

DEPARTMENT OF DEFENSE
WARRIOR
GAMES

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

RULES AND CLASSIFICATIONS
DOD WARRIOR GAMES 2019
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SECTION 1 – GENERAL RULES

1.1 THE DOD WARRIOR GAMES ARE NOT QUALIFYING EVENTS FOR THE PARALYMPIC GAMES OR ANY OTHER U.S. PARALYMPICS OR INTERNATIONAL PARALYMPIC COMMITTEE SANCTIONED EVENTS.

1.2 ATHLETE ELIGIBILITY CRITERIA

- 1.2.1 Beginning with the 2015 DOD Warrior Games, athletes are allowed to compete a maximum of two times in the DOD Warrior Games.
 - 1.2.1.1 Athletes that competed in the 2015 DOD Warrior Games will only be allowed to compete in one additional DOD Warrior Games.
 - 1.2.1.2 Athlete alternates who attended 2015 and/or 2016 DOD Warrior Games and did not compete will not have that year(s) counted against them. Athlete alternates who attended and competed in 2015 and/or 2016 DOD Warrior Games have used a year or more of eligibility.
 - 1.2.1.3 Beginning with the 2017 DOD Warrior Games Service Teams are allowed 40 registered athletes. There will be no athlete alternates (above registered 40) who register into sport competitions at games site.
 - 1.2.1.4 Beginning with the 2017 DOD Warrior Games each team is allowed a two-athlete exemption to the two-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 two-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.
 - 1.2.1.5 Beginning with the 2019 DOD Warrior Games athletes who are Purple Heart recipients are exempt from the two-year maximum participation rule.
- 1.2.2 Development Team Athletes - Provided athletes 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 DOD Warrior Games.
- 1.2.3 Invictus Games Participants - Athletes who compete in the Invictus Games are eligible for the DOD Warrior Games provided they meet the eligibility requirements above.
- 1.2.4 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:
 - 1.2.4.1 Participation in Paralympic Games, IPC (World Para) World Championships.

- 1.2.4.2 IPC (World Para) international competition as a member of the U.S.A. Para Team.
- 1.2.4.3 U.S.A. Para Elite/National Team Member
- 1.2.4.4 Athletes who are ineligible in event(s) within a sport may compete in other sports.
- 1.2.4.5 Athletes who are ineligible to compete in an event(s) within a sport may compete in other events within the same sport.

1.3 DISABILITY/CLASSIFICATIONS

1.3.1 Scope

- 1.3.1.1 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 (World Para) or Invictus Games; however, it is separate and distinct and does not fall under the established rules of those organizations.
- 1.3.1.2 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.
- 1.3.1.3 Athlete sport classifications will be determined prior to athlete registration and arrival at the DOD Warrior Games and in accordance with DOD Warrior Games classification protocol. Accurate athlete classification is required to register athletes in sports and meet event(s) start rights criteria. Athlete classification is the responsibility of each participating Service Team and performed at their respective DOD Warrior Games team selection trials and/or sport camps.
- 1.3.1.4 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.

1.3.2 DOD Warrior Games Classification Committee

- 1.3.2.1 Consists of classification chair, classification chair alternate, and supporting classifiers. These individuals are formally trained or extensive experience in Paralympic, DOD Warrior Games, and/or other adaptive sports classification systems.
- 1.3.2.2 The classification committee will be responsible for reviewing athlete's classification documents for appropriate classification assignments prior to the start of competition. The classification chair reserves the right to change an athlete's classification.
- 1.3.2.3 Upon athlete arrival to DOD Warrior Games, any athlete whose classification is unclear, will require the athlete to be evaluated by the classification committee.

- 1.3.2.4 In the event an athlete classification is changed before competition, they will be placed in the correct sport/event/classification category without penalty to Service Team sport/event/classification start rights. If the change occurs during competition, their performance will be entered, and tabulated against the results, of the newly assigned sport/event/classification category.
- 1.3.2.5 Questions or concerns regarding an athlete's classification must remain confidential and discussed directly with the classification committee. We request refraining from open discussion amongst athletes, coaches, team staff, or others not associated with the classification committee until formal discussions and decisions are made.

1.4 MEDALS

1.4.1 Award System

- 1.4.1.1 Medals are presented to 1st, 2nd, and 3rd place athletes for each sport event. Additionally, medals are presented to 1st, 2nd, and 3rd place pilots/guides of VI cycling and track events.
- 1.4.1.2 Only athletes and pilots/guides of VI cycling and track events receive medals. Sport coaches do not receive medals for the performance of their athletes.
- 1.4.1.3 All Ultimate Champion (UC) competitors will compete in their respective sport classifications for each of the UC events.
- 1.4.1.4 UC athletes must compete in all events to be considered Ultimate Champion. Men and Women athletes compete for the same UC medals.
- 1.4.1.5 Ultimate Champion Events:
(a) Archery – Individual
(b) Compound or Recurve Cycling – Time Trial
(c) Field – Shot Put
(d) Indoor Rowing - One-Minute
(e) Powerlifting - Body Weight Category
(f) Shooting – Rifle Prone
(g) Swimming - 50m Freestyle
(h) Track - 100m
- 1.4.1.6 Ultimate Champion Event Rules
(a) Each Service Team will be allotted two UC athletes.
(b) Separate points will be assigned to UC athletes based on how they place in their respective classification categories.
(c) UC medalists are the athletes who have earned the most points in the events listed above.
- 1.4.1.7 Ultimate Champion Athletes
(a) UC competitors will compete in their respective sport classifications for each of the events listed above.

- (b) UC athletes must compete in all UC events to be considered Ultimate Champion.
- (c) UC athletes only compete in the designated UC 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 UC).
 - (2) Can choose to compete in any or all relay events (no points awarded towards UC).
 - (3) In the event of UC tiebreaker, the UC medalist will be the athlete with the highest number of top three finishes in their respective sport/event/classification category. If that does not break the tie, the UC medalist will be the athlete with the highest number of first place finishes. If there is still a tie, dual UC medals will be awarded.

1.4.1.8 Ultimate Champion Scoring System

- (a) The following point based system will be used to determine the medals based on how UC athletes finish in their respective sport/event/classification categories against other UC and non-UC athletes of the same sport/event/classification category.
- (b) In sport/event/classification categories that have eight or more athletes, 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 sport/event/classification categories that have seven athletes, 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 sport/event/classification categories that have six athletes, 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 sport/event/classification categories that have five athletes, 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 sport/event/classification categories that have four athletes, 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 sport/event/classification categories that have three athletes, points will be awarded as follows:
 - (1) Gold medal = 3 points
 - (2) Silver medal = 2 points
 - (3) Bronze medal = 1 point
- (h) In sport/event/classification categories that have two athletes, points will be awarded as follows:
 - (1) Gold medal = 2 points
 - (2) Silver medal = 1 point
- (i) In sport/event classification categories that has one athlete, points will be awarded as follows:
 - (1) Gold medal = 1 point
- (j) In archery event/classification categories that have five or more athletes, points will be awarded as follows:
 - (1) Gold medal = 8 points
 - (2) Silver medal = 7 points
 - (3) Bronze medal = 6 points
 - (4) 4th place (loser of Bronze medal match) = 5 points
 - (5) 5th place (non-advancing UC from the top 8) = 4 points
 - (6) Below 5th place = 0
 - (7) In the case of four or less athletes, points will be awarded using the respective system(s) listed above.

1.5 COMPETITION RULES AND PROTEST PROCEDURES

1.5.1 Service Team Action Officer and/or Head Coach

- 1.5.1.1 Each Service Team will designate an Action Officer (AO) and/or Service Head Coach (SHC).

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- 1.5.1.2 This person is the only authorized personnel permitted to submit a protest.
- 1.5.2 Competition Questions and Concerns
 - 1.5.2.1 If there is a question or concern about sport rules during competition, (i.e. start, finish, Officials calls, etc.), the AO or SHC may approach the Head Official and/or Sport Manager to discuss without the need to submit a written protest.
 - 1.5.2.2 The Head Official and/or Sport Manager may choose to confer with anyone to come to a resolution.
 - 1.5.2.3 Should a question or concern not be resolved to the satisfaction of the AO or SHC, the AO or SHC may submit a written protest.
 - 1.5.2.4 Service Teams are reminded that it would not be in the spirit of the Games, or good sportsmanship, to make frivolous protests.
- 1.5.3 Protest Credits
 - 1.5.3.1 Each Service Team will be allowed 10 protest credits to use during the duration of the Games. There is no restriction on how many protest credits a Service Team uses, per sport/event, while protest credits exist. Should a Service Team exhaust their allotment of protest credits, they cannot use another Service Teams protest credits on their behalf. Protest credits once used, will be subtracted from Service Teams allotment whether protest was awarded or not.
 - 1.5.3.2 Beginning with the 2019 DOD Warrior Games athlete classification protests are not allowed during sport execution timeframes. Each sport technical meeting will be the last time to protest athlete classifications. After meeting, athlete classifications become final. Use of protest credits are not required to protest athlete classifications at sport technical meetings.
- 1.5.4 Protest Credits Procedures
 - 1.5.4.1 In the event a sport question or concern is not resolved by the Head Official and/or Sport Manager, a written protest may be submitted. Sport protests must be submitted to the Sport Manager no later than 15 minutes after official announcement of results of the sport competition event (i.e. heat, flight, race, game, etc.) in question. Use the DOD Warrior Games sport protest form to submit a protest.
 - 1.5.4.2 The Sport Manager will then submit the sport protest form to the Sport Director no later than 15 minutes of receipt from AO or SHC.
 - 1.5.4.3 No later than 30 minutes from conclusion of sport event in question, the sport protest will be reviewed by committee consisting of Sports Director, Sport Manager, and Classification Chair or Classification Chair Alternate. The sport protest decision will be communicated immediately to AO or SHC following conclusion of review. If necessary, official sport event results and awards will be corrected.

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1.5.4.4 Videotape review or discussion targeting sport equipment used within rules of the sport, will not be used as a means to settle a protest.

1.5.4.5 In the event of a sport protest, competition and/or medal ceremonies will continue.

1.6 SERVICE TEAM COMPOSITION

1.6.1 Service Teams are allowed 40 registered athletes to participate.

1.6.2 Athlete Substitutions

1.6.2.1 Athlete substitutions are allowed amongst the 40 athletes registered to compete. Athlete substitutions must occur no later than 24 hours prior to the sport competition.

1.6.2.2 Athlete substitutions must be of same gender, sport classification, and compete in the same event(s) as the athlete they replace (events may be dropped but cannot be added).

1.6.3 Service Team Member Status

1.6.3.1 Beginning with the 2019 DOD Warrior Games US Service Teams shall not be composed of more than a 30% Veteran population.

1.6.3.2 US Service Members who transitioned to Veteran status within the preceding 12 months prior to the start of the DoD Warrior Games, will count as Active Duty Service Members. US Service Members transitioning more than 12 months from the start date of DoD Warrior Games will count as Veterans.

1.6.3.4 In the event a US Service Member substitution is made after US Service Team roster submission, the 30% Veteran population rule still applies. Prior to roster submission, US Service Team rosters require internal 06 W2 Director validation. US Service Team 06 W2 Director signature is not required when submitting team roster to DOD Warrior Games.

1.6.4 Transgender Athletes

1.6.4.1 Inclusion of transgender athletes will not violate DOD Warrior Games directives or regulations.

1.6.4.2 Transgender athletes declared gender remains constant throughout all sport and event participation.

1.7 ATHLETE SPORT PARTICIPATION

1.7.1 Participation Guidelines

1.7.1.1 Beginning with the 2018 DOD Warrior Games Cycling Time Trial and Cycling Road Race is considered one individual sport and athletes may compete in one or both events.

1.7.1.2 Beginning with the 2019 DOD Warrior Games athletes may compete in a maximum of five individual sports and any or all team sports.

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- 1.7.1.3 Beginning with the 2019 DOD Warrior Games Track & Field is considered two individual sports.
- 1.7.1.4 Service Team athletes must adhere to start rights per sport and sport events.
- 1.7.1.5 The competition schedule will not be changed to accommodate athletes who request rest or time between sports and events due to their choice of maximum participation.

1.8 SERVICE TEAM SPORT START RIGHTS

- 1.8.1 **Archery:** Twelve athlete total for classification Open (6 x Recurve; 6 x Compound). Four athlete total for classification VI (Recurve or Compound).
- 1.8.2 **Cycling:** Six athlete total per gender, classification and event. Ultimate Champion do not count against start rights.
- 1.8.3 **Field:** Five athlete total for classification 6.0, per gender and event. Remaining athlete classifications have four total, per gender and event. Ultimate Champion do not count against start rights.
- 1.8.4 **Golf:** Six athlete total across gender and classifications to form one team.
- 1.8.5 **Indoor Rowing:** Twelve athlete total across gender, classifications and events. Ultimate Champion do not count against start rights.
- 1.8.6 **Powerlifting:** Eight athlete total across gender and events. Ultimate Champion do not count against start rights.
- 1.8.7 **Shooting:** Twenty athlete total across gender, classifications and events. Ultimate Champion do not count against start rights.
- 1.8.8 **Sitting Volleyball:** Twelve athlete team total across gender and classifications.
- 1.8.9 **Swimming:** Five athlete total for classification 6.0, per gender and event. Remaining athlete classifications have four total, per gender and event. Ultimate Champion do not count against start rights.
- 1.8.10 **Track:** Five athlete total for classification 6.0, per gender and event. Remaining athlete classifications have four total, per gender and event. Ultimate Champion do not count against start rights.
- 1.8.11 **Wheelchair Basketball:** Ten athlete team total across gender and classifications.
- 1.8.12 **Wheelchair Rugby:** Ten athlete team total across gender and classifications.
- 1.8.13 **Wheelchair Tennis:** Four athlete total across gender and classification to form two doubles teams.
- 1.8.14 **Ultimate Champion:** Ultimate Champion athletes do not count against start rights for individual sports. Ultimate Champion athletes count against start rights for team sports.

1.9 SERVICE SPECIFIC NAMES, UNIFORM COLORS AND APPAREL

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1.9.1 Team Names

1.9.1.1 Army

1.9.1.2 Air Force

1.9.1.3 Marine Corps

1.9.1.4 Navy

1.9.1.5 SOCOM

1.9.1.6 International Teams may use their country as the team name.

1.9.2 Service Specific Primary Uniform Colors:

1.9.2.1 Army – Black

1.9.2.2 Air Force – Royal Blue

1.9.2.3 Marine Corps – Red

1.9.2.4 Navy – Navy Blue

1.9.2.5 SOCOM – Charcoal Grey

1.9.2.6 US Service Teams secondary color is white.

1.9.2.7 International Teams may not select any of the above colors.

1.9.3 Team Apparel

1.9.3.1 DOD Warrior Games will issue athletic apparel and athletes are expected to wear the issued apparel for all official DOD Warrior Games sports, ceremonies, and related events.

1.9.3.2 Requests for athletic apparel exemptions must be routed through the DOD Warrior Games Sports Director, who will make recommendations to DOD Warrior Games Director for final approval. Refer to DOD Warrior Games Athlete Uniform Guide for specifics.

1.10 ATHLETE REGISTRATION DEADLINES

1.10.1 Service Teams Athlete Registration is 1-15 April 2019: Service Lead/Action Officer (AO) registers their 40 athlete team rosters by sports, classifications, and events.

1.10.2 Notable Dates

1.10.2.1 No later than 1 May 2019 Service Teams will receive 1st draft of athlete sport entry lists to validate.

1.10.2.2 No later than 15 May 2019 Service Teams return athlete sport entry lists with corrections. After 15 May 2019, all changes to athlete sport entries are considered athlete substitutions and follow set conditions for individual sports: same gender, same classification, same sport(s), and same event(s). Team sports are exempt from set conditions for individual sports.

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- 1.10.2.3 No later than 1 Jun 2019 Service Teams will receive 1st draft sport competition arrangements (by sport, events by classification timelines).
- 1.10.2.4 No later than 24 hours prior to sport competition, Service Teams will receive final sport competition arrangement.

1.11 DISCIPLINARY ACTIONS APPLICABLE TO ALL PERSONNEL ASSOCIATED WITH SERVICE TEAMS

1.11.1 Disciplinary Board

- 1.11.1.1 The DOD Warrior Games Director, or their designee, will name a disciplinary board, including the designation of a Disciplinary Board Chair. The disciplinary board will review, on a case-by-case basis, disciplinary actions.
- 1.11.1.2 The disciplinary board will be composed of O6 W2 Directors and/or Service Team Action Officers who will decide the severity of the disciplinary action.
- 1.11.1.3 The disciplinary board will be convened if an incident occurs requiring disciplinary action.
- 1.11.1.4 Each Service Team has one vote.
- 1.11.1.5 When the disciplinary board vote is tied, the DOD Warrior Games Director, or their designee, will cast the deciding vote.
- 1.11.1.6 The disciplinary board will review the disciplinary action and democratically (majority rule) decide the penalty to be imposed.

1.11.2 Process

- 1.11.2.1 At the desecration of the disciplinary board, any medals earned by the athlete(s) may be removed and awarded to the next placing athlete(s).
- 1.11.2.2 Only the athlete(s) Service Team O6 W2 Director and DOD Warrior Games Director, or their designee, may:
 - (a) Determine whether or not to remove the athlete(s) or other Service Team support staff from future DOD Warrior Games sport events.
 - (b) Determine whether or not athlete(s) or other Service Team support staff will depart.

1.12 DAILY MANDATORY MEETINGS

1.12.1 Morning Huddle

- 1.12.1.1 Time/Location TBD
- 1.12.1.2 Battle Operating System (BOS) leads, Sports Director, and Sports Manager of that day's competition. Service Team reps are invited but not required.
- 1.12.1.3 This meeting will review the day's events and provide necessary updates.

1.12.2 Evening Huddle

- 1.12.2.1 Time/Location TBD

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1.12.2.2 Battle Operating System (BOS) leads, Sports Director, and Sports Manager of the following day's competition. Service Team reps are invited but not required.

1.12.2.3 This meeting will review the following day's events and provide necessary updates.

1.12.3 DOD Warrior Games Director Evening Huddle

1.12.3.1 Time/Location TBD

1.12.3.2 DOD Warrior Games Director's meeting, or their designee, to discuss and address any concerns and provide updates. Service Team reps are invited.

1.12.3.3 This meeting may be combined with Evening Huddle.

1.12.4 Other Meetings

1.12.4.1 Time/Location TBD

1.12.4.2 CDR's CUB; JOC personnel; BOS leads; Service Reps.

1.13 PROHIBITED USE OF NOISEMAKERS

1.13.1 At the request of the Service Teams, noisemakers are not allowed in sport practice or competition settings.

1.13.2 Examples include: Cowbells, Blow horns, Whistles, Clickers, etc.

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

SECTION 2 – ARCHERY

2.1 ARCHERY WILL BE CONDUCTED IN ACCORDANCE WITH WORLD ARCHERY (FITA) RULES, EXCEPT FOR THE FOLLOWING MODIFICATIONS. THE FITA RULEBOOK CAN BE FOUND AT: <HTTPS://WORLDARCHERY.ORG/PARA-ARCHERY>

2.2 ATHLETE CLASSIFICATIONS

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

2.3 ARCHERY EVENTS

- 2.3.1 Compound Open
- 2.3.2 Recurve Open
- 2.3.3 Compound/Recurve VI
- 2.3.4 Team Compound
- 2.3.5 Team Recurve

2.4 GENERAL ARCHERY EVENT RULES

- 2.4.1 Individual and Team Composition. Archery is a combined gender sport for medals.
 - 2.4.1.1 Individual Competition: Twelve athlete total for classification Open (6 x Recurve; 6 x Compound). Four (4) athlete total for classification VI (Recurve or Compound).
 - 2.4.1.2 Compound and Recurve Team Competition: Each Service Team may assemble two teams consisting of three athletes each (one team for compound and one team for recurve). For team competitions, athletes are drawn from the pool of competitors in individual compound or recurve events.
- 2.4.2 Ultimate Champion do not count against start rights
- 2.4.3 Bow Type: Athletes must choose to shoot either compound bow or recurve bow (cannot shoot both).
- 2.4.4 Men and Women: Men and women will be combined for all archery events.

2.5 ARCHERY EVENT TOURNAMENT FORMAT

- 2.5.1 Shooting Order
 - 2.5.1.1 An AB/CD shooting format will be used for this tournament. AB shoots first 300 round top target, second 300 round bottom target. CD shoots first 300 round bottom target, second 300 round top target.

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- 2.5.1.2 AB competitors will shoot their arrows and then come off the line.
- 2.5.1.3 CD competitors will follow, shooting their arrows next.
- 2.5.1.4 VI competitors may stay on the line.
- 2.5.1.5 Once completed, all competitors will retrieve their arrows and score.
- 2.5.2 Shooting Qualification Rounds
 - 2.5.2.1 There will be a qualification round where each competitor shoots two 300 rounds consisting of 10 ends of three arrows - two minutes per end with a 20-minute break between rounds. The top eight athletes in each individual event will move to the elimination (medal) rounds.
 - 2.5.2.2 Elimination rounds: The elimination round will be single elimination. Service 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. Competitors 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.
 - 2.5.2.3 Shooting Distance: 18 Meters
 - 2.5.2.4 Format is subject to change due to time or other unforeseen circumstances.

2.6 COMPOUND AND RECURVE TEAM COMPETITION

- 2.6.1 Each Service Team may have only one compound and one recurve team. Each team is composed of three athletes selected from the individual archery competitors, including the VI and Ultimate Champion.
- 2.6.2 The competition will be best score wins.
- 2.6.3 Each team will have two minutes to shoot six arrows (two arrows by each archer).
- 2.6.4 All archers will stay on the shooting line.
- 2.6.5 There will be three ends per match.
- 2.6.6 Tied Scores
 - 2.6.6.1 Ties will be broken by each team member shooting one arrow
 - 2.6.6.2 When/if a tie occurs, the team with the most arrows in the 10 ring will win.
 - 2.6.6.3 The team with the arrow closest to the center will be the winner.
- 2.6.7 Start of the Archery Team Match
 - 2.6.7.1 Two blasts of the whistle will signal: "get ready."
 - 2.6.7.2 A single blast, 10 seconds later, will indicate the start of archery team competition.
 - (a) The first competitor must not take the arrow out of the quiver until after the single blast.

(b) The following competitors cannot remove their arrows from the quiver until the competitor before them has indicated the completion of shooting.

2.7 EQUIPMENT SPECIFICATION RULES

2.7.1 Targets

2.7.1.1 Classification Open: Target size 40cm (single spot or triangular three spot). All compound and recurve competitors will shoot outer ring ten. Competitors will shoot on same triangular or single shot target for 300 rounds.

2.7.1.2 Classification VI: Target size: 60cm single spot.

2.7.2 Blindfolds

2.7.2.1 Classification VI competitors will compete in a separate classification. In the spirit of fairness, all VI competitors will wear blindfolds to remove any sight advantage and will, therefore, shoot with a tactile sight.

2.7.2.2 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. VI Competitors will wear blindfolds.

2.7.3 Tactical Sight

2.7.3.1 Adaptive equipment (foot-locator/tripod with sighting aid) may be used by VI competitors and must be secured in place across the shooting line and may remain in place for the duration of the competition.

2.7.3.2 Only VI competitors are allowed to shoot at this position. If the VI competitor 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.

2.7.3.3 The VI competitor must be allowed time to sight-in prior to official shooting in order to position the adaptive sighting equipment properly on the shooting line.

2.7.4 Classification VI Assistants

2.7.4.1 VI competitors are permitted to have an assistant.

2.7.4.2 The role of the VI assistant is to tell the athlete where their arrows are landing and to inform them of any safety issues.

2.7.4.3 Because a VI athlete 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.

2.7.4.4 No other information will be given during the shooting and the VI assistant must try not to be a disturbance to other competitors.

2.7.4.5 When the VI athlete has finished scoring arrows, the assistant must retire behind the waiting line.

- 2.7.4.6 (After the signal for the completion of that end of arrows, the assistant may help the athlete to set up equipment, adjust the sight, and guide the athlete to the target. He or she may also converse with the athlete.
- 2.7.4.7 The VI athlete and assistant must be recognizable as partners and, when back numbers are worn, both the VI athlete and assistant should wear the same number.

2.8 COMPOUND BOW AND ARROW REGULATIONS:

- 2.8.1 Maximum bow draw is 60 pounds
- 2.8.2 No electric or electronics
- 2.8.3 Arrows fit to bow
- 2.8.4 Magnification on the sight is allowed, but only one aiming point is permitted
- 2.8.5 Peep sight on the string is fine
- 2.8.6 Arrow regulations: Maximum arrow size of 2315 (9.3 mm for the shaft; 9.4 mm for the point).
- 2.8.7 Compound bow recommendations (Note: not regulations):
 - 2.8.7.1 36" axle to axle or more
 - 2.8.7.2 Brace height 7" or more
 - 2.8.7.3 At least 10 lbs. of weight adjustment (maximum is 60 pounds)
 - 2.8.7.4 Peep sight (without tubing is better)
 - 2.8.7.5 Aluminum and/or carbon arrows are allowed
 - 2.8.7.6 Glue in points (100-120 grains)
 - 2.8.7.7 Adjustable sight (only one aiming point)
 - 2.8.7.8 Mechanical release
- 2.8.8. Draw Length for Compound Bow
 - 2.8.8.1 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.
 - 2.8.8.2 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.
 - 2.8.8.3 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 estimate draw length: take your height in inches, subtract 15 and then divide by two (example: $HT-15 \div 2 = \text{Draw}$; $66 \text{ inches}-15 \div 2 = 25.5$).

2.9 RECURVE BOW AND ARROW REGULATIONS

- 2.9.1 Regulation bow – handle and limbs
- 2.9.2 Arrows fit to bow
- 2.9.3 No magnification, no electric or electronics
- 2.9.4 Finger release
- 2.9.5 Adjustable sight
- 2.9.6 Maximum arrow size of 2315 (9.3 mm for the shaft; 9.4 mm for the point).
- 2.9.7 Draw recommendations based on gender and frame:
 - 2.9.7.1 Small-Frame Female (100-130 lbs.) 25-35 lbs.
 - 2.9.7.2 Medium-Frame Female (130-160 lbs.) 25-35 lbs.
 - 2.9.7.3 Large-Frame Female (160+ lbs.) 30-45 lbs.
 - 2.9.7.4 Small-Frame Male (120-150 lbs.) 30-45 lbs.
 - 2.9.7.5 Medium-Frame Male (150-180 lbs.) 40-55 lbs.
 - 2.9.7.6 Large-Frame Male (180+ lbs.) 45-60 lbs.
- 2.9.8 Examples of recurve bow brands: Martin, Samick, Hoyt, PSE, and Sky. If new to archery, recommend 30 pounds maximum draw weight.
- 2.9.9 Recurve bow tips
 - 2.9.9.1 An assembled recurve bow should measure roughly about the same height as the person shooting in a seated position.
 - 2.9.9.2 For a person shooting from a wheelchair it will likely need to be shorter. Risers (handles) come in short (23”) and long (25”).
 - 2.9.9.3 The limbs come in short, medium and long.
 - 2.9.9.4. A short handle with short limbs would be 64” long; a long handle with long limbs would be 72”.
 - 2.9.9.5 By mixing handles and limbs, the sizes in between are made possible.

SECTION 3 – CYCLING

3.1 CYCLING WILL BE CONDUCTED IN ACCORDANCE WITH UNION CYCLISTE INTERNATIONALE CYCLING UNION (UCI) PARA-CYCLING RULES, EXCEPT FOR THE FOLLOWING MODIFICATIONS. THE UCI PARA-CYCLING RULEBOOK CAN BE FOUND AT: [HTTPS://WWW.UCI.ORG/PARA-CYCLING](https://www.uci.org/para-cycling)

3.2 TEAM COMPOSITION AND START RIGHTS

- 3.2.1 Six athlete total per gender, classification and event.
- 3.2.2. Ultimate Champion competitors do not count against start rights.
- 3.2.3 Beginning with the 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.
- 3.2.4 Beginning with the 2018 DOD Warrior Games, cycling time-trial is added as a medal event.

3.3 EVENTS BY CLASSIFICATION, BIB COLOR, GENDER, DISTANCE, AND TYPE OF CYCLE

CLASSIFICATION	BIB Color	Gender	Distance	Type of Cycle
Open	TBD	Male or Female	Time Trial (~5km) Road Race (~10km)	Hand Cycles or Kneeler for K5
H5				
H4				
H3				
H2				
H1				
K5 (Kneeler)				
Open	TBD	Male	Time Trial (~10km) Road Race (~20km)	Recumbent Cycle
T1				
T2				
Open		Female	Time Trial (~5km) Road Race (~10km)	Recumbent Cycle
T1				
T2				
Open	TBD	Male	Time Trial (~10km) Road Race (~30km)	Upright Cycle
C5				
C4				
C3				
Open		Female	Time Trial (~10km) Road Race (~20km)	Upright Cycle
C5				
C4				
C3				
VI Open/Blind Combined	TBD	Mixed Gender	Time Trial (~10km) Road Race (~30km)	Tandem Cycle

3.4 GENERAL CYCLING EVENT RULES

- 3.4.1 Races: Unless otherwise noted, all classification groups will race in their event together but will be scored separately.
- 3.4.2 Selected Union Cycliste Internationale (UCI) equipment rules pertaining to the cycling events at the DOD Warrior Games are highlighted below, as well as additional general, USA Cycling, and/or UCI rules.
 - 3.4.2.1 Sport Manager will provide the following to each team's head coach no later than 24 hours before the competition event:
 - (a) Start list by classification/category.
 - (b) Athlete names.
 - (c) Bibs (with numbers) – May be provided on race day.
 - 3.4.2.2 Bib and event verification: Each team's head cycling coach is responsible for athlete bib (correct color, classification, and event) and roster (correct classification and event) verification no later than 24 hours before the competition event.
 - 3.4.2.3 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 may also clearly write athlete number, in marker, on their upper arm and thigh along with wearing bib number.
 - (e) Improperly placed or obstructed bibs resulting in scoring errors are the responsibility of the competitor and coach.
 - (f) Hair should be tied back in such a way as to not obstruct the bib.
 - 3.4.2.4 Starts: The road race will begin as a stationary start; a neutral section at the start may be implemented at the discretion of the Sport Manager. The individual time trial will start at a designated interval for each competitor.
 - 3.4.2.5 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 a pole safety flag during training on public roads. Use of a pole safety flag is not required during competition on a closed course.

- 3.4.2.6 Use of catheters: It is mandatory for cyclists who use catheters or other urinary diversion devices to prevent spillage by using a catheter bag at all times.
- 3.4.2.7 Bike safety checks: Sport Manger or designee will inspect all cycling equipment at the race start location. All cycling equipment is subject to inspection at any time.
- 3.4.2.8 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) Service Teams may 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.
- 3.4.2.9 Coaches and Mechanics: coaches and/or mechanics are allowed on the course.
- 3.4.2.10 Uniforms: Service Team must wear matching specific design and color cycling kits, which conform to Service Team specific uniform color schemes.
- 3.4.2.11 A lead and/or follow motorcycle/vehicle may be provided for each group.
- 3.4.2.12 A rolling neutral start may be utilized if race conditions necessitate for safety.
- 3.4.2.13 Warm-up: Competitors may not warm-up on the race course while any race is underway, and should use the designated warm-up area.

3.5 GENERAL EQUIPMENT REGULATIONS

- 3.5.1 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.
- 3.5.2 Adjustments: All adjustments must be made prior to the start of the race. Adjustments will only be made at designated Service Team areas.
- 3.5.3 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 on the right side of the course. They must not inhibit, limit or slow down other riders.
- 3.5.4 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.
- 3.5.5 Handcycles
 - 3.5.5.1 Three-wheeled vehicles with an open frame of tubular construction.
 - 3.5.5.2 Arm powered (AP).

3.5.5.3 Arm-trunk powered (ATP).

3.5.5.4 Kneeling position (K5).

3.5.5.5 Handcycles Must Conform to the General Principles of UCI Construction for Bicycles Except for:

(a) The hand cycle chassis frame tubes need not be straight.

(b) The seat or backrest construction, the maximum frame tube diameter may exceed the maximum defined by the general principles of UCI.

(c) The single wheel may be of a different diameter than the double wheels.

(d) The front wheel or wheels must be steerable.

(e) The single wheel, either front or rear, must be driven through a system comprising of handgrips and a chain.

(f) The handcycle 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.

(g) 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 athlete is seated with his/her 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.

(h) Quick release body harnesses are permitted and must conform to the following measurements:

(1) 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.

(2) 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.

(i) Kneeling position: In the kneeling position, the athlete's legs and feet must be supported and protected from the ground surface.

(j) 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.

(k) 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.

(l) Other safety measures:

(1) 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.

(2) 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.

3.5.6 Recumbent Cycles

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- 3.5.6.1 The recumbent cycle is a bike with three wheels of any diameter between 55 and 70 centimeters (cm) and meets the following.
- 3.5.6.2 The front wheel or wheels shall be steerable.
- 3.5.6.3 The rear wheel or wheels shall be driven through a system comprised of pedals and a chain.
- 3.5.6.4 A recumbent cycle must conform to the general principles of Union Cycliste Internationale (UCI) construction for bicycles.
- 3.5.6.5 Modified hub attachments may be used if necessary.
- 3.5.6.6 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.
- 3.5.6.7 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.
- 3.5.6.8 A recumbent cycle must not measure more than 200cm in length and 95cm in width.
- 3.5.7 Upright Bicycles
 - 3.5.7.1 Upright bicycles must comply with the spirit and principle of cycling as a sport. Performance bicycles, helmets and/or other common cycling equipment is allowed providing UCI specifications and regulations are met.
 - 3.5.7.2 The presumption is that cyclists will compete on equal footing.
 - 3.5.7.3 The principle asserts the primacy of man over machine.
 - 3.5.7.4 For morphological or disability reasons, exceptions may be permitted but the principle of the UCI regulations for cycles must be followed.
 - 3.5.7.5 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.
 - 3.5.7.6 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.
 - 3.5.7.7 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.
- 3.5.7.8. 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.
- 3.5.7.9 Maximum bicycle frame measurements: Shall not measure more than a maximum width: 50cm (19.68 inches).
- 3.5.7.10 Wheels specifications:
 - (a) Wheels may 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. Disc wheels are allowed for the Time Trial event providing UCI specifications and regulations are met. Tri spoke wheels are not allowed.
 - (c) Spokes can be round, flattened, or oval, as long as no dimension of their sections exceed 10mm (0.394 inches).
- 3.5.8 Upright Tandem Cycles (applicable to recumbent tandem cycles)
 - 3.5.8.1 The tandem is a vehicle for two cyclists.
 - 3.5.8.2 Two wheels of equal diameter, which conforms to the general principles of UCI construction for bicycles.
 - 3.5.8.3 The front wheel shall be steerable by the front rider, known as the pilot.
 - 3.5.8.4 The pilot must also control the shifting and braking for the bike.
 - 3.5.8.5 Both riders shall face forward in the traditional cycling position.
 - 3.5.8.6 The rear wheel shall be driven by both cyclists through a system comprised of pedals and chains.
 - 3.5.8.7 The tandem top tube and any additional strengthening tubes may slope to suit the morphological sizes of the riders.
 - 3.5.8.8 Brake system: Tandem bicycles must have an independent brake on each wheel.
 - 3.5.8.9 Pilot: The Pilot must be a DOD Warrior Games registered Service Team member.
 - 3.5.8.10 Stoker
 - (a) The rear rider on the tandem is known as the stoker.
 - (b) The rear rider must be the individual with VI.
 - 3.5.8.11 Tandem Races: All upright tandems will race and be scored together, regardless of the gender make-up of each tandem team (men only, women only, or mixed men/women).

3.6 RACING RULES – ROAD RACE

3.6.1 Categories

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- 3.6.1.1 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.
- 3.6.1.2 Racers may only work with racers from within their race category who are on the same lap of the circuit.
- 3.6.1.3 Although competitors from different categories may end up in the same group, they cannot provide assistance to one another.
- 3.6.1.4 The only exception to this is when race categories are combined and athletes from different categories start together, as determined by event staff.
- 3.6.2 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.
- 3.6.3 Timing and Results
 - 3.6.3.1 All races will be scored using an electronic timing system with high-speed camera.
 - 3.6.3.2 Results will be provided for all categories within 1/100th of a second accuracy.
 - 3.6.3.3 Riders who are finished early by race officials will receive a place. Riders pulling themselves from competition will not receive a place.
- 3.6.4 Penalties
 - 3.6.4.1 Rule infractions as determined by the Sport Manager 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.
- 3.6.5 Course review
 - 3.6.5.1 Any concerns with the course must be submitted to the Sport Manager no later than 48 hours prior to the race competition event.
 - 3.6.5.2 The Sport Manager and Sports Director are responsible for decision(s) on any courses of action.
 - 3.6.5.3 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 Service Team's mechanic in the designated Service Team service areas.
 - (b) Competitors may only swap equipment with teammates in their same category.
 - (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."
 - 3.6.5.4 Staging

- (a) All competitors should present themselves at the designated staging area no later than fifteen minutes prior to their wave's first posted start time.
- (b) At the discretion of the Sport Manager, fields may stage in order to have more experienced racers at the front.
- (c) In such a case a rider from each Service Team as designated by their coach and/or Action Officer will be called to the start one at a time, with each Service Team having one rider per row.

3.7 RACING RULES – INDIVIDUAL TIME TRIAL

3.7.1 The Start

- 3.7.1.1 A start list with start times for each competitor will be generated no later than 24 hours before the competition. Competitors should report to the start with enough time before their designated start time.
- 3.7.1.2 If a competitor is not present at the assigned start time, she/he may take the start at the discretion of the Sport Manager and/or starter. However, the race time for results will be counted from the assigned start time unless otherwise indicated by the Sport Manager.
- 3.7.1.3 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.

3.7.2 The Course

- 3.7.2.1 The Individual Time Trial will be contested over a distance of either ~5km or ~10km on either one or two laps of the course, dependent on classification. It is the responsibility of the competitor to know how many laps he/she has completed.
- 3.7.2.2 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 meters to the side. The slower rider must also avoid benefiting from the draft of the passing rider.
- 3.7.2.3 If a competitor has a mishap while on course, he/she may utilize one of the stationary neutral support pits for assistance and/or their Service Team's mechanic within the designated team service area. However, the competitor must complete the full distance and must reenter the course at the same position.

3.7.3 Timing and Results

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

3.7.4 Penalties: Rule infractions as determined by the Sport Manager are subject to penalties from the Protest Committee and as follows:

- 3.7.4.1 Individual athlete rule infractions for athletes.

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- 3.7.4.2 Full or partial point deductions for the Ultimate Champion competition.
- 3.7.4.3 Full or partial medals.

SECTION 4 – FIELD

4.1 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 AT:

[HTTPS://WWW.PARALYMPIC.ORG/ATHLETICS/EVENTS/RULES-AND-REGULATIONS](https://www.paralympic.org/athletics/events/rules-and-regulations)

4.2 FIELD EVENT, GENDER, CLASSIFICATION AND IMPLEMENT WEIGHT

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

4.3 FIELD GENERAL RULES

4.3.1 Field coaches have access to field of play within safe zones free of track events.

4.3.2 Field coaches will have access to their athletes between throws for standing throwers, as defined by Sports Manager and managed by Head Official of the throwing pit and sector. Seated throwers can have coach assistance in setting up the throwing frame prior to the start of the competition throws. The coach is not allowed in the throwing area after this setup period.

4.3.3 Wheelchair (daily use) Athlete Escorts

4.3.3.1 Sports Manager will determine which athletes are permitted escorts.

4.3.3.2 An escort is someone who will be permitted to accompany athletes onto the competition area.

4.3.3.3 Persons acting as escorts must be clearly identified by mechanism set forth by Sports Manager.

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4.3.3.4 Escorts may assist the officials to ensure the athlete transfers safely to the throwing frame.

4.3.4 Team Composition

4.3.4.1 Five athlete total for classification 6.0, per gender and event. Remaining athlete classifications have four (4) total, per gender and event.

4.3.4.2 Ultimate Champion do not count against start rights.

4.3.5 General Throwing Rules

4.3.5.1 Standing throwers will receive six throws in rotational order.

4.3.5.2 If an event category has 12 or more competitors, they may be placed in multiple flights. Results from each flight will be combined for final placing/medals.

4.3.5.3 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. If tie remains after third longest throw, multiple medals will be awarded.

4.3.6 Putting the Shot

4.3.6.1 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.

4.3.6.2 Standing athletes will receive a warm-up period (no less than two throws) and compete in a single throw / rotate through the field format. Seated athletes will throw two warm-up throws and six official attempts consecutively. Seated athletes may make adjustments to their throwing frame between or after warm-up throws, and then the competition will begin.

4.3.7 Throwing Implements and Frames

4.3.7.1 Any athlete wanting to use their own throwing implements or frame must have them inspected and cleared upon check-in at the check-in tent.

4.3.7.2 All approved implements and frames will be placed into a general pool and made available for all athletes in the competition.

4.3.7.3 Approved implements and frames will be impounded within a timeframe predetermined by the Sports Manager.

4.3.7.4 Implements and frames can be reexamined by the officials before, during or after the event.

4.3.8 Clothing: In seated field events, clothing must be close fitting, and not loose, so as to not impede the view of the judges. Field athletes will wear DOD Warrior Games provided uniforms (exception – athletes may wear their own athletic footwear).

4.3.9 Prosthetics: 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 frame.

4.3.10 Time Limits

4.3.10.1 Seated Throwers:

- (a) An athlete will be given one minute between each throw.
- (b) The one minute time will begin when the implement is handed to the athlete.
- (c) Athletes will be given a three minute break after their third throw. Athlete may choose to shorten this break or eliminate it altogether.

4.3.10.2 Standing Throwers: An athlete will be given one minute to commence a throw from the time the athlete's name is called.

4.4 THROWING FRAME SPECIFICATIONS

4.4.1 The maximum height of the throwing frame including the cushion(s) used as a seat shall not exceed 75 cm. The seat may be level or the front higher than the back. The back may not be higher than the front.

4.4.2 Footplates can be used for support and stability only.

4.4.3 Footplates may NOT be placed on the ground, but need to be attached to the throwing frame. 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 frame, but are not required to be placed behind the stability bars.

4.4.4 Side and back rests for safety and stability may be attached to the seat. They must be nonflexible and non-movable.

4.4.5 The frame may have a holding bar. The holding bar material must be made of rigid material and must be a single straight piece of material without curves or bends. The cross-sectional profile should be circular or square not oval or rectangular. The point where the holding bar is fixed (joined) to the frame must contain no levers or hinges that could assist with propulsion of the implement.

4.4.6 No part of the frame including any holding bar shall be moveable during the throwing action.

4.4.7 A daily wheelchair 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. The use of fiberglass is discouraged as the braking of the pole is a safety hazard for the athlete and official.

4.4.8 Seated throwing frames are staked down using stakes and ratcheted tie-downs.

4.4.9 A reasonable time will be permitted for an athlete's throwing frame to be placed in the circle before the commencement of their first trial. This process should not exceed five minutes.

4.4.10 If a holding device should break or fail during the execution of a throw:

4.4.10.1 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)

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

4.5 FAILED THROWS

4.5.1 A throw is considered a failure if an athlete:

4.5.1.1 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. It should be interpreted that any "incidental" touch of the top of the rim (or the ground outside) in respect of the back half of the circle, during the first rotation, should not of itself be regarded as a failure. However, when it is clear any technique which thereby obtains an advantage through leverage or propulsion would constitute a failure.

4.5.1.1 Touches any part of his or her body with the top of the stop board.

4.5.1.3 Touches a strap outside of the circle when making a seated throw.

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

4.5.1.5 All valid throws must land inside the sector lines.

4.5.2 Lifting

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

4.5.2.2 The athletes must stay in contact with the seat of the frame 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.

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

4.6 GLOVES AND TAPING

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

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

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

SECTION 5 – GOLF

5.1 GOLF WILL BE CONDUCTED IN ACCORDANCE WITH 2019 WARRIOR GAMES GOLF WILL BE CONDUCTED IN ACCORDANCE WITH: 2019 UNITED STATES GOLF ASSOCIATION (USGA) RULES WITH MODIFICATIONS FROM 2019 USGA RULES FOR GOLFERS WITH DISABILITIES. THE USGA RULE BOOK CAN BE FOUND AT:
[HTTP://WWW.USGA.ORG/CONTENT/USGA/HOME-PAGE/RULES-HUB.HTML](http://www.usga.org/content/usga/home-page/rules-hub.html)

5.2 GOLF RULES

- 5.2.1 Each Service Team may enter a maximum of six competitors who have intermediate to advanced golf experience. To foster competitive play, first-time/novice golfers are discouraged from entering tournament.
- 5.2.2 All competitors are eligible to compete: for the Team and Individual competitions. Team entries will be limited to Service Teams that can enter a minimum of three competitors. Each competitor plays one ball. Their score applies to both Team and Individual competitions. Team competition features any combination of gender whereas Individual competition features male and female divisions.
- 5.2.3 Team competition: Individual scores of the top three competitors combined (of the maximum six entries per Service Team) will determine Team competition results. Scores of the Service Team competitors beyond the top three apply to Individual competition results only. Service Teams not able to assemble a minimum three golfers for Team competition may assemble a combined Service/Nation Team.
- 5.2.4 Golf is an OPEN classification/category sport: The Open category applies to all athletes from all physical impairment groups. Locations of teeing areas will be adjusted based upon differences in gender and varied degrees of physical impairment and average driving distance of players per category.
- 5.2.5 Physical impairment categories
 - 5.2.5.1 Use of Single Rider (typically Solo Rider or ParaGolfer) Golf Cart
 - 5.2.5.2 Arm Amputee
 - 5.2.5.3 Leg Amputee
 - 5.2.5.4 Minimum (non-applicable to listed physical impairments)
 - 5.2.5.5 Additional factors such as average driving distance related to physical impairment may also be considered. All competitors compete together with adjusted teeing areas separating physical impairment categories.

5.3 TOURNAMENT FORMAT

- 5.3.1 Will consist of both Team and Individual “STROKE PLAY”, 36-hole (18-holes each day) competition.
- 5.3.2 There will be no playoff for Team and Individual competition medals. If ties exist after 36-hole Team and Individual competitions, multiple medals will be awarded.

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- 5.3.3 Pace of Play: There will be a limit to the maximum number of strokes taken per hole. This will be determined and clearly defined prior to competition.
- 5.3.4 Bunkers: All Bunkers will be played as "Ground Under Repair". Play ball from bunker or drop outside bunker without penalty in accordance with the "GUR" rule at the option of the Player.
- 5.3.5 Carts: All competitors will have carts.
- 5.3.6 Caddies: Caddies may also serve as the athletes' aid. Caddies are optional.
- 5.3.7 Golf Clubs: Adaptive golf clubs will be permitted
- 5.3.8 THE 2019 USGA RULES of GOLF will govern play, with modifications from the 2019 USGA RULES for GOLFERS with DISABILITIES; except as modified by local rules.
 - 5.3.8.1 Any disputes will be ruled on by the "Committee". The Committee will consist of the Sports Manager, Head Official, and Sports Director.
 - 5.3.8.2 The competition may be shortened by the Committee in case of inclement weather. The Committee's decision shall be final.
 - 5.3.8.3 Committee Needs: In advance of competition the following information will be needed for each competitor:
 - (a) List of competitor's impairments.
 - (b) Competitor's average 18-hole score.
 - (c) Competitor's average driving distance in either yards or meters.

SECTION 6 – INDOOR ROWING

6.1 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>

6.2 GENERAL INDOOR ROWING RULES

6.2.1 Start Rights

6.2.1.1 Twelve athlete total across gender, classifications and events.

6.2.1.2 Ultimate Champion do not count against start rights.

6.2.2 Format

6.2.2.1 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

6.2.2.2 Competitors may only race once in each event, and must use the same category for both races.

6.2.2.3 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.

6.2.3 Categories: Medals will be awarded across both the 1 minute and 4 minute events in sixteen categories (eight for men and eight for women).

6.2.4. Equipment

6.2.4.1 Seating and Strapping:

- (a) Fixed seats with seatback will have a minimum of one chest strap or one lap strap. Additional straps can be used for comfort and support if required.
- (b) Fixed seats without a seatback will have a minimum of one and maximum of two lap straps.
- (c) Gripping aids (e.g. Active Hands) can be used by competitors in any category. Note: A limited number of Active Hands grip aids may be available on a first come first serve basis. However, if you are training with grip aids you should bring yours to ensure use for your rowing event(s).

6.2.4.2 Drag Factor:

- (a) The ergometers will be Concept 2.
- (b) 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. Note: Changing the damper setting directly changes the drag factor of the flywheel. You can make this adjustment and confirm it using the display menu option “check drag factor” during the warm-up period just prior to the start of your event.

6.2.5 Race Logistics

- 6.2.5.1 Start Commands: Each race will be started by the computer system speaking the sequence 'SIT READY, ATTENTION, ROW'. The race begins on 'ROW'.
- 6.2.5.2 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.
- 6.2.5.3 Race officials may disqualify a competitor that fails to comply with the above rules. Note: Coaches and/or athletes are not allowed to touch or hold a competitor's race ergometer while competing. Only a race official can do this. Inappropriately holding a race ergometer (to mitigate sliding of the ergometer) will affect the drag factor of the flywheel giving an unfair advantage to the competitor.

SECTION 7 – POWERLIFTING

7.1 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 AT: [HTTPS://WWW.PARALYMPIC.ORG/POWERLIFTING/RULES-AND-REGULATIONS/RULES](https://www.paralympic.org/powerlifting/rules-and-regulations/rules)

7.2 ATHLETE CLASSIFICATION

7.2.1 Powerlifting is an OPEN classification/category sport. The OPEN category applies to all athletes from all physical impairment groups.

7.2.2 Men and women will compete for separate medals in separate body weight divisions.

7.3 BODY WEIGHT/MEDIAL DIVISIONS

7.3.1 Men

7.3.1.1 Up to 80kg.

7.3.1.2 80.01-86 kg.

7.3.1.3 86.01-93kg.

7.3.1.4 93.01-100kg.

7.3.1.5 100.01-105kg.

7.3.1.6 105.01-110kg.

7.3.1.7 110+kg.

7.3.2 Women

7.3.2.1 Up to 75kg.

7.3.2.2 75.01-85kg.

7.3.2.3 86.01-95kg.

7.3.2.4 95.01-105kg.

7.3.2.5 105.01-110kg.

7.3.2.6 110+kg.

7.3.3 Amputations must be verified during weight in and this information must be noted on athlete's lifter card.

7.3.4 Add-on body weight for amputations

7.3.4.1 Amputation through the ankle: Add .5kg for all weight categories.

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- 7.3.4.2 Amputation below the knee: Add 1kg for up to 67kg B/W; 1.5kg from 61.01kg B/W and over.
- 7.3.4.3 Amputation through the knee: Add 1kg for up to 67kg B/W; 1.5kg from 67.01kg B/W and over.
- 7.3.4.4 Amputation above the knee: Add 1.5kg for up to 67 kg B/W; 2kg from 67.01kg B/W and over.
- 7.3.4.5 Hip disarticulation: Add 2.5kg for up to 67kg B/W; 3kg from 67.01kg B/W and over.

7.4 GENERAL POWERLIFTING EVENT RULES

- 7.4.1 Start Rights: Eight athlete total across gender and events.
- 7.4.2. Weigh-in Procedures
 - 7.4.2.1 Weigh-in time and location TBD and will be communicated at Games site prior to competition.
 - 7.4.2.2 Weigh-in will be in a private area with the athlete, coach, and two appointed officials.
 - 7.4.2.3 All lifting equipment, lifting uniform, and DOD Warrior Games Athlete credentials will be checked during weigh-in.
 - 7.4.2.4 If the lifter is over class weight they will have 1-hour from the start of their weigh-in to make desired weight without exceeding the scheduled weight-in cutoff timeframe. 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 weight division or not lift.
 - 7.4.2.5 Rack height, and starting weight (opening lift/attempt) will be given by athlete. Athlete signs his/her lifter card.
 - 7.4.2.6 Upon completion of athlete weigh-in's the order of the lifting will be arranged by progressive bar, lightest to heaviest bar, per weight classes/division.
 - 7.4.2.7 If lifters have the same opening attempt then body weight will be considered, lower body weight lifts first.
- 7.4.3. Competition Format
 - 7.4.3.1 Designated single body weight divisions for Men and Women. Three attempts (lifts) are given.
 - 7.4.3.2 Where there are up to ten lifters in a single bodyweight division there can be one group of lifters.
 - 7.4.3.3 Wherever there are more than ten lifters competing in the same bodyweight division then sub groups may be formed with a maximum of ten lifters per sub group.

(a) 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.

(b) The lifters with the lowest starting weights will form the first group to lift, with progressively higher starting weights forming subsequent groups as necessary.

7.4.4 Round System

7.4.4.1 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 who has the lowest body weight at weigh-in.

7.4.4.2 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.

7.4.4.3 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.

7.4.4.4 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).

7.4.4.5 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.

7.4.4.6 Round 3 is the 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.

7.4.5. Lifter's Uniform and Equipment:

7.4.5.1 Required uniform as outlined in DOD Warrior Games Uniform Guide.

7.4.5.2 Shoes must be worn. If amputee and lifting without prosthetic, this is noted on lifter's card during weigh-in.

7.4.5.3 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.

- 7.4.5.4 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.
- 7.4.5.5 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.
- 7.4.5.6 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.
- 7.4.5.7 Hand chalk may be used. No other non-slip substance/compound allowed.

7.5 THE COMPETITION

7.5.1 The Grip

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

7.5.2 Body Positions

- 7.5.2.1 Head may not come off the bench during the lift.
- 7.5.2.2 Head, shoulders, buttocks, legs and both heels must remain on the bench during the lift.
- 7.5.2.3 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.

7.5.3 Lift Commands

- 7.5.3.1 "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.
- 7.5.3.2 "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.
- 7.5.3.3 "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.

7.5.4 The Lift

- 7.5.4.1 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.

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- 7.5.4.2 Coach and/or lifter may secure straps (if used) with help of spotters if needed (coach may give verbal requests to the spotters).
- 7.5.4.3 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. 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.
- 7.5.4.4 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 athlete classification and weigh in and noted on athlete's lifter card. Unequal extension must be shown to head referee prior to each attempt.
- 7.5.4.5 Athlete has two 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.
(a) 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.
(b) 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.
- 7.5.4.6 Upon the "Start" command, bar is lowered to the chest under control.
- 7.5.4.7 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.
- 7.5.4.8 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).
- 7.5.4.9 During the press phase, the bar cannot move downwards. It may stop and then continue upward movement.
- 7.5.4.10 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).
- 7.5.4.11 No lateral movement of hands along the bar (hands repositioning/slipping during the lift).
- 7.5.4.12 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.

7.5.4.13 A good lift consists of at least two 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.

7.5.5 NO-Lift

7.5.5.1 Failing to observe the chief referee's commands: "Start", "Press", "Rack".

7.5.5.2 Any lateral movement of the hands along the bar during the entire lifting sequence.

7.5.5.3 Any heaving or bouncing of the bar into, or off, the chest or failing to fully stop the bar in a "touch and go" in an uncontrolled fashion.

7.5.5.4 Any blatant sinking of the bar into the chest where it is apparent that the lifter has gained advantage.

7.5.5.5 Any downward movement of the bar during the upward press phase (note: the bar can stop, but must not go downwards).

7.5.5.6 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 must 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

7.5.5.7 Must start the lift before 2-minute time limit runs out.

7.5.5.8 Any unequal movement of the arms during the press phase, also known as "walking the bar".

7.5.5.9 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).

7.5.5.10 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.

7.5.5.11 Bar hitting the rack during the lift.

SECTION 8 – SHOOTING

8.1 SHOOTING WILL BE CONDUCTED IN ACCORDANCE WITH WORLD SHOOTING PARASPORT RULES AND REGULATIONS (WSPS) AND INTERNATIONAL SHOOTING SPORTS FOUNDATION (ISSF) RULES, EXCEPT FOR THE FOLLOWING MODIFICATIONS. THE RULEBOOKS CAN BE FOUND AT:

[HTTPS://WWW.PARALYMPIC.ORG/SHOOTING/RULES-AND-REGULATIONS/TECHNICAL-RULES](https://www.paralympic.org/shooting/rules-and-regulations/technical-rules) AND [HTTPS://WWW.ISSF-SPORTS.ORG/THEISSF/RULES.ASHX](https://www.issf-sports.org/theissf/rules.ashx)

8.2 SHOOTING EVENTS

8.2.1 Air Pistol

8.2.1.1 10M Air Pistol – Open category

8.2.1.2 10M Air Pistol – SH1 category

8.2.2 Air Rifle Prone

8.2.2.1 10M Air Rifle Prone – Open category

8.2.2.2 10M Air Rifle Prone – SH1 category

8.2.2.3 10M Air Rifle Prone – SH2 category

8.2.3 Air Rifle Standing

8.2.3.1 10M Air Rifle Standing – Open category

8.2.3.2 10M Air Rifle Standing – SH1 category

8.2.3.3 10M Air Rifle Standing – SH2 category

8.3 GENERAL SHOOTING RULES

8.3.1 Start Rights

8.3.1.1 Twenty athlete total across gender, classifications and events. Shooting is a combined gender sport for medals.

8.3.1.2 Ultimate Champion competitors do not count against start rights.

8.3.2 Uniforms: Shooting apparel and equipment and will be reviewed/inspected prior to the shooting match to ensure compliance with the shooting match rules.

8.3.3 Air Pistol Rules

8.3.3.1 Open: The air pistol is held with one hand in the standing position.

8.3.3.2 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.

8.3.3.3 If sitting is required, the shooter may not rest any part of the body or arms

against a bench, table, chair or wheelchair.

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

8.3.4 Air Rifle Prone Rules

8.3.4.1 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.

(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.

8.3.4.2 SH2

(a) If the shooter is unable to support the air rifle, the air rifle will be supported by a spring stand.

(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. 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 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).

8.3.5 Air Rifle Standing Rules

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

8.3.5.2 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.

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

8.3.5.3 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.

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

(d) Shooters must clearly and visibly de-shoulder the air rifle in between shots.

(e) Shooters with arm-amputations are not allowed to hold (touch) the air rifle with the prosthesis in the standing position.

8.3.6 Loaders (SH2 and as authorized by classifier in SH1)

8.3.6.1 Loading Assistants apply only to SH2 athletes competing in SH2 events and in authorized exceptions.

8.3.6.2 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.

8.3.6.3 The Loaders must not speak or give signals during the match.

8.3.6.4 Only load the rifle and/or adjust the sights at the request of the athlete and not support the rifle in anyway.

8.3.6.5 Loaders must stay in position for the duration of the competition, and should not move to the back of the firing point between shots (Finals rules are different).

8.3.6.6 Loader will not be athlete's coach.

8.4 RANGE RULES

8.4.1 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.

8.4.2 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.

8.4.3 Only athletes, loaders, coaches and range staff are permitted on the Field of Play (FOP).

8.4.4 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.

8.4.5 Open containers and uncapped sports bottles will not be allowed in the FOP.

8.4.6 Open or unwrapped food will not be allowed in the FOP.

8.4.7 Start numbers must be worn by athletes and loaders when on the FOP.

8.4.8 All athletes entering the FOP must report to the range staff to be assigned a firing point. Coaches may take care of reporting in their athletes to range staff and getting lane assignments during pre-event training (PET).

8.4.9 All equipment must be stored in marked locations, in a neat and orderly fashion.

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- 8.4.10 Athlete must report to range no later than 30-minutes prior to published start time and be ready to compete.
- 8.4.11 Once on the firing line an athlete must raise his/her hand to get the range officers permission to leave the line. A clear bore indicator (CBI) must be inserted into gun before athlete may leave the line
- 8.4.12 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.
- 8.4.13 Coaches' Instruction
 - 8.4.13.1 During competition, coaches are only permitted to approach the starting line at the request of the athlete and if allowed by the range official.
 - 8.4.13.2 Only during training and preparation time are coaches permitted to approach the line at their own request and if allowed by range official.
 - 8.4.13.3 Nonverbal communication is permitted during competition.
- 8.4.14 An athlete, team official, team member or any other individual may be asked to leave the FOP if they;
 - 8.4.14.1 Contravene the spirit of fair-play or offend members of any committee, officials or judges in the course of his/her official duties; or
 - 8.4.14.2 Behave in a matter which bring into disrepute DOD Warrior Games, ISSF, WSPS or any other of the organizers of the competition.
 - 8.4.14.3 Further action may be taken by DOD Warrior Games Ad Hoc Disciplinary Board once individual has been removed.
- 8.4.15 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.
- 8.4.16 Flash photography is prohibited until after competitions are completed.
- 8.4.17 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.
- 8.4.18 Air Cylinders will be filled by authorized personnel only.
- 8.4.19 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:
 - 8.4.19.1 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.
 - 8.4.19.2 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."

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- 8.4.19.3 Disqualification (Red Card) (DSQ). Disqualification may only be given by the decision of a majority of the Jury.
- 8.4.20 Electronic target procedures (EST)
- 8.4.20.1 The Sports Manager will act as Chief RTSO (Results, Timing and Scoring Officer)
- 8.4.20.2 RTS Jury may consist of 3 personal (Jury will be posted before start of event).
- 8.4.20.3 If applicable, athletes must familiarize themselves during PET with the control buttons that alter the target presentation on the monitor screen (ZOOM).
- 8.4.20.4 If applicable, 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.
- 8.4.20.5 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.
- 8.4.20.6 If applicable, 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.
- 8.4.20.7 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 two points for each excessive shot fired, deducted from the lowest value shot(s) in the first
- 8.4.21 Crossfires
- 8.4.21.1 Crossfires of competition shots must be scored as misses.
- 8.4.21.2 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.
- 8.4.21.3 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.
- 8.4.21.4 If an athlete wishes to disclaim a shot on his target, he must report this immediately to a Range Officer.
- 8.4.21.5 Once an additional shot has been taken the athlete owns all shots before it.
- 8.4.21.6 If the Range Officer confirms that the athlete did not fire the disputed shot(s) the shot must be annulled.
- 8.4.21.7 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.
- 8.4.21.8 The following must be considered as reasons to justify the annulment of a shot:

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- 8.4.21.9 If a Range Officer confirms by his observation of the athlete and the target that the athlete did not fire the shot.
 - 8.4.21.10 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.
 - 8.4.21.11 The firer, whose target does not receive the expected shot, will be given a miss (zero) and an indication that he has cross-fired.
 - 8.4.21.12 In the interest of sportsmanship it is an athlete's duty to report to the range officer if he/she crossfires.
- 8.4.22 Target Scoring Complaints During Sighting Shots
- 8.4.22.1 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.
 - 8.4.22.2 The athlete will be given appropriate extra time;
 - 8.4.22.3 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
 - 8.4.22.4 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 two points from the lowest value shot of his first competition series.
- 8.4.23 EST Scoring Protests
- 8.4.23.1 Decisions by the RTS Jury on the value or number of shots on a target are final and may not be appealed.
 - 8.4.23.2 Scoring Protest Time: All scoring or results protests must be submitted within 10 minutes after Preliminary Results are posted on the Range Scoreboard. The time when the Scoring Protest Time ends must be shown on the Range Scoreboard, when Preliminary Results are posted.
 - 8.4.23.3 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.
 - 8.4.23.4 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;
 - 8.4.23.5 If the RTS Jury determines that a protested shot scores within two decimal rings of the value of an indicated shot, the protest must not be upheld;
 - 8.4.23.6 If the protest concerning a shot value, other than 0 or failure to register, is not upheld, a two-point penalty from the score of the disputed shot will be awarded and the protest fee must be paid;

- 8.4.23.7 The team official or athlete has the right to know the resolution of the disputed shot.
- 8.4.23.8 Shots with an indicated value of 9.5 or higher may not be protested in Elimination or Qualification Rounds; and
- 8.4.23.9 Score protests regarding the value or number of shots are not permitted in Finals.

8.5 COMPETITION EQUIPMENT

- 8.5.1 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.
- 8.5.2 All shooters are responsible for providing the following equipment to include:
 - 8.5.2.1 Air rifles and air pistols
 - 8.5.2.2 Shooting table and Chair
 - 8.5.2.3 Spring stands (if required)
 - 8.5.2.4 Air Rifle fore-end stops
 - 8.5.2.5 Slings
 - 8.5.2.6 Compressed air cylinders
 - (a) Any cylinder that is older than ten years, or has no identifiable date, will not be allowed on the firing line at any time.
 - (b) Only authorized personnel will file cylinders.
 - (c) It is against Transportation Safety Agency (TSA) regulations to fly with individual compressed air cylinders. Teams are advised to ship these items in advance.
 - 8.5.2.7 Compressed air adapters (for filling/refilling) their compressed air cylinders.
 - 8.5.2.8 Host Service will provide compressed air. Please note that this is bulk fill air and not cylinders for individual guns.

8.6 COMPETITION APPAREL

- 8.6.1 Allowances: 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).
- 8.6.2 Personal Apparel: All shooters are responsible for providing their own shooting apparel.
- 8.6.3 Amendments to shooting rules for competition apparel
 - 8.6.3.1 Shooting jackets:
 - (a) 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.

(b) 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.

(c) For any participants competing while using a wheelchair, their jackets will not be allowed to provide support by resting on their thighs.

(d) Jacket seam rules will not be enforced.

8.6.3.2 Shooting Boots:

(a) 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.

(b) Boot flexor rule will not be enforced.

(c) Sole contour rule will not be enforced.

8.6.3.2 Other Apparel Amendments:

(a) 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.

(b) No separate competition category will be offered for shooters who do not wear international regulation apparel.

(c) Side blinders are no longer legal in Rifle or Pistol events.

8.7 DEFINITIONS AND ABBREVIATIONS

8.7.1 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.

8.7.1.1 Athletes: Competitors or participants in a sports competition. Athletes in the sport of shooting are sometimes called shooters.

8.7.1.2 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.

8.7.1.3 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.

8.7.1.4 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.

8.7.1.5 CRO: Chief Range Officer

8.7.1.6 EST: Electronic scoring target(s)

8.7.1.7 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.

8.7.1.8 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.

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- 8.7.1.9 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.
- 8.7.1.10 MATCH Shots: Scoring or record shots that count in an athlete's score.
- 8.7.1.11 PET: Pre-Event Training
- 8.7.1.12 RTS: Results, Timing and Scoring
- 8.7.1.13 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.
- 8.7.1.14 Sighting Shots: Practice or warm-up shots that are fired in a shooting event prior to MATCH shots.
- 8.7.1.15 Squadding: The assignment of athletes entered in an event to relays and firing points in Rifle-Pistol events. This process produces Start Lists.
- 8.7.1.16 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.
- 8.7.1.17 Start Time: The Start Time in each shooting event is the time when commands for the first MATCH shot begin.

SECTION 9 – SITTING VOLLEYBALL

9.1 SITTING VOLLEYBALL WILL BE CONDUCTED IN ACCORDANCE WITH WORLD PARAVOLLEYBALL RULES, EXCEPT FOR THE FOLLOWING MODIFICATIONS. THE WORLD PARAVOLLEYBALL RULEBOOK CAN BE FOUND AT:

[HTTP://WWW.WORLDPARAVOLLEY.ORG](http://www.worldparavolley.org)

9.2 SITTING VOLLEYBALL TOURNAMENT FORMAT

9.2.1 Selection

- 9.2.1.1 Service Teams will be seeded based on how they finished from the sitting volleyball tournament from the DOD Warrior Games in the previous year.
- 9.2.1.2 Service Teams new to the tournament will be assigned the lowest available seeds by process of random draw.

9.2.2 Preliminary Round

- 9.2.2.1 The preliminary days of competition will consist of pool and bracket play to determine the four teams that will compete for the gold and bronze medal matches. Pool sizes will vary year to year with pools snaked according to seed to ensure fair and equitable competition. The result of pool and then bracket play 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.
- 9.2.2.2 DOD Warrior Games tournament format will be distributed no later than 1 May 2019. Tournament format is determined by factoring the following variables: number of registered teams; number of courts in play; and sport competition timeframes. Tournament format 1 May 2019 is a DRAFT and subject to modifications should tournament variables change.

9.3 SITTING VOLLEYBALL TEAM COMPOSITION

9.3.1 Team Composition

- 9.3.1.1 The tournament will consist of teams of 12 players each (maximum, no substitute). During tournament play, five staff members (to include coaching staff) will be allowed to occupy the team bench.
- 9.3.1.2 A team must always have six players on the court. The maximum number of any ONE classification MINIMUM, MODERATE, or MAXIMUM players on the court at any time is five players. Any other combination of classifications is permitted to field the court with six players. If a Libero is on the court, the six players must still fulfill this requirement.
- 9.3.1.3 After the first match (and continuing throughout tournament) should athlete injury or unforeseen athlete emergency occur, a substitute 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 have current DOD Warrior Games classification in Sitting Volleyball.

(c) Once athlete substitution takes place, replaced athlete cannot return to tournament play.

9.3.2 Team Leaders

9.3.2.1 Captains: Any player, other than the Libero, may be designated as the team captain, and shall be indicated on the score sheet and identified to the first official. Both the team captain and the coach are responsible for the conduct and discipline of their team members.

9.3.2.2 Captains: When the ball is out of play, only the team captain is authorized to speak to the officials.

9.3.2.3 Head Coach: Throughout the match the coach conducts the play of his or her team from outside the playing court and may sit or stand. He or she selects the starting line-ups, the substitutes, and requests time-outs. In these functions, he or she will communicate solely with the second referee.

9.3.2.4 Assistant Coach: The assistant coach(s) sit on the team bench, or stands in the free zone near their team's bench to provide instruction to their team. Assistant coaches may not interfere with the match or communicate with officials at any time.

9.4 SITTING VOLLEYBALL RULES

9.4.1. Uniform Specifications

9.4.1.1 Players are required to wear a numbered uniform to track serving order and substitutions for the scorekeepers.

9.4.1.2 Numbers will be readily visible on the front and back for the uniforms.

9.4.1.3 Numbers will start at 1 and may go through 99.

9.4.1.4 Each player is required to wear the same jersey number throughout the event with limited exceptions, as required by emergency or blood rule applications.

9.4.1.5 Libero will wear a jersey of contrasting colors.

9.4.1.6 It is not necessary for the captain to have a stripe on his/her jersey underlining the number on the chest.

9.4.2 Libero Player

9.4.2.1 Each team has the right to designate from the list of players one specialist defensive player: Libero.

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- 9.4.2.2 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.
- 9.4.2.3 A Libero is counted in the 12 member roster.
- 9.4.2.4 A Libero on the court must align with classification on team composition.
- 9.4.2.5 Each team may designate only one Libero per match prior to each match with the submission of the first set lineup.
- 9.4.2.6 Libero Specific Uniform: 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.
- 9.4.2.7 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 attack line and the end line but does not need to notify the officials.
- (b) After leaving the game the libero must stay out one rally before re-entering play.
- 9.4.3 Warm Up Time
- 9.4.3.1 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 two minutes of shared court time away from the net.
- (c) Includes six minutes of shared court time hitting at the net.
- (d) One minute of shared court serving.
- 9.4.3.2 Separate Consecutive Hitting: If either captain requests separate (consecutive) hitting at the net, the teams may do so for three minutes each.
- 9.4.4 Starting Coin Toss
- 9.4.4.1 The first service of the first set, as well as that of the deciding 3rd set is determined by the coin toss.
- 9.4.4.2 Prior to beginning the match, team captain will represent his/her team in the coin toss.
- 9.4.4.3 The winning team of the toss has the option to serve or receive serve.
- 9.4.5. Match Scoring
- 9.4.5.1 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.
- 9.4.5.2 To win wither Set 1 or Set 2, a team must earn 25 points and have a two point advantage over their opponent.

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- 9.4.5.3 When a third set is required, a team must earn 15 points and have a two point advantage over their opponent.
- 9.4.5.4 The scoring described may be modified due to time constraints. Those modifications will be described in the distributed tournament format.
- 9.4.5.5 Teams will remain on the same side as set 2 during and throughout the deciding set.
- 9.4.6 Time Outs
 - 9.4.6.1 Each team may request a maximum of two 30-second time-outs and 12 player substitutions per set.
 - 9.4.6.2 During all time-outs, the teams may remain on their court to meet with their coaches and teammates.
 - 9.4.6.3 The need to move off the court for a time-out is not necessary.
 - 9.4.6.4 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.
- 9.4.7 Substitutions
 - 9.4.7.1 Twelve substitutions are the maximum permitted per team per set.
 - 9.4.7.2 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.
 - 9.4.7.3 A substitution which would result in the team breaking classification rules is illegal.
 - 9.4.7.4 Athlete injury/illness
 - (a) If a player is injured during the match:
 - (b) The injured/ill player is given a single 3-minute recovery time.
 - (c) Only one recovery time per player per match is allowed.
 - (d) The injured player may only return to the game after being evaluated and cleared by their team medical staff.
 - (e) If an injured/ill player cannot be substituted, legally or exceptionally, the team will play with five players on the court.
 - 9.4.7.5 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.

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(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 classification rules 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.

9.4.8 Sitting Volleyball Net Height: The top of the net should measure 1.15 meters or about 3.75 feet.

9.4.9 Team Rosters: Each Service will submit a roster in accordance with the general rules listing all the following:

9.4.9.1 Team players' names with jersey number (1 thru 99).

9.4.9.2 Classification: Minimum, Moderate, or Maximum.

9.4.9.3 Coaches' names.

SECTION 10 – SWIMMING

10.1 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 AT:

[HTTPS://WWW.PARALYMPIC.ORG/SWIMMING/ABOUT/RULES-AND-REGULATIONS](https://www.paralympic.org/swimming/about/rules-and-regulations)

10.2 TEAM COMPOSITION

10.2.1 Classification and Composition

10.2.1.1 Five athlete total for classification 6.0, per gender and event. Remaining athlete classifications have four total, per gender and event.

10.2.1.2 Ultimate Champion competitors do not count against start rights.

10.3 SWIMMING EVENTS

Swimming Event: Individual	Gender
50 Meter Freestyle	Male
50 Meter Backstroke	Male
100 Meter Freestyle	Male
50 Meter Breaststroke	Male
50 Meter Freestyle	Female
50 Meter Backstroke	Female
100 Meter Freestyle	Female
50 Meter Breaststroke	Female
Swimming Event: Relay	Gender
Relay Team 1: Men's 200M Freestyle MAX 22 Points Any classification combination NOT to exceed 22 points	Male
Relay Team 2: Men's 200M Freestyle MAX 18 Points Any classification combination NOT to exceed 18 points	Male
Relay Team 3: Women's 200M Freestyle MAX 22 Points Any classification combination NOT to exceed 22 points	Female
Relay Team 4: Women's 200M Freestyle MAX 18 Points Any classification combination NOT to exceed 18 points	Female
Relay Team 5: Mixed 200M Freestyle No MAX Points Any classification and gender combination	Mixed

10.4 SWIMMING GENERAL RULES

10.4.1 Team Relays

- 10.4.1.1 Four athletes per service team per relay event.
- 10.4.1.2 No swimmer may swim in more than one relay.
- 10.4.1.3 VI relay athletes – reference sport classification section (swimming) for classification point assignment.

10.4.2 Pool Lanes/Heats

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

10.4.3 Scratching from Events the Day of Swimming Competition

- 10.4.3.1 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.

10.4.4 Athletes with Ostomies

- 10.4.4.1 Ostomies may be for bowel (large or small) and/or bladder (urine).
- 10.4.4.2 DOD Warrior Games allows for athletes to compete with an ostomy bag and rash guard.
- 10.4.4.3 Similar torso covering is authorized for medical reasons and must not include any flotation or provide the athlete any competitive advantage.

10.4.5 VI Athletes

- 10.4.5.1 VI Blind wear black-out swim goggles and required/assisted by Tappers.

SECTION 11 – TRACK

11.1 TRACK WILL BE CONDUCTED IN ACCORDANCE WITH INTERNATIONAL PARALYMPIC COMMITTEE (IPC) ATHLETICS RULES, EXCEPT FOR THE FOLLOWING MODIFICATIONS. THE IPC ATHLETICS RULEBOOK CAN BE FOUND AT:

[HTTPS://WWW.PARALYMPIC.ORG/ATHLETICS/EVENTS/RULES-AND-REGULATIONS](https://www.paralympic.org/athletics/events/rules-and-regulations)

11.2 TRACK GENERAL RULES

11.2.1 Track Events are Run by Gender

11.2.1.1 Ambulatory - male and female.

11.2.1.2 Racing Chair - male and female.

11.2.1.3 Classifications 2.0-3.0 use racing chairs.

11.2.2 Track Event, Gender and Classification (as noted in table below)

Track Event	Gender	Classification
100 Meter Sprint	Male	6.0-4.0, VI
100 Meter Racing Chair	Male	2.0-3.0
200 Meter Sprint	Male	6.0-4.0, VI
200 Meter Racing Chair	Male	2.0-3.0
400 Meter Sprint	Male	6.0-4.0, VI
400 Meter Racing Chair	Male	2.0-3.0
800 Meter Sprint	Male	6.0-4.0, VI
800 Meter Racing Chair	Male	2.0-3.0
1500 Meter Sprint	Male	6.0-4.0, VI
1500 Meter Racing Chair	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	6.0-2.0, VI

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11.2.3 Team Composition

11.2.3.1 Five athlete total for classification 6.0, per gender and event. Remaining athlete classifications have four total, per gender and event.

11.2.3.2 Ultimate Champion do not count against start rights.

11.2.4 Track Lanes/Heats

11.2.4.1 For all races, the event shall be run as a final. No preliminary heats.

11.2.4.2 If an event category has more than one final, results/medalist will be determined from the results of all finals.

11.2.5 Track Events Rules

11.2.5.1 Clothing and Bib Numbers: Athletes will wear DOD Warrior Games provided uniforms (exception – athletes may wear their own athletic footwear).

11.2.5.2 Ambulatory athletes will wear bib numbers on both front and back of shirt. Bib numbers will be provided.

11.2.5.3 Racing Chair athletes will be provided with one bib number to be worn visibly on the back of the competition racing chair. Helmets are required in all races while competing in all events.

11.2.6 Assistance to Athletes

11.2.6.1 Coach Access: Track coaches have access to the field of play within safe zones free of field events.

11.2.6.2 Wheelchair (daily use) Athletes: Sports Manager 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 mechanism set forth by Sports Manager. Escorts may assist the officials to ensure the athlete transfers safely to the racing chair.

11.2.6.3 Strapping: If an athlete uses strapping it must only be to the racing chair and of non-elastic material.

11.2.6.4 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.

11.2.7 Timing and Photo Finish

11.2.7.1 Ambulatory: The time is taken at the moment the torso crosses the finish line (head, neck, arms or legs do not count).

11.2.7.2 Racing Chair: 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.

11.2.7.3 Official Photo Finish: In the case of a tie, the official photo finish will be used to determine placement.

11.2.8 Racing Chair Equipment Specifications

11.2.8.1 No part of the frame 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.

11.2.8.2 The height from the ground to the main body of the chair shall be 50cm.

11.2.8.3 Maximum diameter of the large wheel including the inflated tire shall not exceed 70cm and the small wheel cannot exceed 50cm.

11.2.8.4 One plain round hand rim is allowed for each large wheel.

11.2.8.5 No mechanical gears or levers shall be allowed.

11.2.8.6 No mirrors or fairings are allowed.

11.2.8.7 The athlete should be able to steer the front wheel both left and right and have a functional brake.

11.2.8.8 No part of the chair may protrude behind the vertical plane of the back edge of the rear tires.

11.2.9 Visually Impaired (VI) Athletes

11.2.9.1 VI Blind athletes will run accompanied by their guide using a non-elastic guide tether that may not be greater than 30 cm. VI Open athletes, guide runner optional.

11.2.9.2 VI Blind athletes will wear an opaque eye mask that completely covers the eye cavity from the time they enter the call tent through the competition event.

11.2.9.3 VI guides will wear a reflective runner's vest or other identification method identified by Sports Manger.

11.3 TRACK EVENTS

11.3.1 Sprints: 100 Meter, 200 Meter, and 400 Meter

11.3.1.1 Ambulatory Starting Blocks

(a) Starting blocks may be used, but not required.

(b) An arm amputee or those with short arms may use pads on which to rest the short arm(s) 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.

11.3.1.2 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) Racing Chair 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).

11.3.1.3 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 racers in an upcoming race have a one lap to set their compensator. This will be worked into the schedule and indicated at the coaches meeting.

11.3.1.4 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"

11.3.1.5 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.

11.3.2 800 Meter and 1500 Meter Races

11.3.2.1 Start Commands

(a) The start commands will be "On Your Mark."

(b) The athlete must hold steady.

11.3.2.2 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/she is cutting into the inside lane, he/she can be disqualified from the race.

11.3.2.3 The Race

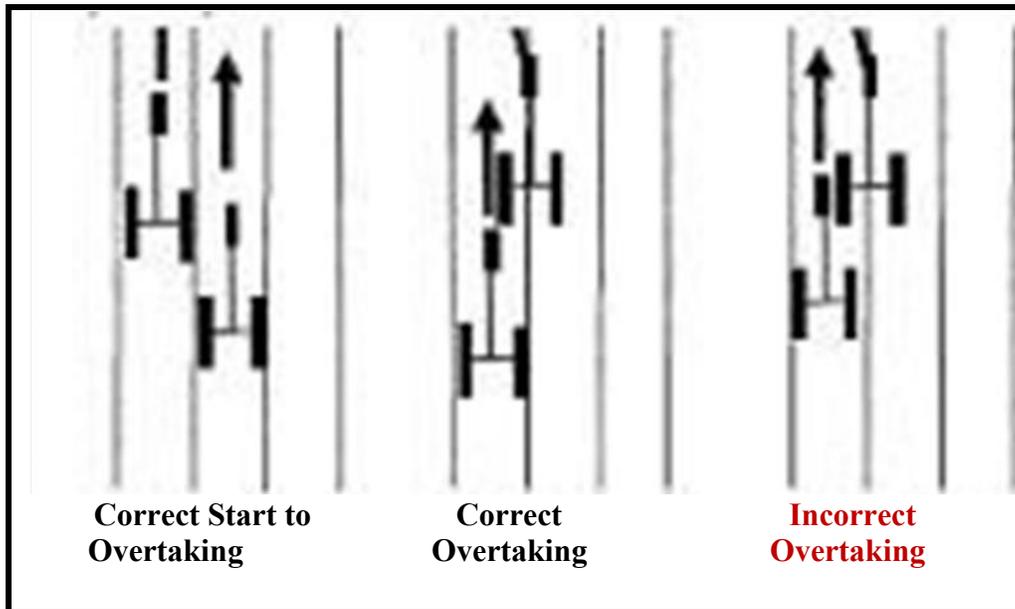
(a) Ambulatory: Any competing athlete who jostles or obstructs another athlete, so as to impede his or her progress, will be subject to disqualification from that event.

(b) Racing Chair 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) Figure below demonstrates correct and incorrect overtaking.



11.3.3 4x100m Ambulatory Relays

11.3.3.1 A relay registration form will be made available at the meet. Relay team registration will be required no later than 1 hour prior to event start. Teams will identify athletes, classification and gender on these forms.

11.3.3.2 Male and Female Relay Teams will consist of four total athletes each, with a maximum of three athletes from the 6.0 category and remaining athletes selected from disability categories 4.0-5.5.

(a) For the Mixed Gender relay, there are no limitations in classification composition and include racing chairs classifications 2.0 and 3.0.

(b) 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.

11.3.3.3 Each Service may have one team in each relay event (male relay, female relay, and mixed gender relay).

11.3.3.4 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.

11.3.3.5 Athletes in the relay teams must have competed (or registered to compete) in either track or field events.

SECTION 12 – WHEELCHAIR BASKETBALL

12.1 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:

[HTTPS://WWW.NWBA.ORG](https://www.nwba.org)

12.2 TOURNAMENT FORMAT

- 12.2.1 DOD Warrior Games tournament format will be distributed no later than 1 May 2019. Tournament format is determined by factoring the following variables: number of registered teams; number of courts in play; and sport competition timeframes. Tournament format 1 May 2019 is a DRAFT and subject to modifications should tournament variables change.
- 12.2.2 The tournament preliminaries will be pool and bracket play format.
- 12.2.3 Running clock
 - 12.2.3.1 Each game has two 20-minute halves. Stopping at the whistle the last two minutes of each half.
 - 12.2.3.2 30-second shot clock.
 - 12.2.3.3 Five minute halftime.
 - 12.2.3.4 Overtime will consist of a 3-minute period with the clock stopping at the whistle.
- 12.2.4 Technical fouls
 - 12.2.4.1 A player will be disqualified and removed from play when he/she receives two direct technical fouls or 3 physical advantage fouls (PAFs).
 - 12.2.4.2 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.
 - 12.2.4.3 Indirect technical fouls occur when the ball is dead.
- 12.2.5 Personal Athlete Fouls (PAFs)
 - 12.2.5.1 Athletes must remain firmly seated in the wheelchair at all times.
 - 12.2.5.2 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).
 - 12.2.5.3 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.
 - 12.2.5.4 Three PAFs constitute automatic dismissal from the game or five (5) total fouls (which may include technical and PAFs).

12.3 WHEELCHAIR BASKETBALL RULE DIFFERENCES

12.3.1 Wheelchair Rules

- 12.3.1.1 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.
- 12.3.1.2 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.
- 12.3.1.3 A player may not leave or fall out of the chair to gain or maintain possession of the ball or gain any other advantage.
- 12.3.1.4 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.
- 12.3.1.5 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.
- 12.3.1.6 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.

12.3.2 Player Rules

- 12.3.2.1 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.
- 12.3.2.2 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.
 - (b) Contact after the ball is dead, is unsportsmanlike conduct.
- 12.3.2.3 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.
- 12.3.2.4 Dribbling: To execute a dribble, players must allow for one bounce of the ball for every two pushes of their chair.
- 12.3.2.5 Traveling: Taking more than two pushes in succession constitutes a traveling violation and the ball is awarded to the other team out-of-bounds.

12.3.2.6 Free Throws

(a) During a free throw attempt a maximum of six players (four opponents of the free thrower and two teammates of the free thrower) shall be permitted on the lane.

(b) The two lane spaces closest to the end line shall remain open.

(c) All the other players shall remain behind the free throw line extended and behind the 3-point line.

12.3.2.7 Out-of-Bounds

(a) When an offensive player in control of the ball throws the ball off a defensive player or his/her chair, and goes out of bounds, it is a violation on the offense.

(b) The ball will be awarded out-of-bounds to the defensive team.

12.4 TEAM COMPOSITION

12.4.1 The tournament will consist of teams of 10 players each (maximum, no substitute).

12.4.2 During tournament play, five staff members (to include coaching staff) will be allowed to occupy the team bench.

12.4.3 A team must always have five players on the court. The maximum number of any ONE classification MINIMUM, MODERATE, or MAXIMUM players on the court at any time is four players. Any other combination of classifications is permitted to field the court with five players.

12.4.4 After the first game (and continuing throughout tournament) should athlete injury or unforeseen athlete emergency occur, a substitute athlete may be added to Team Roster.

12.4.4.1 Such a substitution requires Service Team Physician to present written documentation, with cause, to Sports Director.

12.4.4.2 In this event, substitute athletes do not require to be of same gender or classification however, must have current DOD Warrior Games classification in Wheelchair Basketball.

12.4.4.3 Once athlete substitution takes place, replaced athlete cannot return to tournament play.

12.5 WHEELCHAIR BASKETBALL EQUIPMENT

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

12.5.2 Equipment may be subject to inspection by officials.

12.5.3 Equipment Failures

12.5.3.1 Any issues with wheelchairs or safety equipment will require replacement or adjustments.

12.5.3.2 When repairs cannot be made the equipment will not be used.

12.5.4 Wheelchair Seat Height

12.5.4.1 The height of the seat rail must be no more than 21 inches.

12.5.4.2 Measurement must be made from ground or court to the top of the seat rail bar (highest point) with player in the chair.

12.5.5 Foot Rest Height

12.5.5.1 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 five inches from the ground or court.

12.5.5.2 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.

12.5.6 Foot Strap Specifications

12.5.6.1 Beginning with 2019 DOD Warrior Games a player doesn't have to use a foot strap.

12.5.6.2 In the event a foot strap is used:

(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 1½ half inches in width

(c) Foot strap attachment: The bottom of the strap must be attached within six 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.

12.5.7 Seat Cushion

12.5.7.1 Use of a cushion is condoned, being of common understanding that it is for therapeutic reasons specifically.

12.5.7.2 Cushion material and thickness/height:

(a) Seat cushion may be composed of any therapeutic material as made by popular manufacturers.

(b) Seat cushion shall not exceed four inches at its highest point (thickness) for classification MAXIMUM players.

(c) Seat cushion shall not exceed two inches at its highest point (thickness) for classification MODERATE and MINIMUM players.

(d) Pneumatic cushions and contoured cushions are permissible providing they are commercially manufactured for therapeutic use and do not exceed thickness restrictions as noted above).

(e) Seat cushions composed of non-therapeutic materials, such as hard (non-pliable) rubber, wood, or other solid composition, are not acceptable.

12.5.8 In all situations, the decision of the officials shall be final.

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12.5.9 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.

12.5.10 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.

12.5.11 Anti-Tip Casters

12.5.11.1 A chair is permitted to have anti-tip casters attached to the underside or rear of the chair.

12.5.11.2 The lowest point of the anti-tip caster cannot exceed one inch from the floor.

12.5.11.3 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.

12.5.12. Competition Uniform

12.5.12.1 Competition uniform for Wheelchair Basketball will include properly numbered jerseys.

12.5.12.2 All uniform tops shall bear a number between 1-15, 20-25, 30-35, 40-45 and 50-55 inclusive, on the front and back.

12.5.12.3 Each player must have a different number. The uniform numbering system facilitates effective communication between referees and scorer's table.

SECTION 13 – WHEELCHAIR RUGBY

13.1 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](http://www.iwrf.com)

13.2 SERVICE TEAMS ROSTER

- 13.2.1 The tournament will consist of teams of 10 players each (maximum, no substitute). During tournament play, five staff members (to include coaching staff) will be allowed to occupy the team bench.
- 13.2.2. Each Service Team will submit a Team Roster, which will include a player's classification, prior to the start of the competition.
- 13.2.2.1 A team must always have four players on the court. The maximum number of any ONE classification MINIMUM, MODERATE, or MAXIMUM players on the court at any time is three players. Any other combination of classifications is permitted to field the court with four players.
- 13.2.2.2 After the first game (and continuing throughout tournament) should athlete injury or unforeseen athlete emergency occur, a substitute 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 have current DOD Warrior Games classification in Wheelchair Rugby.
 - (c) Once athlete substitution takes place, replaced athlete cannot return to tournament play.

13.3 FORMAT

- 13.3.1 DOD Warrior Games tournament format will be distributed no later than 1 May 2019. Tournament format 1 May 2019 is a DRAFT and subject to modifications should tournament variables change.
- 13.3.2 Tournament format is determined by factoring the following variables: number of registered teams; number of courts in play; and sport competition timeframes.
- 13.3.3. Game Format
- 13.3.3.1 The tournament preliminaries will be pool and bracket play format. Games will consist of four 8-minute quarters with running clock.
- 13.3.3.2 After the completion of pool play, the top four teams will progress through to the semi-finals. If, at the completion of pool play, 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.

- 13.3.3.3 If, at the completion of pool play 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 pool matches will be the higher ranked;
- (a) The team which has scored most points in the pool play 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.

13.4 GAME RULES AND EXCEPTIONS

- 13.4.1 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 be applied.
- 13.4.2 There will be no coach or player time-outs.
- 13.4.3 Substitutions
- 13.4.3.1 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.
- 13.4.3.2 For safety reasons substitutions can only take place on dead balls. The substitution player has to be in the box with their card on the table and ready.
- 13.4.3.3 A dead ball is NOT the same as scoring a point. If the substitution player card is not on the table and they are not in the box, they cannot come in.
- 13.4.4 Equipment Time-Outs
- 13.4.4.1 Equipment time-outs will need to take place and the Game Clock in general will not be stopped.
- 13.4.4.2 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.
- 13.4.4.3 Service 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.
- 13.4.5 40-Second Clock Operations
- 13.4.5.1 The scoring table will be provided with a timing device or devices to time the 40-second scoring period.
- 13.4.5.2 The 40-second device will have a distinct sound that is different from the game clock. The reset to 15-seconds will not be applicable as no time-outs are being allowed.

13.4.6 Game Clock Stoppages

- 13.4.6.1 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 Sports Manager.
 - (d) Situations external to the FOP (i.e. an electrical supply failure).

13.4.6.2 In all cases, the Game Clock should be endeavored to start quickly from the time that was left on the clock. The Sport Manager will manage any general delay. Further consultation with the event management will be required regarding clock stoppage.

13.4.7. General Rule Alterations or Comments: The following is intended to provide some guidance regarding specific rules as per the International Wheelchair Rugby Federation Rulebook.

13.4.7.1 Fouls: 1 minute sanction as standard off a running clock.

13.4.7.2 Equipment technical foul: See chair check procedure.

13.4.7.3 Serving penalties: 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.

13.4.7.4 Forfeit of game: The Sport Manager will determine the situation.

13.5 OVERTIME

13.5.1 Overtime Period

13.5.1.1 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.

13.5.1.2 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.

13.5.1.3 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.

13.5.1.4 Additional "Golden Point" overtime periods shall be played until a winner is determined.

13.5.2 Overtime Play

13.5.2.1 Each period of overtime play shall begin with tip-off.

13.5.2.2 Teams shall keep the same goal areas for the first overtime period, and shall change goal areas for each subsequent overtime period.

- 13.5.2.3 There shall be a 2-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.

13.6 COMPETITION REGULATIONS AND OTHER AREAS NOT COVERED BY INTERNATIONAL RULES

13.6.1. General

- 13.6.1.1 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
- 13.6.1.2 The Technical Officials and the Sports Manager have the authority to overrule any section within the Competition Regulations.
- 13.6.1.3 Decision Review (i.e. in-game review). This rule will not be applicable.
- 13.6.1.4 Chair Check Procedure. The wheelchair rugby chairs will receive a visual check and tagged 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 Sports 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.

13.6.2 Game Suspensions

- 13.6.2.1 Disqualifying Foul. Any player who receives a Disqualifying Foul from a game during competition will be suspended from the next game in that competition.
- 13.6.2.2 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.

13.6.3 Competition Uniform

- 13.6.3.1 Competition uniform for Wheelchair Rugby will include properly numbered jerseys.
- 13.6.3.2 All uniform tops shall bear a number between 1-15, 20-25, 30-35, 40-45 and 50-55 inclusive, on the front and back.
- 13.6.3.3 Each player must have a different number. The uniform numbering system facilitates effective communication between referees and scorer's table.

SECTION 14 – WHEELCHAIR TENNIS

14.1 WHEELCHAIR TENNIS WILL BE CONDUCTED IN ACCORDANCE WITH INTERNATIONAL TENNIS FEDERATION (ITF) RULES, EXCEPT FOR THE FOLLOWING MODIFICATIONS. THE ITF RULEBOOK CAN BE FOUND AT:

[HTTPS://WWW.ITFTENNIS.COM/OFFICIATING/RULEBOOKS/RULES-OF-TENNIS](https://www.itftennis.com/officiating/rulebooks/rules-of-tennis)

14.2 GENERAL WHEELCHAIR TENNIS RULES

14.2.1 Each Service Team will be able to enter a maximum of two mixed double teams.

14.2.2 Teams can consist of:

14.2.2.1 2 male athletes

14.2.2.1 2 female athletes

14.2.2.2 1 male and 1 female athlete

14.3 TOURNAMENT STRUCTURE

14.3.1 Format

14.3.1.1 The tournament preliminaries will be pool and bracket play format.

14.3.1.2 A random draw will take place two days prior to the beginning of competition and four pools will be established.

14.3.1.3 If possible, no pool will be established with teams from the same country/service team

14.3.1.4 Upon completion of pool play, pool winners will advance to a semifinal match and ultimately the Bronze and Gold Medal matches.

14.3.2 Preliminary Competition

14.3.2.1 Depending on the number of teams entered, up to eight courts will be dedicated to match play with two available for practice from 1-hour prior to the start of play until tournament end.

14.3.2.2 Play will use a modified “Fast4” format “No Ad” (deciding point played at deuce with receiving team choosing the side).

14.3.2.3 The first team to win four games wins the match, with a tiebreaker played at three games all.

14.3.2.4 The tiebreaker is first to five points, each side serving two points alternating, match point played at four points all with receiving team choosing the side.

14.3.3. Semi Finals & Medal Matches

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- 14.3.3.1 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 games, 12-point tiebreaker (first to seven points win) if tied at six games all.
- 14.3.3.2 SF matchups: Pool 1 vs Pool 4 and Pool 2 vs Pool 3 winners advance to the Gold Medal match, losers to the Bronze Medal match.
- 14.3.3.3 Both medal matches will use the same format as the (SF).
- 14.3.3.4 Round-Robin matches will be officiated by a Chair Umpire, Semis(SF) and Medal matches will have a Chair Umpire and may add additional linesman if necessary.

14.4 CONDITIONS OF PLAY

- 14.4.1 Warm-up: Warm-up will not exceed five minutes.
- 14.4.2 Continuous Play: Play will be continuous under the terms of Rules of Tennis.
- 14.4.3 Coaching
 - 14.4.3.1 Players will not receive coaching during a match.
 - 14.4.3.2 Communication of any kind, audible or visible between a player and a coach will be construed as coaching.
- 14.4.2 Equipment
 - 14.4.2.1 Preparation: 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 minutes of their match being called.
 - 14.4.2.2 Racquets: Standard length tennis racquets between 27" & 29" (73.66cm) are allowed in both professional and non-professional competitive tennis matches.
- 14.4.3 Time Limit Repairs, Broken Equipment, Strapping of Racquet
 - 14.4.3.1 The Chair Umpire, Roving Umpire or Referee has the authority to determine suspension of play.
 - 14.4.3.2 Wheelchair repairs may not exceed 20-minutes in total during one match per Doubles team. This is regardless of any number of breakdowns.
 - 14.4.3.3 Delay beyond a total of 15-minutes will result in a point penalty, and delay beyond 20-minutes will result in a default.
- 14.4.4 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.
- 14.4.5 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:
 - 14.4.5.1 Footrests
 - 14.4.5.2 Front casters

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14.4.5.3 Rear Anti-tip tubes

14.4.5.4 Rear tires

14.4.5.5 Light-up casters are prohibited to be used by a player while competing on court.

14.4.5.6 Note: Players are also required to have non-marking tires 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.

SECTION 15 – SPORT CLASSIFICATIONS

2.0 ARCHERY

2.1 DISABILITY/CLASSIFICATION GROUPS

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

SECTION 15 – SPORT CLASSIFICATIONS

3.0 CYCLING

3.1 CYCLING CLASSIFICATIONS

3.1.1 Handcycle Classifications

3.1.1.1 Classification OPEN: Open cycling classification includes orthopedic diagnoses limiting the use of lower extremity/foot powered cycles.

3.1.1.2 Classification K5: Kneeler Handcycle. Kneeling cyclist will race in the in H5 category but scored separately.

3.1.1.3 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 Ashworth Scale

3.1.1.4 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

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3.1.1.5 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

3.1.1.6 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

3.1.1.7 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

3.1.2 Recumbent Cycle Classifications

- 3.1.2.1 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. or $\leq 39\%$
- 3.1.2.2 Classification T2
 - (a) Minimum sitting loss of sitting $>40\%$
 - (b) Moderate loss of static balance (40% loss on balance functionality test)
- 3.1.2.3 Classification T1
 - (a) Severe loss of sitting balance $>41\%$; dynamic and static balance 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).

3.1.3 Upright Cycle Classifications

- 3.1.3.1 Classification OPEN
 - (a) PTSD/TBI with minimal physical impairments
 - (b) Minor orthopedic injuries
- 3.1.3.2 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
- 3.1.3.3 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

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

3.1.4 Tandem Bike Classification

3.1.4.1 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

3.1.4.2 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.

SECTION 15 – SPORT CLASSIFICATIONS

4.0 FIELD

4.1 FIELD CLASSIFICATION/CATEGORY

4.1.1 Field Disability (SEATED Throwers) Classifications

4.1.1.1 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.

4.1.1.2 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

4.1.1.3 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.

4.1.1.4 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

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4.1.1.5 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.

4.1.1.6 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.

4.1.1.7 Classification Visually Impaired (VI) Open Athletes.

4.1.2 Field Disability (STANDING Throwers) Classification/Category:

4.1.2.1 Classification 6.0 Athletes:

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

4.1.2.2 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.

- 4.1.2.3 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.
- 4.1.2.4 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.
- 4.1.2.5 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.
- 4.1.2.6 Classification 4.0 Athletes: Above Knee amputation.
- 4.1.2.7 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.
- 4.1.2.8 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.

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

4.1.2.9 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.

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

SECTION 15 – SPORT CLASSIFICATIONS

5.0 GOLF

5.1 GOLF CLASSIFICATION

5.1.1 Golf is an OPEN classification/category sport.

- 5.1.1.1 The Open category applies to all athletes from all physical impairment groups.
- 5.1.1.2 Locations of teeing areas will be adjusted based upon differences in gender and varied degrees of physical impairment and average driving distance of players per category.
- 5.1.1.3 Physical impairment categories are:
 - (a) Use of Single Rider (typically Solo Rider or ParaGolfer) Golf Cart
 - (b) Arm Amputee
 - (c) Leg Amputee
 - (d) Minimum (non-applicable to listed physical impairments)

SECTION 15 – SPORT CLASSIFICATIONS

6.0 INDOOR ROWING

6.1 INDOOR ROWING CLASSIFICATION

6.1.1 Classification 6.0: (PTSD / TBI)

- 6.1.1.1 Athletes have functional use of their legs trunk and arms.
- 6.1.1.2 They are able to use the standard sliding seat of the indoor rower and are not required to wear any supportive straps.
- 6.1.1.3 These athletes do not have minimal physical disability 10-50% loss in Legs or Arms

6.1.2 Classification 5.5L: (Trunk and Legs–Physically Disabled)

- 6.1.2.1 Athletes have functional use of their legs trunk and arms.
- 6.1.2.2 They are able to use the standard sliding seat of the indoor rower and would not be required to wear any supportive straps.
- 6.1.2.3 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

6.1.3 Classification 5.0U: (Trunk and Arms–Physically Disabled)

- 6.1.3.1 Athletes have functional use of their legs trunk and arms.
- 6.1.3.2 They are able to use the standard sliding seat of the indoor rower and would not be required to wear any supportive straps.
- 6.1.3.3 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

6.1.4 Classification 4.0: (Leg Trunk and Arms–Single Leg, Above the Knee Amputee)

- 6.1.4.1 Athletes do not have functional use of their legs.
- 6.1.4.2 They are able to use the standard sliding seat of the indoor rower and are not required to wear any supportive straps.
- 6.1.4.3 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.

6.1.5 Classification 3.0: (Leg Trunk and Arms)

- 6.1.5.1 Athletes have functional use of their trunk and legs.
- 6.1.5.2 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.

6.1.5.3 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

6.1.6 Classification 2.0: (Trunk and Arms)

6.1.6.1 Athletes have functional use of the trunk Fair sitting balance and minimal or no use of their legs.

6.1.6.2 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.

6.1.7 Classification 1.0: (Arms and Shoulders)

6.1.7.1 Athletes have minimal or no trunk function and minimal or no use of their legs.

6.1.7.2 These athletes likely have poor sitting balance. For those who can only use arms and shoulders – no leg/ trunk Triple amputees.

6.1.7.3 Function Rowers are not able to use the sliding seat and require a fixed seat adaptation with upper chest strap support

6.1.8 Classification VI: (Blind or Visually Impaired)

6.1.8.1 Athletes have functional use of their legs trunk and arms.

6.1.8.2 They are able to use the standard sliding seat of the indoor rower and are not required to wear any supportive straps.

6.1.8.3 These athletes are blind or visually impaired.

SECTION 15 – SPORT CLASSIFICATIONS

7.0 POWERLIFTING

7.1 POWERLIFTING CLASSIFICATION

7.1.1 Powerlifting is an OPEN classification/category sport. The Open category applies to all athletes from all physical impairment groups.

7.1.1.1 Requires 20-100 degrees AROM in elbow noted on athlete’s lifter card.

7.1.1.2 Approve Active Hands, General Purpose Gripping Aid.

7.1.1.3 Requires classifiers verification, equipment check validation, and notation on lifter card.

7.1.1.4 Active Hands only - No other hand devices allowed.

7.2 BODY WEIGHT/MEDIAL DIVISIONS

7.2.1 Men

7.2.1.1 Up to 80kg.

7.2.1.2 80.01-86 kg.

7.2.1.3 86.01-93kg.

7.2.1.4 93.01-100kg.

7.2.1.5 100.01-105kg.

7.2.1.6 105.01-110kg.

7.2.1.7 110+kg.

7.2.2 Women

7.2.2.1 Up to 75kg.

7.2.2.2 75.01-85kg.

7.2.2.3 86.01-95kg.

7.2.2.4 95.01-105kg.

7.2.2.5 105.01-110kg.

7.2.2.6 110+kg.

7.2.3 Amputations must be verified during weight in and this information must be noted on athlete’s lifter card.

7.2.4 Add-on body weight for amputations

7.2.4.1 Amputation through the ankle: Add .5kg for all weight categories.

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- 7.2.4.2 Amputation below the knee: Add 1kg for up to 67kg B/W; 1.5kg from 61.01kg B/W and over.
- 7.2.4.3 Amputation through the knee: Add 1kg for up to 67kg B/W; 1.5kg from 67.01kg B/W and over.
- 7.2.4.4 Amputation above the knee: Add 1.5kg for up to 67 kg B/W; 2kg from 67.01kg B/W and over.
- 7.2.4.5 Hip disarticulation: Add 2.5kg for up to 67kg B/W; 3kg from 67.01kg B/W and over.

SECTION 15 – SPORT CLASSIFICATIONS

8.0 SHOOTING

8.1 POWERLIFTING CLASSIFICATIONS

8.1.1 Classification OPEN

- 8.1.1.1 PTSD/TBI with minimal or no physical impairments.
- 8.1.1.2 Minimal static balance issues.
- 8.1.1.3 Orthopedic injuries resulting in minimal physical impairments.
- 8.1.1.4 Tremors that do not result in loss of strength.
- 8.1.1.5 Minimum Spasticity Grade Ashworth Scale 1/ Fair fine motor movements.

8.1.2 Classification SH1

- 8.1.2.1 Spinal Cord Injury- Paraplegia (The loss of motor or sensory function in lower extremities).
- 8.1.2.2 Single or bilateral amputations in lower extremities.
- 8.1.2.3 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.
- 8.1.2.4 Minimum of 40% loss of flexibility in the ankle, knee, or hip joints.
- 8.1.2.5 May use a wheelchair due to balance or standing/walking ability.
- 8.1.2.6 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.
- 8.1.2.7 Spasticity Grade 2-3 Ashworth Scale lower extremities / Poor lower extremities coordination.

8.1.3 Classification SH2

- 8.1.3.1 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.
- 8.1.3.2 Single or bilateral amputations in upper extremities.
- 8.1.3.3 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).

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- 8.1.3.4 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.
- 8.1.3.5 Shooters in this classification are authorized an assistant to load the air rifle during competition.

SECTION 15 – SPORT CLASSIFICATIONS

9.0 SITTING VOLLEYBALL

9.1 SITTING VOLLEYBALL CLASSIFICATIONS

9.1.1 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:

9.1.1.1 A measurable and combined 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.

9.1.1.2 A measurable and combined 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.

9.1.1.3 A measurable and combined 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).

9.1.1.4 Minor or no balance issues.

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

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

9.1.2.2 Loss of minimum of seven (7) total fingers

9.1.2.3 Lisfranc amputation: mid foot or higher

9.1.2.4 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.

9.1.2.5 A measurable and combined loss AND LOSS OF STRENGTH of range of motion in an ankle, knee, hip, shoulder, elbow, or wrist joint 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 strength = 60% combined measured loss).

9.1.2.6 VI athletes will not compete in SV

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

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

- 9.1.3.1 Complete loss of motor function in an ankle, knee, hip, shoulder, elbow, or wrist joint.
- 9.1.3.2 The inability to move one of the listed joints whether from amputation, paralysis, fusion, or other factor is considered a complete loss of function.
- 9.1.3.3 Severe TBI, inability to follow complex movements. Classification - Poor bilateral coordination, poor motor planning, inability to complete movements during play.

SECTION 15 – SPORT CLASSIFICATIONS

10.0 SWIMMING

10.1 SWIMMING CLASSIFICATIONS

10.1.1 Classification 6.0 Athletes

- 10.1.1.1 PTSD/TBI with minimal or no physical impairments.
- 10.1.1.2 Mild, moderate and severe TBI, pattern recognition, sequencing, and memory or slower reaction time which that can impact on sport performance.

10.1.2 Classification 5.5 Athletes (Ortho Lower or Upper):

- 10.1.2.1 Combination of loss of strength and flexibility in hip, knee, or ankle joints as evidenced through a functionality test.
- 10.1.2.2 Athletes who lose 7.5 to 14 points on the functionality and strength testing.
- 10.1.2.3 Measurable loss of mobility in the hip, knee, or ankle joint evidenced by a functionality test.
- 10.1.2.4 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).

10.1.3 Classification 5.0 Athletes:

- 10.1.3.1 Loss of one (1) hand.
- 10.1.3.2 Single below knee amputation (BKA).
- 10.1.3.3 Combination of loss (40% combined score) of strength and flexibility in one hip joint as evidenced through a functional test.
- 10.1.3.4 Athletes who lose 15 to 34 points on the functional and strength test
- 10.1.3.5 25-39% or less loss of strength in the hip joint evidenced by a functionality test.
- 10.1.3.6 25-39% or less loss of flexibility in the hip joint evidenced by a functionality test.

10.1.4 Classification 4.5 Athletes:

- 10.1.4.1 Single above knee amputation (AKA).
- 10.1.4.2 Double below knee amputations (BKA) with greater than 1/3 of the residual limbs remaining.
- 10.1.4.3 Single below elbow amputation (BEA).
- 10.1.4.4 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.

10.1.4.5 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.

10.1.5 Classification 4.0 Athletes:

10.1.5.1 Single above elbow amputation (BEA) or comparable functionally complete Brachial Plexus lesion.

10.1.5.2 Loss of both hands.

10.1.5.3 Double below knee amputation (BKA), with less than 1/3 of the residual limbs remaining.

10.1.5.4 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.

10.1.6 Classification 3.0 Athletes:

10.1.6.1 Athletes who lose 85-109 points on the functionality and strength test. Bilateral leg impairments and lack of function due to paralysis.

10.1.6.2 Amputations in one upper extremity and amputation in the opposite side lower extremity.

10.1.6.3 Bilateral above the knee amputations.

10.1.6.4 Paralysis in one upper body extremity and one lower body extremity on the same side of the body.

10.1.6.5 No trunk impairments.

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

10.1.6.7 Utilizes wheelchair for mobility.

10.1.7 Classification 2.5 Athletes:

10.1.7.1 Athletes who lose 110 to 134 points on the functionality and strength test.

10.1.7.2 Bilateral upper extremity amputations.

10.1.7.3 Ataxia- lack of voluntary muscle movement and coordination.

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

10.1.8 Classification 2.0 Athletes:

- 10.1.8.1 Athletes who lose 135-159 points on the functionality and strength test.
- 10.1.8.2 Complete loss of one (1) side of the body due to paralysis or amputations.
- 10.1.8.3 Moderate loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test

10.1.9 Classification 1.5 Athletes:

- 10.1.9.1 Athletes who lose 160 to 184 points on the functionality and strength test.
- 10.1.9.2 Amputations in four (4) limbs.
- 10.1.9.2 Moderate loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test

10.1.10 Classification 1.0 Athletes:

- 10.1.10.1 Athletes who lose 185 or greater points on the functionality and strength test.
- 10.1.10.2 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 upright position.
 - (e) Tetraplegia comparable to complete lesion at C7 or incomplete Tetraplegia below C6.
 - (f) Utilizes wheelchair for mobility

10.1.11 Classification Visually Impaired (VI) athletes: BLIND

- 10.1.11.1 From best corrected visual acuity greater than 20/200 evidenced through supporting medical documents.
- 10.1.11.2 VI Blind wear black-out swim goggles and required/assisted by Tappers.
- 10.1.11.3 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.

10.1.12 Classification VI athletes: OPEN

- 10.1.12.1 Up to best corrected visual acuity of 20/70 evidenced through supporting medical documents.
- 10.1.12.2 Visual field cut of greater than 20 degrees in either eye evidenced through supporting medical documents.

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- 10.1.12.3 For relay point total purposes only: VI open swimmers are equivalent to 5.5 classification athletes.
- 10.1.12.4 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.
- 10.1.12.5 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.

SECTION 15 – SPORT CLASSIFICATIONS

11.0 TRACK

11.1 TRACK CLASSIFICATIONS

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

11.1.2 Classification 5.5L Athletes (Ortho Lower)

11.1.2.1 Combination of loss of strength or flexibility in the hip, knee, or ankle.

11.1.2.2 20-40% Loss of strength in the hip, knee, or ankle joint evidenced by a functionality test.

11.1.2.3 20-40% Loss of flexibility in the hip, knee, or ankle joint evidenced by a functionality test.

11.1.2.4 Fair dynamic balance, spasticity Grade 2 Ashworth Scale

11.1.3 Classification 5.5U Athletes (Ortho Upper)

11.1.3.1 Combination of loss of strength or flexibility in the shoulder, elbow, or wrist.

11.1.3.2 20-40% Loss of strength in the shoulder, elbow, or wrist joint evidenced by a functionality test.

11.1.3.3 20-40% Loss of flexibility in the shoulder, elbow, or wrist joint evidenced by a functionality test.

11.1.3.4 Mild ataxic movement in upper extremities

11.1.4 Classification 5.0 Athletes

11.1.4.1 Upper body impairments.

11.1.4.2 Above or below elbow amputation.

11.1.4.3 Limited function in one or both upper extremities evidenced by the following:

11.1.4.4 Combination of loss of strength and flexibility in a joint- wrist, elbow, or shoulder. (must meet at least one primary criteria)

11.1.4.5 >40 % Loss of mobility in a limb or wrist, elbow, or shoulder joints determined by a functionality test.

11.1.4.6 >40 % Loss of flexibility in a limb or wrist, elbow, or shoulder joints determined by a functionality test.

11.1.4.7 Moderate ataxic movement upper extremities, Grade 3 spasticity Ashworth Scale.

11.1.5 Classification 4.5 Athletes

11.1.5.1 Lower body impairments.

11.1.5.2 Below knee amputations through the mid-foot.

- 11.1.5.3 Limited function in one lower extremity evidenced by the following:
- 11.1.5.4 Combination of loss of strength and flexibility in a joint- hip, knee, or ankle. (must meet at least one primary criteria)
- 11.1.5.5 >40 % Loss of mobility in a limb or hip, knee, or ankle joints determined by a functionality test.
- 11.1.5.6 >40 % Loss of flexibility in a limb or hip, knee, or ankle joints determined by a functionality test.
- 11.1.5.7 Moderate ataxic movement, athetosis, poor dynamic movement.

11.1.6 Classification 4.0 Athletes

- 11.1.6.1 Above knee amputation(s).
- 11.1.6.2 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.
- 11.1.6.3 Hemiplegic, spasticity 3 to 4 Ashworth Scale, upper extremity and lower extremity combined.

11.1.7 Classification 3.0 Athletes

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

11.1.8 Classification 2.0 Athletes

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

11.1.9 Classification Visually Impaired (VI) Athletes

- 11.1.9.1 From visual acuity above 20/200 evidenced through supporting medical documents provided to/from athlete (Required to have guide runner).

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- 11.1.9.2 Up to visual acuity of 20/70 evidenced through supporting medical documents provided to/from athlete (Guide runner optional)
- 11.1.9.3 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.)
- 11.1.9.4 Above is achieved with the best practical eye correction.

SECTION 15 – SPORT CLASSIFICATIONS

12.0 WHEELCHAIR BASKETBALL

12.1 WHEELCHAIR BASKETBALL CLASSIFICATIONS

12.1.1 Female Athletes: Will drop one level for play.

12.1.2 Classification MINIMUM

12.1.2.1 PTSD with minimal or no physical impairments.

12.1.2.2 Traumatic Brain Injury (TBI) with minimal or no physical or cognitive impairments. (unable to follow four or more step commands)

12.1.2.3 No impairment in trunk control or mobility

12.1.2.4 Cognitive impairments may include but not limited to; memory loss, decreased organizational skills

12.1.2.5 Minimal (fair or below sitting balance) physical impairments may be evident caused by brain injury.

12.1.3 Classification MODERATE

12.1.3.1 Moderate to severe cognitive ability (moderate level: unable to follow three or more step commands).

12.1.3.2 Normal to decreased trunk movements in forward, sideways, and vertical planes as evidenced by a functionality test.

12.1.3.3 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 or without knee sockets

(d) Single BKA with knee socket with opposing limb AKA

(e) Single hip disarticulation

(f) Bilateral AKA with greater than 2/3 in both residual limbs

12.1.4 Classification MAXIMUM

12.1.4.1 Complete to no controlled trunk movements in the forward and vertical planes evidenced by a functionality test.

12.1.4.2 Severe cognitive impairment with physical manifestations. i.e. Ataxic, dyskinesia movements (can only follow one-step command).

12.1.4.3 May present with decreased or no trunk control in the sideways plane evidenced by a functional test.

Rules and Classifications - DOD Warrior Games 2019

- 12.1.4.4 Players rely on their arms to return to the upright position when unbalanced
- 12.1.4.5 Active rotation in both upper and lower trunk
- 12.1.4.6 Active upper rotation but no lower trunk function
- 12.1.4.7 Upper limb amputations or dysfunction meeting the following criteria:
 - (a) Below and bilateral below the elbow amputation
 - (b) Below and bilateral below the elbow dysfunction in the elbow and/or wrist joints
 - (c) Above and bilateral above the elbow amputation
 - (d) Above and bilateral above the elbow dysfunction in the elbow and/or wrist joints
- 12.1.4.8 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) Hemipelvectomy with single BKA without knee socket.
 - (d) Single hemipelvectomy and single BKA with knee socket.
 - (e) Bilateral hip disarticulation

SECTION 15 – SPORT CLASSIFICATIONS

13.0 WHEELCHAIR RUGBY

13.1 WHEELCHAIR RUGBY CLASSIFICATIONS

13.1.1 Classification MINIMUM: Open and MFI competitors

- 13.1.1.1 Minimal physical or sensory impairment.
- 13.1.1.2 Amputation of <5 digits on one hand.
- 13.1.1.3 Lower limb amputations distal to Lisfranc or affected foot length less than half unaffected foot.
- 13.1.1.4 SCI below L3 level
- 13.1.1.5 Muscle strength >3 MMT at hip, knee, shoulder, elbow
- 13.1.1.6 PROM loss of <55 at hip, knee, shoulder, elbow
- 13.1.1.7 Combined MMT and PROM <70% at hip, knee, shoulder, elbow
- 13.1.1.8 Other physical impairments not comparable with lost listed in Maximum/Moderate categories

13.1.2 Classification MODERATE: Lower limb impairment or moderate upper limb/trunk impairment

- 13.1.2.1 One limb significantly impaired (MMT <3)
- 13.1.2.2 Amputation at the mid-hand or loss of all 5 digits
- 13.1.2.3 Single hemi-pelvectomy with other limb unaffected
- 13.1.2.4 Bilateral above knee amputations
- 13.1.2.5 Bilateral through knee amputations
- 13.1.2.6 Bilateral below knee amputations
- 13.1.2.7 Single AKA and single BKA
- 13.1.2.8 Single AKA, though knee OR BKA
- 13.1.2.9 Impairment consistent to L3 and above
- 13.1.2.10 Measurable loss of muscle strength at hip, knee, shoulder or elbow >55% when compared to apposing limb
- 13.1.2.11 PROM loss of >55% at hip, knee, shoulder, or elbow
- 13.1.2.12 Combined MMT and PROM loss >70% at hip, knee, shoulder, or elbow
- 13.1.2.13 Significant loss of balance (ataxia and/or athetosis) with routine ambulation using gait aid or wheelchair

13.1.3 Classification MAXIMUM: Upper limb, tripe amputation or trunk impairment:

- 13.1.3.1 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
- 13.1.3.2 1 upper limb through or above elbow amputation or comparable injury
- 13.1.3.3 Trunk impairment consistent to SCI T12 complete or above – severe balance impairment

SECTION 15 – SPORT CLASSIFICATIONS

14.0 WHEELCHAIR TENNIS

13.1 WHEELCHAIR TENNIS CLASSIFICATION: Wheelchair Tennis is an OPEN classification/ category sport. The Open category applies to all athletes from all physical impairment groups.

SECTION 16 – SPORT CLASSIFICATION PROTOCOL

16.1 CLASSIFICATION TESTING PROTOCOL

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

16.1.2 Physical Assessment

16.1.2.1 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.

16.1.2.2 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).

16.1.2.3 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

16.1.3 Technical Assessment: The classification panel should conduct a technical assessment of the athlete which include:

16.1.3.1 Athlete's ability to perform in a non-competitive environment.

16.1.3.2 Specific tasks and activities that are integral to the athlete's sport(s).

16.1.4 Observation Assessment: The classification panel should conduct observation assessment which shall include:

16.1.4.1 Observation of the athlete performing the specific skills for their respective sport(s).

16.1.4.2 Observation assessment should be conducted if the classification panel believes that they cannot complete the athlete's evaluation without observing the athlete in action.

16.1.4.3 Cannot provide a fair classification without observing the athlete in action.

16.1.5 Athlete Testing:

16.1.5.1 Prior to any examinations or testing, classification panel 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.

- 16.1.5.2 Classification panel 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.
- 15.1.5.3 Classification panel will:
(a) Conduct testing in the prescribed order.
(b) Complete the DOD Warrior Games classification forms on each athlete tested.
(c) Protect the information entered on the DOD Warrior Games classification forms on each athlete.
(d) Provide a copy of the DOD Warrior Games classification forms on each athlete tested to the Service Team Lead.
(e) Maintain a copy of the DOD Warrior Games classification forms on each athlete tested.

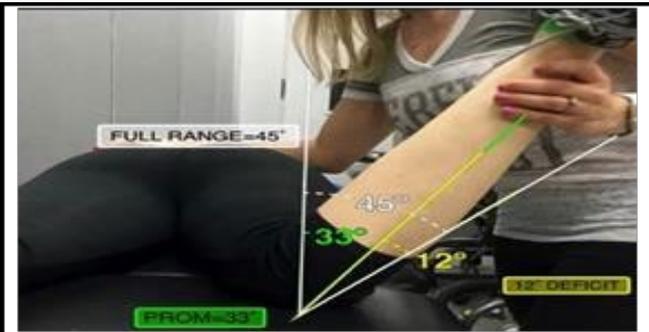
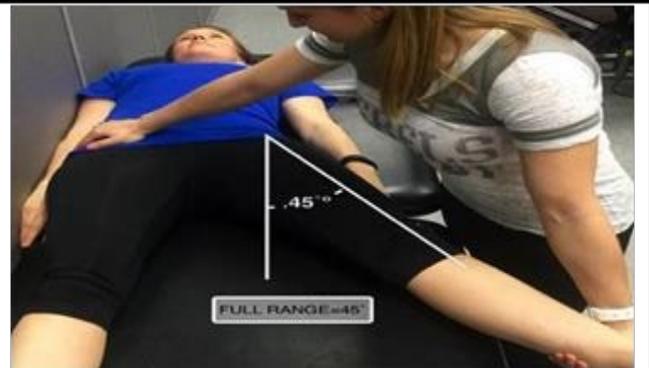
16.2 CLASSIFIER DOCUMENTATION AND REFERENCES

16.2.1 Impaired passive range of motion/movement (PROM)

- 16.2.1.1 PROM requires the athlete to relax completely while medical personnel attempt to move the joint being tested through the available range.
- 16.2.1.2 The athlete should be relaxed and not attempting voluntary movement during these tests.
- 16.2.1.3 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
- 16.2.1.4 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

16.2.2 Reference: PROM testing based on Norkin and White: Measurement of Joint Motion 4th Ed. Published 2009.

16.2.3 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>
	
<p>Figure 5. Hip Abduction: Reference Range 0-40° Measurement: R= _ Degrees, L= _ Degrees</p>	<p>Figure 6. Hip Adduction: Reference Range 0-20° Measurement: R= _ Degrees, L= _ Degrees</p>

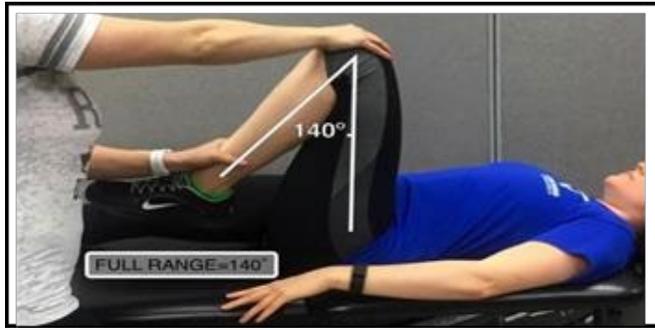


Figure 7. Knee Flexion:
Reference Range 0-140°
Measurement: R= _ Degrees, L= _ Degrees

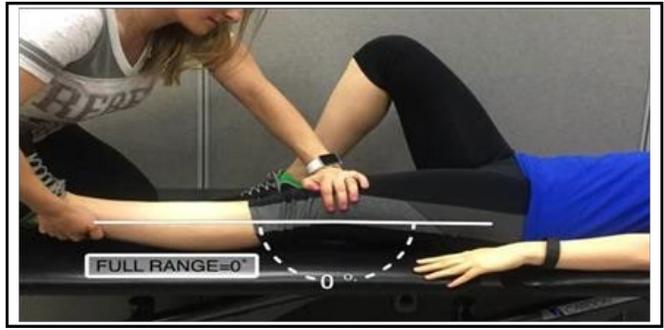


Figure 8. Knee Extension:
Reference Range 0°
Measurement: R= _ Degrees, L= _ Degrees



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

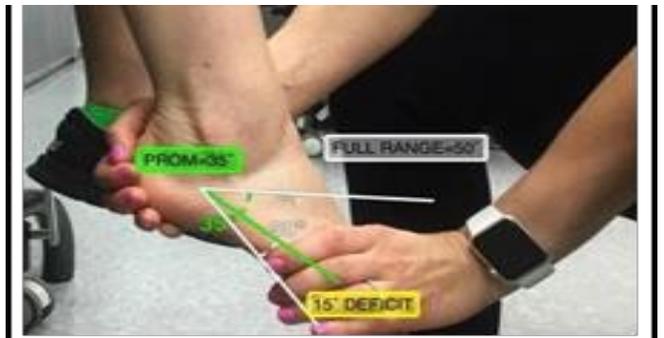


Figure 10. Ankle Plantar Flexion:
Reference Range 0-50°
Measurement: R= _ Degrees, L= _ Degrees

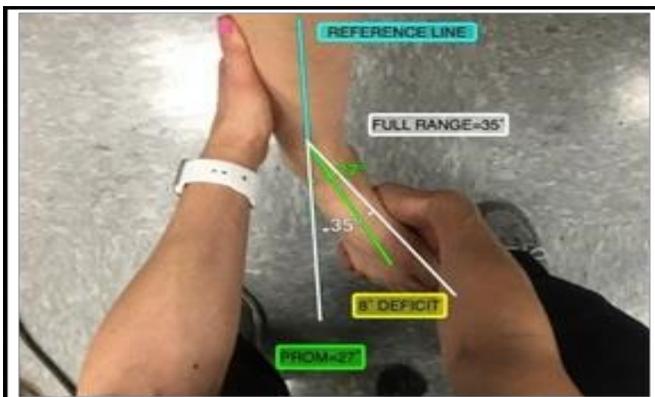


Figure 11. Ankle Inversion:
Reference Range 0-35°
Measurement: R= _ Degrees, L= _ Degrees

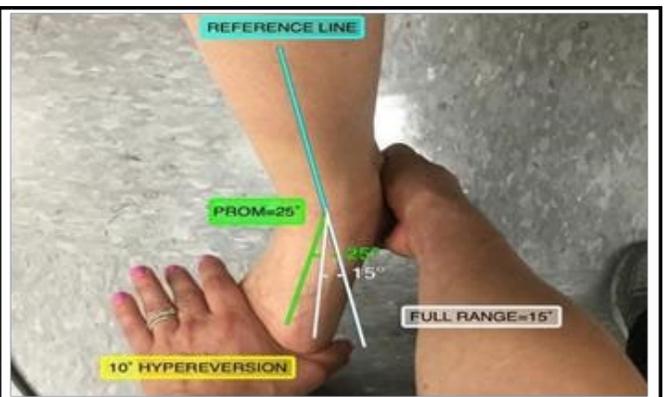


Figure 12. Ankle Eversion:
Reference Range 0-15°
Measurement: R= _ Degrees, L= _ Degrees

16.2.4 Testing Measurements for Upper Body PROM Testing:

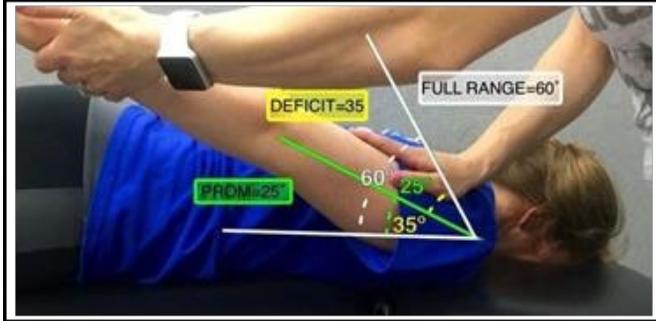


Figure 13. Shoulder Extension:
Reference Range 0-60°
Measurement: R= _ Degrees, L= _ Degrees

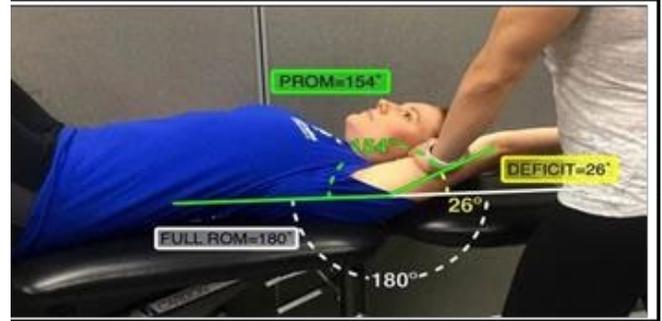


Figure 14. Shoulder Flexion:
Reference Range 0-180°
Measurement: R= _ Degrees, L= _ Degrees



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

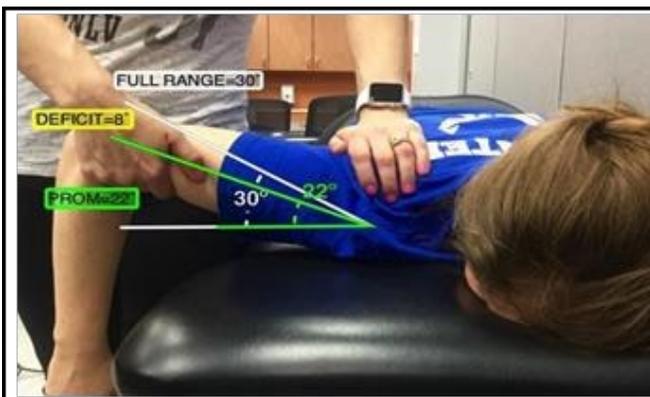


Figure 17. Shoulder Internal Rotation: Reference
Range 0-70°
Measurement: R= _ Degrees, L= _ Degrees



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

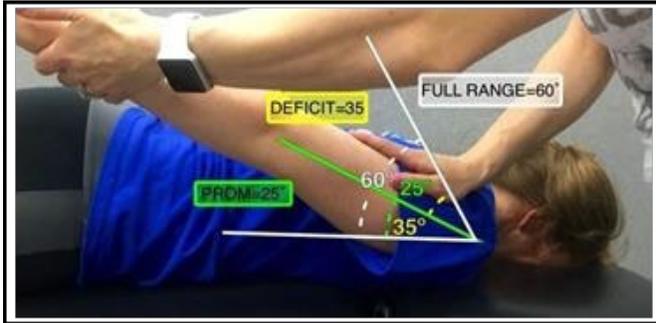


Figure 13. Shoulder Extension:
Reference Range 0-60°
Measurement: R= _ Degrees, L= _ Degrees

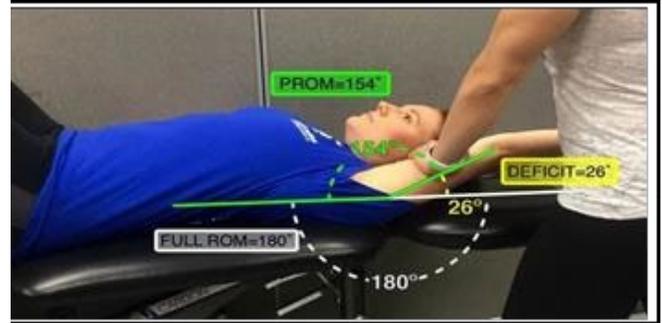


Figure 14. Shoulder Flexion:
Reference Range 0-180°
Measurement: R= _ Degrees, L= _ Degrees



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

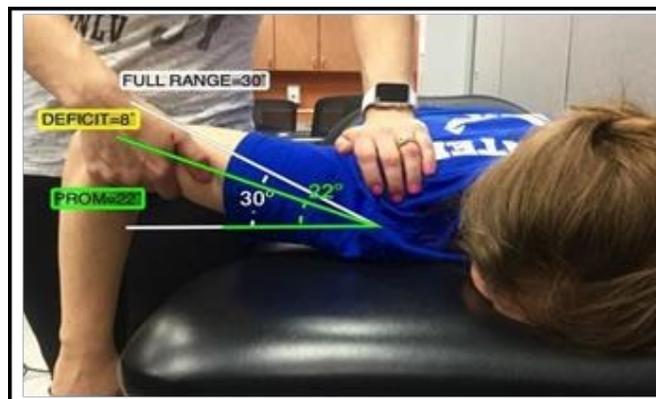


Figure 17. Shoulder Internal Rotation: Reference Range 0-70°
Measurement: R= _ Degrees, L= _ Degrees



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

16.2.5 Testing Measurements for Trunk Strength Testing:



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

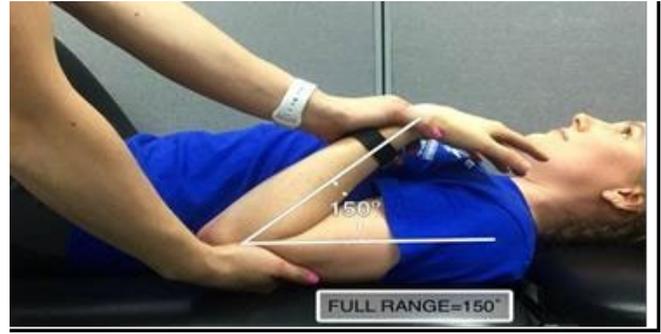


Figure 26. Trunk Extension: Lower Back:
Score: ____/5



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

SECTION 17 - SPORT CLASSIFICATION FORMS
This page to be completed by the athlete prior to classification testing

ATHLETE DEMOGRAPHIC INFORMATION	
Athlete Name: _____ Athlete Contact Number: (____)_____	
Gender: <input type="checkbox"/> Male <input type="checkbox"/> Female	
Athlete Team: <input type="checkbox"/> USAF <input type="checkbox"/> USA <input type="checkbox"/> USMC <input type="checkbox"/> USN <input type="checkbox"/> USSOCOM	
Disability Diagnosis/Diagnoses: _____	
Prior Participation in Warrior Games: <input type="checkbox"/> No <input type="checkbox"/> Yes: (list years) _____	
Prior Classification(s): _____	
Next of Kin Contact Information: <input type="checkbox"/> Spouse <input type="checkbox"/> Mother <input type="checkbox"/> Father <input type="checkbox"/> Sibling <input type="checkbox"/> Other: _____ Name: _____ Telephone: (____)_____	
CLASSIFICATION DATE: _____	

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 <small>*filled in by team classification POC</small>
<input type="checkbox"/> Yes <input type="checkbox"/> No	ARCHERY	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	CYCLING	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	FIELD	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	GOLF	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	INDOOR ROWING	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	POWERLIFTING	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	SHOOTING	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	SITTING VOLLEYBALL	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	SWIMMING	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	TRACK	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	WHEELCHAIR BASKETBALL	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	

ATHLETE REGISTERED SPORTING EVENTS			
COMPETING	SPORTING EVENT	Classifier Observation (if applicable) and Comments	Athlete Specific Sport Final Classification <small>*filled in by team classification POC</small>
<input type="checkbox"/> Yes <input type="checkbox"/> No	WHEELCHAIR RUGBY	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	WHEELCHAIR TENNIS	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:	

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

ADA Equipment	<input type="checkbox"/> Yes <input type="checkbox"/> No Comments:
Active Hands	Yes: <input type="checkbox"/> UE <input type="checkbox"/> LE; <input type="checkbox"/> No Comments:
Tennis Racquet Length	<input type="checkbox"/> 27" <input type="checkbox"/> 29"

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)
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>

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

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

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

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: _____

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

Additional Classifier Comments:

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

8. COMPLETE FUNCTIONAL TESTS

8.1 Dynamic Sitting and Standing Balance Testing

8.1.1 Balance Testing and Scoring Scale:

Balance Score	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

8.1.2 Sitting Balance Testing Matrix:

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

8.1.2 Sitting Balance Testing Matrix:

Evaluated Function	Description of Behavior		
Sitting	Leans or slides in chair	0	0
Balance	Steady, safe	1	1
Rises From Chair	Unable to rise without help	0	0
	Able to rise using arms to help	1	1
	Able to rise without using arms to help	2	2
Attempts To Rise	Unable to rise without help	0	0
	Able to rise, requires more than one attempt	1	1
	Able to rise, requires one attempt	2	2

Additional Comments:

8.1.3 Standing Balance Testing Matrix:

**See supplemental Classifier Packet for comprehensive information*

P	F	G	Sitting Balance Testing	P	F	G
RIGHT				LEFT		
			Tight Rope Walking			
			Single Leg Stand			
			Single Leg Hops			
			Side Steps			
			Grapevine			
			High Steps			
			Butt Kicks			

Evaluated Function	Description of Behavior		
Standing Balance (1 st 5 seconds)	Unsteady (stagers, moves feet, trunk sways)	0	0
	Steady, but uses walker or other support	1	1
	Steady without walker or other support	2	2
Standing Balance	Unsteady	0	0
	Steady, but with wide stance and uses support	1	1
	Narrow stance without support	2	2
Nudged	Begins to fall	0	0
	Stagers, grabs, catches self	1	1
	Steady	2	2
Eyes Closed	Unsteady	0	0
	Steady	1	1
Turning 360 Degrees	Discontinuous steps	0	0
	Continuous steps	1	1
	Unsteady (grabs, staggers)	0	0
	Steady	1	1
Sitting Down (Getting Seated)	Unsafe (misjudged distance, falls into chair)	0	0
	Uses arms or not a smooth motion	1	1
	Safe, smooth motion	2	2

Additional Comments:

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

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:** Male Female

Name (Last name, First): _____

Sports (competing in): Archery Cycling Field Indoor Rowing
 Powerlifting Swimming Track

Medical History:

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

Athlete wears glasses	<input type="checkbox"/> Yes	Correction: Right: _____/20 Left: _____/20 Both Eyes: _____/20
Athlete wears contact lenses:	<input type="checkbox"/> Yes	Correction: Right: _____/20 Left: _____/20 Both Eyes: _____/20
Athlete wears eye prosthesis	<input type="checkbox"/> Yes	Right Left

Assessment of Visual Acuity and Visual Fields:

Visual Acuity: _____

Visual Acuity	Right eye	Left eye
Assessment With Correction		
Assessment Without Correction		

Visual Acuity Comments: _____

Visual Fields	Right eye	Left eye
Assessment With Correction	In degrees (radius)	In degrees (radius)
Assessment Without Correction	In degrees (radius)	In degrees (radius)

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

Visual Fields Comments:

Type of correction:

Measurement Method:

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	<ul style="list-style-type: none"> • Macular OCT • Multifocal and/or pattern ERG* • VEP* • Pattern appearance VEP*
U Peripheral retina disease	<ul style="list-style-type: none"> • Full field FRG* • Pattern ERG*
U Optic Nerve disease	<ul style="list-style-type: none"> • OCT • Pattern ERG* • Pattern VEP* • Pattern appearance VEP*
U Cortical / Neurological disease	<ul style="list-style-type: none"> • Pattern VEP* • Pattern ERG* • Pattern appearance VEP*

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

SECTION 18 – DOD WARRIOR GAMES SPORT PROTEST FORM

In accordance with Protest Rules, all protests presented (Awarded or Not) deduct one (1) Service Team Protest Credit.

Sport and Event (Name): _____

Protest is being lodged on behalf of:

Service Team (Name): _____

Service Team Member (Name): _____

Protest is being lodged against:

Service Team (Name): _____

Service Team Member (Name): _____

Rule(s) violation in question (List DOD Warrior Games rule(s) as relevant):

Additional comments:

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Time of conclusion of Competition Event: _____

Time Protest received by Sports Manager: _____

Time Protest received by Sports Director: _____

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

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

Date (00/00/0000): _____ Time (00:00): _____

Signature of Service Team Lead: _____

Signature of Sports Director: _____