



# MOTIONS & PROPOSALS

## PACKAGE 2

IPCH SPORT CONGRESS - 5th JUNE 2021



# TYPES OF MOTIONS

## **Motions presented by National Organizations:**

IPCH analysed all the proposals received from the Nations and added few comments and remarks to explain the IPCH SEC point of view on the different proposals.

***ONLY the National Motions that will get at least 1 other Nations seconding it will be put up to vote in the Sport Congress.***

***By the 23rd May*** each National organization and/or the mandated Official Delegate will have to inform IPCH about which are the motions the nations seconds and if there are any questions or comments they wish to share during the meeting.

## **IPCH Motions**

Those motions are proposals processed by the IPCH committees and do not need to be seconded to be put up for voting. In order to minimise discussion or explanation times also in this case comments and remarks from SEC and the proposing committees will be shared in advance.

**We encourage National organization and/or the mandated Official Delegate to contact IPCH in advance if further explanations are needed, and to share latest by 23rd May comments or remarks they wish to share with other nations.**



# MOTIONS' CATEGORIES

SEC will divide motions into 3 categories:

- Motions for Discussion:

those motions have passed the review step and are clear, formally correct, and well explained. Therefore those will be put on the table for discussion and vote whenever at least 1 other Nation seconds it.

- Motion not open for discussion:

those motions have not passed the review step, and no additional explanation was sent within the given deadline by the presenting nation. The motions falling into this category can be: motions that do not provide a practical proposal, are not formally correctly formulated, what is suggested is not clear enough, etc. Some of those proposals can be taken up by the IPCH Committees or by other Nations for further investigations and formulation and might come up as proposals in a future Sport Congress.

- Adjustments:

those motions provide suggestions that are reflecting already in use practices, needed text adaptations, IWAS/IPC Rules & Regulations which need to be followed, or projects and proposals carried out by the committees on behalf of the SEC as requested by Sports Congress, etc, those will not be voted but just presented and then applied.



# MOTIONS FOR DISCUSSION ON IPCH GAME RULES FROM NATIONS



# Motion 1: IPCH Game Rules C.4.5



C.4.5. It is allowed to play with protections around the powerchair to protect the body of the player and/or the powerchair. Protections have to respect the following guidelines: a) Protection shall be rounded and free from sharp and/or protruding parts. b) Protection shall be fitted at a height that the ball can roll underneath freely. c) Protection shall not be wider than 5 cm. over the furthest ends of each side of the powerchair, including the thickness of the protection.

## Motion to change into

C.4.5. It is **mandatory** to play with protections **all** around the powerchair (**also around the driving wheels**) to protect the body of the player and/or the powerchair. Protections have to respect the following guidelines: a) Protection shall be rounded and free from sharp and/or protruding parts. b) Protection shall be fitted at a height that the ball can roll underneath freely. c) Protection shall not be wider than 5 cm. over the furthest ends of each side of the powerchair, including the thickness of the protection.

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## Explanation

In many powerchairs, especially those handmade or custom, there isn't a rounded and uniform profile and there are protuberances or sticking out elements that create discontinuity. Those elements are dangerous both for the mechanical parts (es: can break other parts in case of impact, can get a flat tire and so on) but also for the incolumity of the player (es: hooking are easier and by consequence overturnings of the powerchairs).

Creating a rounded and ongoing protection all around the powerchairs, without sticking out parts, creates a separation between powerchair (and athletes of course) and prevents risks for a more safety playing of the game (decreasing also the amount of interruption of the game).

We want to underlie in particular how dangerous could be the contact between the driving wheels: the friction between the tyres due also to the high speed causes liftings and high risk of overturning. With a protection around the wheels the risk is minimized because the contacts will be limited outside the powerchairs, only between protections.

Concerning the lateral protections between the wheels, fitted at a height of 8-9 cm in a way that the ball can roll underneath free, we want to explain how they can prevent the risk of insert (also involuntarily and in case of impact) the stick under the powerchair reducing moreover the possibility of damages both to the powerchair and other equipments, and overturning.

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## IPCH comment:

In general the SEC agrees on underlying the importance of safety during the matches.  
Therefore we always take into consideration the suggestions that can make the game more safe for everyone.

It is clear that wheel on wheel contact can lead to dangerous situations.  
Therefore SEC supports the idea of adjusting the powerchairs as much as possible to try to avoid dangerous situations from happening.

It is also important to remind that it is the responsibility of the players to decide on their style of play.  
Situations as described on the photos are almost always caused by the player coming from behind and "climbing" on the opponent's wheel. The player must be aware of the possibility and take measures to avoid potentially dangerous playing situations.

If we require/make compulsory to have "cages" around the wheels, the width of every single wheelchair will be effectively increased and this might cause even more congestion on the field.

SEC agrees to put this motion up for discussion and let the Nations decide if to make the suggested structural adjustment compulsory or leave it as a recommendation.



# Motion 2: IPCH Game Rules D.2.3



D.2.3. A team shall play with a maximum total of 12 class point on the playing field, including a player with a time penalty or disqualification. Violation of this rule will be considered as a severe intentional offence and will be punished according to art. H.3.2. and 1.3.1.

## Motion to change into :

D.2.3. A team shall play with a maximum total of **12,5 class point** on the playing field, including a player with a time penalty or disqualification. Violation of this rule will be considered as a severe intentional offence and will be punished according to art.H.3.2. ....and with respect to this also the subordinate regulations: D.5.2. The coach(es) are responsible for and H.3. Sever intentional offences.....where the limit of 12 is mentioned.

## Explanation

The introduction of the increased diversity in classes and this new maximum of 12 class points was motivated by the vision that players with all levels of disabilities have an equal chance to reach the top of powerchair hockey.

With this revolutionary game rule change also the "T-stick is 1,0 rule" for certain classes was skipped.

The Dutch competition is playing already for 2 years with these new game rules and we noticed that in top teams the middle class players are squeezed out due to these rule changes, especially 2,5 and 1,5. When analysing we see that the top teams play attractive and have more chance to win when playing with 2 attackers with a total of 8 points. 8 minus a keeper average of 1,0 point leaves 3,0 points for the other 3 players. Increasing the maximum to 12,5 will give more chances for the 1,5 and 2,5 class player to participate without losing currents attractive play.

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## IPCH comment:

This topic was widely discussed during the Sport Congress 2018.

At the time it was clearly explained that a potential change of the total point on the field could become necessary when applying the half point to both Ap and Tp, the change was aimed to:

1. Securing the Participation of / opportunity for all athletes
2. Securing Attractive Game Play

Most of the nations during the 2018 meeting were against a raise of the total point on the field over 12, and most of the nations would have kept the 11 - 11,5 total point.

As SEC we are concerned that a new change in the total points can lead to a progressive exclusion of lower class players (1- 1,5- 2-2,5) that with the current formulation are fundamental for teams tactics.

We do also believe that the attractiveness of the game is reached not only by the the total points on the field, but above all by the ability of each player/team/coach to train the potential of each and every player.

The new formulation with 12 points on the field has been so far only used during the Qualification Tournament for European Championship 2019 in Prague and during the IPCH Eurostar Tournament in Italy in 2020. After those 2 competition a revision of the Trunk profiles was also announced, therefore the World Championship 2022 will be the first occasion to see the two things applied together on a bigger stage/competition.

In addition to this we have to consider that IPC has announced a review of the IPC Athlete Classification Code which will have to be effective for all international federations by 2025 latest. This means we might have to review some procedures or rules within the Classification Manual soon and therefore SEC would suggest to use some time to properly evaluate the outcomes of the IPC work and see if this together with more evidence based research, as happened in 2018, can bring to the need of making further adjustments.

In any case as the motion was correctly formulated and presented SEC decided to open this for discussion and give the nations the possibility to decide if this change is needed or not.



# Motion 3: IPCH Game Rules D.2.5



D.2.5. A team shall play a match with a maximum of 3 hand-stick players on the playing field simultaneously, inclusively players with a time penalty or disqualification.

## Motion to change into :

D.2.5. A team shall play a match with a maximum of **4 hand-stick** players on the playing field simultaneously, inclusively players with a time penalty or disqualification

## Explanation:

The introduction of the increased diversity into 9 classes is enough encouragement to ensure that lower class players are selected. Enforcing a player with a T-stick is in that sense not required anymore.

Powerchair hockey evolved to the level that players except for the keeper should be allowed to choose for the stick of their choice and giving them equal rights in this choice.

Allowing this provides the opportunity for players (especially with class from 0,5 to 1,5) to develop themselves in accordance with their talent.

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## IPCH comment:

The motion is correctly formulated and therefore the SEC decided to bring it into discussion and let the Nations express their opinion on this proposal.

SEC is, once again, concerned that the removal of the limit on the number of the h-stick players on the field could bring to the exclusion of the physically weaker players who cannot play with h.-stick.

Also there is the risk that players with progressive diagnosis will drop out from the game sooner than what we do see now. As soon as they will have to switch from hand- to t-stick the only residual position for them would be the one of the goalie.

This proposal is also against the efforts of many coaches and teams who have been working a lot on the role of the t-sticks on the field making their work more and more necessary not only in defense but also in the attacking phase, which was also made more evident by the application of the 2 point goal for active t-stick players.

Because of the origin of this sport and the principle of inclusion SEC strongly believes that t-stick players should keep having a fundamental role in the playing system also in the future.

All players have the opportunity to choose which tool they use on the field, however we need to consider there are players who are physically not able to make this choice as they can ONLY play with t-sticks. There is an obvious advantage from using a hand stick over a t-stick, even if the player is weak, so the concern is that by removing the limit of max. 3 handsticks there will be no need for coaches to select t-stick players at all except of goalies.



# Motion 4: IPCH Game Rules E.1.1



E.1.1. The match consists of two match halves of 20 minutes actual playing time, with a half time break of 10 minutes

## **Motion to change into :**

E.1.1. The match consists of 4 match periods of 10 minutes actual playing time, with a break of 5 minutes between first and second halves as well as between the third and fourth halves, The break between the second and third match period is 10 minutes.

## **Explanation:**

All players, especially those with less physical endurance, would have more time to have rest during the match. Coaches would have much more time to organize the game.

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## IPCH comment:

The motion is correctly formulated and therefore accepted for discussion.

Splitting the two 20 minutes halves in 4 periods of 10 minutes each can, of course, have an impact on the game flow but most importantly it will have a huge impact on the organizational and logistical aspects of the big competitions.

At this moment with 1 break of 10 minutes in between 2 periods of 20 minutes each, we do schedule 1,5 hr. per match in group stage, this is done in order to properly consider all the breaks due to the game, speed controls, substitutions etc and 1 intermission of 10 minutes.

Having to consider 3 breaks for a total of 20 minutes, in addition to all other "common" breaks of the game, plus all the repositioning and retaking place time, brings, in SEC opinion, to a huge risk of having to reconsider the whole structure of a competition. Having longer matches of course can bring to the need to add extra days to be able to complete the competition and this might not be the most cost effective option for teams and organizers as well.



# Motion 5: IPCH Game Rules E.2.4



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

## **Motion to change into :**

E.1.1. During each match half, each team may be awarded at most 1 allocated time-out. **During the extra time, each team may be awarded at most 1 allocated time-out.**

## **Explanation:**

It is believed that during overtime, which represent an extremely delicate phase of the game, with significant peaks of tiredness and tension, a timeout is needed to give crucial information to the team

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## IPCH comment:

The motion is correctly formulated and therefore accepted for discussion.

A similar motion was presented and not seconded in 2018.

Extra time in PCH is played with golden goal principle, as done by other sports playing with the same principle no time out is allowed in extra time.

The risk in allowing even just 1 timeout per team is again related to affecting the game flow too much and in fragmentate the last minutes too much.

Once again this could affect, even as not as much as dividing the time in more periods, on the organization and logistical aspects in big competitions.



# Motion 8: IPCH Game Rules J.4.7



J.4.7. The ball shall be put stationary. As soon as the referee gives the whistle signal, the player shall take the free ball and may not play the ball again until another player has touched the ball. Violation of this rule can be penalized according to articles H.2. and I.

## Motion to change into

J.4.7. The ball shall be put stationary. As soon as the referee gives the whistle signal, the player shall take the free ball ~~and may not play the ball again until another player has touched the ball.~~ Violation of this rule can be penalized according to articles H.2. and I.

## Explanation

Introducing "Self Pass".

Due to the increasing media coverage and professionalism of the livestreaming it is of the utmost importance that the game goes on without many interruptions.

Therefore the Referee Committee decided to maximise the advantage rule.

Downsize of this is that the game became harder and rougher with more contacts with higher risk of damage and injuries! to go back like it used to be, Belgium wants to introduce the "Self Pass".

Meaning that the referees can whistle every contact, the player of the awarded team can put the ball stationary where it should and as soon as the referees whistles again, the ball can be played by the same player. In this case the game continues within a few seconds (see Field Hockey) without escalation.

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## IPCH comment:

The motion is correctly formulated and therefore accepted for discussion.

The proposal will have a huge effect on the game as it would require a complete re thinking of the free ball concept and a consequent re-edition of a lot of game rules consequently.

IPCH would prefer to have this rule tested in a national league or in one or some tournaments to evaluate it at the best and therefore consider and foreseen in a proper way all the consequences on the current rules.

This would allow IPCH and the relevant committees to prepare a more comprehensive proposal outlining all the modifications needed in order to enforce the proposed rule.



# Motion 9: IPCH Game Rules J.609 + J.6.11



J.6.g. 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.

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 - NEW RULE

J.6.g 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**

J.6.11. As soon as the penalty shot taker has **shot on the goal or the goalkeeper has touched the ball or the ball has touched the front face of the goal cage, the player must not touch the ball again during the penalty shot and 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)**

## Explanation

This will take balls backward movement away and referees has easier job to overwatch penalty shot. This will also make more changes make spectacular goals and goal keepers make more game changing saves. Also about same rule is used on normal floorball.

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## IPCH comment:

The motion is correctly formulated and therefore accepted for discussion.

This penalty rule is basically taken from the current floorball rule.

Basically, you can play (move) the ball backwards as long as you are driving forwards. Or you can drive backwards (or stop) if the ball keeps moving forwards.

Also in this case IPCH believes this is something that would have to be tested before it is made into a rule.

It would be beneficial to have a league or a tournament testing this proposal and collect data on it in order to evaluate the feasibility of it in our sport.



# MOTIONS FOR DISCUSSION ON IPCH GAME RULES FROM REFEREE COMMITTEE

Those proposals have been formulated during the review of the Rulebook, to make the updates easier the rules references follows the new numbering.

Those motions do not need to receive seconding by the nations and will be all discussed and voted.



# Motion 1:

## Events leading to a penalty shot

Currently, rules allow for penalty shots to be awarded only if an offence occurs in the penalty area.

However, many times a clear goal scoring situation is stopped by an intentional foul in the neutral or even the opponent's penalty area.

In order to reward attacking play and remove the incentive of fouls, we propose to allow referees to award a penalty shot in such situations.

This doesn't mean that every foul can and will be penalized with a penalty shot – this is reserved only for situations where a clear goal scoring opportunity is interrupted or prevented from occurring.

To implement this principle, we propose the following **change**:

In **711 Events leading to a penalty shot**, add the following:

- when a goal scoring opportunity is interrupted or prevented from occurring, because the defending team has committed an offence leading to a free-hit; referees decide what is considered a goal scoring opportunity



## Motion 2.a:

# Changes to termination of 2-minutes penalties after scored goals

Rules state that time of a 2-minute penalty (Yellow card) is synchronized with the game time.

Rules also state that if a goal is scored during a 2-minute time penalty, the penalty terminates and player can enter the field. However, if that penalty is imposed along with a penalty shot, a contradiction happens.

Because time is not running during the execution of the penalty shot, the time penalty starts only after the penalty shot has been performed. This means that even if a penalty shot is scored, player still has to serve the time penalty.

This way the opposing team has double the advantage – first a penalty shot and then 2 minutes of power play (playing with one player more on the field).

### **In 804 Yellow card (Time penalty), add the following:**

- If a Yellow card is awarded together with a penalty shot and from that penalty shot a goal is scored, no 2-minute time penalty shall be imposed. Yellow card is still entered in the match record for the offending player.



## Motion 2.b: Changes to termination of 2-minutes penalties after scored goals

Rules do not address the issue of "equally short-handed" play – the situation where both teams have a time penalty and are playing with one player less on the field. According to current rules, if both teams have a time penalty and one team scores, the player serving the time penalty of the opposing team can enter the field. Effectively, the scoring team has been punished for scoring.

In order to make the rules more fair and more in alignment with other, similar sports, we propose the following rule changes:

**In 804 Yellow card (Time penalty), add the following:**

- If both teams are serving a 2-minute penalty and one of the teams scores, no penalties shall terminate.



## Motion 3:

# Introduction of 5-minute time penalty in conjunction with Red card

Powerchair hockey is played with a relatively small number of players on the field (5 including the goalkeeper).

At the same time, it has one of the harshest penalties in sport – disqualification of a player from the match and reduction of total number of players on the field. Combined with the fact that the disqualified player still counts towards the total class points of the team, the severity of disqualification is indeed extreme.

While nobody disputes the fact that players should be disqualified for severe offenses, reduction of the number of players in the team tends to significantly favour the opposing team and most of the time, changes the outcome of the match due to low number of players on the field.

In order to somehow balance the scales and increase attractiveness and competitiveness of the sport, the Referee Commission proposes that instead of permanent reduction in number of players, we introduce a temporary reduction in form of **5-minute time penalties**.

### **A 5-minute time penalty is always awarded together with a Red card.**

The player who gets the red card is disqualified and has to leave both the field and the team area. At that point, another player from the team starts serving a 5-minute time penalty. Unlike the 2-minute penalty, a 5-minute time penalty is always served in its entirety, which means that it doesn't terminate if the opponent scores. After 5 minutes (effective, synchronized with the game time) have passed, the player in the penalty area can enter the field.

In regards to the class points, for the duration of the penalty, the class value of the disqualified player counts towards the team class total. After the 5-minute penalty expires, the class value of the player who served the penalty, and enters the field, counts towards the class total of the field players. From that point on, total class value is calculated normally.

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## Rule changes required for introduction of 5-minute time penalty:

### 801 General regulations for penalties

Term:

Yellow Card (Time Penalty)

#### **Is replaced with:**

Yellow Card (2-minute Time Penalty)

### 804 Yellow card (Time penalty)

Rule is renamed to 804 Yellow card (2-minute time penalty).

Paragraph:

The duration of a time penalty is 2 minutes.

#### **Is replaced with:**

The duration of the time penalty awarded with the Yellow card is 2 minutes.

References to time penalty are replaced with 2-minute time penalty, where appropriate.

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## 806 Red card (Match Penalty)

Paragraph:

A field player who is disqualified may not be replaced by a substitute in the ongoing match.

### Is replaced with:

A 5-minute time penalty is served by another player of the team, chosen by the Captain. Player that is serving the time penalty shall immediately move into penalty area and stay there for the duration of the penalty.

A field player serving the 5-minute penalty cannot be replaced by a substitute.

5-minute penalty is served in its entirety, i.e. if the opponent scores during the penalty, the penalty shall not terminate.

Paragraph:

A goaltender who is disqualified may be replaced by the other T-stick player who was active in the playing field when the disqualification was awarded. If the concerned team has no other T-stick player in the playing field, a hand stick player may be replaced by a T-stick player who will function as goaltender.

### Is replaced with:

A goaltender who is disqualified may be replaced by the other T-stick player who was active in the playing field when the disqualification was awarded. If the concerned team has no other T-stick player in the playing field, a hand stick player may be replaced by a T-stick player who will function as goaltender. Once replacement and possible substitution is performed, Captain selects a player to serve the 5-minute time penalty.

The following paragraphs are **added to this rule**:

The timekeeper shall measure the time of the 5-minute time penalty. When the time penalty expires, the timekeeper shall notify the referees with a bell signal.

The player serving the time penalty re-enters the playing field directly from the penalty area immediately after the bell signal.

For the duration of the 5-minute time penalty, the class value of the disqualified player counts towards the class total. As soon as the time penalty expires and the player serving the penalty enters the field, class value is calculated as normal – sum of class values of all players currently in the field.

If a member of team staff receives a Red card, a player of the team currently on the field shall serve the 5-minute penalty. Their class value counts towards the class total.



## Motion 4:

# Offense committed during a penalty shot

Currently, rules do not address what happens if an offense is committed during an execution of the penalty shot (e.g a stick is thrown on the field, players encroach from the penalty area, ...). For that reason, we propose the following change:

The following paragraph is **added to the rule 710 Penalty shot:**

If an offense is committed by the offending team during a penalty shot and affects the execution, the penalty shot will be retaken and offenders penalized.

If an offense is committed by the player taking the penalty shot or the offense is committed by a player from their team and affects the penalty shot, penalty shot will be cancelled and offenders penalized. Match continues with the free hit for the opponents.

If the offense is made by the players of either team but the execution is not affected, offenders will be penalized before the match is resumed.



## Motion 5: Termination of Time penalties

A time penalty is not a disqualification. Also, time penalty is synchronized with game time. For that reason, players with a time penalty at the end of the extra time shouldn't be disallowed from taking part in the penalty shoot-out.

Change to rule **803 Yellow card (time penalty):**

Paragraph:

A time penalty, which has not expired at the end of regular game time, shall continue during extra time.

Changes to:

A time penalty, which has not expired at the end of regular game time, shall continue during extra time.  
After extra time all time penalties are considered to be terminated.

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Changes to rule **203 Penalty shots after extra time:**

In section **First penalty shot series**, first point:

Any player (including substitutes) can take part in the first penalty-shot-series, except players with time penalty remaining after extra-time.

**Changes to:**

Any player (including substitutes) can take part in the first penalty-shot-series, except players with match penalty

In section **Second penalty shot series**, first point:

Any player (including substitutes) can take part in the second penalty-shot-series, except players with time penalty remaining after extra-time.

**Changes to:**

Any player (including substitutes) can take part in the second penalty-shot-series, except players with match penalty.



## Motion 6: Termination of Time penalties

The current rules do not define clearly that one goal should only terminate one penalty.

For that reason we propose to add to rule **804 Yellow card (Time penalty)** the following paragraph:

If more than one time penalty is being measured, only one (the shortest remaining) penalty shall terminate.

If two players of the same team are serving time penalties that terminate at the same time, active captain of the team shall choose which penalty shall terminate.



## Motion 7:

# Intentionally playing the ball out of the goal area to prevent a goal

While preventing a clear goal by playing the ball in the area is a serious offense, Referee Commission believes that penalizing it with a Red Card is excessive. For that reason, we propose to downgrade the penalty down to a Yellow Card. In any case, the match continues with a penalty shot for the opposing team.

In **807 Offences leading to a Red Card**, remove:

- intentionally playing the ball out of the goal area (with the exception of the goaltender) at a goal attempt, with the clear intention to prevent a goal.

In **805 Offences leading to a Yellow Card**, add:

- intentionally playing the ball out of the goal area (with the exception of the goaltender) at a goal attempt, with the clear intention to prevent a goal.



## Motion 8: Taking places on the field after the time out

Often after the timeout, we witness a race to take positions on the field, which sometimes even results in collisions.

In order to avoid that, we propose that the defending team has the right to take positions on the field before the attacking team.

That way there is no need for players to rush out of the time out.

The rule **603 Time out:**

The timekeeper shall time the allocated time out and signal to the referees when the time is over. The match will be resumed in the position at which it had been halted.

**Is changed to:**

The timekeeper shall time the allocated time out and signal to the referees when the time is over. The match will be resumed in the position at which it had been halted, **Players of the defending team have the right to take positions on the field first.**



## Motion 9: Free hit taken from penalty line spot

Currently, after a free hit is awarded for an offense in the penalty zone, the free hit is indirect. That means that players can't shoot directly at the goal but have to pass the ball first. In most cases, the ball is bounced off a teammate's wheelchair before being played.

In order to provide more chances for scoring goals and increase the attractiveness of our sport, we propose to make those free hits direct, allowing players to choose whether to pass the ball or shoot it directly at the goal. That will increase tactical options on the field in both attacking and defending spheres, making our sport even more attractive to the audience.

In order to implement this rule, the following change is needed:

In **708 Free hit**, remove the following paragraph:

A free hit taken from the penalty line spot of the opposing team is indirect, i.e. a goal cannot be scored from it unless another player has touched the ball with the stick or powerchair. A goal scored directly does not count and a free hit is awarded to the opposing team.

In **708 Free hit**, change the following paragraph:

A free hit taken from the neutral area is direct; a goal may be scored directly.

to:

A free hit is always direct; a goal can be scored directly.



## Motion 10: Free Hit

When a free hit is taken from the penalty line spot, and if an attacking player positions himself between the ball and the goal, it is no longer possible for a defence player to stay in a proper distance without entering the goal area.

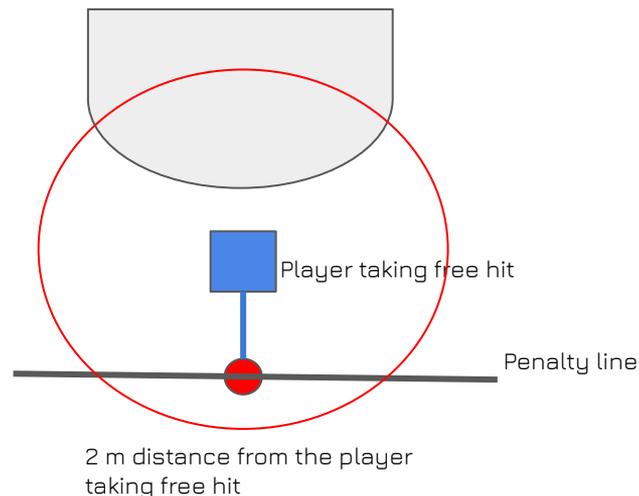
That is why we propose to **change rule 708 Free hit**

From:

All players of the opposing team line up, as quickly as possible, at a distance of at least 2 m. from the ball and from the player taking the free hit

To:

**All players of the opposing team line up, as quickly as possible, at a distance of at least 2 m. from the ball, until the ball is touched.**



# ADJUSTMENTS



# Adjustment 1: IPCH Game Rules B.3.2



B.3.2. The referee area shall be marked and surrounded by poles connected with rope

## Motion to change into

B.3.2. The referee area shall be marked **with tape on the ground** ~~and surrounded by poles connected with rope~~

## Explanation

It is usually marked with tape, so in order to not having to make exceptions on the contracts we better change this

## IPCH comment:

SEC moved this motion into adjustments, because this change do not affect the game directly and as the suggestion reflects a common practice already in place. The change of the way the referee area and the other spaces should be marked is not going to affect or be a specific point in the contract with the hosting organizing committee.

Adjustment proposed is the following:

**B.3.2. The referee area shall be clearly marked and limited.**

Rule B.3.3 also states "All markings shall be made with lines, 4-5 cm. in width, in a clearly visible colour"



# Adjustment 2: IPCH Game Rules G.1.8



G.1.8. An own goal always counts.

## Motion to change into

G.1.8. An own goal always counts **as one point**

## Explanation

Also an own goal by a T-stick counts as one point and not as 2 points.

## IPCH comment:

This specification is needed and as the question arose also during the QT in Prague 2019 this was already the indication given to Officials and Match Tables. This indication has also been used in Eurostar Tournament in 2020. For this reason the SEC decided to consider this an adjustment and not a motion.

In addition Referee committee also suggested to fix this rule as following:

In rule 301 Correctly scored goal, paragraph:

An own goal scored correctly always counts.

## Changes to:

An own goal scored correctly always counts. One point is awarded to the opponent regardless of which player scored the own goal.



## Adjustment 3: Sign for penalty shot

Current signal for penalty shot points to the center line spot.

That can be confusing for players as well as coaches and audiences, because it is often the referee behind the goal that uses it, so the signal points away from the goal, the same direction as when giving a free hit for the defending team.

For that reason, we propose to change the signal to one used in ice hockey and floorball.

The following description regard to the sign for penalty shot is changed:

### PENALTY SHOT

Show one raised fist and point with one forefinger to the centre spot of the centre line.

**Is changed to:**

### **PENALTY SHOT**

**Show two arms crossed above the head and fists clenched.**



## Adjustment 4: Position of drop nets

The point of having a drop net is to allow the referees, as well as players and the audience, be more sure whether the ball has crossed the goal line in its entirety, i.e. whether a goal has been scored.

However, placing the drop net too far towards the back of the goal in many cases defeats that purpose, as the goalkeeper can stop the ball after it passes the goal line yet before touching the drop net. At the same time, if the drop net is placed too close to the goal line, it can slow the ball enough for the goalkeeper to reach it or, even worse, stop the ball entirely.

For those reasons, we propose to put the drop net between 8 and 10 centimeters behind the goal line.

Given that the ball is 7.2cm wide, that should give more than enough space for the drop net not to be in the way and yet ensure that all correctly scored goals are counted.

In the rule **103 Goal cages**, the following paragraph is added:

Drop net shall be hanging at minimum of 8 cm and maximum of 10 cm inside the goal cage, measured from the back edge of the goal line.



## Adjustment 5: Inspection of the rink

Because the inspection of the rink is so far not mentioned we propose to add the following rule:

### **104 Inspection of the rink**

Before starting the game, the rink should be inspected by the referees. The rink should be closed, the surface clean of objects and the goals and goal nets whole and undamaged.



## Adjustment 6: Fastening of a hand-held stick to a part of the body

Players are allowed to play only in the class that they are classified in. However, it is possible that fastening a stick to one's hand would change the class value of a player. For that reason, players should be required to inform the classifiers whether they fasten the stick to a part of their body during the match, so that classifiers can verify the class value in that case.

The following rule regard to fasten a hand-held stick to a part of the body definition is changed:

508. A player is allowed to fasten a hand-held stick to a part of the body, if the player is unable to hold the stick. A player is not allowed to fix a hand-held stick to the powerchair.

Is changed to:

508. A player is allowed to fasten a hand-held stick to a part of the body, if the player is unable to hold the stick **and is classified that way**. A player is not allowed to fix a hand-held stick to the powerchair.



## Adjustment 7: Hit - in

To handle the event when an unintentional high ball hits an object or the ceiling above the playing field, we propose for the match to continue as if the ball has been played out of the field, i.e. with a hit-in for the team that was not the last to touch the ball.

### **Add to 705, events leading to a hit-in:**

- the ball hits an object or ceiling above the playing field.



## Adjustment 8: Replacing the goalkeeper at standard situations

Current rules are very restrictive when it comes to goalkeepers at standard situations. They all state, in one form or another, that the goalkeeper that was on the field at the time a standard situation occurred shall be part of execution of the consequence.

For example, in 706 Goalkeeper ball, the rules state:

The player who was active as goalkeeper at the moment of awarding the goalkeeper ball, shall take the goalkeeper ball.

That means that even if a substitution for the goalkeeper was pending, it can not be executed because the current goalkeeper has to take the goalkeeper ball. In reality, referees allow such substitutions,

In order to align the rules with reality and to allow a bit more flexibility to the coaches in regards to substitutions of goalkeepers (e.g. at penalty shots), we propose that all relevant rules are changed so to state that currently active goalkeeper takes part in the standard situation. That means that, if a substitution is requested, it can be carried out and the goalkeeper that comes in, and effectively becomes the currently active goalkeeper, can continue with the game normally.

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In order to implement this change, following updates are needed:

**In 706 Goalkeeper ball, replace:**

The player who was active as goalkeeper at the moment of awarding the goalkeeper ball, shall take the goalkeeper ball.

with:

Currently active goalkeeper shall take the goalkeeper ball.

**In 710 Penalty shot, replace:**

The player who was active as goalkeeper at the moment of awarding the penalty shot, shall defend the penalty shot.

with:

Currently active goalkeeper shall defend the penalty shot.



## Adjustment 9: New signal for passive play

According to the rules of the game (*611 Delaying the game*), teams should try to play an active game as much as possible. Referees have a duty to warn the team before awarding a free hit to the opposition. Since the match can be played in a crowded hall, it might be hard for players to hear the referee's warning.

To avoid such situation, we propose to add a new referee hand signal to show the players that the game is played in a passive manner and that a free hit for the opposition will be awarded, unless that changes.

We propose to use the hand signal for passive play from handball, as seen on the photo:



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As soon as play is no longer passive, referees will lower their hands. That way players will know that free hit is no longer coming for reasons of delaying the game.

Should an offense occur during the passive play, the match will resume according to the reason for which the game was stopped.

Rule changes required to implement the new signal:

In **611 Delaying the game**, add the following line:

In addition to verbally informing the teams, referees use the hand signal for passive play to warn the teams. As soon as play is no longer passive, referees will stop using the signal.

In **803 Offences leading to Green card**, replace sentence:

referees must inform the team that they are wasting time before whistling

with;

referees must inform the team that they are wasting time before whistling verbally and by using the signal for passive play



## Adjustment 10: Technical time out

In order to reduce time wasting and keep the game flowing, technical time outs should only be used to help injured players and assist with repairs of powerchairs.

For that reason, we propose the following rule change:

Add the following line to rule **603 Technical time out:**

Technical time out can only be used to assist players and fix or repair the equipment, and cannot be used for coaching the team.



# MOTIONS NOT OPEN FOR DISCUSSION ON IPCH GAME RULES



# IPCH Game Rules F.1.3



F.1.3. During the match a player shall drive the powerchair with a maximum speed of 15 km/h.

## **Motion to change into :**

When a player in the game is suspected from speeding and is send to the speed control this check shall take into account 5% margin of allowance.

### **Explanation:**

The aim for this motion is not to change this game rule but to provide some margin during a speed check during the game. The current method to tune the speed of the powerchair is based on measuring the speed of driving wheels, It does not take into account all factors during the game. For instance, a perfectly tuned wheelchair can drive a bit faster unintentionally because of heating up during the game, weather condition, battery condition etc...

When setting the speed limit for a powerchair the limit shall be max 15km/h.

To avoid penalties to a players whose powerchair overruns the speed limit during an ingame check a fair 5% margin shall be taken into account. In this way the risk for penalizing a player who's powerchair runs a bit faster on the measuring table is not penalized, because it is not seen as an intentional change to the powerchair to be able to drive faster in the game.

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### **IPCH comment:**

Speed control is a topic that is always under investigation.

As reported in many occasions IPCH is always looking for possible improvements in this field.

The current system has been officially introduced in 2010 after several testing of different kind of systems and tools to check the speed suggested by different Nations.

The research on this field has never stopped, and IPCH hopes one day to find a suitable and feasible solution that will allow real time and in-play check of the speed.

Since 2010 many more tests have been conducted (as f.e. in Finland 2012, Italy 2020).

The concept of the system is quite common in other similar sports as f.e. Powerchair Football that is also using a speed control system based on rollers where to climb with the powerchair and have it tested.

In 2020 the system from Germany has also been tested with successful results. The data comparison among the two system used in the Eurostars Tournament in Lignano in 2020, were, in fact the same. Finland was also working on a speed system to be used in Pajulahti 2020 based on the rolls concept.

Heating of the engine should be taken in consideration by the player as it is a well known fact that the speed will increase due to heating of the engine, it is not an accidental. Because we know there are external factors to consider a speed control is always available in the training facility as well as in the competition one, and this is why we do encourage teams to test their powerchairs after trainings before the competition. Especially, teams are encouraged to test their chairs with the speedometer of the competition field after their training slot on the competition field to make sure that external factors such as the field material, the temperature of the hall etc is considered.

IPCH has decided to discard the motion from the discussion as it doesn't provide a structured proposal, adding a margin of 5% means allowing chairs to drive up to 15,75km/h. At this stage as stated by the Speed Controls Instruction in use since 2014 with the current speed system a 0,5 km/h tolerance is already applied.

For how the motion has been submitted it looks like the request to add a margin of 5% is suggested no matter which device or system is used. Because of the investigation work going on, based on the data collected in the time and because a tolerance is already applied the motion is not accepted for discussion.



# IPCH Game Rules G.6



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.

## **Motion to change into :**

Investigate and improve the current game rule by penalizing delaying the game by time control. Implement a measurable rule to prevent delaying the game.

Penalize the team when the team possessing the ball did not move/play the ball into the penalty area of the opponent during 1 minute. The time is reset and stopped when the ball crosses the penalty line towards the opposing team and start measuring when the ball crosses back to the neutral zone. This rule requires an effort from the table to measure the possession time before crossing to the opposing penalty zone.

## **Explanation:**

The current game rule leaves the judgement of delaying the game to the referee. Other sports with the same intention are using time control successfully. With regard to powerchairhockey this extra element can bring extra defending and offending tactics to the game and can elevate the sport to a more dynamic and more attractive game which will guarantee a game played with a high pace.



## IPCH comment:

The motion is not formulated correctly as it doesn't provide a structured proposal.

IPCH will send the proposal to the relevant committees for further evaluation to check if this could be feasible and applicable in our sport.

The introduction of such a change could affect the rules and the game in many different ways, therefore to properly formulate it as a motion it might be necessary to test the proposed change in a league or a series of tournaments collecting data and feedbacks.

Also, as mentioned, this would complicate a lot the work of the match table. Right now at the match table there usually are volunteers handling time, score keeping and class point calculator. They are currently supervised by 1 Jury Member in their work.

In order to handle stop clock as it is done in basketball it would be necessary to recruit two extra persons for the match table that should also be trained for the job and should be used to see high level Powerchair Hockey.

According to our experience finding such trained volunteers is not an easy job.

So this change would also require Nations and Organizers to a stronger commitment in the education of Jury Members and of match table staff.



# Enhancement and clarification of the definition of “T-stick goal”

In order to raise and reward the involvement of T-stick players in offensive play, we propose to enhance the definition of “T-stick goal” in context of point value.

At this time an own goals always count as 1 point, regardless of whether it was scored by a hand- or a T-stick player.

Proposal is to add in the rule **301 Correctly scored goal**, the following paragraph:

If an own goal is scored due to active involvement of an opponent T-stick player, referees can decide to award a 2-point goal. This decision is solely down to the referee's judgement.

## **IPCH comment:**

IPCH believes this could be a very tricky decision for Referees to make.

Because of the peculiarity of the situation it would be beneficial to run some research on how often this situation occurs or could happen and possibly run a trial in a league or tournaments to properly evaluate if this could be beneficial for the sport or not.

