



International Wheelchair & Amputee Sports Federation (IWAS)

IWAS POWERCHAIR HOCKEY

XXIII IPCH SPORT CONGRESS
Lignano Sabbiadoro
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MOTIONS for DISCUSSION

Below you find the motions on current IPCH Rules & Regulations which are submitted by PCH Nations and IPCH for Sport Congress 2016. During the meeting these motions will be handled and voted on according to the IWAS Standing Order. Please prepare each motion well within your own nation and let the Delegates of your nation bring the nation votes to the Sport Congress.

There will be no time for discussion.

Motion 1: (Italy)

IPCH Game rules - E.2.1. - Allocated Time out

E.2.1. During each match half, each team may be awarded at most 1 allocated time-out.

Motion to change into:

E.2.1. Each team may be awarded at most 2 allocated time-outs that can be used during the whole match.

Explanation:

The intent is to give the chance to the coaches to ask for two timeouts in the same match half.

If agreed rule E.2.3. should be removed since is:

E.2.3. An unused allocated time-out may not be postponed until the next match half.

Motion 2: (Italy)

IPCH Game rules - E.3.2. - Extra Time

E.3.2. The duration of extra-time is one time 10 minutes actual playing time with Golden Goal principle: as soon as one team scores a goal in the extra-time, the match is over and the winning team shall be considered to have won by one additional scored goal summed to the equal score before the extra-time.

Motion to change into:

E.3.2. The duration of extra-time is one time 10 minutes actual playing time. ~~with Golden Goal principle: as soon as one team scores a goal in the extra-time, the match is over and the winning team shall be considered to have won by one additional scored goal summed to the equal score before the extra-time.~~

Explanation:

The intent of the motion is to delete the Golden Goal rule.

Motion 3: (Italy)

Motion to add:

E 2.9 During the allocated Time-out the players on the field must gather in the playing field area in front of their own Team Area for the duration of the Time-out.

Explanation:

Every players must stay next to their Team Area for the whole length of the allocated Time-out in order to avoid using the Time-out to gain a tactical advantage towards the other team.

Motion 4: (Italy)

IPCH Game rules - J.7.2. - Penalty shot series

J.7.2 Procedure first penalty-shot-series:

- The referees decide which goal to use.
- The senior referee tosses a coin between the team captains. The winner of the toss decides which team will start taking the penalty shots.
- Each player (including substitutes) can take part in the first penalty-shot-series, except a player with a time penalty remaining after extra-time.
- The coaches shall, in writing, inform the referees and the scorekeeper of the numbers of the 3 players and the order in which they will take the penalty shots.
- The coaches shall, in writing, inform the referees and the scorekeeper which player will function as goaltender.
- The referees are responsible for ensuring that the penalty shots are taken in the exact order as noted by the coach.
- Only the players who will take the penalty shots, the goaltenders and the referees are present on the playing field.
- All players who will take penalty shots, except the player taking the penalty shot and the defending goaltender, shall take position in the penalty area on the opposite end, during the entire penalty shot.
- The penalty shots shall be taken alternately.
- The 3 players of each team shall take one penalty shot each.
- During the first penalty-shot-series, a decisive result is considered to be achieved when a team is leading by a larger number of goals than the opposing team has remaining penalty shots. The match is over and the winning team shall be considered to have won by one additional scored goal summed to the equal score before the penalty-shot-series.
- If the score after the first penalty-shot-series is still equal, the match shall be decided by the second penalty-shot-series.

Motion to change into:

J.7.2. Procedure first penalty-shot-series:

- The referees decide which goal to use.
- The senior referee tosses a coin between the team captains. The winner of the toss decides which team will start taking the penalty shots.

- Each player (including substitutes) can take part in the first penalty-shot-series, except a player with a time penalty remaining after extra-time.
- The coaches shall, in writing, inform the referees and the scorekeeper of the numbers of the 3 players and the order in which they will take the penalty shots.
- The coaches shall, in writing, inform the referees and the scorekeeper of the numbers of the 5 players, ensuring that the total of class points of the team on the playing field doesn't exceed 11 points; and the order in which they will take the penalty shots.
- The coaches shall, in writing, inform the referees and the scorekeeper which player will function as goaltender.
- The referees are responsible for ensuring that the penalty shots are taken in the exact order as noted by the coach.
- Only the players who will take the penalty shots, the goaltenders and the referees are present on the playing field.
- All players who will take penalty shots, except the player taking the penalty shot and the defending goaltender, shall take position in the penalty area on the opposite end, during the entire penalty shot.
- The penalty shots shall be taken alternately
- The 5 players of each team shall take one penalty shot each.
- During the first penalty-shot-series, a decisive result is considered to be achieved when a team is leading by a larger number of goals than the opposing team has remaining penalty shots. The match is over and the winning team shall be considered to have won by one additional scored goal summed to the equal score before the penalty-shot-series.
- If the score after the first penalty-shot-series is still equal, the match shall be decided by the second penalty-shot-series.

Explanation:

It's important to permit the two teams to compete on equal terms also during the penalty-shots-series. This condition allows not to restrict the penalty shots series to some players only excluding the others. Everyone can play the game until the end.

Motions 5 (IPCH Referee Committee)

All the following motions from 3 to 8 will be explained in the end.

IPCH Game rules - H.4.1 - Misconduct

H.4.1. Misconduct is an intentional violation of the spirit of the game in word or gesture, in a severe way. This includes:

- Approaching another person in a rude way by word and/or gesture. Swearing, arguing, abusing, insulting, discriminating or racial remarks or gestures are not permitted (= unsportsmanlike conduct).
- Making remarks or gestures to the referee, timekeeper, scorekeeper, player or coach repeatedly (unsportsmanlike conduct).
- Leaving the playing field without permission of the referee.
- Delaying the match intentionally and/or repeatedly (= delay of game).

Motion to change into:

H.4.1. Misconduct is an intentional violation of the spirit of the game in word or gesture. **There are various levels of misconduct:**

Mild misconduct:

- Repeated or inappropriate, but not insulting protest against referees decision
- Intentionally delaying the match
- Arguing with other players or team members

Medium misconduct:

- Loud protest or inappropriate, but not dangerous action (e.g. hitting the boundary with the stick,
- hitting a ball out of the field or moving the goal during a dead moment of play, ...)
- Prolonged arguing with other players or referees
- Leaving or entering the field without permission of the referee

Severe misconduct:

- Approaching another person in a rude way by word and/or gesture.
- Swearing, abusing language, insulting, discriminating or racial remarks or rude gestures are not permitted (unsportsmanlike conduct).
- Making rude remarks or gestures to the referee, timekeeper, scorekeeper, player or coach repeatedly (unsportsmanlike conduct).
- Attacking or an attempting to attack with a stick, wheelchair or any part of the body another player, referee, member of the team staff or match table

Motions 6 (IPCH Referee Committee)

IPCH Game rules - H.4.2 - Misconduct

H.4.2. Misconduct is not allowed. The referee shall penalize misconduct by disqualifying the concerning player.

Motion to change into:

H.4.2. Misconduct is not allowed. The referee shall penalize the player as follows:

- Mild misconduct – green card
- Medium misconduct – yellow card
- Severe misconduct – red card

All actions appropriate for the awarded card are applied (2-minute penalty for yellow card, disqualification for red card, ...). Referees have the authority to decide on the level of misconduct in every situation.

Motions 7 (IPCH Referee Committee)

IPCH Game rules - H.4.3 - Misconduct

H.4.3. For misconduct, the referee may wait to punish until the next dead moment of the match.

Motion to change into:

H.4.3. For misconduct, the referee may wait to punish until the next dead moment of the match. The match continues according to the reason for which it was stopped. If referee stops the game, the match continues with a free ball for the opposing team (team to which the penalized played does not belong).

Motions 8 (IPCH Referee Committee)

IPCH Game rules - H.4.4 - Misconduct

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.

Motion to change into:

H.4.4. The referee shows **the appropriate card** to the player at the next dead moment of the match. Rules H.4.5 and H.4.6 are removed; rules H.4.7 and H.4.8 are renumbered to H.4.5 and H.4.6 (see below).

Motions 9 (IPCH Referee Committee)

IPCH Game rules - H.4.7 - Misconduct

H.4.7. When a coach, team assistant or spectator is guilty of misconduct, this person will be sent 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.4.5. When a coach, team assistant ~~or spectator~~ is guilty of misconduct, **the following applies:**

- Mild misconduct – green card, no effect on the team/play
- Medium misconduct – yellow card, a player of the team currently on the field serves a 2-minute penalty (all appropriate rules apply)
- Severe misconduct – red card, the offending person is sent away and is not allowed in the vicinity of the playing area for the duration of the match, nor are they allowed to interfere with the match in any way.

Motions 10 (IPCH Referee Committee)

IPCH Game rules - H.4.8 - Misconduct

H.4.8. If the same player, coach, team assistant or spectator as mentioned in rule H.4.5. and H.4.7. interferes with the match once again, the match will be stopped and the team to which the player, coach, team assistant or spectator belongs, will lose the match regulatory.

Motion to change into:

H.4.6. If a disqualified player, coach, team assistant or spectator interferes with the match in any way, the match will be stopped and the team to which they belong, will lose the match regulatory.

Motions 11 (IPCH Referee Committee)

IPCH Game rules - H.4.8 - Misconduct

D.2.15. A player shall not enter or leave the playing field during play without the senior referee's permission. If a player does enter or leave the playing field without permission, this will be considered as misconduct and the player shall be disqualified.

Motion to change into:

D.2.15. A player shall not enter or leave the playing field during play without the senior referee's permission. If a player does enter or leave the playing field without permission, this will be considered as medium misconduct and the player shall be shown a yellow card.

Explanation Motions 3 to 8:

Current rules for misconduct allow only a single punishment – a Red card.

Given that PCH is a highly competitive team sport, where stakes on international tournaments are high, it is to be expected that athletes will sometimes express their dissatisfaction with their performance on the field in a way that can be interpreted as misconduct. Faced with this, referees have, according to the rules, very little choice on how to handle the situation. The following changes have been suggested in order to give referees more tools how to handle hot spots,

Motions 12 (IPCH Referee Committee)

IPCH Game rules - G.1.2 - Goal

G.1.2. A goal counts as one point.

Motion to change into:

G.1.2. A goal scored by a hand-stick player counts as one point.

Motion to add:

G.1.3 A goal scored by a T-stick player counts as two points. The player must be actively involved in the scoring e.g. a goal scored off a bounce of a non-moving wheelchair or T-stick still counts as one point.

Current rules G.1.3 to G.1.6 have their numbers changed to G.1.4 to G.1.7

Explanation:

It gives more tactical options to players and coaches and give an even more important role to T-sticks and therefore to more disabled athletes.

Motions 10 (IPCH Referee Committee)

All the following motions from 9 to 10 will be explained in the end.

IPCH Game rules - J.1.1 - Opening Ball

Motion to add a:

J.1. Starting ball

J.1.1. Starting ball is taken from the centre point at the start of each match half.

J.1.2. Starting ball is taken as a referee ball. All rules relevant to the referee ball apply except J.3.5. (this is already new numbering)

J.1.3. All other players line up behind their own penalty line until the ball has actually been touched.

Motions 13 (IPCH Referee Committee)

IPCH Game rules - J.1.1 - Opening Ball

J.1.1. An opening ball is taken from the centre point at the start of each match half and after the scoring of a goal.

Motion to change into:

J.2. Opening Ball

J.2.1 An opening ball is taken from the centre point after the scoring of a goal.

Motions 14 (IPCH Referee Committee)

IPCH Game rules - J.2.1 - Referee Ball

J.2.1. A referee ball is given in order to resume the match:

- If two players mutually and simultaneously commit an offence.
- If the goaltender keeps the ball under the powerchair or obstructs the ball with the powerchair and/or stick outside the own goal area, but inside the own penalty area for longer than 3 seconds.
- If there is a 'dead' ball situation
- If the referee has stopped the match on account of an injury to a player.
- If the referee has stopped the match for some reason other than an offence.

Motion to change into:

J.2.1. A referee ball is given in order to **start the match half or resume the match:**

- If two players mutually and simultaneously commit an offence.
- If the goaltender keeps the ball under the powerchair or obstructs the ball with the powerchair and/or stick outside the own goal area, but inside the own penalty area for longer than 3 seconds.
- If there is a 'dead' ball situation
- If the referee has stopped the match on account of an injury to a player.
- If the referee has stopped the match for some reason other than an offence.

Motions 15 (IPCH Referee Committee)

IPCH Game rules - D.2.4 - Captain

D.2.4. The team that wins the toss may either select which goal it wishes to defend or to take the opening ball.

Motion to change into:

D.2.4. The team that wins the toss may select which goal it wishes to defend ~~or to take the opening ball:~~

Explanation:

This proposal changes the way how the match halves are started. Instead of the usual opening ball, the half is started by the referee ball, taken by one player from each team, with other players located in their penalty zone. The proposal will also bring to delete the current J.1.2.

The overall idea of Sport Executive Committee and Referee Committee is to eventually test this rule in a developing event and if the test turns out to be positive it will be then integrated in the rules.

