

CANADIAN BLIND HOCKEY PLAYER ELIGIBILITY REQUIREMENTS: VISUAL IMPAIREMENT CRITERIA

DOMESTIC PROGRAMS: RECREATIONAL DIVISIONS

Players must be legally blind and present a valid CNIB card (or international equivalent) OR players must provide classification documentation indicating they are eligible based on the criteria outlined below.

Canadian Blind Hockey recognizes that players who have slightly too much vision to meet the criteria of legally blind are visually impaired and may be unable to play hockey with sighted players and a traditional puck. As such, for recreational play we have expanded our visual criteria to match the Quebec Ministry of Health's definition of visually impaired, which is similar to the United States Association of Blind Athletes (USABA) B4 category. Players who meet the following criteria may also compete in recreational Blind Hockey programs and tournaments:

- a visual acuity of less than 6/21;
- a continuous visual field of less than 60°, including the central fixation point measured horizontally or vertically;
- complete hemianopia.

DOMESTIC & INTERNATIONAL PROGRAMS: COMPETITIVE DIVISIONS

For competitive Blind Hockey events, all athletes must comply with the International Blind Sports Federation's (IBSA) classification eligibility standards. In the IBSA classification system, an athlete who is blind or partially sighted is classed as either a B1 - no vision, a B2 - approximately 5% functional vision or less, or a B3 - 10% functional vision or less.

Class B1 No light perception in either eye up to light perception, but inability to recognize the shape of a hand at any distance or in any direction.

Class B2 From ability to recognize the shape of a hand up to visual acuity of 20/600 and/or a visual field of less than 5 degrees in the best eye with the best practical eye correction.

Class B3 From visual acuity above 20/600 and up to visual acuity of 20/200 and/or a visual field of less than 20 degrees and more than 5 degrees in the best eye with the best practical eye correction.