



IPCH GAME RULES

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ARTICLE A: THE GAME

A.1. Aim of the game

A.1.1. The aim of the game is to score more goals than the opposing team, whilst playing within the limits of the rules and regulations.

A.2. Control of the game

A.2.1. The game shall be played by the international rules of Power chair Hockey as drawn up in the "IPCH Game Rules" and the "IPCH Competition Regulations".

A.2.2. Referees are authorised to decide in all cases that are not covered by the rules.

A.2.3. The match is controlled by two referees, i.e. the Senior Referee and the Second Referee. One timekeeper, one scorekeeper and at least one match assistant are on duty.

ARTICLE B: THE PLAYING AREA

B.1. Playing field

B.1.1. The playing field shall be rectangular with round corners, hard and smooth, with no obstacles.

B.1.2. The playing field shall be 26 m. long and 16 m. wide. Deviations are allowed: the minimum measurements are 24 m. long and 14 m. wide, the maximum 26 m. long and 16 m. wide.

B.1.3. The playing surface shall be of wood or synthetic material.

B.2. Boundaries

B.2.1. The playing field shall be enclosed by boundaries with a height of 20 cm., forming an angle of 80 to 90 degrees with the playing floor at the side of the playing field.

B.2.2. All corners of the playing field shall be round corners.

B.3. Lines, areas, markings and spots

B.3.1. The playing area consists of the following lines, areas, markings and spots:

Centre line:	The centre line shall be parallel to the short sides of the playing field and divides the playing field into two halves of equal size.
Penalty lines:	The two penalty lines shall be parallel to the short sides of the playing field at a distance of 7,5 m. from the short sides of the playing field.
Goal lines:	The two goal lines shall be parallel to the short sides of the playing field at a distance of 2,5 m. from the short sides of the playing field
Goal post lines:	The places of the goal posts shall be marked with short lines perpendicular to the goal lines.
Neutral area:	The area between the penalty lines
Penalty areas:	The two areas between the penalty line and the short sides of the playing field, including the penalty line.

Goal areas:	The two semicircle parts, including the goal area line and the goal line, in front of each goal. The areas have a radius of 1.75 m., measured from the centre of the goal line.
Goal area lines:	The two semicircle lines bordering the goal areas
Centre spot of the middle line:	Spot at the middle of the centre line.
Centre spot of the penalty line:	Spot at the middle of each penalty line
Team areas:	The two areas outside the playing field at the side of the match table, between the penalty lines and short sides of the playing field, 7,5 m. in length each and with a depth of 2 m., measured from the referee area.
Time penalty areas / Substitution areas :	The two areas at both sides of the match table with a minimum length of 3 m. each, measured from the match table and 2 m. in depth, measured from the referee area.
Referee area:	The area around the playing field, 1m. in width.
Entrance/Exit:	The neutral area boundaries in front of the match table.
Match table:	Table in extension of the centre line, 1m. outside the playing field.
Spectators area:	The area around the playing field, min. 1m. outside the referee area, team areas and match table.

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

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

B.4. The goal

B.4.1. The goal is 250 cm. wide, measured from the inside of the goal posts.

B.4.2. The goal is 20 cm. high, measured from the floor to the bottom of the front crossbar.

B.4.3. The goal is 40 cm. deep, measured from the front of the goal post to the back ground bar.

B.4.4. The goal net is closed in such way that the ball cannot pass through it. The goal net shall be transparent and not be slack.

B.4.5. The goal shall have a drop net.

B.4.6 The goal shall be placed with the goal posts on the goal post lines.

B.4.7. The opening of the goal shall face the centre spot.

ARTICLE C: EQUIPMENT

C.1. The ball

C.1.1. The ball shall be of synthetic material and is a hollow, round, air-filled ball with holes.

C.1.2. The ball diameter shall be 72 ± 1 mm.

C.1.3. The hole diameter is 10 ± 1 mm.

C.1.4. The ball weight is 23 ± 1 grams.

C.1.5. The colour of the ball shall be in contrast with the colour of the playing floor.

C.1.6. The ball shall have 26 holes.

C.2. The hand-held-stick

C.2.1. The hand-held-stick is made of non-transparent, synthetic material.

C.2.2. The hand-held-stick has no rough edges, protruding supports or other sharp parts.

C.2.3. The handle of the stick shall not be longer than 112 cm., measured from the blade.

C.2.4. The hand-held-stick shall be designed as one-piece. If the stick is not designed as one piece, the blade shall have a fixed mounting to the handle by means of prefabricated holes, using rivets or screws or is firmly stucked together.

C.2.5. The blade of the hand-held-stick shall have a maximum length of 27 cm. and a maximum height of 8 cm.

C.2.6. The blade of the hand-held-stick shall have a minimum thickness of 0,8 cm. and a maximum thickness of 1 cm..

C.2.7. The curve of the blade shall not exceed 3 cm., measured from the lower edge of the highest point of the blade to the even surface where the stick is lying on with its convex side on top.

C.2.8. A player is not allowed to fix a hand-held-stick to the powerchair.

C.2.9. A player is allowed to fasten a hand-held-stick to a part of the body, if the player is unable to hold the stick.

C.2.10. A player using a hand-held-stick that does not meet the stipulations of article C.2. will be sent off the playing field by the referee.

C.3. The T-stick

C.3.1. The T-stick shall be attached to the front of the powerchair.

C.3.2. The distance between the front of the T-stick and the foremost point of the powerchair may not exceed 50 cm.

C.3.3. The T-stick shall have one blade and may have one pair of side-wings.

C.3.4. The blade and side-wings shall be of synthetic, non-transparent material.

C.3.5. The connection which fastens the side-wings to the blade and the connection which fastens the T-stick to the powerchair may be made of metal and/or aluminium.

C.3.6. The part(s) of the connection outside the blade shall be at a height that the ball can roll underneath freely.

C.3.7. The blade shall have a maximum length of 30 cm..

C.3.8. The blade shall have a maximum height of 10 cm. over a minimum of 20 cm., measured from the front of the blade.

C.3.9. The blade and side-wings shall have a maximum thickness of 2 cm..

C.3.10. The curve of the blade shall not exceed 3 cm..

C.3.11. The side-wings may be attached to every place on the sides of the blade, angled at between 75 and 90 degrees.

C.3.12. Side-wings shall have a maximum height of 10 cm.

C.3.13. Side-wings shall have a maximum width of 10 cm., measured from the blade.

C.3.14. 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.

C.3.15. A player using a T-stick which does not meet the stipulations of article C.3. will be sent off the playing field by the referee.

C.4. The powerchair

C.4.1. The powerchair shall be an electrically driven powerchair with a minimum of 4 wheels and a maximum of 6 wheels, including a maximum of 2 safety wheels. (Wheels which consist of two wheels on one axle count as one wheel). Electric scooters and carts are not allowed.

C.4.2. The powerchair shall be free from sharp protruding parts.

C.4.3. All parts of the powerchair, except the wheels (meaning: only the turning parts which are in contact with the floor, not the axle and other parts) and safety wheels, shall be at a height that the ball can roll underneath freely.

C.4.4. No unnecessary and removable obstacles and attributes may be under, on, in or at the powerchair.

C.4.5. It is allowed to play with protections around the powerchair to protect the body of the player and/or the powerchair. Protections have to respect the following guidelines:

a) Protection shall be rounded and free from sharp and/or protruding parts.

b) Protection shall be fitted at a height that the ball can roll underneath freely.

c) Protection shall not be wider than 5 cm. over the furthest ends of each side of the powerchair, including the thickness of the protection.

C.4.6. The powerchair has to be fitted with tyres, which do not mark the playing floor.

C.4.7. A player in a powerchair not meeting the stipulations of article C.4. will be sent off the playing field by the referee.

ARTICLE D : THE TEAM

D.1 The Team

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

- Max. 1 Team Manager

- Max. 2 Coaches

- Max 10 Team Assistants

- Max 10 Players

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

D.2. Players

D.2.1. Before the start of the match, the team first mentioned on the match form shall take position in the team area at the left side of the match table, seen from the playing field. Teams do not change from team area after a match half.

D.2.2. Each team shall have 1 goaltender and 4 field players on the playing field, ready to start the game.

D.2.3. A team shall play with a maximum total of 11 class point on the playing field, including a player with a time penalty or disqualification. Violation of this rule will be considered as

a severe intentional offence and will be punished according to art. H.3.2. and I.3.1.

- D.2.4 All players shall use a hand held stick or a T-stick.
- D.2.5. A team shall play a match with a maximum of 3 hand-stick players on the playing field simultaneously, inclusively players with a time penalty or disqualification.
- D.2.6. A goaltender taking part in a match shall play with a T-stick.
- D.2.7. Players shall not take unnecessary and removable attributes on, at or in the powerchair.
- D.2.8. The field players of a team shall wear similar shirts in a different colour then the shirts of the opposing team.
- D.2.9. The goaltender shall wear a different coloured shirt then the shirts of the team-mates and of the opposing team.
- D.2.10. All players need to be identifiable by a playing number on the front of the shirt. The number shall be clearly visible with a minimum height of 7 cm.
- D.2.11. All players need to be identifiable by the playing number and name on an identification plate the back of the powerchair, firmly attached and clearly visible. This identification plate shall be sized A3 format, with the following layout:
- a) The playing number and name shall be in Arabic
 - b) The height of the number(s) shall have a minimum of 15 cm.
 - c) Above the playing number the first letter(s) and back name of the player is mentioned on one line.
 - d) The height of the letters shall have a minimum of 5 cm. Deviation: if it is not possible to put a long name in one line, the letters shall be as big as possible on one line.
- D.2.12. Advertisements on the shirts, powerchairs and/or identification plates are allowed as long as the playing number and name are clearly visible.
- D.2.13. A player who is not meeting the stipulations in rule D.1.1. up till rule D.1.11. will be sent off the playing field by the referee.
- D.2.14. A player may wear protective gear, such as safety belts, eyewear, helmet, knee pads or arm pads.
- D.2.15. A player shall not enter or leave the playing field during play without the senior referee's permission. If a player does enter or leave the playing field without permission, this will be considered as misconduct and the player shall be disqualified.
- D.2.16. After half time teams shall change ends of the playing field.
- D.2.17. During the intermission the team is allowed to leave the playing area.
- D.2.18. A player is not allowed to play in a lower functional class then the functional class in which the player is classified.
- D.2.19. Team can only play with a minimum of 3 players on the field, including the goalkeeper. In case the number of players falls below 3 (due to red cards, injuries, powerchair difficulties or other reasons), the match ends and the result is decided in the following manner:**
- if the team with the higher number of players on the field is in the lead, the result stands
 - if the team with the higher number of players on the field is losing or the match is tied, and the abandonment happens in the first half of the match, the match is replayed
 - if the team with the higher number of players on the field is losing or the match is tied, and the abandonment happens in the second half of the match or the match

cannot be restarted after the interval (e.g. due to an injury), the match is registered 3:0 for the team that didn't commit the offense

In case of an injury to the player in the team that has only three players on the field, rule D.3.8 is applied. If the injured player cannot re-enter the field or be substituted the after the 1-minute Technical Timeout, the match ends.

D.2. Captain

- D.2.1. Each team shall have a captain, who is recognizable by a captain's band around the upper arm.
- D.2.2. The captain represents the team and may approach the referee in a correct manner for explanation of the rules and necessary information.
- D.2.3. Before the start of the match the captain shall report the senior referee for taking the toss.
- D.2.4. The team that wins the toss may either select which goal it wishes to defend or to take the opening ball.
- D.2.5. If the captain leaves the playing field, the captain shall inform the senior referee which player will replace the captain.
- D.2.6. The captain shall check and sign the match form directly after the match.

D.3. Substitutes

- D.3.1. Each team may have a maximum of 5 substitutes.
- D.3.2. All substitutes stay in the team area during the match, with the following exceptions:
 - During an allocated time out substitutes are allowed to enter the referee area, only in extension of the penalty area at the side of the own team area.
 - During the intermission substitutions are allowed to leave the playing area.
- D.3.3. The player, who is to be substituted and the substitute shall be announced **by (the personal assistant of) the coaches or the team manager** to the scorekeeper, by noting both players numbers and class points on a substitution paper. At the same time of the announcement the substitute takes position in the substitution area for the control of the player's equipment and the total class points of the team.
- D.3.4. A coach can request for substitutes unrestrictedly.
- D.3.5. The timekeeper shall signal the substitution to the referee. The referee approves the substitution as soon as a halt occurs in the match.
- D.3.6. 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.
 - Violation of this rule can be penalized by the referee according to article H.2. and article H.4. (Delay of game).
- D.3.7. When the substitute has taken up position in the playing field, the match will be resumed by the referee at the position in which it was halted.
- D.3.8. If a defective n cannot be repaired or a player's injury remedied within a Technical Time-Out of 1 minute, the player in question shall change of powerchair or shall be substituted to enable the match to be continued.

D.4. Coaches and Team Assistants

D.4.1. One coach and one assistant coach may coach a team.

D.4.2. **The coach(es) are** responsible for:

- Ensuring that the players meet the stipulations with respect to the stick (articles C.2. + C.3.), the powerchair (article C.4.) and the team (article D.).
- Checking players' names, players' numbers and players' class point on the match form before the match starts.
- Ensuring that the team is present on the playing field in time and ready to play.
- Ensuring that the total of class points of the team on the playing field doesn't exceed 11 points.

D.4.3. **The Coach(es) or the Team Manager are responsible for:**

- **Announcing the scorekeeper for permission to substitute a player.**
- **Announcing the scorekeeper for an allocated time-out.**

D.4.4 During the match Coaches and other Team Members shall stay in the own team area with the following exceptions:

- During the intermission Coaches and other Team Members are allowed to leave the playing area for coaching/assisting the team.
- During the intermission and allocated and technical time outs Coaches and other Team Members are allowed to enter the referee area and/or playing field to coach/assist their players, only in the penalty area at the side of the own team area.
- In case of an injury or powerchair defect Coaches and other Team Members are allowed to enter the Referee Area and Playing field and to enter/leave the Team Area after the Referee has stopped the match.

D.4.5. During the match coaches and team assistants are not allowed to open the boundaries.

D.4.6. Violation of rules D.4.3. and D.4.4. shall be penalized by the referee by an official warning to the coach according article I.1..

ARTICLE E: STIPULATIONS WITH RESPECT TO TIME

E.1. Playing time

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

E.1.2. Time in: the timekeeper shall start the match clock every time the referee whistles for resumption of play and at the start of each match half or extra time. The game is in play.

E.1.3. Time-out: the timekeeper shall switch off the match clock every time the referee interrupts the match by a whistle signal and at the end of each match half or extra time. The game is dead.

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

E.2. Allocated time-out

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

E.2.2. The duration of an allocated time-out is 1 minute.

- E.2.3. An unused allocated time-out may not be postponed until the next match half.
- E.2.4. **The Coach(es) or the Team Manager** are entitled to announce to the scorekeeper for an allocated time-out by a Time-Out-Card.
- E.2.5. The scorekeeper shall immediately signal to the senior referee that an allocated time-out has been requested.
- E.2.6. The referee will allow the allocated time-out in the next dead moment of play.
- E.2.7. The timekeeper shall time the allocated time-out and signal to the senior referee when the time is over.
- E.2.8. The match is resumed in the position at which it had been halted.

E.3. Extra-time

- E.3.1. If a match in the Play Offs ends with a tie after the regular playing time, the match will be decided firstly: by extra-time, secondly by penalty-shot-series.
- E.3.2. The duration of extra-time is one time 10 minutes actual playing time with Golden Goal principle: as soon as one team scores a goal in the extra-time, the match is over and the winning team shall be considered to have won by one additional scored goal summed to the equal score before the extra-time.
- E.3.3. Procedure:
 - Between the regular playing time and the extra-time an intermission will be held of 5 minutes.
 - Teams shall change ends.
 - Allocated time-outs are not allowed.
 - Substitutes are allowed.
 - A time penalty remaining after regular playing time shall continue during the extra-time.
 - The same rules apply to starting and stopping time as during the regular playing time.
 - If the score after the extra-time is still equal, the match shall be decided by penalty-shot-series.

ARTICLE F: STIPULATIONS WITH RESPECT TO POWERCHAIR, BALL AND STICK

F.1. Driving the powerchair

- F.1.1. The feet shall be at a height that the ball can roll underneath freely.
- F.1.2. During the match, a player shall keep the posterior in contact with the seat of the powerchair.
- F.1.3. During the match a player shall drive the powerchair with a maximum speed of 15 km/h.
- F.1.4. Powerchair-contact with another player's powerchair, stick or body, the boundary, goal or referee is not allowed.
- F.1.5. In case of a defected powerchair, the referee shall not whistle. During the next dead moment of play a 'Technical Time Out' shall be awarded and one should try to fix the defect of the powerchair. If the powerchair cannot be repaired within 1 minute a

substitution needs to be made or the player shall change of powerchair.

F.1.6. Violation of rule F.1.1. up till rule F.1.5. shall be penalized by the referee according to articles H. and I.

F.2. Playing the ball

F.2.1. The ball may be played with the blade of the stick and the powerchair.

F.2.2. The ball may be played in any direction.

F.2.3. The ball shall not be played above a height of 20 cm. off the playing floor.

Violation of this rule shall be penalized by the referee according to article H. and I.

F.2.4. If the ball is played or lifted via a powerchair, the boundary, a goal or referee and is thus caused to rise above 20 cm. off the ground, this should be considered accidental and is not a reason to halt the match, unless it produces a goal. The goal will be declared invalid. Resumption of the match with a goaltender ball.

F.2.5. A player may not:

- Flatten the ball by driving over it.
- Pick up, kick, throw, head, catch, hit, hold, carry or taking the ball along with (a part of) the body.
- Touch the ball in the goal area or play the ball out of the goal area, with the exception of the goaltender.
- Hit the ball in a wrong way during a dead moment of play.
- Play the ball uncontrolled in the direction of another person in a way that is dangerous or intimidating that person (= dangerous play).

Those offences can be made (un)intentionally and shall be penalized according to article H. and I.

F.3. Use of the stick

F.3.1. Stick-contact with the stick of another player is allowed, only in attempt to play the ball in a proper way.

F.3.2. Stick-contact with another player's body is not allowed (= Personal Contact).

F.3.3. The offences mentioned in rules F.3.1. and F.3.2. can be made (un)intentionally and shall be penalized according to articles H. and I.

F.3.4. A player may not:

- Drop the stick (dropping stick).
- Throw the stick (throwing stick = dangerous play).
- Drive an opponent's stick out of the hands (hooking).
- Obstruct, lift or hook into an opponent's stick (hooking).
- Hook around another players' body (hooking).
- Put the stick under another's players powerchair, between the wheels or right before the front wheel (hooking ; dangerous play).
- Smash on another players' stick or powerchair (smashing).
- Smash hard on another players' stick or powerchair (smashing intentionally ; dangerous play).

- Hit, smash or spear another person, or in the direction of that person, with the stick (hitting, smashing, spearing ; dangerous play).
- Lift the stick in such a way or to such a height, which may be dangerous, intimidating or hindering another person (high sticking ; dangerous play).

Those offences can be unintentional, intentional or severe intentional offences and shall be penalized according to articles H. and I.

ARTICLE G: STIPULATIONS WITH RESPECT TO THE GAME

G.1. Goal

G.1.1. A goal is scored if the ball has completely passed the goal line between the goal posts and under the crossbar.

G.1.2. A goal counts as one point.

G.1.3. If the ball hits the front face of the goal, then the goaltender, and after that passes the goal line from the front, the goal counts.

G.1.4. If a goal is shoved away, while a goal is scored, the goal counts if the ball has completely passed the goal line between the marks where the goal posts should stand.

This is for judgement of the referee.

G.1.5. If the ball hits a referee and a goal is made out of such a ball, the goal does not count. Resumption of play with a goaltender ball.

G.1.6. If an attacking player has touched the ball or is hindering the goaltender in any way in the goal area, before the goal is scored, the goal does not count.

Violation of this rule can be penalized according to articles H.2. and I.

G.1.7. An own goal always counts.

G.1.8. After a goal, the match will be resumed with an opening ball.

G.2. Ball out

G.2.1. The ball is out if it is played outside the playing field or stays on the goal.

G.2.2. The last player who touched the ball, before the ball went out, played the ball out.

G.2.3. The ball can be played out unintentionally or intentionally.

The team which played the ball out shall be penalized according to articles H.2. and I.

G.2.4. When the ball is played out from the neutral area and a free ball is granted, the free ball is taken where the ball was played over the boundary, 2 m. from the side concerned.

G.2.5. When the ball is played out from the penalty area and a free ball is granted, the free ball is taken on the centre spot of the closest penalty line.

G.2.6. When the ball is played on the goal and a free ball is granted, the free ball is taken on the centre spot of the closest penalty line.

G.3. Dead ball

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

- A goaltender obstructs the ball *outside* the own goal area, but *inside* the own

penalty area with the powerchair and/or stick for longer than 3 seconds.

- A player obstructs the ball for longer than 3 seconds and does not have any possibility to make the ball playable.
- The ball gets stuck in a powerchair.
- The ball rolls between two players and neither of them is able to play the ball.

G.3.2. The match will be resumed by a *referee ball*.

G.4. Three-seconds rule

G.4.1. A goaltender is allowed to obstruct the ball inside the own goal area with the powerchair and/or stick for longer than 3 seconds. The match will be resumed by a goaltender ball.

G.4.2. A goaltender is allowed to obstruct the ball outside the own goal area, but inside the own penalty area with the powerchair and/or stick for longer than 3 seconds.

The match will be resumed by a referee ball.

G.4.3. A goaltender may not obstruct the ball outside the own penalty area for longer than three seconds with the powerchair and/or stick.

Violation of this rule can be penalized according to articles H.2. and I.

G.4.4. A field player may not obstruct or play the ball with the powerchair and/or stick in such way that no other player has the possibility to intercept the ball. A field player shall make attempt to move off the ball or play the ball.

Violation of this rule can be penalized according to articles H.2. and I.

G.4.5. The referee shall draw the player's attention to the fact that the player is obstructing the ball, indicating the enforcement of the three-seconds rule. The referee counts the three seconds audible and visible.

G.5. Goal area rule

G.5.1. No player (with the exception of the goaltender of the defending team) may touch the ball and/or the playing floor inside the goal area (incl. the goal area circle) with the stick, the powerchair or the body.

Violation of this rule shall be penalized according to articles H.2. and I.

When this violation occurs at a goal attempt, with a clear intention to prevent a score, this is considered to be a severe intentional offence.

G.5.2. No player may be hindering, in any way, the goaltender inside the goal area (incl. the goal area circle) with the stick, the powerchair or the body.

Violation of this rule shall be penalized according to articles H.2. and I.

When this violation occurs at a goal attempt, with a clear intention to prevent a goal, this is considered to be a severe intentional offence.

G.5.3. Neither the goaltender nor a field player may move the goal.

Violation of this rule can be penalized according to articles H.2. and I.

When this violation occurs at a goal attempt, with a clear intention to prevent a goal, this is considered to be a severe intentional offence.

RULE H: PERSONAL CONTACT AND OFFENCES

H.1. Personal Contact

H.1.1. By Personal Contact is meant: physical-contact, powerchair-contact and stick-contact.

H.1.2. Personal Contact is not permitted, with the exception of stick-contact with the stick or powerchair of another player.

H.1.3. Physical-contact is touching another players' powerchair, stick or body, or the body of a referee, with the own body. Not allowed is:

- Holding
- Smashing / Hitting
- Fighting

H.1.4. Powerchair-contact is touching another players' powerchair, stick or body, the boundary, goal or referee with the own powerchair. Not allowed is:

- Hindering
- Pushing off
- Colliding / Ramming / Charging
- Obstruction
- Pushing in
- Cutting off
- Hooking
- Holding
- Fighting

H.1.5. Stick-contact is touching another players' powerchair, stick or body, with the own stick. Only stick-contact with the stick or powerchair of the opponent in attempt to play the ball in a proper way is allowed.

Not allowed is:

- Hooking: obstruct, lift or hook into an opponent's stick or hook around a wheel of another players' powerchair or body.
- Hitting, smashing, spearing, butt ending.
- Fighting.

H.1.6. When light Personal Contact occurs as a result of a legitimate attempt to play the ball, it may be regarded as accidental and need not be penalized, unless the player, against whom contact is affected, is impeded in some way. This is for judgement of the referee.

H.1.7. Personal Contact can be made (un)intentionally on the whole field and shall be penalized according to articles H.2., H.3. and I.

H.2. (Un)intentional offences

H.2.1. An offence is a violation of the rules of the game, which will be penalized with the loss of the ball in favour of the opponents.

H.2.2. The nature of punishment is determined by the seriousness of the violation and is always judged and awarded by the referee.

H.2.3. An offence can take place intentionally or unintentionally, inside or outside the own

penalty area.

H.2.4. A player who commits an unintentional offence, anywhere in the playing field can get a warning or a time penalty by the referee.

A free ball in favour of the opponents will resume the match.

H.2.5. A player who commits an intentional offence, outside the own penalty area, can get a warning or a time penalty by the referee.

A free ball in favour of the opponents will resume the match.

H.2.6. A player who commits an intentional offence, inside the own penalty area, can get a time penalty by the referee.

A penalty shot in favour of the opponents will resume the match.

H.2.7. When players of both teams commit an offence at the same time, anywhere on the playing field, both players will be penalized by the referee .

A referee ball will resume the match.

H.2.8. When a player gets a time penalty for the second time in the same match, the player will be disqualified by the referee.

H.3. Severe intentional offences

H.3.1. A severe intentional offence is a severe violation of the spirit of the game. This includes:

- Intentionally playing the ball with the body.
- Intentionally playing the ball out of the goal area (with the exception of the goaltender) at a goal attempt, with the clear intention to prevent a goal.
- Intentionally hitting the ball in a wrong way during a dead moment of play.
- Playing a ball uncontrolled in the direction of another person in a way that is dangerous or intimidating that person.
- Intentionally throwing the stick.
- Lifting the stick in such a way or to such height, which may be dangerous or intimidating to another person (= high sticking / dangerous play)
- Intentionally hitting, smashing or spearing in the direction of another person with the stick or hand.
- Touching the ball and/or the playing field inside the goal area (incl. the goal area circle) with the powerchair, the stick or the body (with the exception of the goalkeeper of the defending team) at a goal attempt, with a clear intention to prevent a goal
- Hindering, in any way, the goaltender inside the goal area (incl. the goal area circle) with the stick, the powerchair or the body at a goal attempt, with a clear intention to prevent a goal.
- Moving the goal intentionally at a goal attempt 'with the clear intention to prevent a goal
- Contacting another person personally in an improper way, which endangers the safety of the person (injury) or the powerchair (severe powerchair damage).
- Speeding: driving the powerchair with a speed over 15 km/h

- Causing the total class points of the team on the playing field to exceed 11 points in the start of the match, after the intermissions or after substitutions.
 - In case the team plays with more than 11 points after substitution, the substitute player that broke the total point limit will be disqualified.
 - In case the team plays the match after the start of after the intermission with total class points of more than 11 points or if multiple simultaneous substitutions lead to breaking the limit, the player with the highest class point will be disqualified.
 - In case the team plays the match after the start of after the intermission with total class points of more than 11 points or if multiple simultaneous substitutions lead to breaking the limit with two or more players with the same highest class point, the Captain selects one of the players for disqualification.
- H.3.2. When a player commits a severe intentional offence, the referee shall penalize the concerning player by disqualification.
- H.3.3. The match will be resumed by a free ball in favour of the opponents when a severe intentional offence has occurred outside the own penalty area.
- H.3.4. The match will be resumed by a penalty ball in favour of the opponents when a severe intentional offence occurred inside the own penalty area.

H.4. Misconduct

- H.4.1. Misconduct is an intentional violation of the spirit of the game in word or gesture, in a severe way. This includes:
- Approaching another person in a rude way by word and/or gesture. Swearing, arguing, abusing, insulting, discriminating or racial remarks or gestures are not permitted (= unsportsmanlike conduct).
 - Making remarks or gestures to the referee, timekeeper, scorekeeper, player or coach repeatedly (unsportsmanlike conduct).
 - Leaving the playing field without permission of the referee.
 - Delaying the match intentionally and/or repeatedly (= delay of game).
- H.4.2. Misconduct is not allowed. The referee shall penalize misconduct by disqualifying the concerning player.
- H.4.3. For misconduct, the referee may wait to punish until the next dead moment of the match.
- H.4.4. The referee shows the Red Card to the player who is to be disqualified at the next dead moment of the match.
- H.4.5. The player concerned shall leave the playing area for the further duration of the match.
- H.4.6. The match will be resumed with what it has been halted for.
- H.4.7. When a coach, team assistant or spectator is guilty of misconduct, this person will be send away by the referee (Red Card will be shown). The person concerned is not allowed in the vicinity of the playing area for the further duration of the match and is not allowed to have further interference with the match.
- H.4.8. If the same player, coach, team assistant or spectator as mentioned in rule H.4.5. and H.4.7. interferes with the match once again, the match will be stopped and the team to

which the player, coach, team assistant or spectator belongs, will lose the match regulatory.

ARTICLE I: PENALTIES

I.1. Warning

I.1.1. A warning is a punishment to a player, not punished by a time penalty or disqualification.

A warning can be a verbal warning (non official), or an official warning shown by a Green Card.

I.1.2. An (official) warning can be given to a player who:

- Commits an (un)intentional offence.
- Has already had a verbal warning.
- Makes light remarks or gestures to the referee, timekeeper, scorekeeper, player or coach (unsportsmanlike conduct).

I.1.3. A player who gets a second official warning (second Green Card) will receive a time penalty.

I.1.4. A player who repeatedly gets official warnings will be disqualified.

I.2. Time Penalty (Yellow Card)

I.2.1. A time penalty can be given to a player who:

- Commits an (un)intentional offence.
- Has already had an official warning.
- Repeatedly commits unintentional, light offences.

I.2.2. The player concerned will be shown a Yellow Card by the referee and the player will be sent off the playing field.

I.2.3. The player will leave the playing field through the exit and takes place in the penalty time area at the end of the own team area.

I.2.4. A field player with a time penalty may not be replaced by a substitute.

I.2.5. A goaltender with a time penalty may be replaced by the other T-stick player who was active in the playing field when the time penalty was awarded.

I.2.6. The timekeeper will keep the time of the time penalty by means of a stopwatch.

I.2.7. The duration of a time penalty has a maximum of 2 minutes. As soon as a goal is scored against the team of the penalized player during the penalty time, the time penalty of the player concerned is over.

I.2.8. The official playing time and the time of the time penalty starts, as soon as the match is resumed, after the player concerned has left the playing field.

I.2.9. When the maximum time of the time penalty has passed the timekeeper will notify the referees with a bell signal.

I.2.10. The player is allowed to re-enter the playing field through the entrance immediately after the bell signal or scored goal.

I.2.11. The scorekeeper registers the match time of the time penalty and the number of the player on the match form.

I.3. Disqualification (Red Card)

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

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

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

I.3.3. The player shall leave the playing field through the exit, shall leave the playing area and is not allowed to have any contact with the team, till the end of the match.

I.3.4. A field player who is disqualified may not be replaced by a substitute in the ongoing match.

I.3.5. 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.

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

ARTICLE J: START OR RESUMPTION OF PLAY

J.1. Opening Ball

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

J.1.2. The second match half the team, which did not open the first match half, shall take the opening ball.

J.1.3. The player who is going to take the opening ball takes position as quickly as possible.

J.1.4. All the team-mates of the player who takes the opening ball line up, as quickly as possible, in the own match half behind the centre line, until the ball has actually been touched.

J.1.5. All opponents line up, as quickly as possible, behind the own penalty line until the ball has been touched.

J.1.6. As soon as the referee gives the whistle signal, the player who takes the opening ball has to pass the ball and not play it again until another player has touched it.

J.1.7. The opening ball shall be *indirect*, i.e. a goal may not be scored directly, the ball has to be touched by a second player before a goal can be scored.

J.1.8. Violation of rule J.1.3. up till rule J.1.7. can be penalized by the referee according to articles H.2. and I.

J.2. Referee Ball

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

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

J.2.2. The referee ball is taken:

- At the centre spot of the penalty line if the referee ball is given inside the penalty area.
- At the centre spot of the centre line if the referee ball is given inside the neutral area.

J.2.3. One player from both teams takes the referee ball.

J.2.4. The two players taking the referee ball line up, as quickly as possible, with their powerchairs at the own goal side of the penalty line / centre line and shall hold the blades of the sticks perpendicular (in 90 degrees) in touch with the line on either right side of the ball, without touching the ball

Violation of this rule can be penalized according to articles H.2. and I.

J.2.5. All the other players line up, as quickly as possible, at a distance of at least 2 m. from the ball and from the players taking the referee ball, until the ball is touched after the referee signal by whistle.

Violation of this rule can be penalized according to articles H.2. and I.

J.2.6. The ball shall be put on the centre spot stationary. As soon as the referee gives the whistle signal, both players may play or take the ball with the stick.

J.3. Goaltender Ball

J.3.1. A goaltender ball is awarded to the goaltender if the ball remains (practically) stationary inside the own goal area (incl. the goal area line) or on the goal line for longer than 3 seconds.

J.3.2. A goaltender ball may be taken from any place on the goal area line.

J.3.3. The player who was active as goaltender at the moment of awarding the goaltender ball, shall take the goaltender ball.

J.3.4. The goaltender takes position as quickly as possible.

Violation of this rule shall be penalized according to articles H.2. and I.

J.3.5. All the opponents line up, as quickly as possible, outside the penalty area and remain there until the ball has been touched by the goaltender, after the referee signals by whistle. Violation of this rule shall be penalized according to articles H.2. and I.

J.3.6. The ball shall be put on the goal area line stationary. As soon as the referee gives the whistle signal, the goaltender shall play the ball with the stick and may not play the ball again until another player has touched the ball.

Violation of this rule shall be penalized according to articles H.2. and I.

J.4. Free Ball

- J.4.1. A free ball is awarded to the opposing team if a player commits an offence, which is not penalized by a penalty.
- J.4.2. The free ball is taken at the centre spot of the penalty line, if an offence occurs inside the penalty area.
- J.4.3. The free ball is taken at the spot where the offence occurred, if an offence occurs inside the neutral area.
- J.4.4. Any player on the team to which the free ball has been awarded, may take the free ball.
- J.4.5. The player who is going to take the free ball shall take position as quickly as possible. Violation of this rule shall be penalized according to articles H.2. and I.
- J.4.6. All players of the opposing team line up, as quickly as possible, at a distance of at least 2 m. from the ball and from the player taking the free ball, until the ball is touched. Violation of this rule can be penalized according to articles H.2. and I.
- J.4.7. The ball shall be put stationary. As soon as the referee gives the whistle signal, the player shall take the free ball and may not play the ball again until another player has touched the ball. Violation of this rule can be penalized according to articles H.2. and I.
- J.4.8. A free ball taken from the centre spot of the penalty line of the opposing team is indirect, i.e.: a goal cannot be scored from it unless another player has touched the ball with stick or powerchair. A goal scored directly does not count and a free ball is awarded to the opposing team.
- J.4.9. A free ball taken from the neutral area is direct; a goal may be scored directly.

J.5 Advantage Rule:

- J.5.1 Should the referee be of the opinion that an offence has not disadvantaged the team in possession of the ball, the referee may decide not to blow the whistle to signal the offence, but allow play to continue. Necessary punishment can be awarded in the next dead moment of play.

J.6. Penalty Shot

- J.6.1. A penalty shot is awarded to the opposing team if a player intentionally commits an offence inside the own penalty area.
- J.6.2. The penalty shot shall be taken from the centre spot of the centre line.
- J.6.3. The penalty shot may be taken by any player on the team, provided the player was in the playing field when the penalty was awarded.
- J.6.4. The player who was active as goaltender at the moment of awarding the penalty shot, shall defend the penalty shot, taking I.2.5. and I.3.5. into account.
- J.6.5. All players take position as quickly as possible.
- J.6.6. The player taking the penalty shot shall take position close to the centre spot of the centre line and ball.
- J.6.7. All players, except the player taking the penalty shot and the defending goaltender, shall take position in the penalty area on the opposite end, during the entire penalty shot.

- J.6.8. The goalkeeper shall take position in the goal area of the goal which will be defended.
- J.6.9. The ball shall be put on the centre spot of the centre line stationary. As soon as the referee gives the whistle signal the player taking the penalty shot may play the ball an unlimited number of times. The ball shall be played in a continuous forward movement, away from the centre line in the direction of the defended goal, during the entire penalty shot.
- J.6.10. As soon as the penalty shot taker has touched the ball, the goalkeeper may leave the goal area.
- J.6.11. As soon as the penalty shot taker has played the ball backwards, has shot on the goal or the goalkeeper has touched the ball, the penalty shot is over, taking article H. into account. (If the goalkeeper has touched the ball and after that a goal occurs, the goal shall be awarded).
- If no goal is scored resumption of play with a free ball on the centre spot of the penalty line for the opposing team.
 - If a goal is scored resumption of play with an opening ball on the centre line for the opposing team.
- J.6.12. Game time shall be stopped during the entire penalty shot.
- J.6.13. Violation of rule J.5.3. up till rule J.5.11. can be penalized according to articles H.2. and I.

J.7. Penalty-Shot-Series

- J.7.1. If the score after the extra-time is still equal, the match shall be decided by penalty-shot-series.
- J.7.2. Procedure first penalty-shot-series:
- The referees decide which goal to use.
 - The senior referee tosses a coin between the team captains. The winner of the toss decides which team will start taking the penalty shots.
 - Each player (including substitutes) can take part in the first penalty-shot-series, except a player with a time penalty remaining after extra-time.
 - The coaches shall, in writing, inform the referees and the scorekeeper of the numbers of the 3 players and the order in which they will take the penalty shots.
 - The coaches shall, in writing, inform the referees and the scorekeeper which player will function as goalkeeper.
 - The referees are responsible for ensuring that the penalty shots are taken in the exact order as noted by the coach.
 - Only the players who will take the penalty shots, the goalkeepers and the referees are present on the playing field.
 - All players who will take penalty shots, except the player taking the penalty shot and the defending goalkeeper, shall take position in the penalty area on the opposite end, during the entire penalty shot.
 - The penalty shots shall be taken alternately.
 - The 3 players of each team shall take one penalty shot each.
 - During the first penalty-shot-series, a decisive result is considered to be achieved when a team is leading by a larger number of goals than the opposing team has

remaining penalty shots. The match is over and the winning team shall be considered to have won by one additional scored goal summed to the equal score before the penalty-shot-series.

- If the score after the first penalty-shot-series is still equal, the match shall be decided by the second penalty-shot-series.

J.7.3. Procedure second penalty-shot-series:

- Players shall take one penalty shot each until a decisive result is achieved.
- Each player (including substitutes) can take part in the second penalty-shot-series, except a player with a time penalty remaining after extra-time or first penalty shot series.
- The coaches shall, in writing, inform the referees and the scorekeeper which players will take part and in which order.
- If the teams do not have an equal number of players on the score form, the lowest number defines.
- The goaltender of the first penalty-shot-series shall act as goaltender in the second penalty-shot-series.
- During the second penalty-shot-series, a decisive result is considered to be achieved when a team has scored one goal more than the opposing team and both teams have taken the same number of penalty shots. The match is over and the winning team shall be considered to have won by one additional scored goal summed to the equal score before the second penalty-shot-series.
- If all noted players of the team have taken one penalty shot and the score is still equal, the match shall be decided by a third penalty-shot-series, played in the same way as the second penalty-shot-series, and so on.

J.7.4. If one of the noted players or goaltender incurs a match penalty during the penalty-shot-series, the coach is allowed to choose another player/goaltender, who is not already noted, to replace the player/goaltender who has incurred the match penalty.

End of the IPCH Game Rules

APPENDIX 1: SCHEDULE OF OFFENCES, PENALTIES AND RESUMPTION OF PLAY

OFFENCES	AREA	PENALTY	RESUMPTION	WHERE
Offence at the same time	In penalty area	See below what is applied	Referee's ball	At centre spot of penalty line
	In neutral area			Centre spot of middle line
Unintentional offence	In penalty area	Warning or Time Penalty (Yellow Card)	Free ball	At centre spot of penalty line
	In neutral area			At place of offence at least 2m from boundary
Intentional offence	Outside own penalty area	Warning or Time Penalty (Yellow Card)	Free ball	In penalty area at centre spot of penalty line
				In neutral area at place of offence at least 2m from boundary.
Intentional offence	Inside own penalty area	Time Penalty (Yellow Card)	Penalty shot	Centre spot of middle line
Severe intentional offence	Outside own penalty area	Disqualification (Red Card)	Free ball	In penalty area at centre spot of penalty line
				In neutral area at place of offence at least 2m from boundary
	Inside own penalty area	Disqualification (Red Card)	Penalty shot	Centre spot of middle line
Misconduct	Whole field	Disqualification (Red Card)	Depends on what the match is stopped for	Depends on what the match is halted for

APPENDIX 2 : DELUCIDATION TO PERSONAL CONTACT

Many decisions concerning Personal Contact will have to be based on the following **basic principles**:

- a) It is the duty of each player to avoid Personal Contact in all possible ways.
- b) Each player may take up a position in the field, which is not already occupied by an opponent, provided the player makes no contact in doing so and takes the factors of time and place into account.
- c) If contact causes an offence to be made, the player responsible for that Personal Contact is deemed to have committed the offence.

PERSONAL CONTACT IS NOT PERMITTED!

Although, theoretically, powerchair hockey is a *'game without Personal Contact'*, it is almost impossible to avoid it when several players with powerchairs are moving across the available playing field at some speed.

When light Personal Contact occurs as a result of a legitimate attempt to play the ball, it shall be regarded as accidental and need not be penalized, unless the player, against whom contact is affected, is impeded in some way.

A player who is standing still, is never responsible for Personal Contact.

PERSONAL CONTACT

The elements of **'time'** and **'place'** play an important part when judging the Personal Contacts of players.

'Time' depends on the speed of the powerchairs.

'Place' concerns the position of the player's own powerchair as well as the position of the other team-mates and opponents and the places of the goals, the boundaries and the referees. Joining the elements of place and time results in the **'moving-lines'** of players.

In case of crossing moving-lines a player must give the opponent the opportunity either to stop or change the moving-line.

In the case of parallel moving-lines a player must give the opponent the opportunity to continue the own moving-line.

A player may have the moving-line either forwards or backwards and is allowed without making Personal Contact.

COLLIDING

When moving-lines cross, there is the danger of colliding at the crossing-point.

A means of deciding who bumps into who is, to look who took the initiative for the action and to look where the collision took place. The player whose powerchair is hit on the side, is considered to be the first on the crossing-point. The player who hits the side of the powerchair makes the offence.

Colliding also includes the sudden turn of a player, for example to play the ball away, and doing so, makes contact with another player.

SHIELDING / INTERFERENCE

Shielding is an attempt to prevent an opponent who is not in possession of the ball from reaching the position the opponent is heading for.

Shielding can be allowed or not allowed:

Allowed Shielding

A player who is shielding an opponent, but stands still or moves *without* making Personal Contact, whereas the shielding opponent is able to continue the own moving-line or to change the own direction, doesn't make an offence.

Unlawful shielding

A player who is shielding an opponent, but moves and *makes* Personal Contact with the shielded opponent, is making an offence, because the opponent does not get the opportunity to continue the moving-line and/or come to a standstill in time.

The player who acts like this is guilty of hindering, colliding, pushing, cutting off or obstruction and makes the offence.

When a player achieves a shielding in the direct field of view, either in front or on the side of the opponent, but is standing still, and his opponent is moving forward and it results in Personal Contact, the shielded player (opponent) is responsible for this contact and makes the offence (pushing-in).

When shielding outside the field of view of the opponent, no obstruction/shielding will be allowed. The player who is shielding should realise that the opponent will have space enough to evade Personal Contact. If Personal Contact occurs the player who is shielding, makes the offence.

To touch (= Personal Contact) a shielded player in an unlawful way means an offence.

A player who is not moving, but standing still, can never shield unlawfully.

BLOCKING

A player who is blocking makes obstruction, if this player takes place in the moving-line of a moving opponent so suddenly, that pushing or colliding is inevitable.

A player who is blocking is pushing in, if Personal Contact occurs when the player is moving and the opponent is standing still or withdrawing from the player.

If Personal Contact occurs as a result of an attempt of blocking and both players are moving,

either of them may make the offence.

In case of doubt the greatest responsibility lies with the player who tries to block.

Blocking is allowed provided that Personal Contact is prevented in case of crossing moving-lines and the opponent gets the opportunity to change of moving-line or to stop in time.

Blocking is allowed provided that Personal Contact is prevented in case of parallel moving-lines and the opponent gets the opportunity to follow the own straight moving-line.

Player in possession of the ball

A player who is driving the ball is not allowed to make Personal Contact with an opponent.

The player in possession of the ball shall consider the element of 'place'. He may not push in an opponent who is standing still, or between opponents or between an opponent and the boundaries, the goal or the referee. If Personal Contact occurs, the player in possession of the ball is responsible, because he should see that there is no sufficient space to drive through without Personal Contact.

If a player, who is driving the ball, passes an opponent without making Personal Contact, so that he has the lead, the greatest responsibility for a possible Personal Contact lies with the opponent.

If the player, who is driving the ball, has a straight path in front, the player may not be pushed away from the own moving-line by an opponent.

If an opponent succeeds in taking a correct defensive position on the moving-line of the player who is driving the ball, the player in possession of the ball, shall evade Personal Contact by changing direction or by stopping.

Defending a player who is in possession of the ball

The player in possession of the ball may expect that he will always be defended even if the action takes place in the split of a second.

When the defending player has taken a legal defensive position, both players shall respect one another's moving-line: the player who suddenly changes the own moving-line is responsible for the Personal Contact and makes the offence.

If the defending player pushes an opponent, the defending player makes the offence (pushing off).

Defending a player who is not in possession of the ball

A player who is not in possession of the ball has the right to move freely in the playing field to take any position which has not been taken by another player.

Players not in possession of the ball shall however respect the elements 'time' and 'place'. This means that attackers as well as defenders, not in possession of the ball, may not take a position so close to an opponent who is moving or standing still, that Personal Contact occurs easily.

The distance between players always depend on the speed of the players.

A player not in possession of the ball, may not take a position in the moving-line of an opponent too soon (= obstruction), without giving the opponent enough time or distance to

stop or change direction.

If a player does not consider the elements of 'time' and 'place' when taking the own position and makes Personal Contact, the player is responsible for this contact and the referee may whistle for an offence.

If a defending player has taken a legal defensive position, the defender may not prevent the opponent from passing by suddenly taking a position (= obstruction) in the moving-line of the opponent.

If a defender has taken a legal defensive position, the defender is allowed to turn, move backwards or forwards to stay in the moving-line of the opponent.

The defender is not allowed to move towards or turning to the opponent. In case of Personal Contact the defender is responsible for that. The defender should respect the element of 'place': the distance between the opponent and the defender.

DEFINITIONS OF PERSONAL CONTACT

Hooking is placing the own stick around another player's body, stick or powerchair in attempt to stop, obstruct or hold an opponent or to lift the stick or drive an opponent's stick out of the hands.

Smashing / Spearing / Butt ending is stick-contact on another player's body or powerchair.

Holding is holding another player's body, stick or powerchair with the own hands, feet or powerchair to impede the progress of an opponent.

Hindering is powerchair-contact with the own powerchair against an opponents powerchair, which impedes the freedom of action.

Pushing off is powerchair-contact occurring when a player (slowly) moves towards the opponent to try to push an opponent off the moving-line.

Colliding is powerchair-contact with an opponent, if players cross each other's moving-line or suddenly change of moving-lines.

Obstruction is suddenly moving into or stopping in an opponent's path, making it impossible for the player to avoid a collision. Obstruction is a defensive offence.

Pushing in is powerchair-contact occurring when a player, whether or not in possession of the ball, unyieldingly pursues the own moving-line and in doing so, makes Personal Contact with an opponent in a permissible defensive position, the boundaries, a goal or a referee.

Pushing in is an attacking offence.

Cutting off is making contact with an opponent whilst moving in a parallel direction with the opponent, making use of a slight lead or more speed in order (suddenly) to

change course and head off the opponent or reach for the ball, whilst the opponent has no possibility of getting out of the way

Shielding / Interference

is an attempt to prevent an opponent, who is not in possession of the ball, from reaching the spot the opponent is heading for. Shielding / interference without Personal Contact is allowed.

Blocking

is intercepting an opponent with the intention of disengaging a player of the own team.

Blocking is allowed without Personal Contact.

APPENDIX 3 : REFEREE SIGNALS

GENERAL SIGNALS

1. Time-Out / Allocated Time-Out / Technical Time-Out

A T-sign with forefinger pointing into the other hand in the direction of the timekeeper



2. Goal

Firstly point to the goal with both outstretched arms and forefingers, after that point to the centre spot.



3. No Goal / Cancelled Goal

Forearms in front of the body in a sweeping cross-wide movement with palms down.



4. Advantage

Point with one outstretched arm with open hand in the direction of the offensive half and rotate the other forearm around.



5. Player Substitution

Rotate fists around each other.



6. End of Match Half / Switch Halves times.

Cross forearms before the chest and whistle 2

7. End of the Match



t of the playing field with both palms

SIGNALS FOR OFFENCES

8. 3-Seconds-Rule

One outstretched arm with fingers pointing sideways 1 to 3.
Count audible to three.



9. Dead Ball

Place hand around the fist.



10. Goal Area Rule

Hand movement above goal area line.



11. Ball-Too-High

Close both forearms with open hands in front of the body.
Move upper forearm and hand up and down.



12. Unlawful use of the Wheelchair

Hit fist against open palm of the other hand.



13. Unlawful use of the Stick
arm.

Hit the side of the hand against wrist of the other



14. Unlawful use of the Body

Grab wrist with the other hand.



15. Delaying Play

Outstretched arm with one finger turning around.



16. Dangerous Play

Hit fists against each other in front of the body.



17. Misconduct

Put both hands on the hips.



SIGNALS FOR PENALTIES

18. Unofficial Warning

Show warning finger, make calming movement towards the player if necessary.



19. Official Warning

Show the Green Card to the player.



20. Time Penalty

Show the Yellow Card to the player.
Point to the exit of the playing field.



21. Disqualification

Show the Red Card to the player.
Point to the exit of the playing field.



SIGNALS FOR RESUMPTION OF PLAY

22. Referee Ball

Outstretched arms and fists with thumbs up.



23. Free Ball / Goaltender Ball / Opening Ball

One forefinger points to the spot where the ball has to be taken. The other outstretched arm points in the offensive direction.



24. Penalty Shot

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



EXPLANATION REFEREE SIGNALS

<p>Signal 12</p> <p><u>Unlawful use of the Wheelchair</u></p>	<ul style="list-style-type: none"> • <i>Wheelchair-Contact with another player's wheelchair, stick or body, the boundary, goal or referee.</i> • <i>Hindering</i> • <i>Pushing off</i> • <i>Colliding / Charging</i> • <i>Obstruction</i> • <i>Pushing in</i> • <i>Cutting off</i> • Hooking • Holding • Flatten the ball by driving over it (Flattened Ball) • Driving with a speed over 15 km/h. • Playing the ball out of the goal area with the wheelchair (with the exception of the goalkeeper), at a goal attempt, with the clear intention to prevent a goal. • Hindering with the wheelchair, in any way, the goalkeeper inside the goal area (incl. the goal area circle) at a goal attempt, with a clear intention to prevent a goal. • Moving the goal with the wheelchair at a goal attempt with the clear intention to prevent a goal.
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<p>Signal 13</p> <p><u>Unlawful use of the Stick</u></p>	<ul style="list-style-type: none"> • Stick-Contact with another player’s body. • Hit the ball in a wrong way during a dead moment of play. • Drop the stick (Dropping Stick). • Drive an opponent's stick out of the hands (Hooking). • Obstruct, lift or hook into an opponent's stick (Hooking). • Hook around another players’ body (Hooking). • Smash on another players’ stick or wheelchair (Smashing). • Hooking: obstruct, lift or hook into an opponent's stick or hook around a wheel of another players’ wheelchair or body. • Touching the ball in the goal area or play the ball out of the goal area, with the exception of the goaltender. • Playing the ball out of the goal area with the stick (with the exception of the goaltender) at a goal attempt, with the clear intention to prevent a goal. • Hindering with the stick, in any way, the goaltender inside the goal area (incl. the goal area circle), at a goal attempt, with a clear intention to prevent a goal. • Moving the goal with the stick at a goal attempt with the clear intention to prevent a goal.
<p>Signal 14</p> <p><u>Unlawful use of the Body</u></p>	<ul style="list-style-type: none"> • <i>Touching another players’ wheelchair, stick or body, or the body of a referee with the own body.</i> • <i>Pick up, kick, throw, head, catch, hit, hold, carry or taking the ball along with (a part of) the body. (Playing the ball with the body).</i> • <i>Holding</i> • Playing the ball out of the goal area with the body (with the exception of the goaltender), at a goal attempt, with the clear intention to prevent a goal. • Hindering with the body, in any way, the goaltender inside the goal area (incl. the goal area circle) at a goal attempt, with a clear intention to prevent a goal. • Moving the goal with the body at a goal attempt with the clear intention to prevent a goal. • Playing with the feet at a height that the ball can’t roll underneath freely. • Playing with the posterior not in contact with the seat of the wheelchair.