



International Wheelchair & Amputee Sports Federation (IWAS)

IWAS POWERCHAIR HOCKEY

XXIII IPCH SPORT CONGRESS
Lignano Sabbiadoro
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ADJUSTMENTS

Below you find adjustments IPCH will take in the IPCH Rules & Regulations, because those concern needed text adaptations, IWAS/IPC Rules & Regulations which need to be followed, or IPCH Rules & Regulations which are already decided by a previous Sport Congress and/or changes that have been analyzed and discussed among Sport Executive Committee and Head of subcommittees and are considered needed for the development of the Sport.

The Sport Congress' Delegates of your nation can ask for clarification in during the meeting..

Adjustment 1 (Italy)

IPCH Game rules - H.4.7. - Personal Contact and Offences

H.4.7. When a coach, team assistant or spectator is guilty of misconduct, this person will be send away by the referee (Red Card will be shown). The person concerned is not allowed in the vicinity of the playing area for the further duration of the match and is not allowed to have further interference with the match.

Motion to change into:

H.4.7. When a coach, team assistant ~~or spectator~~ is guilty of misconduct, this person will be send away by the referee (Red Card will be shown). The person concerned is not allowed in the vicinity of the playing area for the further duration of the match and is not allowed to have further interference with the match.

Explanation:

The referee can show the red card only to the coach or team assistant or players (basically to all those with accreditation as Team Delegation people who will stay in the Team Area). it should not be allowed to show the red card to other person outside the Team list. This doesn't prevent the Referee to request removal of a person from the audience if this endanger the prosecution of the match.

Adjustment 2 (Italy)

IPCH Game rules - G.3.1 - Dead Ball

G.3.1 A ball is called "dead" if it cannot be played because:

- A goaltender obstructs the ball outside the own goal area, but inside the own penalty area with the powerchair and/or the stick for longer than 3 seconds.
- A player obstructs the ball for longer than 3 seconds and does not have any possibility to make the ball playable.
- The ball gets stuck in a powerchair.

- The ball rolls between two players and neither of them is able to play the ball.

Motion to add:

G.3.1 A ball is called “dead” if it cannot be played because:

- A goaltender obstructs the ball outside the own goal area, but inside the own penalty area with the powerchair and/or the stick for longer than 3 seconds.
- A player obstructs the ball for longer than 3 seconds and does not have any possibility to make the ball playable.
- The ball gets stuck in a powerchair.
- The ball rolls between two players and neither of them is able to play the ball.
- The ball is smashed or in any way damaged by a wheelchair.

Explanation:

When this is happening is already treated as a Dead Ball but the clarification is missing.

Adjustment on IPCH Game rules

Red Card rules - (Referee Committee)

The following rules in regards to Red card definition are to be changed:

I.3.1. Disqualification can be given by the referee to a player who:

- Commits a severe intentional offence
- Is guilty of misconduct.
- Gets a second Yellow Card in the same match.

I.3.2. The player concerned will be sent off the playing field by the referee for the further duration of the match.

I.3.6. The scorekeeper registers the match time of the disqualification and the number of the player on the match form.

Motion to change into:

I.3.1. Disqualification can be given by the referee to a player who:

- Commits a severe intentional offence (match penalty 1 or 2)
- Is guilty of severe misconduct (match penalty 1 or 2)
- Gets a second Yellow Card in the same match (match penalty 1)

I.3.2. The player concerned will be sent off the playing field by the referee for the further duration of the match.

I.3.6. The scorekeeper registers the match time of the disqualification, the number of the player and the type of match penalty on the match form.

Motion to add:

I.3.7. There are two types of red cards – match penalty 1 (MP1) and match penalty 2 (MP2).

I.3.8. Unless explicitly specified by the rules, the type of match penalty awarded to the player is the decision of the referee.

I.3.7. Player awarded a match penalty 1 is disqualified only for the duration of the current match.

I.3.8. Player awarded a match penalty 2 is disqualified for the duration of the current match and at least one more match. The tournament jury decides on the length of disqualification. The jury decision must be made by the end of the current competition day and communicated to the Team Manager of the penalized player's team and Chief Referee.

D.1.2. Only members of the Team Delegation who can show their personal accreditation card are allowed in the Team Area. Violation will be punished by a Red Card to the person concerned.

H.4.4. The referee shows the Red Card to the player who is to be disqualified at the next dead moment of the match.

H.4.7. When a coach, team assistant or spectator is guilty of misconduct, this person will be send away

by the referee (Red Card will be shown). The person concerned is not allowed in the vicinity of the playing area for the further duration of the match and is not allowed to have further interference with the match.

Motion to change into:

D.1.2. Only members of the Team Delegation who can show their personal accreditation card are allowed in the Team Area. Violation will be punished by a Red Card (**match penalty 1**) to the person concerned.

H.4.7. When a coach, team assistant or spectator is guilty of misconduct, this person will be send away

by the referee (Red Card will be shown - **match penalty 1**). The person concerned is not allowed in the vicinity of the playing area for the further duration of the match and is not allowed to have further interference with the match.

Explanation:

In this way the use there are different punishments for different kind of offences.

Signaling the end of the match - (Referee Committee)

IPCH Game rules - E.1.4 - Playing time

E.1.4, A match half or extra time is over as soon as the Referee is ending the match officially, by giving the end signal by whistle.

Motion to change into:

E.1.4 A match half or extra time **is over as soon as the signal sounds**. If the hall is not equipped with a signal, or the signal is not loud enough, the match is over as soon as a Referee ends it with the appropriate signal by whistle.

Explanation:

This proposal changes the way how match half is ended. Current rules require a Referee to end the half, while this document proposes that the match half ends as soon as the automatic signal associated with the scoreboard is sounded.

It is the assumption of the Referee Commission that any hall that is designated for official IPCH matches will be equipped with a scoreboard with a sufficiently loud signal. In rare cases when that will not be so, one of the Referees will coordinate with the match table to end the match (half) when the time runs out.

This rule is in line with Floorball rules and regulation and it is a task of the referees to take care of the time during the match.

Delaying of the game - (Referee Committee)

Motion to add:

G.6 Delaying the game

G.6.1 Teams should try to play an active game as much as possible.

G.6.2 If referee decides that a team is trying to waste time, a free ball for the opposing team can be awarded. All rules in regards to free ball apply. Referees should warn the team to play a more active game before awarding the free ball.

G.6.3 Referees shall not whistle for delaying the game, if the team is actively trying to create an opening or is being prevented from attacking play by opponent's pressing game.

G.6.4 Repeated time wasting can be penalized by a green card. Green card is shown to the player in the possession of the ball at the time of the whistle or the player who last played the ball (if the ball is free). All rules in regards to cards apply.

Explanation:

In alignment with Powerchair Hockey's goal to enter the Paralympic games, the game must attract the audience. In order to make the game as interesting as possible for the spectators, we should try to eliminate time wasting. For that reason, the following rule change is proposed.

Adjustment on IPCH Competition Regulations

Playing system (Sport Executive Committee)

IPCH Competition regulation - C.3 - Match Schedule

Motion to add:

C.3.1. The Technical Delegates appointed for each IPCH Competition are entitled to modify and adapt the final match schedule for media purposes and in the aim of making it more fair towards all participating teams.

Explanation:

Since the World Championship in Munich in 2014, it has become a tradition to schedule the first match to be played right after the opening ceremony usually in the evening.

This, of course, affects the whole schedule. Still before, some nations have benefited from it (having a more relaxed match schedule) and some the opposite (having to play 2 matches with only 1 game in between).

Since our sport aims to involve the most severe disable players we are convinced that having a more fair time schedule for all can only be a benefit for the sport and the competition.

Furthermore, up to now, according to the Competition Regulation, the home/hosting Nation Team is not necessarily playing the opening match, which is otherwise common in many other sports like football for example.

In PCH we have been somehow lucky because the only time this "problem" would have arisen it would have been the EC in Spain. Germany won the WC2010 so it was team 1 in group A in 2014 and this is why they played that opening, not because they were home team but because they were 100% entitled to play it. Same happened for The Netherlands in 2016.

In addition to those general considerations, Technical Delegates are often facing the official request of the Organizing Committee about the possibility to have the host nation playing the opening match because of media and sponsorship reasons.

The main aim was to ensure no team had to play 2 matches too close to each other; for this reason the alternance of A and B group is not always respected but once again we preferred the well being of the players over a too tight schedule.

Playing system - (Sport Executive Committee)

IPCH Competition regulation - C.2.7 - Playing System

C.2.7. The ranking within a group shall be decided in the following order:

- a) The total number of match points.
- b) If the total number of match points of two or more teams is equal, the result(s) of the internal matches of the teams concerned shall be decisive, the internal goal difference included if necessary.
- c) If the ranking can not be decided by b), the most scored goals internally shall be decisive.
- d) If the ranking can not be decided by c), the total goal difference of the teams concerned shall be decisive.
- e) If the ranking can not be decided by d), the most scored goals of the teams concerned shall be decisive.
- f) If the ranking can not be decided by e), penalty-shot-series will be taken by the teams concerned to settle the ranking

Motion to change into:

C.2.7. The ranking within a group shall be decided in the following order:

- a) The total number of match points.
- b) If the total number of match points of two or more teams is equal, the result(s) of the internal matches of the teams concerned shall be decisive;
- c) If the ranking can not be decided by b) the internal goal difference shall be decisive;
- d) If the ranking can not be decided by c), the most scored goals internally shall be decisive.
- e) If the ranking can not be decided by d), the total goal difference **overall** of the teams concerned shall be decisive.
- f) If the ranking can not be decided by e), the most scored goals **overall** of the teams concerned shall be decisive.
- g) If the ranking can not be decided by f), penalty-shot-series will be taken by the teams concerned to settle the ranking. **Technical Delegates will inform the involved teams about the schedule.**

Explanation:

This change aims to clarify the already existing rule and make its application easier.