#### International Wheelchair & Amputee Sports Federation (IWAS)



# IWAS POWERCHAIR HOCKEY

XXIII IPCH SPORT CONGRESS Lignano Sabbiadoro 01 October 2018



# **OPEN TOPICS**

Below you find the motions on current IPCH Rules & Regulations which have been submitted by PCH Nations for Sport Congress 2018 to the Sport Executive Committee that had the pleasure to analyze and discuss them. The following motions were not clear or appeared complicated to be applied. In order to bring those motions to the table of discussion the Sport Executive Committee tried to reach out for the nations and requested to better explain or reformulate the motion in a more applicable way. Since we did not receive any reply the Sport Executive Committee decided therefore to not put the following to be voted but to allow a short discussion among Nations.

Please prepare each motion well within your own nation and let the Delegates of your nation bring the Nation's opinion to the meeting. **Discussion time will be limited**.

#### Topic 1: (Finland)

# IPCH Game rules - J.6.9. - Penalty shot

J.6.9. The ball shall be put on the centre spot of the centre line stationary. As soon as the referee gives the whistle signal the player taking the penalty shot may play the ball an unlimited number of times. The ball shall be played in a continuous forward movement, away from the centre line in the direction of the defended goal, during the entire penalty shot.

AND

J.6.11. As soon as the penalty shot taker has played the ball backwards, has shot on the goal or the goaltender has touched the ball, the penalty shot is over, taking article H. into account. (If the goaltender has touched the ball and after that a goal occurs, the goal shall be awarded).

# Motion to change into:

J.6.9. The ball shall be put on the centre spot of the centre line stationary. As soon as the referee gives the whistle signal the player taking the penalty shot may play the ball an unlimited number of times and shall follow a continuous movement towards the goal cage. Continuous implies that the player and the ball are not allowed to come to a full stop or change direction away from the goal cage simultaneously.

AND

J.6.11. As soon as the goalkeeper has touched the ball or the ball has touched the front face of the goal cage or the player's continuous movement towards the goal stops the penalty shot is over, taking article H. into account. The player must not touch the ball again during the penalty shot. (If the goaltender has touched the ball and after that a goal occurs, the goal shall be awarded).

#### Explanation:

The IFF has changed the rule to be like that. It is also in use in the ice hockey like this.

# SEC Comments/requests:

The explanation given from Finland by itself is not sufficient. This change should be done if it does improve the game and if solves a problem or a potential issue, or if it makes the game more attractive and active.

In addition to this it is not clear what it is meant by "simultaneously".

This motion as it is presented is not clear an it leaves a lot to personal interpretation.

## Topic 2: (Italy)

# IPCH Competition regulations - B.4.1 - Announcements of participating Nations

B.4.1. Nations participating are entitled to use a Team Delegation of a maximum of 26 members, with the following restrictions:

- A maximum of 1 Team Manager
- A maximum of 1 Coach and 1 Assistant Coach
- A maximum of 10 Players
- A maximum of 13 Team Assistants (including Personal Assistants, Medical Staff,

Technical Staff and other Team Assistants). Exception can be requested to IPCH on grounded Basis"

#### Motion to change in:

B.4.1. Nations participating are entitled to use a Team Delegation of a maximum of 26 members (up to 30 if agreed between LOC and SEC during bid procedure), with the following restrictions:

- A maximum of 1 Team Manager
- A maximum of 1 Coach and 1 Assistant Coach
- A maximum of 10 (12 if up to 30) Players
- A maximum of 13 (15 if up to 30) Team Assistants (including Personal Assistants, Medical Staff, Technical Staff and other Team Assistants). Exception can be requested to IPCH on grounded Basis

#### Explanation:

After the bid evaluation process the SEC if possible, according the accomodation venue, can agree with the SEC a maximum number of participants for all Team Delegations up to 30 members.

This would give to the coaches, whenever possible, more chances for substitutions and more tactical choices during the match. This would also give the possibility to be part of a National Team for 2 people more

If agreed the rule D.1.1. should be changed according to this:

D.1.1 Each team is allowed to have the following Team Members in the Team Area:

- Max. 1 Team Manager
- Max. 2 Coaches
- Max 12 Team Assistants
- Max 12 Players

#### SEC Comments/requests:

The proposal as it has been presented is not going along the way the development of the sport is going, and this motion could complicate a lot many related processes from the bid evaluation stage to the assignment and work of the chosen OC.

Enlarging, even more, the number of players and of PAs can present problems for the organizers. Knowing that it is already a challenge to organize an event like EC or WC, increasing the number of participants by 20% will make finding organizers even more difficult.

This rule, as well as the one referring to the number of people in team delegation, has been topic of discussion in many previous sport assemblies and this current rules were adopted with a large support in one of the last Sport Congresses (2014 all voting nations did agree on the proposal including Italy).

So as it is right now SEC is not in favour of bringing this proposal to the discussion.

SEC suggest to split the proposal in 2 different parts: the first concerning the number of personal assistant and the second concerning the number of players.

The part concerning the Personal Assistant is actually already a possibility since the rule already foreseen the chance to request exceptions with grounded basis. So for this part presenting it by itself could be easier to allow discussion and also to reach an agreement. Also because it is a need and would be less complicated to apply.

Also SEC would prefer keeping the reasoning only to team delegation part since when you request more assistant it is most probably because of the assistance need of the players during the day, so when one assistant is needed during daytime activities he/she will not need to be allowed in the team area which is also now restricted to 23 out of 26 people.

The part concerning the number of players is, actually, the less convincing part and the one that has greater consequences on many more procedures and aspects (from hotel availability for more wheelchair users, to schedule needs for controls and so on) but also it would still bring up the need to outline a process according to which all the participating teams have the same amount of players allowed to enter the field and in the team area.

# Topic 3: (Italy)

# IPCH Game Rules - Extra - Time

E.3.1 If a match in the Playoffs ends with a tie after the regular playing time, the match will be decided firstly: by extra-time, secondly by penalty-shot-series.

#### Motion to add:

E.3.1 If a match in the Playoffs ends with a tie after the regular playing time, the match will be decided firstly: by two extra-time of five minutes each, secondly by one or more penalty-shot-series.

#### Explanation:

It's important to have the extra time split into two halves in case of a tie match due to the agonistic and competition level. This would provide a more fair and safe condition for all the players and can be more interesting for supporters.

## SEC Comments/requests:

The explanation is not completely clear because it doesn't explain a concrete reason in support of the proposal. There are some not explained parts in this motion and others are not 100% clear.

According to how the motion is written there will be 2 extra times but:

- will there be a pause between the two?
- if so how long?

It would be better to evaluate also all the other involved procedures and processes that this motion can affect.