REGULATORY ADJUSTMENTS

Introduction — Regulatory Adjustments:

This document presents a set of regulatory adjustments intended to ensure that IPCH regulations accurately reflect established procedures, existing operational practices and applicable requirements.

These adjustments do not require a vote. They will be presented for information and applied directly, in accordance with the applicable IPCH governance procedures, as they address one or more of the following needs:

- **Alignment with established practices**: ensuring that the wording of the regulations reflects procedures and practical arrangements already in place.

- **Safety requirements**: introducing or clarifying provisions necessary to ensure the safety of athletes, officials and other participants.

- **Alignment with external regulations and requirements**: incorporating applicable requirements or changes originating from the International Paralympic Committee (IPC) or World Abilitysport.

For each adjustment, this document identifies the relevant regulatory provisions, explains the reason for the change and provides the revised wording, together with implementation details where applicable.

The purpose is to ensure that the regulatory framework remains clear, consistent and up to date, while maintaining alignment between written rules and their practical application.

Motions Information Sessions

IPCH will host two informal information sessions ahead of the Sport Congress to discuss proposals submitted by IPCH and Member Nations, answer questions and clarify key points.

Member Nations are encouraged to review the Congress package in advance and attend the relevant session to support focused discussions and informed decision-making during the Congress.

Information sessions

Date and time (CET)	Discussion focus
10 November 2026, 18:00–20:00	**IPCH Name Change Proposal and Regulatory Adjustments**
22 November 2026, 13:30–16:30	Regulatory Motions

For questions or further information, contact office@powerchairhockey.org.

Adjustment n.01:

Widening the Referee Area

KEY CHANGES:
- Referee area: width increased from 1 m to 2 m.
- Match table: moved outside the referee area.

- **Regulatory reference**:
  Game Rules — Rule 102, Markings on the Field

Purpose and Rationale

IPCH is one of the few sports in which referees using powerchairs officiate directly on the field of play. Ensuring that they can perform their duties safely, independently and effectively is an important aspect of maintaining an accessible and appropriate competition environment.

The current referee area, set at one metre in width, does not provide sufficient space for referees using powerchairs to manoeuvre safely and effectively, increasing the risk of collisions with other officials, equipment and surrounding objects.

Since the 2024 European Championship, a wider referee area has consistently been applied in practice. Measurements and testing during international matches have confirmed that a width of two metres provides sufficient space for referees using powerchairs to move and turn while maintaining their focus on the game.

This adjustment formalises the existing practice by increasing the referee area from one metre to two metres. It also moves the match table outside the referee area, ensuring that the space remains clear and available for referees to perform their duties safely.

Current Text

Game rules: Rule 102 Markings on the field / Referee area
- The area around the playing ~~field, 1m in width~~.

The referee area shall be clearly marked.

Game rules: Rule 102 Markings on the field / Match table
- Table in extension of the centre line, ~~1m outside the playing field.~~

Proposed Text

Game rules: Rule 102 Markings on the field / Referee area
The area around the playing **field, 2m in width.**
The referee area shall be clearly marked.

Game rules: Rule 102 Markings on the field / Match table
- Table in extension of the centre line, **outside of the referee area.**

Adjustment n.02:

T-stick goal on an extra time

KEY CHANGES:

- Golden goal: always counts as one goal, regardless of whether it is scored by a T-stick or hand-stick player.
- Final match score: a golden goal adds +1 to the match result.

- Regulatory reference:
  Game Rules — Rule 301, Correctly Scored Goal

Purpose and Rationale

A golden goal immediately ends the match, meaning that the outcome is decided by the first goal scored during extra time. Therefore, there is no reason to award double points for a goal scored by a player using a T-stick.

The current double-point provision is intended to recognise the impact of a T-stick goal during regular play. However, in a golden-goal situation, the goal already has the **maximum possible impact on the match**, as it immediately determines the winner.

We therefore propose that a **golden goal should always count as one goal**, regardless of whether it is scored by a player using a T-stick or by a player using their wheelchair.

This principle would also be consistent with the treatment of **penalty shot series**. As in a penalty shot series, the golden goal should result in a **+1 being added to the final match result**, rather than treating the goal as two goals for the purpose of the final score.

The distinction should be maintained between the **value of the goal within the match result** and the **statistical recording of the individual goal**. A T-stick goal may have a value of two within the match during regular play, but it remains **one goal scored by the athlete** for individual statistical purposes, such as the Top Scorer ranking.

Accordingly, a golden goal scored with a T-stick would:

- count as **one goal for the athlete's individual statistics**;
- result in **+1 being added to the ending result of the match**, in the same way as a goal determining the outcome in a penalty shot series;
- not be counted as two goals in the final match score.

Current Text

Game rules: Rule 301 Correctly scored goal

A goal is scored if the ball has completely passed the goal line between the goal posts and under the crossbar.

If a goal cage is shoved away, while a goal is scored, the goal counts if the ball has completely passed the goal line from the front between the marks where the goal posts should stand.

This is for the judgement of the referee. If the ball hits the goal cage, then the goalkeeper, and after that passes the goal line from the front, the goal counts. This applies also during a penalty shot.

A goal scored by a hand-stick player counts as 1 point.

A goal scored by a T-stick player counts as 2 points. The player must be actively involved in the scoring e.g. a goal scored off a bounce of a stationary wheelchair or T-stick still counts as 1 point. If a goal is scored by a T-stick player from a penalty shot during regular or extra game time, it counts as 2 points.

During the penalty shot series, all goals count as 1 point.

An own goal scored correctly always counts as 1 point.

After a goal, during regular time, the match will be resumed with an opening ball.

Proposed Text

Game rules: Rule 301 Correctly scored goal

A goal is scored if the ball has completely passed the goal line between the goal posts and under the crossbar.

If a goal cage is shoved away, while a goal is scored, the goal counts if the ball has completely passed the goal line from the front between the marks where the goal posts should stand.

This is for the judgement of the referee. If the ball hits the goal cage, then the goalkeeper, and after that passes the goal line from the front, the goal counts. This applies also during a penalty shot.

A goal scored by a hand-stick player counts as 1 point.

A goal scored by a T-stick player counts as 2 points. The player must be actively involved in the scoring e.g. a goal scored off a bounce of a stationary wheelchair or T-stick still counts as 1 point. If a goal is scored by a T-stick player from a penalty shot during regular game time, it counts as 2 points.

During the penalty shot series, all goals count as 1 point.
A golden goal always counts as one.

An own goal scored correctly always counts as 1 point.

After a goal, during regular time, the match will be resumed with an opening ball.

Adjustment n.03:

Incorrectly scored goal

KEY CHANGES:

- Invalid goal: explicitly covers an offence committed by a member of the attacking team immediately before a goal is scored.
- Restart: play resumes with a free hit in the newly specified situation.

- **Regulatory reference**:
  Game Rules — Rule 302, Incorrectly Scored Goal

Purpose and Rationale

In practice, referees have consistently applied the principle that a goal should not be awarded when the attacking team has committed an offence immediately before the goal is scored. This reflects the basic principle that a team should not be allowed to benefit from an infringement that directly contributes to the scoring opportunity or goal.

However, the current wording of Rule 302 only specifically addresses two situations: when the ball hits a referee and results in a goal, and when an attacking player touches the ball or hinders the goalkeeper in the goal area. It therefore does not clearly cover other offences committed by a member of the attacking team immediately before a goal is scored.

This adjustment is intended to **align the wording of the rules with the established refereeing practice** and provide a clear and general principle for incorrectly scored goals. It would make it explicit that an attacking team cannot benefit from a goal when an offence has occurred immediately beforehand.

The proposed wording also provides a clear restart: the goal is invalid and play resumes with a **free hit**. This should make the rule easier for referees to apply consistently and provide greater clarity for players, coaches and spectators.

Current Text

Game rules: Rule 302 Incorrectly scored goal

- If the ball hits a referee and as a result a goal is scored, the goal does not count. Match resumes with a goalkeeper ball.
- ~~If an attacking player has touched the ball or is hindering the goalkeeper in any way in the goal area, before the goal is scored, the goal does not count.~~

Proposed Text

Game rules: Rule 302 Incorrectly scored goal

- If the ball hits a referee and as a result a goal is scored, the goal does not count. Match resumes with a goalkeeper ball.
- **If a member of the attacking team has committed an offence just before a goal is scored, the goal is considered invalid. The match resumes with a free hit.**

Adjustment n.04:

Clarifying Responsibility for Signing the Match Form

KEY CHANGES:

- Responsible person: the player who is captain on the field when the match ends must check and sign the match form.
- Purpose: clarifies responsibility when the original captain has been substituted or has left the field.

- **Regulatory reference**:
  Game Rules — Rule 403, Particular Regulations for Team Captains

Purpose and Rationale

There has occasionally been confusion about who is responsible for checking and signing the match form after a match, particularly when the team captain has been substituted or has left the field before the end of the game. In practice, the match form is already checked and signed by the player who is acting as captain when the match ends. The current wording, however, does not clearly reflect this practice, as it simply states that *"the captain shall check and sign the match form immediately after the match."*

The purpose of this adjustment is therefore **not to introduce a new procedure, but to clarify and formalise the practice that is already being followed**. The proposed wording specifies that the player who was captain on the field when the game ended is responsible for checking and signing the match form. This removes ambiguity in situations where the original captain has been substituted or has otherwise left the field, and ensures that the rules clearly reflect the procedure already applied in practice.

Current Text

Game rules: Rule 403 Particular regulations for team captains

- Each team shall have a captain, who must wear an armband around the upper arm (if possible). The captain represents the team and may communicate with the referees in a correct manner.
  If the captain leaves the playing field, the captain shall inform the referee which player will replace the captain. New captain shall wear the armband till the end of the match or until they are substituted.
  ~~The captain~~ shall check and sign the match form immediately after the match.

Proposed Text

Game rules: Rule 403 Particular regulations for team captains

- Each team shall have a captain, who must wear an armband around the upper arm (if possible). The captain represents the team and may communicate with the referees in a correct manner.
  If the captain leaves the playing field, the captain shall inform the referee which player will replace the captain. **The** new captain shall wear the armband till the end of the match or until they are substituted.
  The player who was the captain on the field when the game ended shall check and sign the match form immediately after the match..

Adjustment n.05:

Moving the responsibility of equipment from the coaches to players

KEY CHANGES:

- Individual responsibility: each participant is responsible for ensuring that the equipment they use, carry or control complies with the regulations.
- Team staff duties: removes the coach's specific responsibility for ensuring that players' sticks and powerchairs comply with the rules.

- **Regulatory reference**:
  Game Rules —; Rule 404, Team Staff; proposed new Rule 501

Purpose and Rationale

Under the current rules, the coach is responsible for ensuring that the players' equipment complies with the applicable rules and regulations. However, if illegal equipment is identified, the **player concerned is the person subject to the sanction**, including the possibility of receiving a red card.

In practice, equipment is not used only by players. **Other participants involved in the match may also use or carry equipment**, depending on their role. This may include, for example, coaches using loudspeakers or communication devices, team assistants carrying tools or equipment for repairing or adjusting powerchairs, and participants using video analysis or other technical equipment.

The adjustment aims to make the responsibility for equipment compliance **individual and directly linked to the person using or controlling the equipment**. Each participant should be responsible for ensuring that any equipment they use, carry or position complies with the applicable rules and that it is placed only in areas where it is permitted.

For the purpose of this provision, the term **"participant"** should cover all persons taking part in the match or competition in an officially recognised role, including players, coaches, team assistants and other registered team or match participants where applicable. The term should be used consistently throughout the relevant rules and regulations.

This approach provides a clearer and more consistent allocation of responsibility: **each participant is responsible for the equipment under their own use or control**, rather than placing responsibility on another member of the team who may not be directly using or controlling that equipment.

The proposed amendment therefore does not change the principle that illegal equipment may be subject to the applicable sanctions. It clarifies **who is responsible for ensuring compliance** and ensures that the responsibility applies consistently to all participants, not only to players.

Current Text

Game rules: rule 404 Team staff

- The coach(es) are responsible for:
  - ~~Ensuring that the players meet the regulations with respect to sticks and powerchairs.~~
  - Checking players' names, numbers and class points on the match form before the match starts
  - Ensuring that the team is present on the playing field and ready to play on time.
  - Ensuring that the total of class points of the team on the playing field doesn't exceed 12 points

Proposed Text

Game rules: rule 404 Team staff
Remove
Ensuring that the players meet the regulations with respect to sticks and powerchairs.

Game rules: section 5 EQUIPMENT
Add as rule 501 (and change all numbering afterwards)
Each participant is responsible to assure their equipment is according to the rules and regulations.

Adjustment n.06:

Thickness of the T-stick

KEY CHANGES:

- Maximum T-stick width: reduced from 2 cm to 1 cm.
- Purpose: intended to reduce potential safety risks associated with accidental contact between a powerchair and a T-stick.

- **Regulatory reference**:
  Game Rules — Rule 508 Sticks

Purpose and Rationale

With the development of new materials and manufacturing methods, **T-sticks are becoming increasingly rigid and durable**. While this provides benefits in terms of durability and performance, it also changes the safety considerations when a powerchair accidentally drives over a T-stick.

Older T-sticks were generally more flexible and would bend or deform when driven over. With stiffer T-sticks, this is less likely to occur, increasing the risk that the T-stick may act as an obstacle and cause the front of the powerchair to lift or the player to lose stability, potentially resulting in a fall.

Accidental contacts with or driving over a T-stick can therefore create a significant risk to the player's safety, particularly where the stick is sufficiently rigid to resist the movement of the powerchair.

The purpose of this adjustment is therefore to **reduce the potential risk associated with accidental contact between a powerchair and a T-stick** by limiting the maximum width of the T-stick from **2 cm to 1 cm**.

The proposed limitation would reduce the amount of material and contact surface presented to the powerchair while still allowing T-sticks to perform their intended function during play. The amendment is therefore intended as a **preventive safety measure**, ensuring that the regulations remain appropriate in light of developments in the materials and manufacturing methods used to produce T-sticks.

The adjustment does not seek to restrict the use of new materials or manufacturing technologies, but rather to ensure that the physical characteristics of T-sticks remain compatible with the safety requirements of the sport.

Current Text

Game rules: Rule 508 Sticks
The T-stick

The T-stick is made of synthetic, non-transparent material and shall be attached to the front of the powerchair. The distance between the front of the T-stick and the front of the powerchair may not exceed 50 cm.

The T-stick shall have 1 blade and may have 1 pair of side-wings. The connections which fasten the side-wings to the blade and the T-stick to the powerchair, may be made of metal and/or aluminium. The part(s) of the connection outside the blade shall be at such a height that the ball can roll underneath freely.

The blade shall have a maximum length of 30 cm and shall have a maximum height of 10 cm over a minimum of 20 cm, measured from the front of the blade. The blade and side-wings shall have a maximum thickness of ~~2 cm~~. The curve of the blade shall not exceed 3 cm.

Side-wings may be attached anywhere on the sides of the blade, angled at between 75 and 90 degrees. Side-wings shall have a maximum height of 10 cm and a maximum width of 10 cm, measured from the blade. At the end the side-wings may be rounded to a maximum of 2 cm, but may not go under an interior angle of 135 degrees.

Proposed Text
Game rules: Rule 508 Sticks
The T-stick

The T-stick is made of synthetic, non-transparent material and shall be attached to the front of the powerchair. The distance between the front of the T-stick and the front of the powerchair may not exceed 50 cm.

The T-stick shall have 1 blade and may have 1 pair of side-wings. The connections which fasten the side-wings to the blade and the T-stick to the powerchair, may be made of metal and/or aluminium. The part(s) of the connection outside the blade shall be at such a height that the ball can roll underneath freely.

The blade shall have a maximum length of 30 cm and shall have a maximum height of 10 cm over a minimum of 20 cm, measured from the front of the blade. The blade and side-wings shall have a maximum thickness of **1 cm.** The curve of the blade shall not exceed 3 cm.

Side-wings may be attached anywhere on the sides of the blade, angled at between 75 and 90 degrees. Side-wings shall have a maximum height of 10 cm and a maximum width of 10 cm, measured from the blade. At the end the side-wings may be rounded to a maximum of 2 cm, but may not go under an interior angle of 135 degrees.

Adjustment n.07:

Specification on Jersey Colours

KEY CHANGES:

- Field-player colour differentiation: Requires field players of each team to wear the same colour, clearly distinguishable from the opposing team's field players and from both goalkeepers.
- Goalkeeper colour differentiation: Requires each goalkeeper to wear a shirt colour clearly different from the field players of both teams and from the opposing goalkeeper.
- Visibility from behind: Explicitly requires colour differences to remain clear when players are viewed from behind.
- Improved identification and officiating: Supports immediate and consistent identification of players and their roles, particularly as goalkeepers increasingly participate in open play.
- Purpose: Strengthens visual clarity for players, referees and other officials throughout the match.

- **Regulatory reference:**
  Game Rules — Rule 501, The Players' Clothing

Purpose and Rationale

With goalkeepers becoming increasingly active outside the goal area and participating more directly in open play, **clear visual identification of the goalkeeper has become increasingly important**.

Under the current rules, the requirement is that the shirts of opposing teams are different in colour. However, this does not sufficiently address situations where the goalkeeper moves away from the goal area and may come into close proximity with field players from either team, or where the goalkeeper's shirt colour is similar to that of their own field players or the opposing goalkeeper.

Clear differentiation between **field players and goalkeepers, as well as between the two teams**, is important to allow players, referees and other officials to identify the role and team of each player immediately and consistently throughout the match.

The proposed amendment therefore introduces a more specific colour requirement. Field players of each team must wear shirts that are clearly distinguishable from the field players of the opposing team and from both goalkeepers. Goalkeepers, in turn, must wear a shirt that is clearly distinguishable from the field players of both teams and from the opposing goalkeeper.

The requirement that the colours must also be clearly different **when viewed from behind** is particularly relevant in Powerchair Hockey, as players and referees may approach or follow a player from different directions during active play.

The purpose of the amendment is therefore to **improve player identification and support clear and consistent officiating**, particularly as the role and movement of goalkeepers in the field of play continue to evolve

Current Text

Game rules: Rule 501 The players' clothing

- ~~The field players of a team shall wear the same type of shirts. Shirts must be in a different colour than the shirts of the opposing team.~~

All players need to be identifiable by a playing number on the front of their shirt.
The number shall be clearly visible with a minimum height of 7 cm.

Proposed Text

Game rules: Rule 501 The players' clothing

All players of a team shall wear the same type of shirts. The shirts of the field players of a team must be the same colour and clearly different (also looking from behind) from the opposing field players, goalkeeper of the same team and the goalkeeper of the opposing team.

Goalkeepers shall wear a shirt that is clearly different (also looking from behind) colour from the field players of both teams and of the opposing goalkeeper.

All players need to be identifiable by a playing number on the front of their shirt. The number shall be clearly visible with a minimum height of 7 cm.

Adjustment n.08:

Hit-in rule

KEY CHANGES:

- Eligible player: Any player from the team awarded the hit-in may take it.
- Prompt execution: The player taking the hit-in must take position as quickly as possible.
- Opponent positioning: Opposing players must move at least 2 metres from the ball before the restart.
- Standardised restart procedure: The ball must be stationary, and the hit-in is taken following the referee's whistle. The player taking it may not touch the ball again until another player has touched it.
- Direct restart: A goal may be scored directly from a hit-in.
- Existing award criteria unchanged: The amendment clarifies how a hit-in is executed without changing the circumstances in which it is awarded.

- **Regulatory reference**:
  Game Rules — Rule 704, Hit-in

Purpose and Rationale

A **hit-in and a free hit are awarded for different reasons**, and the rules should continue to distinguish between the circumstances that lead to each restart. However, once the restart has been awarded, there is no practical or sporting reason for the two situations to be executed differently.

Under the current wording of the Game Rules, there are significant differences in the prescribed execution of a hit-in and a free hit, including requirements concerning the position and distance of opposing players. **In practice, however, these situations are handled in the same way on the field.**

The current wording therefore does not fully reflect the way the game is actually played and officiated. This can create unnecessary complexity for players and referees, particularly when determining the correct procedure for a restart.

The adjustment therefore aims to **align the wording of Rule 704 with the established practice on the field**, by defining the execution of a hit-in more clearly and consistently.

The proposed text clarifies that:

- any player of the team awarded the hit-in may take it;
- the player taking the hit-in must take their position promptly;
- opposing players must move at least 2 metres from the ball;
- the ball must be stationary before the restart;
- the restart takes place following the referee's whistle;
- the player taking the hit-in may not touch the ball again until it has been touched by another player; and
- the hit-in is a **direct restart**, meaning that a goal may be scored directly.

The adjustment therefore **does not change why a hit-in is awarded**. It removes an unnecessary distinction in the execution of the restart and brings the written rules into line with the procedure already applied in practice, making the rule clearer, more consistent and easier for players and referees to apply.

Current Text

Game rules: Rule 704 Hit-in

- A hit-in is awarded when the ball is played out of the bounds of the field.

~~Player~~ who has last touched the ball is considered to have caused the ball to be played out. Hit-in is awarded to the opposing team.

A hit-in is taken from where the ball crossed over the boundary, 2 m from the side concerned, parallel to the centre line. If a hit-in is granted inside the penalty area, the hit-in is taken on the penalty line spot. Position of the hit-in depends on the spot where the ball ~~has~~ crossed the boundary.

~~All players of the opposing team take positions, as quickly as possible, at a distance of at least 2 m. from the ball and from the player taking the free hit, until the ball is played.~~

Proposed Text

Game rules: Rule 704 Hit-in

- A hit-in is awarded when the ball is played out of the bounds of the field.

The player who has last touched the ball is considered to have caused the ball to be played out. Hit-in is awarded to the opposing team.

A hit-in is taken from where the ball crossed over the boundary, 2 m from the side concerned, parallel to the centre line. If a hit-in is granted inside the penalty area, the hit-in is taken on the penalty line spot. Position of the hit-in depends on the spot where the ball crossed the boundary.

Any player on the team to which the hit-in has been awarded, may take the hit-in.
The player who is going to take the hit-in shall take position as quickly as possible.

All players of the opposing team take positions, as quickly as possible, at a distance of at least 2 m. from the ball, until the ball is played.

The ball shall be put stationary. As soon as the referee whistles, the player shall play the ball and may not touch it again until it has been touched by another player.

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

Adjustment n.09:

Counting the class points

KEY CHANGES:

- Class points during a two-minute penalty: The points of the player serving the penalty count towards the team's 12-point limit.
- Class points during a five-minute penalty: Clarifies how class points are counted following the disqualification of a player or a team staff member.
- Recalculation after a player disqualification: Once the five-minute penalty expires and the player serving the penalty enters the field, the team total is recalculated based on the players on the field.
- Hand-stick limit: Clarifies which players count towards the maximum of three hand-stick players, including players serving penalties and disqualified players during the five-minute penalty.
- Removal of duplicated provision: The corresponding class-points provision is removed from Rule 806 and consolidated under Rule 601.

- **Regulatory reference**:
  Rule 601, Teams; Rule 806, Red Card (Match Penalty).

Purpose and Rationale

The current Game Rules address the calculation of team class points in several different provisions, including Rule 601 – Teams and Rule 806 – Red Card (Match Penalty).

As the competition procedures have evolved, particularly with the introduction of the current red-card procedure and the five-minute time penalty, it is appropriate to consolidate and clarify these provisions in one place.

The proposed amendment brings the relevant provisions together under Rule 601 – Teams, providing a clear and consistent reference for players, coaches, referees and officials when determining how class points are counted in different penalty situations.

The proposed wording reflects the current practice applied during matches, including the treatment of class points during two-minute and five-minute time penalties. In particular, it clarifies that the class value of a disqualified player continues to count towards the team's 12-point limit during the five-minute time penalty. Once the five-minute penalty has expired and the player serving the penalty enters the field, the team total is recalculated based on the players on the field.

The same principle is clarified where a team staff member is disqualified and a player serves the resulting five-minute time penalty: during that period, the class points of the player serving the penalty count towards the team's total.

The amendment also updates the provision concerning the maximum number of hand-stick players to reflect the current application of the rule following the introduction of the five-minute time penalty. It clearly identifies which players are included when applying the maximum of three hand-stick players.

Finally, the corresponding provision currently contained in Rule 806 – Red Card (Match Penalty) is removed, as the principle is more appropriately and consistently addressed within the general provisions governing team composition and class points in Rule 601.

The purpose of the amendment is therefore to consolidate and clarify the existing provisions, align the written rules with established practice, and provide a single, clear reference for the calculation of class points and the application of the hand-stick limit.

Current Text

Game rules: Rule 601 Teams

Each match is played by two teams. In the official schedule, match is represented as: <Home team> : <Away team> . Terms Home and Away do not represent actual domiciles of the teams in relation to the location of the match. They are used solely for identification purposes in the running match.

~~A team shall play with a maximum of 12 points on the playing field, including a player with a time penalty or disqualification.~~

A player is not allowed to play in a lower functional class ~~then~~ the functional class in which the player is classified.

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

Also affected, game rules: rule 806 Red card (Match Penalty)

Proposed Text

Game rules: Rule 601 Teams

- Each match is played by two teams. In the official schedule, match is represented as: <Home team> : <Away team>

Terms Home and Away do not represent actual domiciles of the teams in relation to the location of the match. They are used solely for identification purposes in the running match.

A team shall play with a maximum of 12 points on the playing field
- During a two minute time penalty, the points of the player serving the time penalty count towards the total.
- During a five minute time penalty related to a disqualification of a player, the points of the disqualified player count towards the total. After the five minutes the points of the player who served the time penalty and enters the field count towards the total.
- During a five minute time penalty related to a disqualification of a team staff member, the points of the player serving the time penalty count towards the total.

A player is not allowed to play in a lower functional class **than** the functional class in which the player is classified.

At any moment a team can have a maximum of three players using a handheld stick among:

-The players on the field

-Players serving a two minute time penalty

-Disqualified players during the duration of the five minute time penalty related to the disqualification

-Players serving a five minute time penalty in case the disqualified person was a member of the team staff

Also game rules: rule 806 Red card (Match Penalty)
Remove
~~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.~~

Adjustment n.10:

Reasons for giving a technical time-out

KEY CHANGES:

- Equipment defects: Extends the rule beyond powerchair defects to cover defective equipment generally.
- Repair or replacement: Clarifies that equipment may need to be repaired or changed, or the player substituted, if the issue cannot be resolved within one minute.
- Match administration: Explicitly allows technical time-outs to address issues involving the match table, match form, match timing or referees' equipment, including communication headsets.
- Safety concerns: Allows referees to stop play to address potentially dangerous situations, such as liquid on the playing surface or a broken T-stick.
- Unforeseen situations: Provides referees with discretion to address other unexpected issues that may affect the match.
- No coaching: Maintains the existing prohibition on using a technical time-out for coaching purposes.

- Regulatory reference:
  Rule 604, Technical Time-Out.

Purpose and Rationale

The current rules define technical time-outs primarily in relation to **powerchair defects and player injuries**. However, experience from international competitions has shown that there are other situations in which a temporary interruption may be necessary to allow an issue to be resolved and the match to continue safely and correctly.

In practice, technical time-outs have also been used where **other equipment requires attention**, for example when a player needs to adjust their seating position or when equipment other than the powerchair is defective.

There are also situations that cannot reasonably be anticipated in the rules but may affect the safe or proper continuation of the match. Examples include **liquid on the playing surface, a broken T-stick, problems with the match table or match timing, or issues with referees' equipment such as communication headsets**. In such circumstances, referees need to have the ability to temporarily stop the match and address the issue rather than allowing play to continue with a potential impact on safety, fairness or the proper administration of the match.

The proposed amendment therefore broadens the provision to cover **defective equipment and other unforeseen situations that may affect the match**, while maintaining the existing distinction between a technical time-out and a team time-out: a technical time-out is intended to resolve an operational, technical, equipment or safety issue and **cannot be used for coaching purposes**.

The amendment also ensures that the rule reflects the practical experience of international competition and provides referees with a **clear regulatory basis for dealing with situations that cannot be exhaustively listed in the rules**.

The purpose of the amendment is therefore not to introduce a new type of stoppage, but to formally recognise and clarify the circumstances in which a technical time-out may be required to ensure that the match can continue safely, fairly and correctly.

Current Text

Game rules: Rule 604 Technical Time out

In case of a ~~powerchair defect,~~ the referees shall not whistle immediately. During the next dead moment of play a technical time out shall be awarded to try to fix the powerchair.

In case of an injury (or a suspected injury) to the player, referees shall stop the game immediately and a technical time out shall be awarded.

If the ~~powerchair~~ cannot be repaired or a player's injury remedied within 1 minute, the player in question shall change the ~~powerchair if possible~~ or shall be substituted to enable the match to be continued.

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

Proposed Text

Game rules: Rule 604 Technical Time out

In case of **defective equipment,** the referees shall not whistle immediately. During the next dead moment of play a technical time out shall be awarded to try to fix the equipment.

In case of an injury (or a suspected injury) to the player, referees shall stop the game immediately and a technical time out shall be awarded.

If the **equipment** cannot be repaired or a player's injury remedied within 1 minute, the player in question shall change the **equipment** or shall be substituted to enable the match to be continued.

Referees can also call for a technical time-out if there are some issues with the match table (match form, the match time) or referees' equipment (especially headsets) or if there is a potentially dangerous situation (e.g. some liquid on the playing surface, a broken t-stick) or in other unforeseen situations that might affect the match.

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

Adjustment n.11:

Clarification of Player Selection for a Staff Yellow Card

KEY CHANGES:

- Responsibility for selection: Clarifies that the team captain selects the player who will serve the penalty.
- Player eligibility: The selected player must be a team member currently on the field.
- Procedural consistency: Aligns the procedure with existing rules for selecting a player to serve a time penalty resulting from a card issued to another person.

- **Regulatory reference**:
  Rule 804, Yellow Card (2-Minute Time Penalty)..

Purpose and Rationale

The current rules specify that, when a member of the team staff receives a yellow card, a player currently on the field must serve the resulting two-minute time penalty. However, **the rules do not specify who is responsible for selecting that player**.

In other situations where a player must be selected to serve a time penalty as a consequence of a card given to another person, the current rules provide that the **captain makes the selection**. Applying a different or unspecified procedure in this particular situation may therefore create unnecessary uncertainty at the time the penalty is imposed.

The proposed amendment aligns this situation with the existing procedure and establishes that, when a member of the team staff receives a yellow card, **the captain chooses which player currently on the field will serve the two-minute time penalty**.

This provides a clear and consistent procedure for referees and teams and avoids ambiguity at the moment the penalty is awarded.

Current Text

Game rules: Rule 804 Yellow Card (2-minute Time Penalty)
If a member of team staff receives a yellow card, a player of the team currently on the field shall serve a 2-minute penalty.

Proposed Text

Game rules: Rule 804 Yellow Card (2-minute Time Penalty)
If a member of team staff receives a yellow card, **the captain chooses** a player of their team currently on the field to serve the 2-minute time penalty.

Adjustment n.12:

Reinstatement of the Three-Second Rule for Field Players

KEY CHANGES:

- Field-player obstruction: Explicitly prohibits field players from obstructing the ball with their powerchair and/or stick for more than three seconds anywhere on the field.
- Referee procedure: Requires the referee to draw the player's attention to the obstruction and indicate that the three-second rule is being enforced.
- Audible and visible count: Clarifies that the referee counts the three seconds both audibly and visibly.
- Restoration of previous wording: Reintroduces a provision inadvertently omitted from the current rules, aligning the written regulations with established practice.

- **Regulatory reference**:
  Rule 709, Events Leading to a Free Hit.

Purpose and Rationale

The current rules contain a specific provision addressing situations where a **goalkeeper obstructs the ball with the powerchair and/or stick for more than three seconds**. However, the corresponding provision concerning **field players obstructing the ball with their powerchair** is no longer explicitly included in the current wording.

This provision was included in previous versions of the rules and has inadvertently been omitted during the transition to the current rules. **The proposed amendment therefore restores the wording to reflect the established way in which this situation has consistently been handled and officiated in practice.**

A field player should not be able to intentionally or unintentionally use their powerchair or stick to hold or obstruct the ball for an extended period of time, as this can prevent the ball from remaining in active play and may provide an unfair advantage.

The proposed wording establishes that, when a field player obstructs the ball for more than three seconds with their powerchair and/or stick, the referee shall apply the same basic procedure already established for the goalkeeper: the player is warned that the three-second rule is being enforced, and the referee counts the three seconds both audibly and visibly.

The amendment therefore **does not introduce a new principle or change the way the situation is currently handled on the field**. It restores the provision to the written rules and ensures that the three-second obstruction rule is clearly and consistently applicable to both goalkeepers and field players.

Current Text

Game rules: Rule 709 Events leading to a free hit

- a player hits an opponent's stick with their stick, without intention to play the ball,
- a player blocks or lifts an opponent's stick,

- a player plays with a stick at such height or in a way that it might be intimidating or dangerous to another player (high stick),
- a player throws or drops their stick,
- a player places their stick under another player's powerchair,
- a player makes contact with an opponent's body with their stick without trying to play the ball,
- a player plays the ball in a way that is dangerous to an opponent,
- a player holds another player's body or powerchair with their own hands, feet or stick in an attempt to impede the progress of an opponent,
- a player drives over another player's stick,
- a player hits another player's powerchair with their own powerchair (see 608, Rule of the moving lines),
- a player hinders another player's movement using a powerchair (see 608, Driving the powerchair)
- a player pushes another player's powerchair with their own
- a player causes a collision using a powerchair (see 608, Driving the powerchair)
- a goalkeeper obstructs the ball outside of their own penalty area for longer than 3 seconds with the powerchair and/or stick; the referee shall draw the player's attention to the fact that the player is obstructing the ball, indicating the enforcement of the 3-seconds rule; the referee counts the 3 seconds audible and visible,
- a player plays or touches the ball, or touches the floor with the stick or powerchair in the opponents goal area (lines belong to goal area),
- a player plays the ball with a hand, head or body,
- the ball is played to a height of more than 20cm,
- player moves the goal cage to gain advantage over an opponent (not during a goal scoring situation),
- a player intentionally moves the boundary in order to obtain advantage,
- team is delaying the game,
- misconduct, unless during a dead moment of play,
- after a penalty shot has been missed during regular game time,
- a player plays with illegal equipment and it affects the running situation (e.g. powerchair is too low and stops a ball during the match).

Proposed Text

Game rules: Rule 709 Events leading to a free hit
Game rules: Rule 709 Events leading to a free hit

- a player hits an opponent's stick with their stick, without intention to play the ball,
- a player blocks or lifts an opponent's stick,
- a player plays with a stick at such height or in a way that it might be intimidating or dangerous to another player (high stick),
- a player throws or drops their stick,
- a player places their stick under another player's powerchair,
- a player makes contact with an opponent's body with their stick without trying to play the ball,
- a player plays the ball in a way that is dangerous to an opponent,
- a player holds another player's body or powerchair with their own hands, feet or stick in an attempt to impede the progress of an opponent,
- a player drives over another player's stick,
- a player hits another player's powerchair with their own powerchair (see 608, Rule of the moving lines),

- a player hinders another player's movement using a powerchair (see 608, Driving the powerchair)
- a player pushes another player's powerchair with their own
- a player causes a collision using a powerchair (see 608, Driving the powerchair)
- a goalkeeper obstructs the ball outside of their own penalty area for longer than 3 seconds with the powerchair and/or stick; the referee shall draw the player's attention to the fact that the player is obstructing the ball, indicating the enforcement of the 3-seconds rule; the referee counts the 3 seconds audible and visible,
- **a field player obstructs the ball anywhere on the field for longer than 3 seconds with the powerchair and/or stick; the referee shall draw the player's attention to the fact that the player is obstructing the ball, indicating the enforcement of the 3-seconds rule; the referee counts the 3 seconds audible and visible,**
- a player plays or touches the ball, or touches the floor with the stick or powerchair in the opponents goal area (lines belong to goal area),
- a player plays the ball with a hand, head or body,
- the ball is played to a height of more than 20cm,
- player moves the goal cage to gain advantage over an opponent (not during a goal scoring situation),
- a player intentionally moves the boundary in order to obtain advantage,
- team is delaying the game,
- misconduct, unless during a dead moment of play,
- after a penalty shot has been missed during regular game time,
- a player plays with illegal equipment and it affects the running situation (e.g. powerchair is too low and stops a ball during the match).

Adjustment n.13:

Clarification on Repeated Team Offences

KEY CHANGES:

- Clarification of team-level repetition: Clarifies that repeated offences leading to a free hit or penalty shot may be considered at team level, regardless of which individual players committed the offences.
- Individual sanction: When the team repeatedly commits such offences, the player committing the latest offence receives the green card.
- Alignment with established practice: Updates the written wording to reflect the procedure already applied by referees in practice, without introducing a new principle.

- **Regulatory reference**:
  Rule 803, Offences Leading to a Green Card.

Purpose and Rationale

Under the current wording, repeated offences leading to a free hit or penalty shot are addressed in relation to **the same player**. In practice, however, referees also consider the overall pattern of repeated offences committed by **different players of the same team** when assessing whether a team is repeatedly committing offences.

This is particularly relevant where several players of the same team commit similar offences during a match. Treating each offence only in isolation, and considering repetition only when the same player commits the offences, may prevent referees from appropriately addressing a **repeated pattern of team behaviour**.

The proposed amendment therefore clarifies that repeated offences may be considered at **team level**, regardless of which individual players committed the previous offences.

At the same time, the sanction remains linked to the individual offence: **when the team has repeatedly committed offences leading to a free hit or penalty shot, the player committing the latest offence receives the green card**.

This provides referees with a clear and consistent basis for addressing repeated offences while ensuring that the sanction is applied to the player responsible for the offence that triggers the team-level sanction.

The amendment therefore **aligns the written rule with the way repeated offences are already considered and handled in practice**, while providing greater clarity and consistency in its application.

Current Text

Game rules: Rule 803 Offences leading to Green card

- a player commits an offense leading to a free hit without possibility or intent to play the ball,
- a player repeatedly commits offenses leading to a free hit or penalty shot,
- a player or staff member is guilty of mild misconduct,
- a player fails or refuses to assume appropriate distance at free hit or referee ball (referee should warn the player before restarting the game),
- team repeatedly delays the game; Green card is given to the player in possession of the ball at the moment the game is stopped; referees must inform the team that they are wasting time before whistling verbally and by using the signal for passive play,
- substitute players and team staff leave the team area without permission (see 404 Team staff),
- members of the team staff open the boundaries during the match

Proposed Text

Game rules: Rule 803 Offences leading to Green card

- a player commits an offense leading to a free hit without possibility or intent to play the ball,
- a player repeatedly commits offenses leading to a free hit or penalty shot,
- **a team repeatedly commits offences leading to a free hit or penalty shot, the player making the last offence receives the green card**
- a player or staff member is guilty of mild misconduct,
- a player fails or refuses to assume appropriate distance at free hit or referee ball (referee should warn the player before restarting the game),
- team repeatedly delays the game; Green card is given to the player in possession of the ball at the moment the game is stopped; referees must inform the team that they are wasting time before whistling verbally and by using the signal for passive play,
- substitute players and team staff leave the team area without permission (see 404 Team staff),
- members of the team staff open the boundaries during the match

Adjustment n.14:

Clarification of the Accidental High Ball Rule

KEY CHANGES:

- Accidental high ball: Clarifies that a ball rising above 20 cm following an unintended bounce from a powerchair, stick, boundary, goal cage, player or referee may be considered accidental.
- Continuation of play: Maintains the existing principle that an accidental high ball is not a reason to stop the match.
- Goal-scoring consequence: Maintains the existing provision that a goal resulting directly from such a situation is invalid and play resumes with a goalkeeper ball.
- Alignment with established practice: Updates the wording to cover additional situations involving unintentional bounces, without changing the 20 cm height limit.

- **Regulatory reference**:
  Rule 609, Playing the Ball..

Purpose and Rationale

Under the current wording of Rule 609, a ball that rises above 20 cm after bouncing off a powerchair, the boundary, a goal cage or a referee may be considered accidental. However, in game situations, the ball may also unintentionally bounce off a player's stick or body and subsequently rise above the permitted height.
The current wording does not explicitly cover these situations, which may lead to uncertainty in the application of the rule.
The **proposed amendment therefore extends the definition of an accidental high ball to include unintentional bounces from a stick or a player's body**. This ensures that the rule covers the different objects and participants from which an unintended bounce may occur, while maintaining the existing principle that an accidental high ball is not a reason to halt the match.
The amendment does not change the 20 cm height limit or the existing consequence when an accidental high ball directly leads to a goal. It simply clarifies the situations in which a high ball may be considered accidental and provides referees with a more complete and consistent basis for applying Rule 609.

Current Text

Game rules: Rule 609 Playing the ball

The ball may be played with the blade of the stick and the powerchair. The ball may be played in any direction.

The ball shall not be played higher than 20 cm above the playing field. ~~If the ball hits a powerchair, the boundary, a goal cage or a referee and that causes it to rise above 20 cm off the ground,~~ this should be considered accidental and is no reason to halt the match. If such a situation leads to a goal, the goal shall be declared invalid. Match will be resumed with a goalkeeper ball.

Proposed Text

Game rules: Rule 609 Playing the ball

The ball may be played with the blade of the stick and the powerchair. The ball may be played in any direction.

The ball shall not be played higher than 20 cm above the playing field. **If the ball bounces off a powerchair, a stick, the boundary, a goal cage, a player or a referee above 20 cm off the ground,** this should be considered accidental and is no reason to halt the match. If such a situation leads to a goal, the goal shall be declared invalid. The match resumed with a goalkeeper ball.

Adjustment n.15:

Clarification to the time-penalty in case of a second yellow

KEY CHANGES:

- Replacement of the penalty: Explicitly confirms that when a red card is issued as a result of a second yellow card, the associated five-minute time penalty replaces the two-minute time penalty linked to the second yellow card.
- No cumulative penalties: Clarifies that the two-minute and five-minute time penalties are not served consecutively in this situation.
- Alignment with established practice: Codifies the procedure already applied, without introducing a new sanction or changing existing practice.
- Purpose: Ensures consistent interpretation and application by referees, teams and officials.

- **Regulatory reference**:
  Rule 806, Red Card (Match Penalty).

Purpose and Rationale

Under the current wording of the rules, the procedure for handling the time penalty when a second yellow card results in a red card is not explicitly defined.

The rules already establish that **a red card resulting from a second yellow card replaces the second yellow card**. However, the current wording does not explicitly clarify that this replacement also applies to the **consequences associated with the second yellow card**, in particular the two-minute time penalty.

In practice, when a player or team staff member receives a second yellow card and is consequently shown a red card, the **five-minute time penalty associated with the red card is applied**, replacing the two-minute time penalty that would otherwise result from the second yellow card.

The proposed amendment therefore clarifies this procedure directly in Rule 806. It confirms that, when a red card is awarded as a result of a second yellow card, the replacement of the second yellow card also includes the consequences of that card: **the five-minute time penalty associated with the red card replaces the two-minute time penalty associated with the second yellow card**.

This clarification does not introduce a new sanction or change the existing practice. It simply makes explicit that the replacement of the second yellow card by the red card also applies to the consequences of the card, ensuring that referees, teams and officials have a clear and consistent reference for this situation.

Current Text

Game rules: Rule 806 Red card (Match Penalty)

There are two types of red cards – match penalty 1 (MP1) and match penalty 2 (MP2).
Unless explicitly specified by the rules, the type of match penalty awarded to the player or staff member is the decision of the referees.

Match penalty 1 shall lead to disqualification for the rest of the match and shall not lead to any further punishment for the player.

Match penalty 2 shall lead to disqualification from the current and at least one more match. The event jury decides on the length of disqualification. The jury decision must be made before the team's next match or by the end of the current competition day, whichever comes first, and communicated to the Team Manager of the penalized player's team and Chief Referee.

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 the 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.

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.

A player or a member of the team staff incurring a match penalty shall immediately leave the field and team area. They must not take any further part in the match or have any contact with the team, possible extra time and penalty shots included. If a disqualified player, coach or team assistant interferes with the match once again, the match will be stopped and the team to which they belong will lose the match regulatory.

A player or a staff member who incurs match penalty 2 shall not have any contact with the teams during all subsequent matches from which they have been disqualified.

The scorekeeper registers the match time of the disqualification, the number of the player and the type of match penalty on the match form.
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 thefield shall serve the 5-minute penalty. Their class value counts towards the class total.

Proposed Text

Game rules: Rule 806 Red card (Match Penalty)

There are two types of red cards – match penalty 1 (MP1) and match penalty 2 (MP2).
Unless explicitly specified by the rules, the type of match penalty awarded to the player or staff member is the decision of the referees.

Match penalty 1 shall lead to disqualification for the rest of the match and shall not lead to any further punishment for the player.

Match penalty 2 shall lead to disqualification from the current and at least one more match. The event jury decides on the length of disqualification. The jury decision must be made before the team's next match or by the end of the current competition day, whichever comes first, and communicated to the Team Manager of the penalized player's team and Chief Referee.

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 the penalty area and stay there for the duration of the penalty.

In the case of a red card being given because a person receives a second yellow card, the five minute time penalty related to the red card replaces the two minute time penalty related to the second yellow.

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

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.

A player or a member of the team staff incurring a match penalty shall immediately leave the field and team area. They must not take any further part in the match or have any contact with the team, possible extra time and penalty shots included. If a disqualified player, coach or team assistant interferes with the match once again, the match will be stopped and the team to which they belong will lose the match regulatory.

A player or a staff member who incurs match penalty 2 shall not have any contact with the teams during all subsequent matches from which they have been disqualified.

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

Adjustment n.16:

Clarifications to different situations related to yellow cards

KEY CHANGES:

- Yellow card for a substitute: Clarifies that a substitute player who receives a yellow card while in the team area must first be substituted into the game and then serve the two-minute time penalty.
- Second yellow card during an ongoing penalty: Specifies the procedure when a player receives a second yellow card before the first two-minute penalty has expired. The captain selects a player on the field to serve the remaining time of the first penalty, followed by the five-minute penalty resulting from the red card.
- Class points following disqualification: Clarifies that the disqualified player's class points continue to count towards the team total until the five-minute penalty expires.
- Card issued to a player serving another penalty: Establishes the procedure when a player serving another person's time penalty receives a yellow or red card. The captain selects another player to serve the remaining time of the original penalty, while the new penalty is handled according to the applicable rules.
- Procedural consistency: Addresses situations not explicitly covered by the current wording, aligning the written rules with the procedures intended for these scenarios.

- **Regulatory reference**:
  Rule 804, Yellow Card (2-Minute Time Penalty

Purpose and Rationale

The current rules already address several situations involving yellow cards and two-minute time penalties, including situations where both teams are serving penalties, multiple penalties are being measured, a penalty continues into extra time, or a yellow card is awarded together with a penalty shot.

However, the current wording does not explicitly address several other situations that may arise during a match. In particular, it does not provide a clear procedure when a **substitute player in the team area receives a yellow card**, when a player receives a **second yellow card while the first two-minute penalty is still being served**, or when a player who is serving a penalty on behalf of another person subsequently receives a card themselves.

The proposed amendment adds specific provisions for these situations, providing referees and teams with a clear and consistent procedure for applying the relevant penalties.

The adjustment clarifies that, when a substitute player in the team area receives a yellow card, the player must first be substituted into the game and then serve the resulting two-minute time penalty. This ensures that the player receiving the card is the player serving the associated penalty, while maintaining the existing rule that a field player serving a two-minute penalty cannot be replaced by a substitute.

The amendment also establishes the procedure where a player receives a second yellow card before the two-minute penalty resulting from the first yellow card has expired. In this situation, another player currently on the field is selected by the captain to serve the remaining time of the first penalty, followed by the five-minute penalty resulting from the red card. The class value

of the disqualified player continues to count towards the team total until the five-minute penalty expires.

Finally, it addresses the situation where a player selected to serve another player's time penalty subsequently receives a yellow or red card before the original penalty has expired. In this case, the captain selects another player to serve the remaining time of the original penalty, while the new card and resulting penalty are handled in accordance with the applicable rules.

These additions do not change the existing structure of yellow-card sanctions. They provide **specific procedures for situations that are not currently addressed explicitly**, ensuring that the application of time penalties remains predictable and consistent in all of these circumstances.

Current Text

Game rules: Rule 804 Yellow Card (2-minute Time Penalty)

Yellow card is always accompanied by a time penalty. The duration of the time penalty awarded with the Yellow card is 2 minutes. Penalty time shall be synchronized to game time.

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.

If the opposing team scores during a 2-minute time penalty that is being measured, the penalty shall terminate.

If both teams are serving a 2-minute penalty and one of the teams scores, no penalties shall terminate. This takes precedence over the previous paragraph.
If more than one 2-minute time penalty is being measured, only one (the shortest remaining) penalty shall terminate.

If two players of the same team are serving 2-minute time penalties that terminate at the same time and a goal is scored by the opposition, the active captain of the team shall choose which penalty shall terminate.

A 2-minute 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.

When incurring a 2-minute time penalty, the player shall leave the rink and go to the penalty area. Members of the team staff shall leave the team area and can't contact the team anymore during the match. A penalized player shall be in the penalty area during the entire penalty.
A field player with a 2-minute time penalty may not be replaced by a substitute.

A goaltender with a 2-minute time penalty may be replaced by the other T-stick player who was active in the playing field when the time penalty 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.

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

The player re-enters the playing field directly from the penalty area immediately after the bell signal or scored goal.

If a member of team staff receives a yellow card, a player of the team currently on the field shall serve a 2-minute penalty.

Proposed Text

Game rules: Rule 804 Yellow Card (2-minute Time Penalty)

Yellow card is always accompanied by a time penalty. The duration of the time penalty awarded with the Yellow card is 2 minutes. Penalty time shall be synchronized to game time.

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.

If the opposing team scores during a 2-minute time penalty that is being measured, the penalty shall terminate.

If both teams are serving a 2-minute penalty and one of the teams scores, no penalties shall terminate. This takes precedence over the previous paragraph.
If more than one 2-minute time penalty is being measured, only one (the shortest remaining) penalty shall terminate.

If two players of the same team are serving 2-minute time penalties that terminate at the same time and a goal is scored by the opposition, the active captain of the team shall choose which penalty shall terminate.

If a substitute player currently in the team area receives a yellow card, the team needs to substitute that player in and then they go to serve their two minute time penalty.

If a person receives a second yellow card before the two minute time penalty related to the first yellow card is over, the captain chooses a player currently in the field to serve the remaining time of that penalty and after that the five minute time penalty related to the red card. The classpoints of the disqualified player count until the end of the five minute time penalty.

If a player chosen by the captain to serve someone else's time penalty receives a yellow or red card before that time penalty is over, the captain chooses a new player to serve the remaining time of the original penalty. The new time penalty is handled according to the rules.

A 2-minute 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.

When incurring a 2-minute time penalty, the player shall leave the rink and go to the penalty area. Members of the team staff shall leave the team area and can't contact the team anymore during the match. A penalized player shall be in the penalty area during the entire penalty.
A field player with a 2-minute time penalty may not be replaced by a substitute.

A goaltender with a 2-minute time penalty may be replaced by the other T-stick player who was active in the playing field when the time penalty 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.

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

The player re-enters the playing field directly from the penalty area immediately after the bell signal or scored goal.

If a member of team staff receives a yellow card, a player of the team currently on the field shall serve a 2-minute penalty.

Adjustment n.17:

Clarification of the Number and Sequence of Cards per Person

KEY CHANGES:

- Maximum number of cards: Clarifies that a person may receive a maximum of two green and yellow cards and one red card during a match, in accordance with the rules governing second green and yellow cards.
- Green card following a yellow card: Specifies that a green card received after a yellow card is treated as the person's second green card and therefore results in another yellow card.
- Consistent application of sanctions: Clarifies the progressive card system to ensure that the sequence of sanctions is applied consistently, regardless of the order in which offences occur.

- **Regulatory reference**:
  Rule 801, General Regulations for Penalties; Rule 802, Green Card (Official Warning).

Purpose and Rationale

The current rules establish a progressive card system: a second green card results in a yellow card, while a second yellow card results in a red card.

However, the rules do not clearly explain what happens when a person receives a yellow card directly, without previously receiving a green card, and later commits an offence that would normally result in a green card.

Since the card system follows an increasing level of sanctions, receiving a yellow card should not allow a person to return to a lower level of sanction.

The proposed amendment clarifies that **a green card received after a yellow card is automatically treated as a second green card and therefore results in another yellow card**. The existing rules concerning second yellow cards then apply.

This clarification ensures that cards are counted consistently, regardless of the order in which offences occur, and prevents confusion

Current Text

Game rules: Rule 801 General regulations for penalties
Referees decide on all penalties during the match.
When an offence leading to a penalty is committed, the offender shall be penalized. If referees award advantage, penalties are imposed when the game is stopped (see 610 Advantage rule).

Players and members of the team staff can be penalized by Green Card (Official Warning), (Yellow Card (2-minute Time Penalty), or Red Card (Match Penalty) depending on the severity of offence. Player or a team member who is penalized will be shown the appropriate card by the referee.

After a penalty has been awarded, the game shall resume based on the reason for which it was stopped.

When players from both teams commit offences simultaneously, both players shall be penalized. Game shall continue with a referee ball.

The scorekeeper registers the match time of the penalty and the number of the player on the match form.

Also affected: Game rules: Rule 802 Green card (Official Warning)

A player who receives a first Green card can continue the match normally. If a staff member receives a Green card, it has no effect on the match.

A player or a staff member who gets the second Green card during the same match is penalized by a Yellow card. ~~A player or a staff member can only get one Green card in a match.~~

Proposed Text
Game rules: Rule 801 General regulations for penalties
Referees decide on all penalties during the match.

When an offence leading to a penalty is committed, the offender shall be penalized. If referees award advantage, penalties are imposed when the game is stopped (see 610 Advantage rule).

Players and members of the team staff can be penalized by Green Card (Official Warning), (Yellow Card (2-minute Time Penalty), or Red Card (Match Penalty) depending on the severity of offence. Player or a team member who is penalized will be shown the appropriate card by the referee.

After a penalty has been awarded, the game shall resume based on the reason for which it was stopped.

When players from both teams commit offences simultaneously, both players shall be penalized. Game shall continue with a referee ball.

The scorekeeper registers the match time of the penalty and the number of the player on the match form.

A person can be given a maximum of two green and yellow cards and a maximum of one red card during a match, taking into account the rules about second green and yellow cards. In case a person receives a green card after receiving a yellow card it always counts as the second green card given to that person.

Game rules: Rule 802 Green card (Official Warning)
A player who receives a first Green card can continue the match normally. If a staff member receives a Green card, it has no effect on the match.

A player or a staff member who gets the second Green card during the same match is penalized by a Yellow card.

Adjustment n.18:

Clarification of Players on the Field and Substitutions

KEY CHANGES:

- Maximum number of players: Explicitly establishes a maximum of five players on the field, including exactly one goalkeeper.
- Equal-number substitutions: Requires the number of players entering the field to equal the number leaving during a substitution.
- Players leaving the field: A player who leaves for a reason not otherwise covered by the Rules continues to count towards the team's player limit, total classification points and hand-stick player limit.
- Re-entry procedure: Such a player may return to the field at any dead moment of play, with the referees' permission.
- Preservation of existing rules: Does not alter the requirements for starting a match, procedures for injuries or powerchair defects, or the minimum number of players required to continue a match.
- Purpose: Closes regulatory gaps, prevents tactical exploitation of player numbers and classification limits, and supports consistent refereeing.

- **Regulatory reference**:
  Game Rules — Rule 601, Teams; Rule 605, Substitution of Players

Purpose and Rationale

The current Game Rules regulate the maximum classification points and number of hand-stick players on the field, the requirements for starting a match, the substitution procedure, and the minimum number of players required to continue a match. However, they do not explicitly establish a **maximum number of players on the field throughout the game,** nor do they require **substitutions to involve equal numbers of players entering and leaving the field.** They also do not clearly specify **how a player who leaves the field without being substituted or following a yellow or red card should be counted.**

A recent incident in the German Powerchair Hockey League highlighted the consequences of these gaps. A team deliberately played with four players to remain within the 12-point classification limit. Two teams protested against this situation, but their protests were rejected because the Rules did not explicitly prohibit this practice. In a subsequent semi-final, the same team again played with four players, and approximately one and a half minutes later, the opposing team fielded six players, arguing that the Rules did not explicitly prohibit having more than five players on the field during play.

This incident demonstrated that the current wording allows different interpretations and may create opportunities for teams to gain a tactical advantage by manipulating the number of players on the field and the application of classification limits.

The proposed amendments aim to close these gaps by explicitly **establishing a maximum of five players on the field, including exactly one goalkeeper; requiring substitutions to involve equal numbers of players entering and leaving the field; and clarifying that a player who leaves the field without being substituted continues to count towards the team's number of players, total classification points and number of hand-stick players. Such a player may return at any dead moment of play with the referees' permission.**

The amendments are intended to ensure consistent application of the Rules, prevent tactical exploitation and provide referees with a clear basis for decision-making, while preserving the existing provisions governing the start of a match, injuries, powerchair defects and the minimum number of players required to continue a match.

In particular, the amendments do not change the requirement under Rule 602 to start with one goalkeeper and four field players, the procedures under Rule 604 for injuries and powerchair defects, or the provisions under Rule 607 allowing a team to continue with at least three players, including the goalkeeper, subject to the conditions specified in that Rule.

Current Text

Game Rules 601 Teams
Each match is played by two teams. In the official schedule, match is represented as:
<Home team> : <Away team>

Terms Home and Away do not represent actual domiciles of the teams in relation to the location of the match. They are used solely for identification purposes in the running match.

A team shall play with a maximum of 12 points on the playing field, including a player with a time penalty or disqualification. A player is not allowed to play in a lower functional class then the functional class in which the player is classified.

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

605 Substitution of players
A player shall not enter or leave the playing field without the referees' permission. Each team may have a maximum of 5 substitutes. A coach can request substitutions unrestrictedly.

All substitutes stay in the team area during the match, with the following exception:
- during an allocated time-out, substitutes are allowed to enter the referee area, but only in extension of the penalty area at the side of their own team area
- during the intermissions

Coaches or the team manager shall inform the match table which players shall take part in a substitution.

Substitute(s) shall take position in the substitution area for the control of the players' equipment and the total class points of the team.

The timekeeper shall signal the substitution to the referee. The referee approves the substitution during the next dead moment of play.

The exchange takes place in the substitution area at the side of the own team area. The exchange shall be completed as quickly as possible.

When the substitute(s) have taken up position on the playing field, the match will be resumed by the referee in the position in which it was halted.

Proposed text

Game Rules 601 Teams

Each match is played by two teams. In the official schedule, match is represented as:
<Home team> : <Away team>

Terms Home and Away do not represent actual domiciles of the teams in relation to the location of the match. They are used solely for identification purposes in the running match.

A team shall play with a maximum of 12 points on the playing field, including a player with a time penalty or disqualification. A player is not allowed to play in a lower functional class then the functional class in which the player is classified.

A team shall play with a maximum of 5 players on the field including exactly 1 goalkeeper.

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

If a player leaves the field for a reason not covered elsewhere in these rules, they continue to count for the number of players, total class points and the number of players using a hand stick as if they were still in the field. The player may re-enter the field at any dead moment of play with a permission from the referees.

605 Substitution of players

A player shall not enter or leave the playing field without the referees' permission. Each team may have a maximum of 5 substitutes. A coach can request substitutions unrestrictedly.

All substitutes stay in the team area during the match, with the following exception:

- during an allocated time-out, substitutes are allowed to enter the referee area, but only in extension of the penalty area at the side of their own team area
- during the intermissions

Coaches or the team manager shall inform the match table which players shall take part in a substitution. **The number of players being substituted out must be the same as the number of players being substituted in.**

Substitute(s) shall take position in the substitution area for the control of the players' equipment and the total class points of the team.

The timekeeper shall signal the substitution to the referee. The referee approves the substitution during the next dead moment of play.

The exchange takes place in the substitution area at the side of the own team area. The exchange shall be completed as quickly as possible.

When the substitute(s) have taken up position on the playing field, the match will be resumed by the referee in the position in which it was halted.

Adjustment n.19:

Clarification of Powerchair Speed Control

KEY CHANGES:

- Speed measurement: Clarifies that the rule concerns the maximum available speed of the powerchair, rather than the speed at which the player drives during the match.
- Maximum speed limit: Maintains the existing limit of 15 km/h for powerchairs used in IPCH matches.
- Technical tolerance: Introduces a tolerance of up to 0.5 km/h when performing a speed test to account for measurement variations.
- Consistency across rules: Aligns the wording of Rule 608 with Rule 807 and the existing speed control procedure..

- **Regulatory reference**:
  Game Rules 801, General Regulations for Penalties;
  Game Rule 802, Green Card (Official Warning).

Purpose and Rationale

The current wording of the speed rule does not fully reflect how speed is checked in practice. Rule 608 refers to the speed at which a powerchair is driven during the match, while the current control procedure measures the **maximum available speed of the powerchair**.

The proposed amendment aligns the wording of the rules with the actual speed control procedure. The requirement remains that a powerchair used in an IPCH match must not have an available top speed above 15 km/h.

A technical tolerance of **0.5 km/h** is also introduced to account for normal measurement variations when performing the speed test.

This amendment therefore **does not change the 15 km/h limit**. It clarifies what is being measured and ensures that the rule and the speed control procedure are consistent.

Current Text

IPCH Game Rules: rule 608 Driving the powerchair:

- "~~During the match a player shall drive the powerchair with a maximum of 15 km/h~~"

IPCH Game Rules: rule 807 Offences leading to Red Card

- "powerchair top speed exceeds 15 km/h (match penalty 2)"

Proposed Text

IPCH Game Rules: rule 608 Driving the powerchair:

The maximum available speed of a powerchair used during a match shall not exceed 15 km/h. A technical tolerance up to 0.5 km/h is permitted when performing a speed test.

IPCH Game Rules: rule 807 Offences leading to Red Card

- powerchair **available top speed** exceeds 15 km/h (match penalty 2)"

Adjustment n.20:

Strengthening the Player Nationality Eligibility Validation Process

KEY CHANGES:

- Delegation eligibility and responsibilities: Clarifies the responsibility of National Associations to ensure that all registered delegation members are properly registered, eligible for their respective roles, and hold the documentation and authorisations required to travel to and enter the host country.
- Mandatory eligibility validation: Establishes that National Associations must request an Eligibility Validation from IPCH whenever a player's eligibility is in doubt or IPCH confirmation is necessary, including cases involving eligibility scenarios or exceptions under Articles B.4.1–B.4.5.
- Submission deadline: Requires the Eligibility Validation request and all supporting documentation to be submitted no later than the applicable player registration deadline. Earlier submission is encouraged.
- Review and decision-making: Clarifies that the IPCH Technical Delegate reviews requests in consultation with the IPCH Jury and communicates the decision before the official arrival day whenever reasonably possible.
- Document Control requirements: Clarifies the identity documents and additional supporting documentation players must provide to establish their identity and, where applicable, their nationality, residency or other eligibility status.
- Pre-competition validation: Confirms that any required Eligibility Validation must be completed before the competition. IPCH may postpone or refuse confirmation of a player's eligibility if the required validation has not been requested.

- **Regulatory reference**:
  Competition Regulations — Article B.4, Player Nationality Eligibility, paragraphs 6–8.

Purpose and Rationale

The current provisions governing **Player Eligibility** establish the nationality, residency and change-of-association requirements for representing a National Team and require National Associations to provide supporting documentation where a player's eligibility is in doubt. They also provide for verification of the relevant documentation during the on-site Document Control.

In practice, however, recent competitions have demonstrated that the operational process is not sufficiently clear. Some National Associations have arrived at competitions without having requested prior eligibility validation, while IPCH Officials have, in some cases, had to assess eligibility during the on-site Document Control. The intention of the regulations has always been that eligibility questions should, wherever possible, be resolved before the competition. Document Control should primarily verify the identity of participating players and confirm the required documentation, rather than serve as the first stage of an eligibility assessment.

The proposed amendments therefore clarify the different responsibilities and procedures within Article B.4. In particular, the nationality and eligibility requirements apply to **players**, while each National Association remains responsible for ensuring that all members of its registered team delegation are properly registered, eligible to participate in their respective roles, and hold the documentation and authorisations required to travel to and enter the host country. This distinction is important because delegation members such as coaches, assistant coaches, team assistants and team managers are not subject to the same nationality eligibility requirements as players.

The revised provisions establish a clearer structure within Article B.4:

1. **B.4.1–5** establish **who may represent a National Association as a player**, including the applicable nationality, residency, authorisation and change-of-association requirements.
2. **B.4.6** establishes **the responsibility of the National Association for the regularity of its delegation**, while distinguishing this responsibility from the specific player eligibility requirements.
3. **B.4.7** establishes **when a National Association must request an Eligibility Validation from IPCH**, including whenever there is doubt regarding a player's eligibility, and introduces a clear deadline for submitting the request and all supporting documentation.
4. **B.4.8** establishes **the documentation required during Document Control and what that documentation must allow IPCH to verify**, including the player's identity and, where applicable, nationality, residency or other relevant eligibility status.

The proposed amendment to B.4.7 also clarifies that an Eligibility Validation may be requested whenever the circumstances of a player require confirmation by IPCH, including where the case falls within one of the eligibility scenarios or exceptions already described in B.4.1–B.4.5. Where an Eligibility Validation is required, the National Association must submit the request and supporting documentation **no later than the applicable player registration deadline**. National Associations are encouraged to submit such requests earlier in the registration process to allow sufficient time for review and resolution before the competition.

The amendments to B.4.8 further clarify the purpose of Document Control. Each participating player must provide a valid official identity document, such as a passport or national identity card, which allows the player to be identified and, where applicable, establishes the relevant nationality. Where the identity document does not establish the nationality or other eligibility requirement applicable to the player, additional supporting documentation must be provided.

The proposed changes **do not alter the substantive eligibility criteria established in B.4.1–B.4.5**. Rather, they clarify the allocation of responsibilities and establish a more structured process for eligibility validation and document verification. This will ensure that eligibility questions are addressed before the competition wherever required, improve consistency in the application of the rules, reduce uncertainty during Document Control, minimise the risk of disputes immediately before competition, and provide greater certainty for National Associations, athletes and IPCH Officials.

Current Text

IPCH Competition Regulations - B.4 Players Eligibility

6. It is the responsibility of each National Association to ensure that all team delegation members registered to their own national teams meet at least one of the eligibility requirements.
7. In all cases when players eligibility is in doubt it is the responsibility of each National Association to ensure that the documentation (passport, identity card, proof of residency and/or authorisation from the organization of the nation of origin) is sent in advance to IPCH and a request to validate the eligibility is filed.
8. At the IPCH sanctioned or official match, event or competition each participating player shall provide their own legitimate passport, identity card, proof of residency if required and received authorisation if applicable. The IPCH Jury will check all the documents during the Document Control.

Proposed Text

IPCH Competition Regulations - B.4 Players Eligibility

B.4 Player Nationality Eligibility

6. It is the responsibility of each National Association to ensure that **all members of its registered team delegation are properly registered for the relevant IPCH sanctioned or official match, event or competition and are eligible to participate in their respective role**.

The National Association shall also ensure that all registered delegation members, including players, coaches, assistant coaches, team assistants, team managers and other registered team staff, hold the documentation and authorisations required to lawfully travel to and enter the host country and to participate in the event.

For players, eligibility to represent the National Association shall be determined in accordance with the nationality and eligibility requirements set out in Articles B.4.1–B.4.5.

7. In all cases where there is any doubt regarding a player's eligibility to represent a National Association, the National Association shall submit an Eligibility Validation request to IPCH.

An Eligibility Validation request may be submitted whenever the National Association considers that IPCH confirmation is necessary to establish the player's eligibility, including where the player's circumstances fall within one of the eligibility scenarios or exceptions set out in Articles B.4.1–B.4.5.

The Eligibility Validation request shall include all documentation necessary to enable IPCH to assess the player's eligibility.

Where an Eligibility Validation is required, the National Association shall submit the request and all supporting documentation no later than the applicable player registration deadline. National Associations are encouraged to submit requests as early as possible during the registration process to allow sufficient time for review.

The IPCH Technical Delegate shall review the request, in consultation with the IPCH Jury and communicate the eligibility decision to the National Association prior to the official arrival day whenever reasonably possible.

8. At an IPCH sanctioned or official match, event or competition, each participating player shall provide **during Document Control a valid official identity document, such as a passport or national identity card, that allows the player to be identified and, where applicable, confirms their nationality.**

The identity document shall contain a photograph of the player and sufficient information to establish their identity.

Where the identity document provided does not establish the nationality relevant to the player's eligibility, the player shall provide additional official documentation required to establish the applicable nationality, residency or other eligibility status, as applicable.

Where applicable, the player shall also provide the required proof of residency and/or authorisation from the organisation of the nation of origin.

Document Control shall verify the player's identity and the documentation required to establish their eligibility.

Where an Eligibility Validation is required under Article B.4.7, the validation must have been completed before the competition.

Where a National Association has failed to request an Eligibility Validation when required, IPCH may postpone or refuse confirmation of the player's eligibility until the assessment has been completed.

Adjustment n.21:

Establishment of a Comprehensive Accreditation Framework

KEY CHANGES:

- Accreditation framework: Replaces the existing limited provisions with a dedicated chapter establishing the purpose, governance and operational requirements of accreditation for IPCH competitions.
- Roles and responsibilities: Defines the respective authority of the Local Organising Committee (LOC), IPCH Technical Delegate and IPCH Jury in issuing, validating, replacing, suspending and withdrawing accreditation.
- Accreditation categories and principles: Establishes common requirements for accreditation categories, personal identification, official function, access rights and non-transferability.
- Production and validation: Clarifies the information required, identity verification procedures, accreditation issuance and maintenance of an accreditation register.
- Replacement procedures: Establishes procedures for replacing accredited persons where permitted, including deactivation of the original accreditation and completion of applicable registration and Document Control requirements.
- Suspension and withdrawal: Specifies the circumstances in which accreditation may be suspended or withdrawn, including misuse, regulatory breaches and operational or safeguarding concerns.
- Access control: Requires the LOC to establish access controls appropriate to the event, covering restricted areas such as the Field of Play, team areas, classification areas, medical facilities and technical areas.
- Data protection: Establishes requirements for handling personal information in accordance with applicable data protection legislation.
- Alignment across regulations: Introduces corresponding provisions in the IPCH Competition Regulations, confirming that valid accreditation is required for participation and defining the conditions governing its use, validity and withdrawal.

- **Regulatory reference**:
  IPCH Organisers Regulations — Section 2.5, Accreditation;
  IPCH Competition Regulations — proposed new article on Accreditation, before the current Article B.3, Changes in Team Delegations.

Purpose and Rationale

The current IPCH Organisers Regulations contain only limited provisions relating to accreditation, primarily addressing the production and distribution of accreditation cards. While these provisions provide the basic operational requirements, they do not establish a comprehensive accreditation framework defining the purpose, governance, responsibilities and operational principles of accreditation.

Accreditation is a fundamental operational and security tool for any international sporting event. It identifies individuals performing official functions, controls access to competition venues and restricted areas, supports safeguarding and risk management, and provides the legal basis for granting, suspending or withdrawing access when necessary.

This adjustment introduces a dedicated Accreditation Chapter within the IPCH Organisers Regulations, establishing common principles and minimum operational standards while allowing sufficient flexibility for Local Organising Committees to implement accreditation systems appropriate to the size and complexity of each event.

The text has been developed taking into consideration the principles contained within the International Paralympic Committee's *Accreditation at the Paralympic Games – Detailed Specifications*, adapted proportionally to the operational needs of IPCH competitions. The intention is not to replicate the IPC accreditation system but to establish an appropriate governance framework for IPCH events

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Current Text

IPCH Organisers Regulations **-** Section 2.5 – Accreditation *(or equivalent section in the current Regulations)*

2.5 ACCREDITATION
In order to control the movement of different groups in the venues, a suitable accreditation system is needed. The accreditation system defines the different groups participating in the event and sets the limits for the access of the groups.

Accreditations should be prepared prior to the event by the LOC, and there should be the possibility to produce accreditations on-site. The LOC is responsible for all costs related to the production of accreditations and the provision of neckbands.

The basic elements of a functional accreditation system are personal accreditation badge and clearly visible signs all over the venues marking the different access zones and routes for different groups.

The accreditation badge shall include personal picture, name, surname, nation and function.

All participants, as listed below, must be accredited and receive a personal accreditation badge upon arrival:

- Team Delegation Members
- IPCH Officials
- IPCH Delegates
- LOC Members
- Volunteers and staff
- First Aid personnel
- Anti Doping personnel
- Exhibitors
- Communication,Media personnel (incl. photo and streaming)
- Ceremonies performers
- VIPs

Any Team Delegation may accredit a maximum of 26 persons, including a maximum of 10 athletes with a maximum of 13 assistants (including Personal Assistants, Medical Staff, Technical Staff and other team assistants), a maximum of 2 coaches and a maximum of 1 Team Manager. Members of the team delegation (except players) must be at least 15 years old.

LOC is responsible for setting up an Accreditation point ideally positioned close to the entrance of the Accommodation venue where they hand over the accreditation card to each accredited person after confirming their identity.

Proposed Text

2.5 Accreditation

2.5.1 Purpose of Accreditation

The Accreditation System shall identify all persons authorised to perform an official function during the competition and regulate access to competition venues and restricted areas.
Accreditation is an operational and security tool and shall not be considered an event ticket or a general right of admission.
Accreditation may be suspended, withdrawn or replaced in accordance with these Regulations.

2.5.2 Authority

The IPCH Technical Delegate and the IPCH Jury shall have authority to:

- approve exceptional accreditation requests;
- approve accreditation replacements where required by the Competition Regulations;
- suspend or withdraw accreditation;
- require replacement or cancellation of accreditation.

2.5.3 Accreditation Categories

The Local Organising Committee shall establish accreditation categories appropriate for the competition, which may include:

- Team Delegation Members;
- IPCH Officials (including Technical Delegates)
- First Aid and Medical Personnel;
- Anti-Doping Personnel;
- Local Organising Committee Staff;
- Volunteers;
- Media;
- Photographers;
- Broadcast Personnel;
- Sponsors;
- VIP Guests;
- Contractors.

Additional categories may be established with approval of the IPCH Technical Delegate.

2.5.4 Accreditation Principles

Every accreditation shall:

- be issued to one identified individual;
- display the holder's identity;
- indicate the holder's official function;
- identify the organisation represented;
- indicate the authorised access level where applicable;
- remain valid only while the holder performs the accredited function.

Accreditations are personal and non-transferable.

2.5.5 Accreditation Information

The Local Organising Committee shall collect all information necessary to produce accreditation, including where applicable:

- full name;
- nationality;
- organisation;
- official function;
- recent photograph;
- accreditation category;
- emergency contact information; (not mandatory)
- any additional information required by applicable legislation.

2.5.6 Accreditation Production

The Local Organising Committee shall prepare accreditation before the competition and maintain the capability to:

- issue accreditation;
- replace accreditation;
- deactivate accreditation;
- reprint accreditation where necessary.

Each accreditation shall include at least:

- photograph;
- name;
- organisation or nation;
- function;
- accreditation category;
- accreditation identification number.

2.5.7 Accreditation Validation and Issue

Accreditation shall only be issued after verification of the holder's identity.
For Team Delegation Members, accreditation shall normally be issued following completion of Document Control.
The Local Organising Committee shall maintain, under the supervision of the IPCH Jury, an accreditation register recording all issued, replaced, suspended and withdrawn accreditations.

2.5.8 Accreditation Replacement

Where these Regulations permit the replacement of an accredited person, the original accreditation shall be deactivated before the replacement accreditation is activated.
Replacement accreditation shall only be issued after completion of all applicable registration and Document Control procedures.
The Local Organising Committee shall maintain, under the supervision of the IPCH Jury, a record of all accreditation replacements.

2.5.9 Suspension and Withdrawal

The IPCH Jury or IPCH Technical Delegate may suspend or withdraw accreditation where:

- the holder no longer performs the accredited function;
- false or misleading information has been provided;
- accreditation has been improperly used;
- the holder breaches the Competition Regulations or Code of Conduct;
- continued accreditation presents an operational, safeguarding or safety concern.

Withdrawn accreditation shall immediately become invalid and shall be returned to the Local Organising Committee where reasonably practicable.

2.5.10 Access Control

The Local Organising Committee shall establish an access control system appropriate to the size and complexity of the competition.
Restricted areas may include:

- Field of Play;
- Team Delegations Areas (including accommodation and restaurant)
- Officials' Areas; (including accommodation and restaurant)
- Classification Areas;
- Medical Areas;
- Technical Areas;
- Media Areas;

- Competition Management areas / Back of House;
- Team Equipment Storage Areas.

Only persons holding valid accreditation with the appropriate access rights shall be permitted to enter restricted areas.

2.5.11 Data Protection

Personal information collected for accreditation purposes shall only be processed for the organisation, operation and security of the competition and shall be handled in accordance with applicable data protection legislation.

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Addition of article in COMPETITION REGULATIONS before the current B.3. Changes in Team Delegations

Accreditation

1. Participation in an IPCH sanctioned or official competition requires valid accreditation issued in accordance with the IPCH Organisers Regulations.
2. Accreditation identifies the holder, confirms their official role within the competition and grants access only to those venues, areas and services necessary for the performance of that role.
3. Accreditation shall only be valid for the period and function for which it has been issued.
4. Accreditation is personal, non-transferable and may only be used by the person to whom it has been issued.
5. The IPCH Jury and the IPCH Technical Delegate may suspend, withdraw or require the replacement of an accreditation where:
    - the holder no longer fulfils the accredited role;

- the holder breaches these Regulations, the Code of Conduct or any applicable IPCH regulation;
- false or misleading information has been provided during registration;
- continued accreditation presents an operational, disciplinary or safeguarding concern.

6. Any replacement, activation or deactivation of accreditation shall be carried out in accordance with the IPCH Organisers Regulations.

Adjustment n.22:

Reintroduction of Official Friendly Match Regulations

KEY CHANGES:

- Restoration of the regulatory framework: Reintroduces dedicated provisions for Official International Friendly Matches, restoring previously approved regulations and clarifying the recognition and sanctioning process.
- Recognition and sanctioning criteria: Defines the technical, sporting and officiating requirements, including playing conditions, licensed referees, and the appointment of a Jury, Referee Observer or Classification Panel where applicable.
- World Ranking List eligibility: Distinguishes between sanctioned matches that are eligible and those that are not eligible to contribute to the IPCH World Ranking List (WRL).
- Mandatory WRL requirements: Requires an appointed IPCH Jury, a Referee Observer, Jury-supervised speed control, compliance with other applicable WRL requirements, and prior SEC approval.
- Request and decision deadlines: Requires organisers to submit requests at least six months before the match. The SEC must determine the sanctioning status and WRL eligibility no later than two months before the scheduled match.
- SEC assessment and discretion: Allows the SEC to assess overall compliance and determine whether a match should be sanctioned, sanctioned without WRL eligibility, or not sanctioned.
- Alternative IPCH recognition: Allows matches that do not meet the requirements for sanctioning to be endorsed or otherwise supported as an IPCH Event, subject to SEC decision and the applicable Organisers Regulations.
- Operational responsibilities: Clarifies officials' duties, reporting obligations concerning misconduct, safeguarding and organisational issues, and organisers' responsibilities for technical compliance, operational support and officials' expenses.
- Purpose: Restores regulatory continuity, strengthens consistency between the Competition and Organisers Regulations, and provides a clear framework for National Associations, organisers and officials.

- **Regulatory reference**:
  IPCH Competition Regulations — proposed new Section H, Official Friendly Matches (H.1.1 Recognition and Sanctioning; H.1.2 Request and Organisation; H.1.3 Operational Requirements);
  IPCH Organisers Regulations — applicable provisions on sanctioned events and organiser responsibilities .

Purpose and Rationale

As part of the revision and restructuring of the IPCH Competition Regulations and IPCH Organisers Regulations, the dedicated provisions governing **Official International Friendly Matches** were inadvertently omitted, despite having previously been approved and included within the IPCH regulatory framework in 2018. The current regulations continue to recognise the existence of international friendly matches and tournaments. In particular, the Competition Regulations require

IPCH to be informed of international matches and tournaments involving National Teams seeking IPCH recognition, while the Organisers Regulations provide that International Friendly Matches may be sanctioned upon request by the organisers.

However, the removal of the former dedicated article has resulted in the loss of the operational and procedural provisions that defined when an international friendly match could be recognised as an **Official Friendly Match** and the conditions under which such recognition could be granted.

As a consequence, the current regulations no longer specify:

- the minimum technical requirements for an Official Friendly Match;
- the appointment and responsibilities of IPCH officials;
- the approval process for official recognition;
- the reporting obligations following the match;
- the responsibilities of the organiser.

The intention of this amendment is therefore **not to introduce a new regulatory concept**, but to restore provisions that were previously approved and applied, ensuring consistency between the Competition Regulations and the Organisers Regulations and providing greater clarity and legal certainty for National Associations, Local Organising Committees and IPCH Officials.

Current Text (approved in 2018 and present until 2024)

H.1. OFFICIAL FRIENDLY MATCH

H.1.1. A friendly match is considered an official friendly match, if all following conditions are fulfilled:

- match takes place between two national teams
- match is played on a field that meets all requirements for an official IPCH competition match
- match is played according to the official IPCH Game Rules
- match is observed by two accredited IPCH Jury Members
- match is officiated by two licensed IPCH Referees
- IWAS/IPCH regulations will be monitored and approved by one Technical Delegate
- IPCH SEC has been informed about the match at least 2 month before the match takes place, officially assigning requested referees and jury members and the technical delegate to officiate and observe the match

In case the organizers do not request specific referees and/or jury members, they will be appointed by the IPCH Referee Commission and IPCH Jury Commission respectively

ARTICLE H: FRIENDLY MATCHES

H.1.2. The following guidelines should be followed in connection to the official friendly matches:

- IPCH referees from the playing nations are allowed to officiate the match
- jury members cannot observe a referee from its own nation
- jury members shall, after the end of the match send the referee observation report to the Head of IPCH Jury Commission
- in case of misconduct by the participants or serious organizational issues, referees and jury
- members shall send a written report to IPCH SEC
- if the referees and/or jury members have been appointed by IPCH committees, it is the duty of the organizers to cover all their travel and accommodation expenses

Proposed Text

H.1.1 Recognition and Sanctioning

An International Friendly Match may be recognised and sanctioned by IPCH as an Official International Friendly Match following review by the IPCH Sport Executive Committee.

The following criteria shall be considered when determining the applicable sanctioning status:

- the match is played between two National Teams recognised by their respective National Organisations;
- the match is conducted on a playing field complying with the IPCH Competition Regulations and IPCH Game Rules;
- the match is played in accordance with the applicable IPCH Regulations;
- the match is conducted using equipment and technical conditions complying with the applicable IPCH requirements;
- the match is officiated by licensed IPCH Referees;
- where appointed by IPCH, a Referee Observer shall observe the performance of the Referees in accordance with the applicable IPCH procedures;
- where appointed by IPCH, the match is supervised by an IPCH Jury;
- where classification activities are requested and approved, a Classification Panel shall be appointed in accordance with the IPCH Classification Manual.

An Official International Friendly Match may be sanctioned without being eligible for the IPCH World Ranking List.

To be eligible to contribute to the IPCH World Ranking List, all of the following additional requirements shall be fulfilled:

- At least 1 IPCH Jury is appointed to supervise the competition operations;
- At least 1 IPCH Referee Observer is appointed to observe the referees;
- The applicable speed-control procedure is conducted and supervised by the appointed IPCH Jury;
- The match otherwise fulfils the applicable requirements for WRL eligibility;
- The Sport Executive Committee has approved the match as WRL eligible before the match takes place.

Where an IPCH Jury and/or Referee Observer is not appointed, or where the required speed-control procedure is not supervised by the IPCH Jury, the match shall not be eligible to contribute to the IPCH World Ranking List.

H.1.2 Request and Organisation

The organiser shall inform IPCH of the planned International Friendly Match and submit the request for recognition and sanctioning **no later than six (6) months before the scheduled match**, in accordance with the applicable provisions for International Friendly Matches.

The **IPCH Sport Executive Committee shall evaluate each request** and determine the applicable status of the match, taking into consideration the number, nature and relevance of the applicable criteria fulfilled and any criteria not fulfilled.

The Sport Executive Committee may determine that the match is:

- **sanctioned and eligible to contribute to the IPCH World Ranking List,** where all applicable WRL eligibility requirements are fulfilled;
- **sanctioned but not eligible to contribute to the IPCH World Ranking List**, where the requirements for sanctioning are fulfilled but one or more WRL eligibility requirements are not fulfilled; or
- **not sanctioned**, where the requirements for sanctioning are not sufficiently fulfilled.

The decision on the applicable sanctioning status, including **World Ranking List eligibility**, shall be made **no later than two (2) months before the scheduled match**.

Where one or more applicable criteria for sanctioning are not fulfilled, the Sport Executive Committee may, at its discretion, sanction the match where it considers that the overall level of compliance is sufficient. The decision shall take into consideration the nature and relevance of any criteria not fulfilled and the ability of the organiser to address any outstanding requirements before the match.

Failure to fulfil any of the specific WRL eligibility requirements shall result in the match being sanctioned, where applicable, without WRL eligibility.

The two-month deadline is intended to provide the organiser and Local Organising Committee with sufficient time to verify and, where applicable, fulfil any outstanding operational, technical or organisational requirements.

Where the requirements for sanctioning are not met, the match may, subject to the decision of the Sport Executive Committee, be **endorsed or otherwise supported by IPCH as an IPCH Event**, in accordance with the applicable provisions of the IPCH Organisers Regulations.

Where the organiser does not request specific officials, appointments shall be made by IPCH in accordance with the applicable appointment procedures.

H.1.3 Operational Requirements

The following provisions shall apply to Official International Friendly Matches sanctioned by IPCH:

- IPCH Referees from either participating National Association may officiate the match where approved by IPCH;
- the IPCH Technical Delegate, the IPCH Jury, the Referees and, where appointed, the Referee Observer shall fulfil the duties assigned to their respective roles under the IPCH Competition Regulations and Organisers Regulations;
- the Referees and the IPCH Jury shall report any significant misconduct, safeguarding concern or organisational issue to IPCH;
- where IPCH Officials are appointed, the organiser shall provide the operational support required under the IPCH Organisers Regulations, including travel, accommodation, local transport and per diem, where applicable;
- The organiser shall ensure that all technical equipment and playing conditions comply with the applicable IPCH requirements and are available for verification by the appointed IPCH officials. Where speed control is required for WRL eligibility, the speed-control procedure shall be supervised by the appointed IPCH Jury. Speed control organised or supervised solely by the Local Organising Committee shall not fulfil the requirements for WRL eligibility.

Adjustment n.23:

Incorporation of World Ranking List Rules into the Competition Regulations

KEY CHANGES:

- Integration into the regulatory framework: Incorporates the existing World Ranking List (WRL) rules into the IPCH Competition Regulations as a dedicated section, replacing the standalone WRL document.
- Application of the WRL: Clarifies which published WRL applies to tournament slot allocation and which applies to the calculation of placement modifiers.
- Consistency during competitions: Establishes that the WRL used to calculate placement modifiers remains unchanged throughout a tournament and that the updated ranking becomes applicable only after the tournament is completed and the new WRL is officially published.
- No substantive change to the system: Transfers the existing approved rules without substantive modification, allowing only editorial, terminology and formatting adjustments.Purpose: Consolidates competition-related regulations, improves accessibility and legal certainty for Member Associations and National Teams, and ensures future WRL amendments follow the same formal approval process as other competition rules.

- **Regulatory reference**:
  IPCH Competition Regulations — proposed new Section X.X, World Ranking List (WRL), preferably after Section C, Competition Structure; replaces the standalone WRL document adopted at the XXIII IPCH Sport Congress in 2018.

Purpose and Rationale

As part of the revision and restructuring of the IPCH Competition Regulations and IPCH Organisers Regulations, the dedicated provisions governing **Official International Friendly Matches** were inadvertently omitted, despite having previously been approved and included within the IPCH regulatory framework in 2018.

The current regulations continue to recognise the existence of international friendly matches and tournaments. In particular, the Competition Regulations require IPCH to be informed of international matches and tournaments involving National Teams seeking IPCH recognition, while the Organisers Regulations provide that International Friendly Matches may be sanctioned upon request by the organisers.

However, the removal of the former dedicated article has resulted in the loss of the operational and procedural provisions that defined when an international friendly match could be recognised as an **Official Friendly Match** and the conditions under which such recognition could be granted.

As a consequence, the current regulations no longer specify:

- the minimum technical requirements for an Official Friendly Match;
- the appointment and responsibilities of IPCH officials;
- the approval process for official recognition;
- the reporting obligations following the match;
- the responsibilities of the organiser.

The intention of this amendment is therefore **not to introduce a new regulatory concept**, but to restore provisions that were previously approved and applied, ensuring consistency between the Competition Regulations and the Organisers Regulations and providing greater clarity and legal certainty for National Associations, Local Organising Committees and IPCH Officials.

The current WRL rules shall be transferred into the Competition Regulations without substantive modification, subject only to editorial, terminology and formatting adjustments necessary to ensure consistency with the current IPCH regulatory framework.

Following incorporation, the standalone World Ranking List document shall cease to operate as a separate regulatory document.

Current Text

No dedicated section currently exists governing the World Ranking List.

The current WRL calculation and updating rules are instead contained in the separate **World Ranking List** document adopted at the XXIII IPCH Sport Congress on 1 October 2018.

Proposed Text:

Add a new section to the Competition Regulations, preferably after **Section C – Competition Structure**, adding the content from the 2018 document.

X.X World Ranking List (WRL)

1. General

1. IPCH shall maintain an official World Ranking List (WRL) for National Teams.
2. The WRL shall be used for the purposes established in these Competition Regulations, including the qualification and allocation of places for IPCH Competitions.
3. The WRL shall be calculated on the basis of points obtained by National Teams from eligible IPCH competitions and matches in accordance with this section.
4. The WRL shall be updated after each eligible tournament and on 1 January of each year.

2. Calculation of Points per Match

For each eligible match, each participating team shall receive WRL points calculated according to the following formula:

Base Points × WRL Placement Modifier × Type of Match Multiplier = Points per Match

This is the formula established in the current WRL rules.

The points calculated for each match shall be added to the team's WRL points in accordance with Article B.X.6.

3. Base Points

1. The Base Points awarded to a team shall depend on the result of the match and whether the result is determined after regular playing time or after extra time or a penalty-shot series.
2. The following Base Points shall apply:

Match Result	After regular playing time	After extra time or penalty-shot series
Win	**3**	**2**
Loss	**0**	**1**
Draw	**1**	**1**

3. Where a match is decided after extra time or a penalty-shot series, the winner shall therefore receive two (2) Base Points and the losing team one (1) Base Point.
4. Where a match ends in a draw in a competition or match in which a draw is permitted, each team shall receive one (1) Base Point.

4. WRL Placement Modifier

1. The WRL Placement Modifier shall reflect the relative WRL positions of the two teams before the relevant tournament.
2. The WRL Placement Modifier shall be calculated separately for each team according to the following formula:

1 + [(Own WRL Position − Opponent's WRL Position) / 10]

The current WRL system uses this exact relationship between the two teams' ranking positions.

3. Where the calculated WRL Placement Modifier is zero (0) or below zero, a minimum modifier of 0.1 shall apply.

4. For the purpose of calculating the WRL Placement Modifier, a National Team that does not yet have a position on the WRL shall be considered to occupy the first available position immediately following the last ranked team.

   Example: If eleven (11) teams are included in the current WRL, any new team shall be considered to occupy position twelve (12) for the purpose of calculating the WRL Placement Modifier.

5. Where two teams that do not yet have a position on the WRL play against each other, the WRL Placement Modifier for both teams shall be **1.0**.

5. Type of Match Multiplier

1. The Type of Match Multiplier shall be determined by the type of competition and, where applicable, the stage of the competition.
2. The following multipliers shall apply:

Type of Competition	Group Matches and Matches for Places 5th and below	Semi-Finals	Bronze Medal Match (3–4)	Final (1–2)
Friendly Tournament	1	1	1	1
Qualification Tournament	2	2	2	2
Regional Championship	3	3.5	4	4.5
World Championship	4	4.5	5	5.5

These are the competition multipliers established in the current WRL system.

3. For Friendly Tournaments and Qualification Tournaments, the same multiplier shall apply irrespective of the stage of the competition.
4. For Regional Championships and World Championships, the multiplier shall increase according to the stage of the competition as specified in the table above.
5. Matches determining 5th place and below shall use the same multiplier as group-stage matches, irrespective of the tournament format or the number of participating teams..

6. Tournament WRL Points

1. Following each eligible tournament, the total WRL points awarded to each participating team shall be calculated as follows:

   Total Points per Match gained during the tournament + Participation Points + Bonus Points = Tournament WRL Points

2. The Tournament WRL Points shall be added to the team's existing WRL points.
3. A team that does not participate in the tournament shall not receive Points per Match, Participation Points or Bonus Points from that tournament.

7. Participation Points

1. Each team participating in an eligible tournament shall receive Participation Points according to the following table:

Type of Competition	Participation Points
Friendly Tournament	1
Qualification Tournament	2
Regional Championship	4
World Championship	8

These values are established in the current WRL system.

2. Participation Points shall be awarded once per participating team per tournament.

8. Bonus Points

1. Bonus Points shall be awarded to teams finishing first, second or third at a Regional Championship or World Championship.
2. The following Bonus Points shall apply:

Competition	Gold / 1st	Silver / 2nd	Bronze / 3rd
Regional Championship	6	4	2
World Championship	9	6	3

The current WRL system awards bonus points only for Regional and World Championships.

3. No Bonus Points shall be awarded for Friendly Tournaments or Qualification Tournaments.

9. Updating the World Ranking List

1. The WRL shall be updated following each eligible tournament.
2. Following the tournament, each team's new WRL points total shall be calculated as follows:

Previous WRL Points + Tournament Points per Match + Participation Points + Bonus Points = New WRL Points Total

3. Teams shall be ranked according to their resulting WRL points total, with the team having the highest number of points occupying first position.
4. Teams not participating in a particular tournament shall retain their existing WRL points, subject to the annual reduction provided for in Article B.X.10.

The example in the existing rules confirms this method: a non-participating team retains its previous points while participating teams add match, participation and applicable bonus points.

10. Annual Reduction of WRL Points

1. On 1 January of each year, the accumulated WRL points of every ranked team shall be multiplied by 0.8.
2. The calculation shall therefore be:

Existing WRL Points × 0.8 = WRL Points for the new calendar year

This annual 20% reduction is part of the existing WRL system.

3. Following application of the annual reduction, teams shall be reordered according to their resulting WRL points.

11. Tiebreakers

1. Where two or more teams have the same total number of WRL points, their respective WRL positions shall be determined by applying the following criteria in order:

    a) **Number of games counted:** the team with the smaller number of games counted shall be ranked higher;

    b) **Latest tournament participated in:** the team whose latest participation occurred more recently shall be ranked higher;

    c) **Placement in the latest tournament:** the team with the higher placement shall be ranked higher;

    d) **Placement on the previous WRL:** the team with the higher position on the previous WRL shall be ranked higher.

These four criteria reproduce the current WRL tiebreaking hierarchy.

2. The criteria shall be applied sequentially until the tie is resolved.

12. WRL Applicable to a Tournament

1. **For the allocation of tournament slots, including the allocation of any unused slots in WRL order, the applicable WRL positions shall be those contained in the latest official WRL available at the time the invitations for the tournament are sent.**
2. **For the calculation of the WRL Placement Modifier, the applicable WRL positions shall be those contained in the latest official WRL published before the start of the tournament.**
3. **The WRL used for the calculation of the WRL Placement Modifier shall remain unchanged throughout the tournament.**
4. **The WRL shall not be recalculated during an ongoing tournament.**
5. **Any WRL publication after the start of the tournament shall not affect the WRL Placement Modifier applicable to that tournament.**
6. **The updated WRL resulting from the tournament shall become applicable only after completion of the tournament and official publication by IPCH.**

Adjustment n.24:

Mandatory Side Protection Between Front and Drive Wheels

KEY CHANGES:

- Mandatory lateral protection: Requires protection on each side of the powerchair in the open area between the front wheel and the main drive wheel.
- Height requirements: Protection must allow the ball to roll freely underneath and must not exceed 9 cm in height from the floor.
- Design flexibility: Does not prescribe a specific design, material or construction method, provided the protection meets the requirements and complies with the existing general rules for powerchair protections.
- Implementation period: Allows powerchairs without the required protection to be used in international IPCH competitions until 31 December 2027.
- Mandatory compliance from 2028: From 1 January 2028, the requirement applies to all powerchairs used in IPCH-sanctioned competitions, regardless of competition or event type. Compliance will be verified through existing powerchair and equipment control procedures.
- Safety objective: Reduces the risk of a T-stick becoming trapped between the wheels, potentially affecting powerchair stability and causing it to tip or overturn.
- Purpose: Establishes a consistent minimum safety standard based on an existing, extensively tested practice, while allowing athletes and manufacturers sufficient time to adapt equipment.

- **Regulatory reference**:
  IPCH Game Rules — Rule 504, Powerchair

Purpose and Rationale

Rule 504 currently permits protections to be fitted around the powerchair to protect the player and/or the powerchair. While the rule sets general requirements regarding the shape, height and maximum width of such protections, it does not specifically address the open space between the front wheel and the main drive wheel.

This amendment is primarily aimed at **enhancing athlete safety on the playing field**, particularly in light of accident reports from recent IPCH competitions and the continued development of powerchair technology. Modern powerchairs are becoming increasingly powerful, with greater acceleration, speed and manoeuvrability, which can increase the consequences of contact or entrapment between powerchairs.

One specific safety concern is the possibility of a T-stick becoming inserted into the space between the front wheel and the main drive wheel. In certain situations, this can affect the stability of the powerchair and potentially cause it to tip or overturn. The proposed lateral protection is intended to minimise this risk by closing this exposed area, while still allowing the ball to pass freely underneath.

It is important to clarify that this amendment is **different from previous motions submitted by Italy concerning protection around the wheels**. Those proposals sought to introduce protection

surrounding the wheels themselves and have been rejected by the Sport Congress on several occasions.

This adjustment does not seek to introduce protection around the wheels. Instead, it addresses the **open lateral space between the front wheel and the main drive wheel**. This type of protection has already become common practice in several national competitions and has been used in the Italian Powerchair Hockey Championship for approximately ten years.

Consequently, this amendment is not based on a theoretical or newly developed technical solution. The system has already been used extensively in actual competition environments, and several powerchairs equipped with this type of protection have participated in competitions without creating issues for the game or preventing athletes from competing.

The Sport Executive Committee has monitored the use of this solution and considers that the experience gained provides sufficient evidence of its practical feasibility and compatibility with different powerchair configurations.

The Sport Executive Committee recognises that introducing a mandatory lateral protection constitutes a technical change that may require adaptations to existing powerchair designs and manufacturing processes. Athletes, National Associations and manufacturers therefore require sufficient time to assess the requirement, develop and implement appropriate technical solutions, and adapt existing powerchairs where necessary.

For this reason, the Sport Executive Committee proposes a **compliance period until 31 December 2027**. During this period, powerchairs without the prescribed lateral protection may continue to be used in international IPCH competitions.

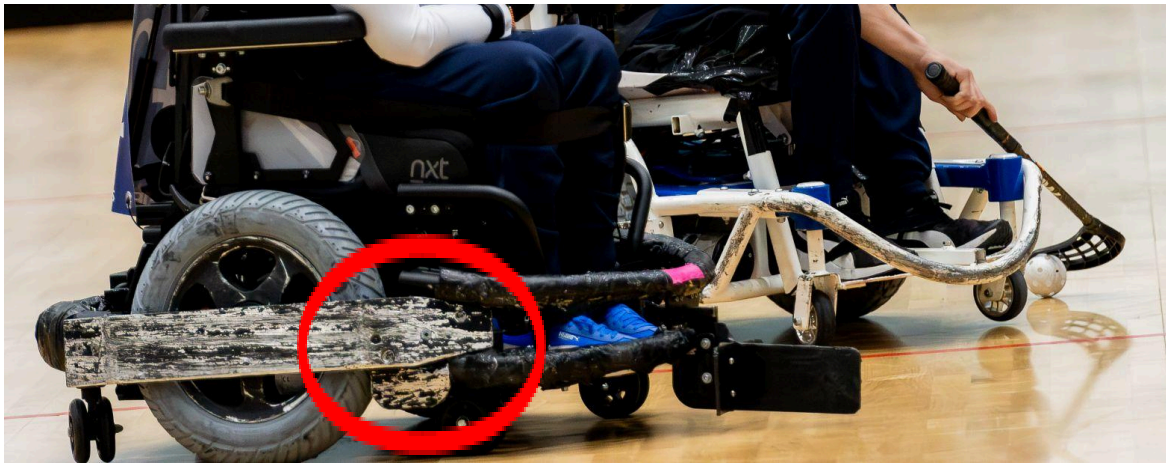
From 1 January 2028, the lateral protection requirement shall become mandatory for all powerchairs used in IPCH-sanctioned competitions, irrespective of the type or level of competition. From that date, compliance with the requirement shall be checked as part of the applicable equipment and powerchair controls.

This transition period is intended to provide athletes, National Associations and manufacturers with sufficient time to adapt existing powerchairs and incorporate the requirement into new powerchair designs, while allowing the safety standard to become fully applicable from 1 January 2028.

The SEC therefore considers this an **adjustment to the existing regulations based on an established and tested practice**, rather than the introduction of a new technical concept. Its purpose is to establish a consistent minimum safety standard for the lateral area between the front and main drive wheels across all IPCH competitions.

The requirement is intentionally limited and does not prescribe a specific design, material or construction method. It only requires an appropriate lateral protection in the identified area and sets a maximum height, while maintaining the existing requirement that the ball must be able to roll freely underneath.

This approach provides sufficient flexibility for athletes and manufacturers to use different technical solutions, while ensuring that the identified safety risk is addressed consistently throughout IPCH competitions.







Current Text

The Powerchair Powerchair is an electrically driven wheelchair. Electric scooters and carts are not allowed.

Powerchair has a minimum of 4 and amaximumof6wheels, including a maximum of 2 safety wheels. Wheels which consist of 2 wheels on 1 axle count as 1 wheel.

Powerchair has to be fitted with tyres which do not mark the playing floor. Powerchair shall be free from sharp protruding parts. There can be no unnecessary and removable objects under, on, in or hanging from the powerchair. All parts of the powerchair, except the wheels and safety wheels, shall be at such a height that the ball can roll underneath freely. Wheels are defined as the parts which are in contact with the floor (i.e. tyres and rims) and not the axle or any supporting parts.

It is allowed to place protections around the powerchair to protect the body of the player and/or powerchair. Protections have to respect the following guidelines:

- protection shall be rounded and have no sharp and/or protruding parts
- protection shall be fitted at such a height that the ball can roll freely underneath
- protection shall be not wider than 5 cm over the furthest end of each side of the powerchair, including the thickness of the protection.

An identification plate shall be firmly attached to the back of the powerchair. It shall contain the player's name and playing number. This plate shall be A3 sized format, with the following layout:

- Playing number shall be in Arabic numerals
- Name shall be in Latin alphabet
- The height of the number(s) shall be at least 15 cm
- Above the playing number the first letter(s) of the player's name and full surname shall be displayed on 1 line
- The height of the letters shall be at least 5 cm. Deviation: if the player's name does not fit on 1 line, letters can be as small as necessary for it to fit.

Proposed Text

The Powerchair Powerchair is an electrically driven wheelchair. Electric scooters and carts are not allowed.

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- protection shall be fitted at such a height that the ball can roll freely underneath
- protection shall be not wider than 5 cm over the furthest end of each side of the powerchair, including the thickness of the protection.
- **A lateral protection is mandatory on each side of the powerchair in the area between the front wheel and the main drive wheel. The protection shall be positioned at a minimum height that allows the ball to roll freely underneath and at a maximum height of 9 cm from the floor.**

No specific design, material or construction method is prescribed. The purpose is to ensure that the space between the front wheel and the main drive wheel is protected, while allowing sufficient clearance for the ball.

An identification plate shall be firmly attached to the back of the powerchair. It shall contain the player's name and playing number. This plate shall be A3 sized format, with the following layout:

- Playing number shall be in Arabic numerals
- Name shall be in Latin alphabet
- The height of the number(s) shall be at least 15 cm
- Above the playing number the first letter(s) of the player's name and full surname shall be displayed on 1 line
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