to support the weight of the air rifles with their arms, and therefore requiring a spring stand.
- (b) Single or bilateral amputations in upper extremities
- (c) Spinal cord injury - Tetraplegia (Is also referred to as quadriplegia and includes partial or total loss of use of all limbs and torso and usually involves both sensory and motor).
- (d) Combination of loss of strength and flexibility in the wrist, elbow or shoulder
 - (d1) Minimum of 40% loss of mobility in the wrist, elbow, or shoulder joints.
 - (d2) Minimum of 40% loss of flexibility in the wrist, elbow, or shoulder joints.

(d3) Spasticity Grade 3-4 Ashworth Scale upper extremity.

(e) Shooters in this classification are authorized an assistant to load the air rifle during competition.

14.5 SITTING VOLLEYBALL CLASSIFICATIONS

DISABILITY CLASSIFICATIONS AND CATEGORIES:

a. Classification MINIMUM: This category is for players with minimal/mild or non-permanent physical disabilities and other illnesses (e.g. PTSD, TBI, minor orthopedic injuries) including but not exclusively:

(1) A measurable loss of strength in an ankle, knee, hip, shoulder, elbow, or wrist that is less than 50% when compared to an opposing or fully functional joint.

(2) A measurable loss of range of motion in an ankle, knee, hip, shoulder, elbow, or wrist that is less than 50% when compared to an opposing or fully functional joint.

(3) A measurable combination of loss of strength and range of motion in an ankle, knee, hip, shoulder, elbow, or wrist joint that is less than 60% when compared to an opposing or fully functional joint. To determine the total combination of measured loss of strength and loss of range of motion, simply add the two scores of functional loss together. (i.e. 10% loss of range of motion + 40% loss of strength = 50% combined measured loss).

(4) Minor or no balance issues.

b. Classification MODERATE: This category includes players with one of the following physical/ functional impairments, including moderate TBI: Classification - Fair bilateral coordination, fair motor planning

(1) Loss of one (1) thumb and at least two (2) additional fingers on one hand.

(2) Loss of minimum of seven (7) total fingers

(3) Lisfranc amputation: mid foot or higher

(4) A measurable loss of strength in an ankle, knee, hip, shoulder, elbow, or wrist joint that is greater than or equal to 50% when compared to an opposing or fully functional joint.

(5) A measureable COMBINED loss and LOSS OF STRENGTH of range of motion in an ankle, knee, hip, shoulder, elbow, or wrist that is greater than or equal to 60% when compared to an opposing or fully functional joint. To determine the total combination of measured loss of strength and loss of range of motion, simply add the two scores of

functional loss together. (i.e. 30% loss of range of motion + 30% loss of combined measured loss).

(6) VI athletes will not compete in SV

(7) Significant balance issues (player must walk with assisted device)

Classification MAXIMUM: This category includes players with the following or more significant physical/ functional impairments:

(8) Complete loss of motor function in an ankle, knee, hip, shoulder, elbow, or wrist joint.

(9) The inability to move one of the listed joints whether from amputation, paralysis, fusion, or other factor is considered a complete loss of function.

(10) Severe TBI, inability to follow complex movements. Classification - Poor bilateral coordination, poor motor planning, inability to complete movements during play

14.6 SWIMMING CLASSIFICATIONS

DISABILITY CLASSIFICATIONS AND CATEGORIES:

a. Classification 6.0 Athletes:

(1) PTSD/TBI with minimal or no physical impairments.

(2) Mild, moderate and severe TBI, pattern recognition, sequencing, and memory or slower reaction time which that can impact on sport performance.

b. Classification 5.5 Athletes (Ortho Lower or Upper):

(1) Combination of loss of strength and flexibility in hip, knee, or ankle joints as evidenced through a functionality test.

(2) Athletes who lose 7.5 to 14 points on the functionality and strength testing.

(3) Measurable loss of mobility in the hip, knee, or ankle joint evidenced by a functionality test.

(4) Combination of loss of strength and flexibility in shoulder, elbow, and or wrist joints or in the hip, knee, and or ankle joints as evidenced through a functionality test. (Athletes who lose 7.5-14 points on the functionality and strength test).

c. Classification 5.0 Athletes:

(1) Loss of one (1) hand.

(2) Single below knee amputation (BKA).

(3) Combination of loss (40% combined score) of strength and flexibility in one hip joint as evidenced through a functional test.

- (4) Athletes who lose 15 to 34 points on the functional and strength test
- (5) 25-39% or less loss of strength in the hip joint evidenced by a functionality test.
- (6) 25-39% or less loss of flexibility in the hip joint evidenced by a functionality test.

d. Classification 4.5 Athletes:

- (1) Single above knee amputation (AKA).
- (2) Double below knee amputations (BKA) with greater than 1/3 of the residual limbs remaining.
- (3) Single below elbow amputation (BEA).
- (4) Combination of severe (60% combined score) loss of strength and flexibility in at least two (2) joints: the hip, knee, or ankle joint in one (1) lower extremity as evidenced through a functionality test.
- (5) Athletes who lose 35 to 59 points on the functional and strength test
 - (a) Loss of 40% mobility in the hip, knee or ankle joints evidenced by a functionality test.
 - (b) Loss of 40% flexibility in the hip, knee or ankle joints evidenced by a functionality test.

e. Classification 4.0 Athletes:

- (1) Single above elbow amputation (BEA) or comparable functionally complete Brachial Plexus lesion.
- (2) Loss of both hands.
- (3) Double below knee amputation (BKA), with less than 1/3 of the residual limbs remaining.
- (4) Combination of severe loss of strength and flexibility in the hip, knee or ankle joint in both lower extremities as evidenced through a functional test. (Athletes who lose 60-84 points on the functional and strength test)
 - (a) Loss of 40% mobility in the hip, knee or ankle in both lower extremities evidenced by functionality test.
 - (b) Loss of 40% flexibility in the hip, knee or ankle joints evidenced by functionality test.

f. Classification 3.0 Athletes:

- (1) Athletes who lose 85-109 points on the functionality and strength test. Bilateral leg impairments and lack of function due to paralysis.
- (2) Amputations in one upper extremity and amputation in the opposite side lower

extremity.

(3) Bilateral above the knee amputations.

(4) Paralysis in one upper body extremity and one lower body extremity on the same side of the body.

(5) No trunk impairments.

(6) Minimal to no trunk control issues evidenced by forward, sideways, and vertical plane testing.

(7) Utilizes wheelchair for mobility.

g. Classification 2.5 Athletes:

(1) Athletes who lose 110 to 134 points on the functionality and strength test.

(2) Bilateral upper extremity amputations.

(3) Ataxia- lack of voluntary muscle movement and coordination.

(4) Minimum loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test

h. Classification 2.0 Athletes:

(1) Athletes who lose 135-159 points on the functionality and strength test.

(2) Complete loss of one (1) side of the body due to paralysis or amputations.

(3) Moderate loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test

i. Classification 1.5 Athletes:

(1) Athletes who lose 160 to 184 points on the functionality and strength test.

(2) Amputations in four (4) limbs.

(3) Moderate loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test

j. Classification 1.0 Athletes:

(1) Athletes who lose 185 or greater points on the functionality and strength test.

(2) Severe loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test.

(a) Little to no controlled trunk movements in forward plane.

(b) No active trunk rotation.

(c) Balance in both forward and sideways direction is significantly impaired.

(d) Rely on arms to return to the upright position

(e) Tetraplegia comparable to complete lesion at C7 or incomplete Tetraplegia below C6

(f) Utilizes Wheelchair for mobility

k. Classification Visually Impaired Athletes (Blind and Open)

(1) **VI Blind:** From best corrected visual acuity greater than 20/200 evidenced through supporting medical documents and documented on the Classification form found on Appendix A7-A8. VI Blind wear black-out swim goggles and required/assisted by Tappers.

(2) **VI OPEN**

(a) Up to best corrected visual acuity of 20/70 evidenced through supporting medical and documented on the Classification form found on Appendix A7-A8.

(b) Visual field cut of greater than 20 degrees in either eye evidenced through supporting medical documents and documented on the Classification form found on pages J10 and J11.

(3) For relay point total purposes only: VI open swimmers are equivalent to 5.5 classification athletes.

(4) VI Athletes with visual acuity above 20/200 to 20/600 and/or a visual field of less than 20 degrees and more than 5 degrees in either eye are equivalent to 5.0 classification athletes.

(5) VI Athletes are able to recognize the shape of hand to a visual acuity of 20/600 and/or a visual field of less than 5 degrees in either eye are equivalent to 4.5 classification athletes.

(6) Blind athletes with no light perception in either eye up to partial light perception, and inability to recognize the shape of a hand at any distance or in any direction are equivalent to 4.0 classification athletes.

14.7 TRACK AND FIELD CLASSIFICATIONS

TRACK DISABILITY CLASSIFICATION/CATEGORY:

a. Classification 6.0 Athletes. PTSD/TBI with minimal or no physical impairments.

b. Classification 5.5L Athletes (Ortho Lower)

(1) Combination of loss of strength or flexibility in the hip, knee, or ankle.

(2) 20-35% Loss of strength in the hip, knee, or ankle joint evidenced by a functionality test.

(3) 20-35 % Loss of flexibility in the hip, knee, or ankle joint evidenced by a functionality test.

(4) Fair dynamic balance, spasticity Grade 2 Ashworth Scale

c. Classification 5.5U Athletes (Ortho Upper)

(1) Combination of loss of strength or flexibility in the shoulder, elbow, or wrist.

(2) 20-35 % Loss of strength in the shoulder, elbow, or wrist joint evidenced by a functionality test.

(3) 20-35 % Loss of flexibility in the shoulder, elbow, or wrist joint evidenced by a functionality test.

(4) Mild ataxic movement in upper extremities

d. Classification 5.0 Athletes

(1) Upper body impairments.

(2) Above or below elbow amputation.

(3) Limited function in one or both upper extremities evidenced by the following:

(4) Combination of loss of strength and flexibility in a joint- wrist, elbow, or shoulder.

(must meet at least one primary criteria)

(5) >40 % Loss of mobility in a limb or wrist, elbow, or shoulder joints determined by a functionality test.

(6) >40 % Loss of flexibility in a limb or wrist, elbow, or shoulder joints determined by a functionality test.

(7) Moderate ataxic movement upper extremities, Grade 3 spasticity Ashworth Scale.

e. Classification 4.5 Athletes

(1) Lower body impairments.

(2) Below knee amputations through the mid-foot.

(3) Limited function in one lower extremity evidenced by the following:

(4) Combination of loss of strength and flexibility in a joint- hip, knee, or ankle. (must meet at least one primary criteria)

(5) >40 % Loss of mobility in a limb or hip, knee, or ankle joints determined by a functionality test.

(6) >40 % Loss of flexibility in a limb or hip, knee, or ankle joints determined by a functionality test.

(7) Moderate ataxic movement, athetosis, poor dynamic movement.

f. Classification 4.0 Athletes

(1) Above knee amputation(s).

(2) Limited function in one lower extremity evidenced by a combination of loss of strength and flexibility/mobility in multiple joints > 60% (Knee and Hip) - as determined by a functionality test.

(3) Hemiplegic, spasticity 3 to 4 Ashworth Scale, upper extremity and lower extremity

combined.

g. Classification 3.0 Athletes

- (1) Wheelchair racing athletes.
- (2) Athletes with injuries that prevent them from ambulatory running.
- (3) Spinal Cord Injuries- Paraplegia or Tetraplegia with trunk/abdominal function (T6 or below).
- (4) Ability to control functional movements in legs, trunk, arms, and/or hands is impaired.
- (5) Lower body amputations.

h. Classification 2.0 Athletes

- (1) Wheelchair racing athletes.
- (2) Spinal cord injuries – Paraplegia or tetraplegia without trunk/abdominal function (T5 or higher)
- (3) Ataxia or hypertonia where athlete requires use of a wheelchair for everyday living.
- (4) Spinal cord injuries- Paraplegia or tetraplegia with trunk/abdominal function (T6 or below.)
- (5) Inability to control functional movements in legs, trunk, arms, and/or hands.

i. Classification Visually Impaired (VI) Athletes

- (1) From visual acuity above 20/200 evidenced through supporting medical documents provided to/from athlete (Required to have guide runner).
- (2) Up to visual acuity of 20/70 evidenced through supporting medical documents provided to/from athlete (Guide runner optional)
- (3) Visual field cut of greater than 20 degrees in either eye evidenced through supporting medical documents provided to/from athlete (Required to have guide runner.)
- (4) Above is achieved with the best practical eye correction.

FIELD DISABILITY CLASSIFICATION/CATEGORY:

j. Field Disability (Seated Throwers) Classification/Category:

- (1) Classification 6.0 Athletes:
 - (a) Below knee amputation/s.
 - (b) Combination of 40 % or greater loss of strength and flexibility/mobility in at least one joint (ankle, knee and hip) as determined by a functionality test.
 - (c) Complete control of trunk movements.

- (d) Normal function in both upper extremities to include hands.
- (2) **Classification 5.0 Athletes:**
 - (a) Above knee amputation(s).
 - (b) Partial loss (60% loss) of function in both lower extremities below the knee.
 - (c) Hemipelvectomy.
 - (d) Complete control of trunk movements
 - (e) Normal function in both upper extremities to include hands
- (3) **Classification 4.0 Athletes:**
 - (a) Complete or partial loss (greater than 75% loss) of mobility and function in both lower extremities.
 - (b) Minimally impaired trunk control.
 - (c) Normal function in both upper extremities to include hands.
 - (d) Requires wheelchair for mobility but can self-propel.
 - (e) Bilateral hemipelvectomy.
- (4) **Classification 3.0 Athletes:**
 - (a) Complete loss of all mobility and function in both lower extremities.
 - (b) Moderately impaired mobility and function in one upper extremity.
 - (c) Decreased trunk movements and controlled movements in all planes.
 - (d) May ambulate with assistance or assistive device for short distances.
 - (e) Requires wheelchair for long distance mobility but can self-propel.
 - (f) Amputations in three limbs.
 - (g) Spasticity 2-1 upper Ashworth Scale, dynamic sitting balance
- (5) **Classification 2.0 Athletes:**
 - (a) Spinal cord injury at levels C7-C8.
 - (b) Moderate upper body limb impairments to include but not limited to; limited handgrip, impairments in triceps and biceps.
 - (c) Partial or complete loss of trunk and lower limb function.
 - (d) Partially controlled trunk movements in the forward plane.
 - (e) Active upper trunk function but no lower trunk function.
 - (f) Utilizes wheelchair for mobility.
- (6) **Classification 1.0 Athletes:**
 - (a) Spinal cord injury at levels C1-C6.
 - (b) Severe upper body limb impairments to include but not limited to; limited

handgrip, decreased wrist function, impairments in triceps and biceps.

- (c) Complete loss of trunk and lower limb function.
- (d) No active trunk rotation.
- (e) Spasticity Grade 4-3
- (f) Dependent on power wheelchair
- (g) Flaccidity lower extremity
- (h) Little to no controlled trunk movements in forward plane.
- (i) Balance in both forward and sideways directions is significantly impaired.

(7) Classification Visually Impaired (VI) Open Athletes.

Field Disability (Standing Throwers) Classification/Category:

(1) Classification 6.0 Athletes:

- (a) PTSD/TBI with minimal or no physical impairments.
- (b) Slight balance issues
- (c) Fair dynamic balance

(2) Classification 5.5L Athletes (Ortho Lower):

- (a) Combination of loss of strength or flexibility in at least one lower body joint. (hip, knee, or ankle)
- (b) <40 % Loss of strength in the hip, knee, or ankle joint evidenced by a functionality test.
- (c) <40 % Loss of flexibility in the hip, knee, or ankle joint evidenced by a functionality test.
- (d) Moderate ataxic spasticity grade 1 to 2 in upper extremity.

(3) Classification 5.5U Athletes (Ortho Upper):

- (a) Combination of loss of strength or flexibility in at least one upper body joint. (shoulder, elbow, or wrist)
- (b) <40 % Loss of strength in the shoulder, elbow, or wrist joint evidenced by a functionality test.
- (c) <40 % Loss of flexibility in the shoulder, elbow, or wrist joint evidenced by functionality.

(4) Classification 5.0 Athletes:

- (a) Single arm amputation.
- (b) Single upper extremity impairments to include the following:

(c) Combination of >40 % loss of strength and flexibility in an upper body joint- wrist or shoulder.

(d) >40 % Loss of mobility in a limb or joint and 40 % Loss of flexibility in a limb or joint.

(e) Moderate ataxia movement in upper extremity grade 3.

(5) **Classification 4.5 Athletes:**

(a) Below knee amputations.

(b) Combination of >40 % loss of strength and flexibility/mobility in a joint- ankle, knee, or hip as determined by a functional testing.

(c) Requiring use of orthotic such as AFO, knee brace, etc.

(1) **Classification 4.0 Athletes:** Above Knee amputation.

(2) **Classification 3.5 Athletes:**

(a) Single leg above knee amputation with single below knee amputation.

(b) Bilateral below knee amputations.

(c) Dynamic balance moderately impaired. (40% loss of balance)

(d) No upper extremity impairments.

(e) May require an assistive device for mobility.

(3) **Classification 3.0 Athletes:**

(a) Bilateral above knee amputations.

(b) Dynamic balance moderately impaired. (50% loss of balance)

(c) No upper extremity impairments.

(d) May require an assistive device for mobility.

(e) Hemiplegic impaired upper extremity and lower extremity spasticity 3 to 4 grade.

(4) **Classification 2.0 Athletes:**

(a) Amputations or decreased strength, function, and mobility in both upper extremities.

(b) Impairments in either lower extremity.

(c) Assistive device needed for mobility.

(d) Rigidity in upper and lower extremities.

(5) **Classification Visually Impaired (VI) Open Athletes:** May require a device for mobility but not while standing or throwing.

14.8 WHEELCHAIR BASKETBALL CLASSIFICATIONS

WHEELCHAIR BASKETBALL CLASSIFICATIONS:

a. Classification MINIMUM

- (1) PTSD with no physical impairments.
- (2) Traumatic Brain Injury (TBI) with no physical or cognitive impairments.
- (3) PTSD with minor physical impairments
- (4) Traumatic Brain Injury (TBI) with minor physical impairments
- (5) No impairment in trunk control or mobility
- (6) Cognitive impairments may include but not limited to; memory loss, decreased organizational skills
- (7) TBI with physical or minimum cognitive impairments (: unable to follow four or more step commands).
- (8) Minimal (fair or below sitting balance) physical impairments may be evident caused by brain injury.
- (9) Cognitive impairments may include but not limited to; memory loss, decreased organizational skills.

b. Classification MODERATE

- (1) Moderate cognitive ability (moderate level: unable to follow three or more step commands).
- (2) Normal trunk movements in forward, sideways, and vertical planes as evidenced by a functionality test.
- (3) Lower limb amputations meeting the following criteria:
 - (a) Single below the knee amputation (BKA)
 - (b) Single below the knee amputation (AKA)
 - (c) Bilateral BKA with knee sockets
 - (d) Single BKA with knee socket with opposing limb AKA
- (4) Normal trunk movements in the forward and vertical planes evidenced by a functionality test.
- (5) Severe cognitive ability (can only follow two step commands).
- (6) May present with decreased trunk control in the sideways plane evidenced by a functionality test.
- (7) Lower limb amputations meeting the following criteria:
 - (a) Single hip disarticulation
 - (b) Bilateral AKA with greater than 2/3 in both residual limbs

(c) Bilateral BKA without knee sockets

c. Classification MAXIMUM

- (1) Complete trunk movements in the forward and vertical planes evidenced by a functionality test.
- (2) Severe cognitive impairment with physical manifestations.. ie..Ataxic, dyskinesia movements (can only follow one-step command).
- (3) May present with decreased trunk control in the sideways plane evidenced by a functional test.
- (4) Upper limb amputations or dysfunction meeting the following criteria:
 - (a) Below the elbow amputation
 - (b) Below the elbow dysfunction in the elbow and/or wrist joints
- (5) Lower limb amputations meeting the following criteria:
 - (a) Single hemipelvectomy.
 - (b) Single AKA with greater than 2/3 residual limb and single AKA with less than 2/3 residual limb.
 - (c) Single hemipelvectomy and single BKA with knee socket.
- (6) Complete controlled movements in the forward and vertical planes as evidenced by a functionality test.
- (7) Severe cognitive ability (one step command).
- (8) No controlled movements in the sideways plane as evidenced through a functionality test.
- (9) Active rotation in both the upper and lower trunk.
- (10) Upper limb amputations or dysfunction meeting the following criteria:
 - a. Above elbow amputation.
 - b. Above elbow dysfunction in the shoulder joint
- (11) Lower Limb amputations meeting the following criteria:
 - a. Bilateral AKA with less than 2/3 residual limbs.
 - b. Hemipelvectomy with single BKA without knee socket.
 - c. Hemipelvectomy and single AKA with greater than 2/3 residual limb.
- (12) Partially controlled movements in the forward and vertical planes as evidenced by functionality test.
- (13) No controlled movements in the sideways plane as evidenced in a functionality test.
- (14) Active rotation in both the the upper and lower trunk.

- (15) Lower limb amputations meeting the following criteria:
 - a. Hemipelvectomy and AKA with less than 2/3 residual limb.
 - b. Bilateral hip disarticulation.
- (2) Minimally controlled movements in the forward and vertical planes as evidenced by a functionality test.
- (3) Active upper trunk rotation but no lower trunk rotation.
- (4) No controlled movements in the sideways plane evidenced through a functionality test.
- (5) Upper limb amputations or dysfunction meeting the following criteria:
 - a. Bilateral below the elbow amputations.
 - b. Bilateral below the elbow dysfunction in the elbow or wrist joint.
- (6) Little or no controlled trunk movement in the forward, sideways or vertical plane as evidenced by a functionality test.
- (7) Little or no functional trunk rotation.
- (8) Balance in both the forward and sideways planes is significantly impaired.
- (9) Players rely on their arms to return to the upright position when unbalanced.
- (10) Upper limb amputations or dysfunction meeting the following criteria:
 - bilateral above the elbow amputations and bilateral above the elbow dysfunction in the shoulder joint.

14.9 POWERLIFTING CLASSIFICATIONS

1. Classification

- (a) Requires 20-100 degrees AROM in elbow noted on athlete's lifter card.
- (b) Approve Active Hands, General Purpose Gripping Aid
- (c) Requires classifiers verification, equipment check validation, and notation on lifter card).
- (d) Active Hands only - No other hand devices allowed

14.10 WHEELCHAIR RUGBY

d. Classification MINIMUM

- (1) Open and TBI competitors:
 - (a) Minimal physical or sensory impairment.
 - (b) Amputation of <5 digits on one hand.
 - (c) Lower limb amputations distal to Lisfranc or affected foot length less than half unaffected foot.
 - (d) SCI below S1 level
 - (e) Muscle strength >4 MMT at hip, knee, shoulder, elbow
 - (f) PROM loss of t at hip, knee, shoulder, elbow
 - (g) Combined MMT and PROM <40% at hip, knee, shoulder, elbow
- (8) Other physical impairments not comparable with lost listed in Maximum/Moderate categories

e. Classification MODERATE

- (1) Lower limb impairment or moderate upper limb/trunk impairment:
 - (a) 1 limb significantly impaired (MMT <3)
 - (b) Amputation at the mid-hand or loss of all 5 digits
 - (c) Single hemi-pelvectomy with other limb unaffected
 - (d) Bilateral above knee amputations
 - (e) Bilateral through knee amputations

- (f) Bilateral below knee amputations
- (g) Single AKA and single BKA
- (h) Single AKA, though knee OR BKA
- (i) Impairment consistent to L and above
- (j) Measurable loss of muscle strength at hip, knee, shoulder or elbow >55% when compared to apposing limb
- (k) PROM loss of >55% at hip, knee, shoulder, or elbow
- (l) Combined MMT and PROM loss >55% at hip, knee, shoulder, or elbow
- (m) Significant loss of balance (ataxia and/or athetosis) with routine ambulation using gait aid or wheelchair

f. Classification MAXIMUM

- (1) Upper limb, tripe amputation or trunk impairment:
 - (a) 2 or more limbs significantly impaired (MMT <3) and if lower limbs either (a) or (b) below
 - a. Single hemi-pelvectomy + single AKA
 - b. Bilateral AKA
 - (b) 1 upper limb through or above elbow amputation or comparable injury
 - (c) Trunk impairment consistent to SCI T10 complete or above – severe balance impairment
 - (d) PROM loss of 70% at hip, knee, shoulder, or elbow

14.11 GOLF

- a.** OPEN – the Open Category applies to all athletes (male and female) from all injury and impairment groups.

Please note: Location of Teeing Area will be adjusted to meet individual athlete physical impairment.

14.12 WHEELCHAIR TENNIS

- a. Open Category:** The open category is open to all athletes (male or female) from all injury and impairment groups.

Please note: Longer racket length will be allowed to meet individual athlete physical impairment.

All athletes will compete in a self-propelled tennis/day chair.

The purpose of the DOD 2019 Games Classification Testing Protocol is to establish evidence based consistent and equitable classification for all athletes by appropriately trained and/or certified classifiers.

SECTION 15: 2019 CLASSIFICATION TESTING PROTOCOL

15.1. DOD 2019 GAMES CLASSIFICATION TESTING PROTOCOL.

- a. The DOD 2019 Games Classification Testing Protocol is to be performed for all athletes that are not in the OPEN or 6.0 Classifications and includes:**
 1. Passive Range of Motion (PROM)
 2. Muscle Tests (MMT)
 3. Balance Testing
- b. Expectations of Impacted Athletes and Personnel:**
 1. Athletes:
 - (a) Athletes are expected to arrive 15 minutes prior to their scheduled appointment.
 - (b) Complete all information on page 1.
 - (c) Enter their name and team on the bottom of each page.
 2. Medical Personnel:
 - (a) Medical Personnel must arrive familiarized with the DoD Warrior Games Rules and Classification Criteria.
 - (b) Medical Personnel should possess competency in testing procedures including the PROM and MMT, and Balance Testing.
- c. Service Leads and Cadre:**
 1. Service Lead or designee must schedule and enforce attendance of their respective Athletes' classification appointment.
 2. Service Leads will not allow athletes to compete until they have completed their Classification Appointment.
- d. Coaches:**
 1. Coaches must arrive familiarized with the DOD Warrior Games Rules and Classification Criteria.
 2. Coaches must allow athletes to complete their classification appointment.
 3. Coaches will not allow athletes to compete until they have completed their Classification Appointment.

15.2 DOD 2019 GAMES CLASSIFICATION PANEL.

The DOD Warrior Games Classification Testing Panel is made up of experienced (familiar with the PROM and IMT) and unbiased personnel as defined below:

e. Two (2) Medical Personnel (must be from the list below)

1. Physician (examples; Sports Medicine, Orthopedist, Neurologist)
2. Occupational Therapist
3. Physical Therapist
4. Biomechanist: The Biomechanist should possess a doctorate or master's degree and be trained in Newtonian mechanics.

f. One (1) Trained Volunteer/Recorder.

1. The Trained Volunteer will serve as the recorder for all testing data as dictated by Medical Personnel.
2. The Trained Volunteer is expected to be familiarized with the e Classification Testing Form before participating in the testing procedure.

15.3 CLASSIFICATION TESTING PERFORMANCE

a. Recommended Assessments:

1. Each athlete who is not OPEN or 6.0 is required to have a physical and technical assessment, and may require an observational assessment.

b. Physical Assessment:

1. The Classification panel should conduct a physical assessment of the athlete to establish that the athlete has an eligible impairment that meets the Minimum Disability Criteria.
2. Physical assessment tests are conducted in order to provide a measurement of impairment against a nominal athlete who does not have any relevant impairment (a relevant impairment being one that would fall within the classification categories.)
3. The physical assessment tests will address the following:
 - (a) Impaired Passive Range of Motion (PROM)
 - (b) Impaired Muscle Power
 - (c) Balance Testing
 - (d) Measurement of level of amputation

c. Technical Assessment:

1. The classification panel should conduct a technical assessment of the athlete which include:
 - (a) Athlete's ability to perform in a non-competitive environment.
 - (b) Specific tasks and activities that are integral to the athlete's sport(s).

d. Observation Assessment:

1. The classification panel may conduct observation assessment which shall include:
 - (a) Observation of the athlete performing the specific skills for their respective sport(s).
 - (b) Observation assessment may be conducted if the classification panel believes that they cannot complete the athlete's evaluation without observing the athlete in action.

- (c) Cannot provide a fair classification without observing the athlete in action. **e.**

Athlete Testing:

1. The entire classification panel (Both medical providers and volunteers) must be present to perform classification testing.
2. Prior to any examinations or testing, medical personnel are expected to explain to the athlete in layman's terms:
 - (a) Why they are performing classification testing.
 - (b) What tests will be conducted.
 - (c) Some of the movements may be slightly painful.
3. Medical personnel should expect the athlete to complete as much of the range of motion or muscle test as possible.
 - (a) Additionally, even if the athlete thinks they cannot complete the requested test the athlete must attempt the movement
 - (b) The athlete will also be instructed to comply with all instructions and do the best they can with all tests.
4. Medical personnel will:
 - (a) Conduct testing in the prescribed order
 - (b) Complete the 2019 DOD Warrior Games classification form on each athlete tested
 - (c) Protect the information entered on the 2019 DOD Warrior Games classification form on each athlete
 - (d) Provide a copy of the 2019 DOD Warrior Games classification form on each athlete tested to the service lead
 - (e) Maintain a copy of the 2019 DOD Warrior Games classification form on each athlete tested until completion of 2019 DOD Warrior Games

15.4 CLASSIFIER DOCUMENTATION AND REFERENCES

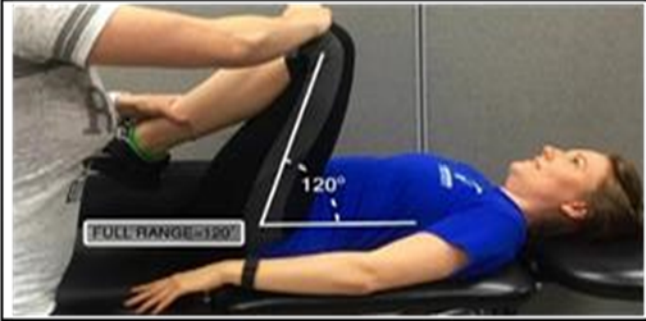
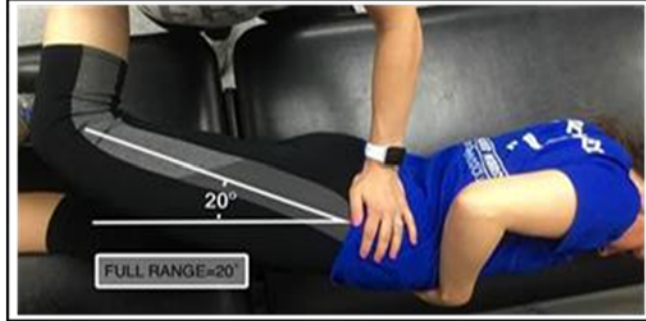
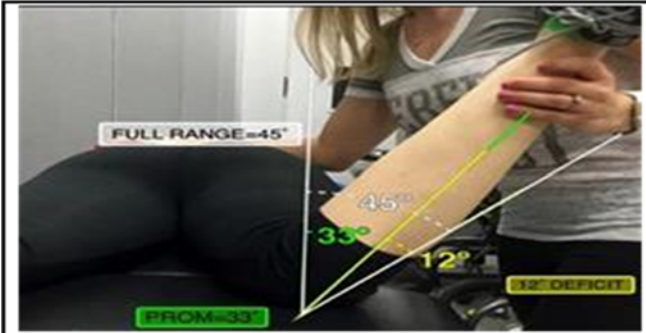

a. Impaired passive range of motion/movement (PROM):

1. PROM requires the athlete to relax completely while medical personnel attempt to move the joint being tested through the available range.
2. The athlete should be relaxed and not attempting voluntary movement during these tests.
3. Criteria for impaired lower body PROM includes:
 - (a) Hip flexion deficit of > 60 degrees
 - (b) Hip extension deficit of > 40 degrees
 - (c) Knee flexion deficit of >75 degrees
 - (d) Knee extension deficit of >35 degrees
 - (e) 10 degrees ankle dorsi/plantar flexion available in the range between 10 degrees dorsiflexion and 25 degrees plantar flexion
4. Secondary criteria for impaired lower body PROM includes: (a) Hip flexion deficit of > 45 degrees but < 60 degrees

- (b) Hip extension deficit of > 25 but < 40 degrees
- (c) Knee flexion deficit of > 55 degrees but < 75 degrees
- (d) Knee extension deficit of > 25 degrees but < 35 degrees
- (e) < 20 degrees ankle dorsi/plantar flexion available in the range between 10 degrees dorsiflexion and 25 degrees plantar flexion

b. PROM testing based on Norkin and White: Measurement of Joint motion 4th Ed. Published 2009.

1. Testing Measurements for Lower Body PROM Testing:

	
<p>Figure 1. Hip Flexion: Reference Range 0-120° Measurement: R= _ Degrees, L= _ Degrees</p>	<p>Figure 2. Hip Extension: Reference Range 0-20° Measurement: R= _ Degrees, L= _ Degrees</p>
	
<p>Figure 3. Hip Internal Rotation: Reference Range 0-45° Measurement: R= _ Degrees, L= _ Degrees</p>	<p>Figure 4. Hip External Rotation: Reference Range 0-45° Measurement: R= _ Degrees, L= _ Degrees</p>

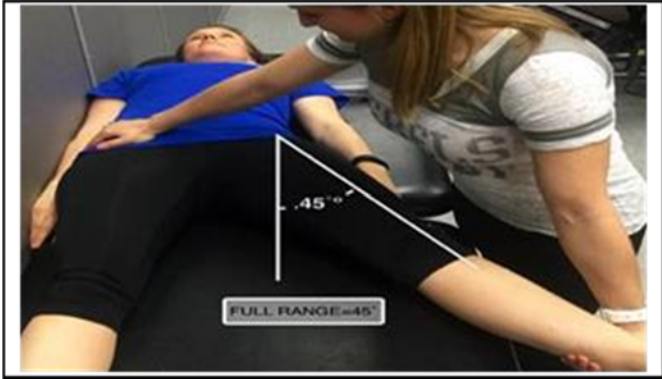


Figure 5. Hip Abduction: Reference Range 0-40°
Measurement: R= _ Degrees, L= _ Degrees

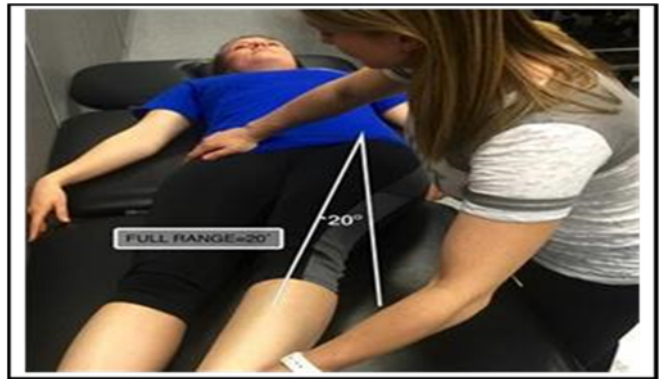


Figure 6. Hip Adduction: Reference Range 0-20°
Measurement: R= _ Degrees, L= _ Degrees

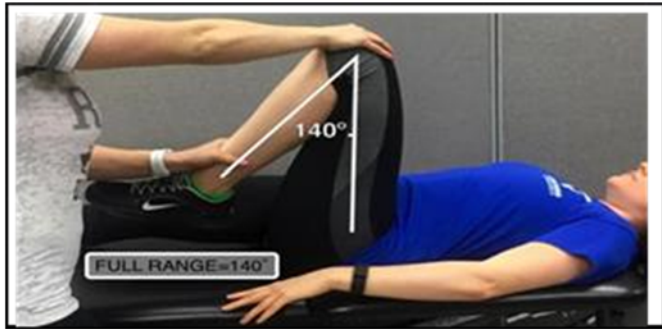


Figure 7. Knee Flexion:
Reference Range 0-140°
Measurement: R= _ Degrees, L= _ Degrees

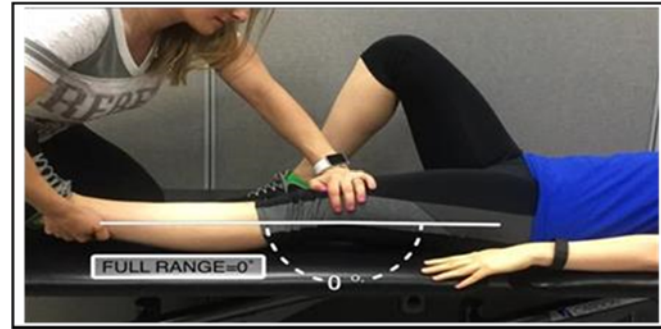


Figure 8. Knee Extension:
Reference Range 0°
Measurement: R= _ Degrees, L= _ Degrees



Figure 9. Ankle Dorsiflexion:
Reference Range 0-20°
Measurement: R= _ Degrees, L= _ Degrees

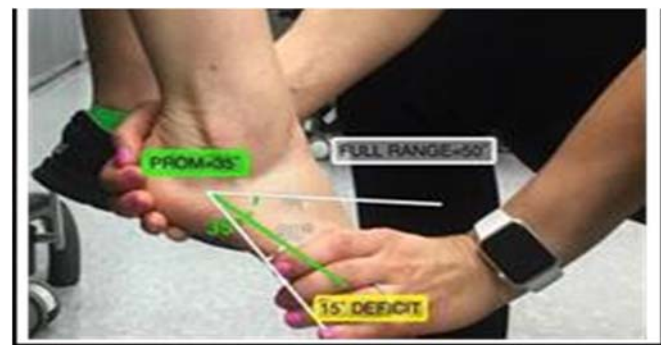


Figure 10. Ankle Plantar Flexion:
Reference Range 0-50°
Measurement: R= _ Degrees, L= _ Degrees

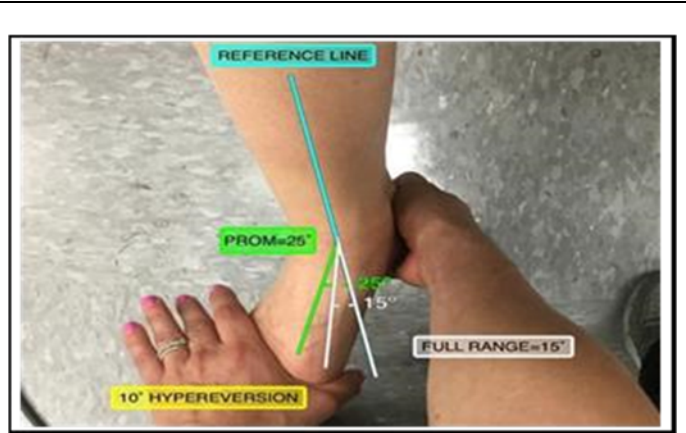
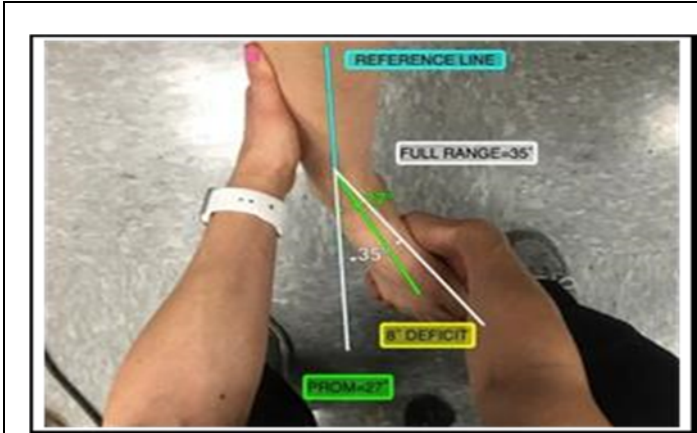


Figure 11. Ankle Inversion:
Reference Range 0-35°
Measurement: R= _ Degrees, L= _ Degrees

Figure 12. Ankle Eversion:
Reference Range 0-15°
Measurement: R= _ Degrees, L= _ Degrees

2. Documentation Tool for Athlete's Lower Extremity PROM

Lower Extremity PROM				MMT	
	Reference	Left	Right	Left	Right
Hip					
Flexion	120°				
Extension	20°				
Abduction	40°				
Adduction	20°				
Internal Rotation	45°				
External Rotation	45°				
Knee					

Flexion	140°				
Extension	0°				
Ankle					
Dorsiflexion	20°				
Plantarflexion	50°				
Inversion	35°				
Eversion	15°				

3. Testing Measurements for Upper Body PROM Testing

<p>Figure 13. Shoulder Extension: Reference Range 0-60° Measurement: R= _ Degrees, L= _ Degrees</p>	<p>Figure 14. Shoulder Flexion: Reference Range 0-180° Measurement: R= _ Degrees, L= _ Degrees</p>

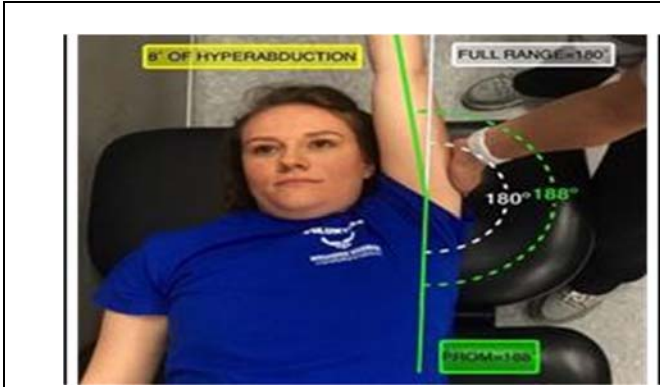


Figure 15. Shoulder Abduction:
Reference Range 0-180°
Measurement: R= _ Degrees, L= _ Degrees



Figure 16. Shoulder Horizontal Adduction:
Reference Range 0-120°
Measurement: R= _ Degrees, L= _ Degrees

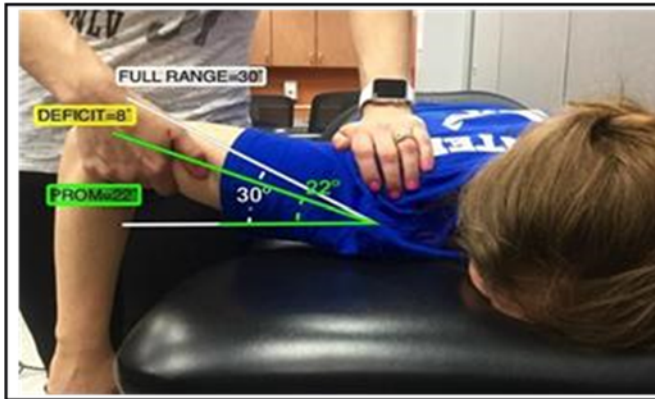


Figure 17. Shoulder Internal Rotation:
Reference Range 0-70°
Measurement: R= _ Degrees, L= _ Degrees

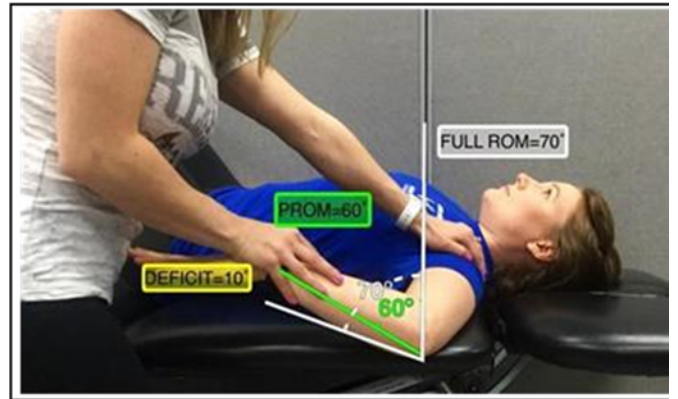


Figure 18. Shoulder Horizontal Abduction:
Reference Range 0-30°
Measurement: R= _ Degrees, L= _ Degrees

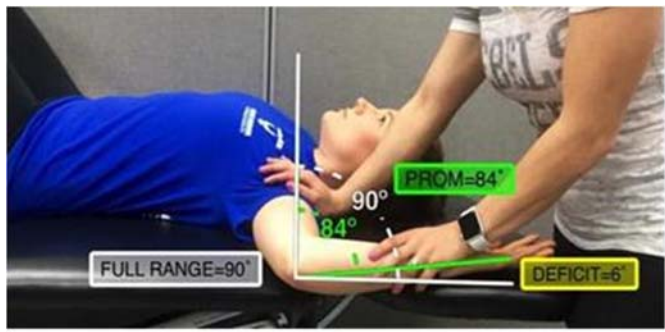


Figure 19. Shoulder External Rotation:
Reference Range 0-90°
Measurement: R= _ Degrees, L= _ Degrees

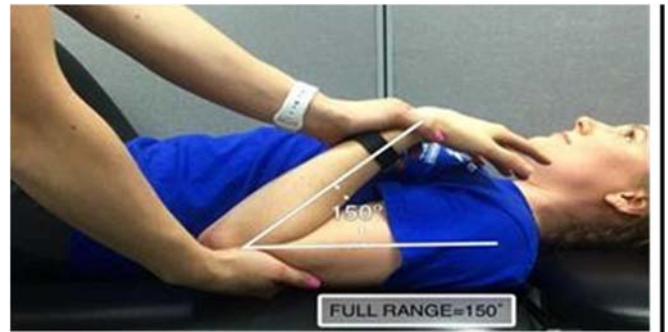


Figure 20. Elbow Extension:
Reference Range 0°
Measurement: R= _ Degrees, L= _ Degrees

<p>Figure 21. Elbow Extension: Reference Range 0° Measurement: R= _ Degrees, L= _ Degrees</p>	<p>Figure 22. Wrist Flexion: Reference Range 0-60° Measurement: R= _ Degrees, L= _ Degrees</p>
<p>Figure 23. Wrist Extension: Reference Range 0-70° Measurement: R= _ Degrees, L= _ Degrees</p>	<p>Figure 24. Wrist Supination & Pronation Score: R= /5, L= /5 Score: R= /5, L= /5</p>

4. Documentation Tool for Athlete's Upper Extremity PROM

Upper Extremity PROM				MMT	
	Reference	Left	Right	Left	Right
Shoulder					
Flexion	180°				

Extension	60°				
Abduction	180°				
Internal Rotation	70°				
External Rotation	90°				
Horizontal Adduction	120°				
Horizontal Abduction	30°				
Elbow					
Flexion	150°				
Extension	0°				
Pronation	80°				
Supination	80°				
Supination	80°				
Wrist					
Flexion	80°				
Extensions	70°				

5. Testing Measurements for Trunk Strength Testing:



Figure 25. Trunk Extension: Upper Back:
Score: ____/5

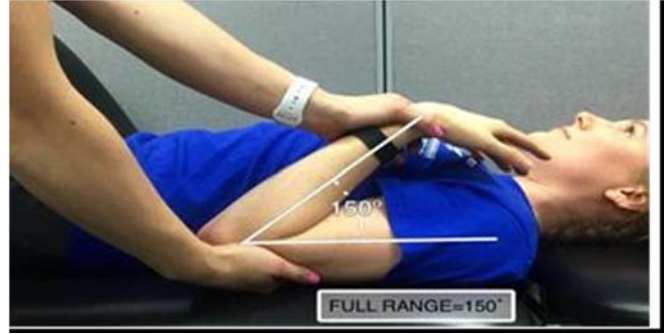


Figure 26. Trunk Extension: Lower Back:
Score: ____/5



Figure 27. Trunk Lateral Flexion:
Score: ____/5



Figure 28. Trunk Rotation: Score: ____/5



Figure 29. Trunk Flexion: Upper Abdominals Score: _____/5	Figure 30. Trunk Flexion: Lower Abdominals Score: _____/5
--	--

6. Documentation Tool for Trunk Strength Testing:

TRUNK MUSCLE ACTIVITY	Side	Absent/ None (0)	Trace (1)	Poor (2)	Some (3)	Good (4)	All (5)
Upper Abs	Right Left						
Lower Abs	Right Left						
Trunk rotation	Right Left						
Trunk Side flexion	Right Left						
Entire Trunk flexion							
Entire Trunk Extension							
Upper Thoracic extension							

Trunk MMT	Grade
Lateral flexion	
Thoracic	
Flexion	
Extension	
Lumbar	
Flexion	
Extension	

7. Manual muscle testing:

(a) Muscle power will be assessed according to the Daniels and Worthingham (D&W) scale published in 2002.

(1) The D&W	Score Definition
0 = Absent	No muscle activity (absence of muscle activity)
1 = Trace	Trace muscle activity but no movement of the limb
2 = Poor	Active movement with gravity eliminated (some movement against gravity may be possible, but not
3 = Fair	Active movement through available ROM against gravity but no resistance
4 = Good	Active movement through available ROM, against gravity plus some resistance
5 = Normal	Normal muscle power through the available ROM

c. Balance Testing:

1. Tight Rope Walking: Athlete takes 12-15 steps like they are walking on a tight rope. Score: number of steps. Note any ataxic movement.
2. Single Leg Stand: Athlete stands on right leg for 15 seconds. Score: number of seconds. Repeat on the left leg.
3. (3) Single Leg Hops: Hop on right leg only, 10-15 times. Score: number of hops. Note any Ataxic movement. Repeat on the left leg.
4. Side Stepping: Athlete faces forward then steps laterally to the right five (5) times without crossing feet. Note whether activity is normal, abnormal or ataxic. Repeat on the left leg.
5. Grapevines: Athlete performs the grapevine drill to the right (crossing feet over one another while moving in the lateral direction). This should take the Athlete 6-8 steps. Note whether activity is normal, abnormal or ataxic. Repeat drill to the left side.
6. High Steps: Athlete takes 12-15 steps while bring knee up to 90 degrees (also known as high knees.) Note whether activity is normal or abnormal.
7. Butt Kicks: Athlete takes 12-15 steps while bringing heel to butt on each step. Note whether activity is normal or abnormal.

15.5. CLASSIFICATION FORM COMPLETION STEPS:

a. Step 1:

Upon completion of testing: The testing data must be transferred to the 2019 DOD Warrior Games Classification Form.

b. Step 2:

The percentage (%) of deficit for PROM must now be calculated and the number value for that percentage (%) of deficit must be added to the charts **c. Step 3:**

Determine what sports the athlete has registered to compete in and mark these on the first page of the form.

d. Step 4:

(if applicable): For amputees with no other injuries or medical issues, there is a chart that lists amputations and the corresponding classification on the first page of each sport. Circle the correct classification for each sport.

e. Step 5:

(if applicable): For track and field athletes with, spinal cord injury, ortho or multiple injuries: Compare the PROM with the Primary and Secondary criteria listed.

f. Step 6:

(if applicable): For swimming fill in the chart with the number score from the PROM and IMT and calculate the total points lost to determine classification. **g.**

Step 7:

For cycling, shooting, sitting volleyball, wheelchair basketball compare the test results to the criteria listed and determine classification.

h. Step 8:

When classifications are determined for all sports, place final classifications on first sheet of the 2019 DOD Warrior Games Classification Form on each sport line.

2018 DOD WARRIOR GAMES: CLASSIFICATION

APPENDIX

Appendix A and B are used to classify athletes for the 2019 DOD Warrior Games. General methodology is below:

Review all Games Rules and Classification criteria.

[Appendix A, Athlete Classification Form](#), must be used to document all testing data. Once exam and classification findings are complete, ensure all classifications are annotated on first page of the Athlete Classification form.

[Appendix B, Supplemental Information Packet for Classifiers](#), will be useful to document athlete exam findings and classification information.

[Appendix C, 2019 Sport Protest Form](#)

Supplement A: Uniform Guide (Under Separate Cover)

**2018 DOD WARRIOR GAMES: CLASSIFICATION
ATHLETE CLASSIFICATION FORM**

This page to be completed by the athlete prior to classification testing

ATHLETE DEMOGRAPHIC INFORMATION

Athlete Name: _____ Athlete Contact Number: (____) _____ - _____

Gender: Male Female

Athlete Team: USAF USA USMC USN USSOCOM

Disability Diagnosis/Diagnoses: _____

Prior Participation in Warrior Games: No Yes: *(list years)*

Prior Classification(s): _____

Next of Kin Contact Information: Spouse Mother Father Sibling

Other: _____ Name: _____ Telephone: _____
(____) _____ - _____

CLASSIFICATION DATE: ____/____/201__

Classifier 1 Name: _____ Title: MD DO PT OT
 BM

(Last, First)

Classifier 1 Name: _____ Title: MD DO PT OT
 BM

(Last, First)

Recorder Name: _____ Title: _____
(Last, First)

ATHLETE REGISTERED SPORTING EVENTS

COMPETING	SPORTING EVENT	Classifier Observation (if applicable) and Comments	Athlete Specific Sport Final Classification *filled in by team classification POC
<input type="checkbox"/> Yes <input type="checkbox"/> No	ARCHERY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	CYCLING	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	SHOOTING	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	SITTING VOLLEYBALL	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	SWIMMING	<input type="checkbox"/> Yes <input type="checkbox"/> No	

2018 DOD WARRIOR GAMES: CLASSIFICATION

<input type="checkbox"/> Yes <input type="checkbox"/> No	TRACK	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	FIELD	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	WHEELCHAIR BASKETBALL	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	INDOOR ROWING	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	POWERLIFTING	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	WHEELCHAIR RUGBY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	WHEELCHAIR TENNIS	<input type="checkbox"/> Yes <input type="checkbox"/> No	
<input type="checkbox"/> Yes <input type="checkbox"/> No	GOLF	<input type="checkbox"/> Yes <input type="checkbox"/> No	

***this page should be the front page; attach subsequent pages**

DISABILITY/INJURY/ILLNESS

1. DESCRIPTION OF DISABILITY

When did the Injury/Illness occur? _____(year)

Is the Injury/Illness Permanent? Yes No

How did the Injury/Illness happen?

Progress since Injury/Illness: Unchanged Improvement Worse

Additional Information: _____

2. AMPUTATION(s) DESCRIPTION

Amputation Anatomical Site	Amputation Site	Residual Limb Length
Hand	<input type="checkbox"/> Right <input type="checkbox"/> Left <input type="checkbox"/> Bilateral	cm(s)
Arm: Above the Elbow	<input type="checkbox"/> Right <input type="checkbox"/> Left <input type="checkbox"/> Bilateral	cm(s)
Arm: Below the Elbow		
Foot	<input type="checkbox"/> Right <input type="checkbox"/> Left <input type="checkbox"/> Bilateral	cm(s)
Leg: Below the Knee (BKA)	<input type="checkbox"/> Right <input type="checkbox"/> Left <input type="checkbox"/> Bilateral	cm(s)
Leg: Above the Knee (AKA)	<input type="checkbox"/> Right <input type="checkbox"/> Left <input type="checkbox"/> Bilateral	cm(s)
Arm & Leg (Opposing side)	<input type="checkbox"/> Yes <input type="checkbox"/> No	cm(s)

2018 DOD WARRIOR GAMES: CLASSIFICATION

Arm & Leg (Same side)	<input type="checkbox"/> Yes <input type="checkbox"/> No	cm(s)
Amputations in 3 limbs	<input type="checkbox"/> Yes <input type="checkbox"/> No	cm(s)
Amputations in 4 limbs	<input type="checkbox"/> Yes <input type="checkbox"/> No	cm(s)

3. SPINAL CORD INJURY OR DISABILITY

ANATOMICAL LOCATION OF SPINAL CORD INJURY	DEGREE OF INJURY
Cervical Spine at C _____	<input type="checkbox"/> COMPLETE <input type="checkbox"/> INCOMPLETE <i>(describe residual function)</i>
Thoracic Spine at T _____	<input type="checkbox"/> COMPLETE <input type="checkbox"/> INCOMPLETE <i>(describe residual function)</i>
Lumbar Spine at L _____	<input type="checkbox"/> COMPLETE <input type="checkbox"/> INCOMPLETE <i>(describe residual function)</i>
Sacral Spine at S _____	<input type="checkbox"/> COMPLETE <input type="checkbox"/> INCOMPLETE <i>(describe residual function)</i>

Athlete Last Name: _____ First Name: _____ MI: _____

4. TRAUMATIC BRAIN INJURY (TBI): COGNITIVE FUNCTIONING TESTING

COMMANDS FOLLOWED	ATHLETE SCORE
Follows <u>Complex</u> Commands (Normal)	<input type="checkbox"/> Yes <input type="checkbox"/> No
Follows <u>3 ONLY</u> Commands (Mildly Impaired)	<input type="checkbox"/> <u>Yes</u> <input type="checkbox"/> No <input type="checkbox"/> N/A
Follows <u>2 ONLY</u> Commands (Moderately Impaired)	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Follows <u>1 ONLY</u> Command or less (Severely Impaired)	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A

5. VISUAL IMPAIRMENT (Athlete must submit documentation supporting VI)

Total Blindness	<input type="checkbox"/> Both Eyes <input type="checkbox"/> Right Eye <input type="checkbox"/> Left Eye
Partial Blindness	<input type="checkbox"/> Both Eyes <input type="checkbox"/> Right Eye <input type="checkbox"/> Left Eye
<i>Describe Residual Eyesight if applicable:</i>	

Athlete Last Name: _____ First Name: _____ MI: _____

2018 DOD WARRIOR GAMES: CLASSIFICATION

6. MOBILITY

Ambulatory without assistance/aids: <input type="checkbox"/> Yes <input type="checkbox"/> No
Ambulatory <u>only with the use</u> of Prosthetics/Crutches/Cane/Walker: <input type="checkbox"/> Yes <input type="checkbox"/> No
<u>NON-Ambulatory</u> and must use wheelchair: <input type="checkbox"/> Yes <input type="checkbox"/> No

7. TRUNK IMPAIRMENTS

Please complete the tables below if the athlete has a Spinal Cord Injury or athletes with trunk impairments

TRUNK MUSCLE ACTIVITY	Side	Absent or None (0)	Trace (1)	Poor (2)	Some (3)	Good (4)	All (5)
Upper Abs	Right Left						
Lower Abs	Right Left						
Trunk rotation	Right Left						
Trunk Side flexion	Right Left						
Entire Trunk flexion							
Entire Trunk Extension							
Upper Thoracic extension							

Additional Comments:

Athlete Last Name: _____ First Name: _____ MI: _____

2018 DOD WARRIOR GAMES: CLASSIFICATION

8. COMPLETE FUNCTIONAL TESTS

Upper Extremity PROM				MMT	
	Reference	Left	Right	Left	Right
Shoulder					
Flexion	180°				
Extension	60°				
Abduction	180°				
Internal Rotation	70°				
External Rotation	90°				
Horizontal Adduction	120°				
Horizontal Abduction	30°				
Elbow					
Flexion	150°				
Extension	0°				
Pronation	80°				
Supination	80°				
Supination	80°				
Wrist					
Flexion	80°				
Extension	70°				

Lower Extremity PROM				MMT	
	Reference	Left	Right	Left	Right
Hip					
Flexion	120°				
Extension	20°				
Abduction	40°				
Adduction	20°				
Internal Rotation	45°				
External Rotation	45°				
Knee					
Flexion					
Extension					
Ankle					
Dorsiflexion					
Plantarflexion					
Inversion					
Eversion					

Additional Classifier Comments:

8.4 COMPLETE FUNCTIONAL TESTS

8.4. Dynamic Sitting and Standing Balance Testing:

_____ { Classification form } _____

2018 DOD WARRIOR GAMES: CLASSIFICATION

8.4.1 Balance Testing and Scoring Scale:

Balance	Balance Score Definition
P	No Muscle Activity (absence of muscle activity)
	Trace Ability to Maintain Balance
	Poor Balance: Unable to maintain balance against gravity
F	Fair Balance: Unable to maintain balance with applied resistance
G	Good Balance: Able to hold balance against moderate assistance with slight imbalance
	Normal Balance

8.4.2 Sitting Balance Testing Matrix:

	F		<i>Sitting Balance Testing</i>		F	G
RIGHT				LEFT		
			Lateral Trunk Test			
			Extension Trunk Test			
			Flexion Trunk Test			
			Superman Test			

E v	Description of Behavior		
S	Leans or slides in chair	0	
B	Steady, safe	1	
R C	Unable to rise without help	0	
	Able to rise using arms to help	1	
	Able to rise without using arms to help	2	
A R	Unable to rise without help	0	
	Able to rise, requires more than one	1	
	Able to rise, requires one attempt	2	

Additional Comments:

Athlete Last Name: _____ **First Name:** _____ **MI:** _____

2018 DOD WARRIOR GAMES: CLASSIFICATION

8.4.3 Sitting Balance Testing Matrix:

**See supplemental Classifier Packet for comprehensive information*

	F	G	<i>Standing Balance Testing</i>	F	F	G
RIGHT				LEFT		
			Tight Rope Walking			
			Single Leg Stand			
			Single Leg Hops			
			Side Steps			
			Grapevine			
			High Steps			
			Butt Kicks			

Evaluated	Description of Behavior		
Sta Bal (1 st)	Unsteady (staggers, moves feet, trunk sways)	0	
	Steady, but uses walker or other support	1	
	Steady without walker or other support	2	
Sta Bal	Unsteady	0	
	Steady, but with wide stance and uses support	1	
	Narrow stance without support	2	
Nu	Begins to fall	0	
	Staggers, grabs, catches self	1	
	Steady	2	
Eye	Unsteady	0	
	Steady	1	
Tur De	Discontinuous steps	0	
	Continuous steps	1	
	Unsteady (grabs, staggers)	0	
	Steady	1	
Sitt (Get ting	Unsafe (misjudged distance, falls into chair)	0	
	Uses arms or not a smooth motion	1	
	Safe, smooth motion	2	

Additional Comments:

Athlete Last Name: _____ First Name: _____ MI: _____

2018 DOD WARRIOR GAMES: CLASSIFICATION Vision Evaluation and Medical Diagnostics Form

This form is to be completed by a registered and licensed ophthalmologist/optometrist. All medical documentation required on pages I-10 and I-11 needs to be attached. The form and the attached medical documentation may not be older than 12 months at the time of the Athlete Evaluation.

Athlete Information

Service Branch: _____ **Date of Birth:** ___/___/____ **Gender:** Female Male

Name (Last name, First): _____

Sports (competing in):

- Archery Shooting Cycling Swimming Track &
 Field Sitting Volleyball Wheelchair Basketball

Medical History:

Age of onset: _____; Anticipated future procedure(s) Yes No

Athlete wears glasses	Yes	No	Correction: Right: _____/20 Left: _____/20 Both Eyes: _____/20
Athlete wears contact lenses:	_ Yes	_ No	Correction: Right: _____/20 Left: _____/20 Both Eyes: _____/20
Athlete wears eye prosthesis	_ Yes	_ No	Right <input type="checkbox"/> Left <input type="checkbox"/>

Assessment of Visual Acuity and Visual Fields:

Visual Acuity: _____

Visual	Right eye	Left eye
Assessment With Correction		
Assessment Without Correction		

Visual Acuity Comments: _____

Visual	Right eye	Left eye
	In degrees (radius)	In degrees (radius)

Visual Fields Comments: _____

Type of correction: _____

Measurement Method: _____

2018 DOD WARRIOR GAMES: CLASSIFICATION

Athlete Last Name: _____ **First Name:** _____ **MI:** _____

2018 DOD WARRIOR GAMES: CLASSIFICATION

Attachments to the Medical Diagnostic Form

1. Visual Field Test:

For all athletes with a restricted visual field a visual field test must be attached to this form. The athlete's visual field must be tested by full-field test (120 degrees) and a 30 degrees, 24 degrees or 10 degrees central field test, depending on the pathology. One of the following perimeters should be used for the assessment: Goldmann Perimetry (Intensity III/4), Humphrey Field Analyzer or Octopus (Interzeag).

2. Additional medical documentation:

Please specify which eye condition the athlete is affected by.

Eye condition	Additional medical documentation required (see below)
U Anterior disease	none
U Macular disease	Macular OCT Multifocal and/or pattern ERG* VEP* Pattern appearance VEP*
U Peripheral retina disease	Full field ERG* Pattern ERG*
U Optic Nerve disease	OCT Pattern ERG* Pattern VEP* Pattern appearance VEP*
U Cortical / Neurological disease	Pattern VEP* Pattern ERG* Pattern appearance VEP*

2018 DOD WARRIOR GAMES: CLASSIFICATION

Athlete Last Name: _____ **First Name:** _____ **MI:** _____

Appendix B: Sport Protest Form

Sport: _____ Date: _____

Protest lodged on behalf of Service Team (name):

Protest lodged on behalf of Head Coach, Action Officer or Team Classification Chair (name):

Protest lodged on behalf of Athlete name (Athlete #, Bib #):

Protest lodged on behalf of Team Sport (name):

According to the Competition Rules, all protests presented (Awarded or Not) deduct one (1) Service Team Protest Credit

Rule(s) / Classification violation in question:

(List 2019 DOD Warrior Games Rule(s) and/or Classification numbers as relevant)

Further protest explanation:

OFFICIAL USE ONLY

Time of conclusion of Competition Event:

Time Protest received by Competition Manager:

Time Protest received by Sports Director:

Service Team Protest Credit Count: Used 1 of _____ / _____ remaining

Head Coach, Action Officer and/or Team Classifier making Protest was informed:

Date __/__/__ Time __. __

Signature of Service Team Lead:

Signature of Sports Director: