

COMPETITION REGULATIONS

Edition 2024

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A. GENERAL

1. IPCH Competitions shall be conducted in accordance with IPCH Competition Regulations, the IPCH Game Rules, the IPCH Organisers Regulations, the IPCH Classification Manual and any additional decision made by the IPCH Technical Delegates and/or representatives and/or by World Abilitysport.
2. By Official and sanctioned IPCH Competitions are ment:
 - IPCH World Championships,
 - IPCH Regional Championships, (European Championships, Americas Championships, etc ..)
 - IPCH Qualification Tournaments for Regional Championship,
 - IPCH Regional Cup/League for National Teams/Club Teams
 - Other IPCH sanctioned International Competitions, friendly matches or tournaments for National Teams
3. The organisers of IPCH Competitions are appointed by the IPCH Sport Executive Committee following agreement of the World Abilitysport Executive Board. The appointment shall follow the bidding process outlined in the IPCH Organisers regulations.
4. The duties and responsibilities of the organisers are laid down in the IPCH Organisers Regulations.
5. The IPCH Competition Officer shall be informed of all international matches and tournaments involving National Teams and/or Club Teams seeking IPCH recognition at least six months in advance.
6. IPCH Competitions shall be held on a date accepted by the IPCH and World Abilitysport, in order to prevent any case of contemporary events with other IPCH competitions or with competitions considered priority by the IPCH.
7. No kind of demonstrations or political religious or racial propaganda is permitted in any competition venues or other areas.
8. Participants in IPCH Events are obliged to follow the rules, regulations and guidelines from the IPCH and the IPCH Competition/Event organisers.

B. PARTICIPATION

B.1 Qualification of teams to IPCH Competitions

1. All World AbilitySport Member Associations which are not under suspension may apply to participate in a Championship.
2. Nations may participate in an IPCH Competition with one (1) Team Delegation.
3. Only National Teams are allowed to participate In IPCH World Championships, (Open) Regional Championships and IPCH Qualification Tournaments.

IPCH World Championships

8 to 10 teams, divided in two groups respectively of 4 or 5 teams each.

Allocation of slots:

	Criteria	N. of teams
1	Winner of the last IPCH World Championship	1
2	Runner up of the last IPCH World Championship	1
3	Winner of the last IPCH <u>European</u> Regional Championship	1
4	Winner of the last IPCH <u>Oceania</u> Regional Championship	1
5	Winner of the last IPCH <u>American</u> Regional Championship	1
6	Winner of the last IPCH <u>Asian</u> Regional Championship	1
7	Winner of the last the last IPCH <u>African</u> Regional Championship	1
8	The Hosting country	1
9	IPCH Wild cards	Max 2

In case a Region does not have a Regional Championship the slot goes to the highest WRL ranked Nation from that region.

All unused slots are allocated in WRL order. The WRL used will be the most recent at the moment the invitations are sent out.

IPCH Regional Championships

8 - 10 teams, eventually divided in two groups..

Allocation of slots:

	Criteria	N. of teams
1	Winner of the last IPCH Regional Championship	1
2	Runner up of the last IPCH Regional Championship	1
3	Winner of the Qualification Tournament	up to 2
4	The Hosting country	1
5	IPCH Wild cards	Max 2

All unused slots are allocated in WRL order. The WRL used will be the most recent at the moment the invitations are sent out.

The invitation and allocations of slots for the Regional Championship will be disclosed publicly before the IPCH Qualification Tournament of the interest Region is announced so that all the non directly qualified Nations can apply to join the IPCH QT.

IPCH Qualification Tournaments for Regional Championship

One Qualification Tournament (QT) per region can be held.

Minimum of 2 participating teams.

All teams not otherwise qualified for the Regional Championships can apply to participate in the qualification tournament.

The nations of the World Ranking List which do not participate in the last World Championship and not otherwise qualified as mentioned above + 'new' nations which have intended to get a place on the World Ranking List, will be allocated for the QT.

IPCH Regional Cup/League for National Teams/Club Teams

The concepts of those competitions are currently under development from IPCH SEC.

B. 2 Team Delegations

1. Nations participating are entitled to use a Team Delegation consisting of a maximum of 26 members, composing of:
 - 1 Team Manager
 - 1 Coach
 - A maximum of. 1 Assistant Coach
 - A maximum of 10 Players
 - A maximum of 13 Team Assistants (including Personal Assistants, Medical Staff, Technical Staff, Mechanics, PR people, and other Team Assistants).

Exceptions can be requested to IPCH and to the LOC on a grounded basis..

2. Members of the Team Delegation (except players) must be at least 15 years old on the official arrival day of the competition.

3. Team Managers are responsible for sharing the information with all members of the Team Delegation.
4. Rights and responsibilities of the participating Team Delegations (including entries, registrations, transportations etc.) are outlined in the IPCH Organisers Regulations.
5. If a confirmed team Delegation withdraws their participation the paid fees shall not be reimbursed
6. Any registered participant found to be affected by alcohol or a prohibited substance will immediately be removed from the competition..

B.3. Changes in Team Delegations

7. Any changes to the Team Delegation made after submission of the Registration Form have to be communicated to the LOC and to the IPCH Technical Delegate as soon as possible. Team Managers will still have to hand over the Final List to the IPCH Jury upon arrival.
8. Changes to the team delegations are possible only until the official arrival day for team delegation of each competition.
9. If a registered member of a Team Delegation withdraws from the competition and is not replaced less than 2 months before the first day of the event or during the IPCH competition concerned, shall pay the Participation Fee to the Organising Committee.

B.4 Players Eligibility

1. Only players with nationality of their nation of origin having not participated earlier for another national team in an IPCH sanctioned or official match, event or competition shall be eligible to represent the nation in an IPCH sanctioned competition
2. If a player is not a citizen of the nation they wish to play, the player must have been a resident for at least 12 months and must have requested and received an authorisation from the organisation of their own nation of origin.
3. An authorisation from the organization of the nation of origin is not required if there is no organisation in the own nation of origin.
4. If a player has never represented the national team of the nation of origin and has been resident for more than 3 years in another nation the authorisation from the organization of the nation of origin is not required.
5. A player who has previously represented a national team in an IPCH sanctioned or official match, event or competition they may, only once, request to change the association for which they are eligible to play, to the association of another country of which they carry the nationality or have been resident. A request to change association may be granted only if at least one of the following circumstances and pending IPCH approval:
 - a. The player wishes to represent an association that became a World Abilitysport member or starts a Powerchair Hockey organization after the

player participated in a previous IPCH sanctioned or official match, event or competition with a National Team

- b. The player is able to prove they carry the nationality of the nation they wish to represent.
 - c. The player is able to prove they have been resident for at least 12 months and has the authorization from the organization of the nation of origin for changing National Team
 - d. The player is able to prove they have been resident for at least 3 years in the Nation they wish to represent and has not been selected or joined an IPCH sanctioned or official match, event or competition with the National Team of the country of origin in the same time span. In this case there is no need to seek authorization from the organization of the nation of origin for changing the National Team, although IPCH might reserve the right to double check before approving the change.
- 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.

C. COMPETITION STRUCTURE

C.1. Drawings Ceremony

1. The drawing ceremony shall take place at least 6 months before the competition starts.
2. The drawing ceremony is the moment when the participating teams are divided into groups by a lottery performed by IPCH representatives.
3. Procedure:
 - a) Previous winner of the same type of competition shall be placed in group A as top seed. The runner up of the same type of competition shall be placed in group B as top seed.
 - b) All the other teams are mixed together and randomly picked for places A2 - B2 - A3 - B3 etc until the groups are full.
4. The duties and responsibilities of the organisers are explained in the IPCH Organisers Regulations.

C.2 Playing system

1. In competitions of 2 participating teams the teams play 3 times against each other.
2. In competitions of 3 participating teams the teams play 2 times against each other.
3. In competitions of 4 or 5 teams the teams play one time against each other in the First Round. After the first round Playoffs are played.
4. In competition of 6 or more teams the teams are divided into groups as described in C.1
5. The Technical Delegates appointed for each IPCH competition are responsible for creating and adapting the match schedule following these principles:

Matches can be played simultaneously on several playing fields.

Time between the start of matches

At least 1hr 45mins shall be scheduled in the match schedule between the start of warm up time of matches being played in the same field.

For matches where a result must be reached, possibly by extra time or penalty shot series, therefore 2hrs 15mins should be scheduled.

Consecutive matches of a team

If a team has to play two matches on the same day, there must be at least 1 hr 30 mins between the finish and the start of these two consecutive matches.

In principle, a team that has played the last match of the day shall not, if possible, play the first match of the following day.

Number of matches per day

During the IPCH World Championship and IPCH Regional Championship a team can play a maximum of two matches on the same day. In other sanctioned competitions or matches the maximum number of matches is 3 per day per team.

In the group stage, a team shall be scheduled no more than one time as the home team in one day.

Between 2 matches of a team there shall be an intermission of at least 1½ hours. Teams are entitled to warm up at least 10 minutes on the match field before the start of a match.

6. Teams shall be awarded:
 - 2 match points for a winning match.
 - 1 match point for a drawing match.
 - 0 match points for a losing match.
7. The ranking within a group shall be decided by the following criteria in order:
 - a. The total number of match points of each team.
 - b. The match points of the internal matches.
 - c. The goal difference of the internal matches.
 - d. Number of goals scored in the internal matches
 - e. Overall goal difference
 - f. Overall goals scored
 - g. If the ranking is still undecided after all the above criteria, a penalty shot series will be conducted to determine the final ranking. The Technical Delegates will provide the teams with the schedule for the penalty shootout.
8. Playoffs matches cannot end in a draw. If necessary the match is decided according to the IPCH Game Rules concerning extra-time and penalty-shot-series.
9. In case of 4 participating teams, the Play Offs (4 matches) shall be conducted in the following order:
 - a. Semi-Final 1 for placing 1 – 4: 1st of the First Round - 4th of the First Round.
 - b. Semi-Final 2 for placing 1 – 4: 2nd of the First Round - 3rd of the First Round.
 - c. Bronze medal Match: loser of Semi-Final 1 - loser of Semi-Final 2.
 - d. Gold medal Match: winner of Semi-Final 1 - winner of Semi-Final 2.
10. In case of 5 participating teams, the Play Offs (4 matches) shall be conducted as follows:
 - a. Semi-Final 1 for placing 1 – 4: 1st of the First Round - 4th of the First Round.
 - b. Semi-Final 2 for placing 1 – 4: 2nd of the First Round - 3rd of the First Round.
 - c. Bronze medal Match: loser of Semi-Final 1 - loser of Semi-Final 2.
 - d. Gold medal Match: winner of Semi-Final 1 - winner of Semi-Final 2
 - e. The 5th team of the group stage does not participate in the playoffs. .
11. In case of 6 participating teams, the Play Offs (5 matches) shall be conducted in the following order:
 - a. Semi-Final 1 for placing 1 – 4: 1st group A - 2nd group B
 - b. Semi-Final 2 for placing 1 – 4: 1st group B - 2nd group A
 - c. Match for places 5 and 6: 3rd group A - 3rd group B
 - d. Bronze medal Match: loser of Semi-Final 1 - loser of Semi-Final 2.
 - e. Gold medal Match: winner of Semi-Final 1 - winner of Semi-Final 2.
12. In case of 8 participating teams, the Play Offs (8 matches) shall be conducted in the following order:
 - a. 1st match for placing 5 - 8: 3rd of group A - 4th of group B
 - b. 2nd match for placing 5 - 8: 3rd of group B - 4th of group A
 - c. Semi-Final 1 for placing 1 - 4: 1st group A - 2nd group B
 - d. Semi-Final 2 for placing 1 - 4: 1st group B - 2nd group A

- e. Match for places 7 and 8: loser of a) - loser b)
 - f. Match for places 5 and 6: winner of a) - winner of b)
 - g. Bronze medal Match: loser of c) - loser of d)
 - h. Gold medal Match: winner of c) - winner of d)
13. In case of 10 participating teams, the Play Offs (8 matches) shall be conducted in the following order:
- a. 1st match for placing 5 - 8: 3rd of group A - 4th of group B
 - b. 2nd match for placing 5 - 8: 3rd of group B - 4th of group A
 - c. Semi-Final 1 for placing 1 - 4: 1st group A - 2nd group B
 - d. Semi-Final 2 for placing 1 - 4: 1st group B - 2nd group A
 - e. Match for places 9 and 10: 5th of group A - 5th of group B
 - f. Match for places 7 and 8: loser of a) - loser b)
 - g. Match for places 5 and 6: winner of a) - winner of b)
 - h. Bronze medal Match for places 3 and 4: loser of c) - loser of d)
 - i. Gold medal Match for places 1 and 2: winner of c) - winner of d)
14. In case of an odd number of participating teams the IPCH Technical Delegates together with the LOC will create an adequate outline for the competition schedule considering the time available for running the competition and the different needs involved.

C.3. Practice sessions

1. The practice schedule shall be drawn up by the IPCH Technical Delegate(s) and in agreement with the LOC. IPCH Technical Delegate(s) in agreement with LOC will share the practice schedule with the Team Managers.
2. Teams should be given the opportunity to practise for at least 60 minutes on a playing area that is, if possible, of the same size and playing surface as that of the tournament. The practice area should be private and reserved for the use of one team at a time.
3. Teams are entitled to at least one practice, of 60 mins, in the competition venue before their first match in that venue, usually on the day before an official match.
4. LOC shall provide goals, boundaries and markings on the training venue. Teams shall bring their own balls and other equipment to practise sessions

C.4. Controls prior to the start of the matches

Before the event the Team Manager is responsible for sending the following documents to the listed recipients:

Document(s)	Send to	Remarks
Final list	Technical Delegate and Jury	The final list can be handed over latest at the Document checkpoint. It is advised, as much as possible, to anticipate this by email.
Code of Conduct	Technical Delegate and Jury	Signed by the complete team delegation: team management, players, team assistants, etcetera

Classification Consent Form	Classifiers	Signed by all players, also the players who don't need to go through the classification process.
Medical Diagnostic Form	Classifiers latest 6 weeks before the competition	For all players who need to go through the classification process.
Medical Review Request Form	Classifiers latest 12 weeks before the competition	For the players who need to file a Medical Review Request (Section A art.31 of the IPCH Classification Manual)

IPCH Technical Delegate: competition@powerchairhockey.org
IPCH Jury: jurymembers@powerchairhockey.org
IPCH Classifiers: classification@powerchairhockey.org

Documents checkpoint - IPCH Jury

At the documents checkpoint the Jury will check the nationality of each player.
All players need to go through the Document Checkpoint.

Please follow the following procedure:

- a. The Team Manager goes to the Document Checkpoint first. The Jury will check the following:
 - Final List
 - Signed Code of Conduct by the complete Team Delegation
If needed, these documents can be completed at the checkpoint

- b. The Jury will check in the order of the Final List all players:

- a. Identity (photo and name on identification)
- b. Nationality/citizenship
- c. Date of birth
- d. Player number

- c. The Jury will check if the Classification Documents have been sent in correctly and eventually can ask for signing the Classification Consent Form if this has not been sent in before.

Only after finishing the Jury Checkpoint, players can go through Classification and/or Equipment Control.

Classification

Classification Sessions will be conducted according to the rules of the Classification Manual and as schedules for the event/competition.

Equipment Control

The equipment control is voluntary, but highly recommended. It reduces the risk of not being allowed to play.

Each team will be entitled a slot of 30 min for the Equipment Controls normally following their training to ensure the engines are still warm when checking the speed.

At the Equipment Checkpoint, the Referees will check the players equipment (sticks, powerchair, jersey, etc.), player by player. The Jury will perform a speed control, with the possibility of a second speed control after making changes to the powerchair.

Each player is welcome to come to the equipment control during the time slot assigned for the team equipment control, following the rules about the number of equipment pieces.

Equipment control will end if there have been no new players showing up for checking within 15 minutes of the start of the last check.

The equipment control will always end at the end of the time slot for the team.

- a. A player can come to the equipment control, accompanied by a maximum of 2 assistants within the team delegation members .
- b. It's the Team's responsibility that all equipment is in order for the matches.
- c. The player can take all the playing equipment he/she wants to have checked to the control: T-stick(s), handstick(s), powerchair(s), number plate(s), jerseys and reserve jerseys.
- d. All equipment of the player could be checked – also extra powerchair (maximum of 3 playing sticks per player at a time – extra sticks can be checked in the recheck time or above agreement with the Chief Referee).
- e. If certain equipment isn't approved the team will have time, during the official scheduled control session of the team, to repair equipment and to have it rechecked.
- f. The Teams need to find a place to fix equipment. It's not allowed to fix the equipment in the Control space/room.
- g. In case the equipment can't be rechecked in the scheduled session, the Team Manager can make an appointment with the Chief Referee and/or the Chief Jury for another moment.
- h. If during the tournament a player wants to have more equipment checked, an arrangement can be made by the Team Manager and the Chief Referee or the Chief Jury.

The Jury will register all speed measurements of all players tested as a reference for the observation of speed during the matches. The Jury will give the Team Manager and/or Coach advice based on the measurements. The measured speed during the equipment control will not lead to sanctions and/or suspensions.

D.EQUIPMENT

D. 1. Player's outfits

1. The player's outfit shall be according to the IPCH Game Rules.
2. The main colour of the jerseys and the reserve jerseys of the players and the goaltenders shall be communicated to the IPCH Technical Delegate prior to the competition.
3. A player participating in an IPCH competition shall wear the same number throughout the whole competition, according to the Final List.
4. A team is entitled to have advertisements on the player's uniforms and powerchairs. The main colour of the jersey must be prevalent (or dominant).
5. If the jerseys of two opposing teams are (nearly) identically coloured, the away team shall play in jerseys with another colour.
6. IPCH may decide about further regulations regarding numbering, colours and advertisements on the player's outfit and equipment.

D. 2. Use of Electronic Devices

1. For the purpose of statistics and player analysis only, tablets and other electronic devices may be used on team benches'.
2. In special circumstances players and coaches are allowed to use a loudspeaker to enhance communication.
 - a. Players and coaches are allowed to use a loudspeaker with a microphone to communicate with their teammates and opponents, if required by their physical condition.
 - b. Players and coaches are not allowed to use a radio headset or any other device that enables wireless communication. This is considered illegal equipment and will result in disqualification.
 - c. The loudspeaker and microphone should be installed securely and must not pose any risk to players or match officials.
 - d. All participants should use the loudspeaker responsibly and not cause excessive noise or disturbance. The loudspeaker should not interfere with the game officials, the announcer, or the spectators.
3. Headsets may be used for communication between team staff within the competition venue. No communication connections with sources outside the competition venue are allowed during the time of the match.

E. PROCEDURES AROUND THE MATCHES

E.1 Before the match

60 minutes before the match:

The Match Table Jury will prepare all needed documents for the match (digital and/or on paper). The prefilled Line Up Forms will be available for the Team Managers to collect in the designated spot.

30 minutes before the match:

The Team Manager will hand over the finalised Line Up Forms to the Match Table Jury. The Match Table Jury will hand over the prefilled Substitution Forms and the Time Out Cards to the Team Managers.

When the Line Up Forms are entered into the Digital Match Form, the Match Table Jury will confirm to the Team Managers if the line up is accepted.

Any delay in handing in the form can be sanctioned by the Jury Members.

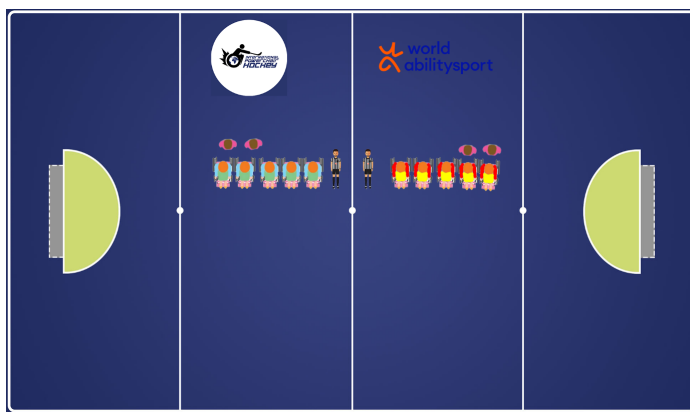
15 minutes before the match: warming up

The teams will start the warming up and the Referees on the Field will perform the equipment checks

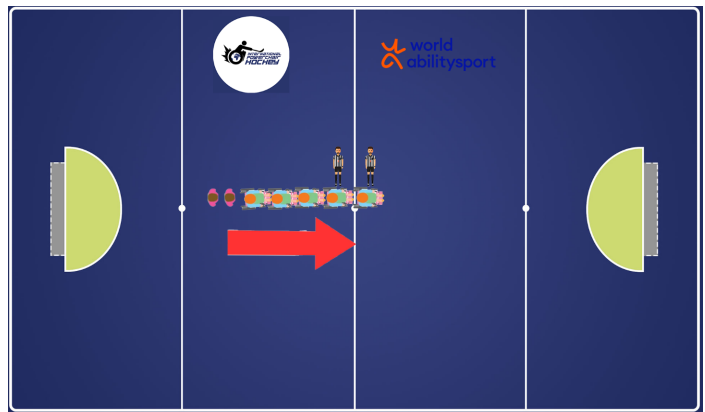
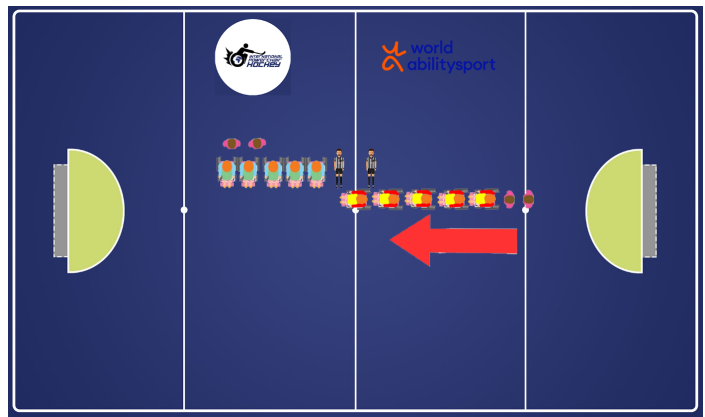
5 minutes before the match: greetings

After the warming up, teams exit the playing area, to start the greetings before the match:

- The Third Referee, Jury and LOC volunteers assigned to the match will stand behind the Match Table during the ceremony. Officials off duty and other people should be away from the field
- The Speaker start with introducing Team A this will be followed by team B in the same way as team A
- The Speaker shall announce for each team each player by: Number, first name and surname Speaker shall announce also the Coaches and the Team Manager of each team.
- Players line up facing away from the match table on their own side of the field between the goal area and center line, coaches and team manager behind the players
- Finishing with the two Referees on the Field, who will stand between both teams at the middle line.
- This will be followed by the national anthems (first team A, followed by team B)



- Team B drives in front of the Referees on the Field and team A greeting them. coaches and team manager follow the players.
- When team B has passed by, team A drives in front of the Referees on the Field and greets them. Coaches and team manager follow the players.
- The substitute players, coaches and Team Managers will leave the field to the team areas.
- The Third Referee will quickly check if substitute players in the team area are according to the filled Line Up Forms
- The Captains come to the Referees on the Field for the coin toss
- The greetings before the match will be finished by handshakes between the Captains and the Referees.



E.2 During the match

Priority in the order of things at a dead moment of play during the match

In case of multiple actions at a dead moment of play, this will be handled in the following order:

1. Cards/penalties
2. Speed Control
3. Time Out
4. Substitutions
5. Match Form updates

Speed control

- The Speed Control Jury will inform the Match Table Jury that a Speed Control is requested.
- In the next dead moment of play, the Match Table Jury will signal the Referees on the Field by ringing the bell and giving the Speed Control Sign.
- The Referee closest to the Match Table will be informed about the selected player(s) and will be one informing and escorting the player(s) to the Speed Control Jury.
- Players are not allowed to touch or change anything on the powerchair until it is clear that they are not selected for the speed control. Any different behaviour can be considered as misconduct.
- The selected player(s) will be approached by an IPCH Official and is required to follow the instructions they are given. Failing to follow instructions or delaying the

speed control procedure will be considered a severe misconduct and will be penalised with a red card (Match Penalty 2) by the Referee on the field. In this case the Speed Control of this player will not be performed.

- After performing the Speed Control, the Speed Control Jury will inform the player and the Referees on the Field about the results of the Speed Control.
- If the control results in a speed higher than 15 km/h the Referees on the Field will award the player a red card (Match Penalty 2).
- When the Speed Control is finished and the Referees on the Field and all players are back on the field, the match will continue

Time Out

Each team can request one Time Out of 1-minute per half time:

- The (Assistant) Coach or Team Manager will hand over the Time Out Card to the Third Referee or a Field Assistant. They will hand it over to the Match Table Jury
- At the next dead moment of play, the Match Table Jury will signal the Referees on the Field by ringing the bell and giving the Time Out Sign
- The Referees on the Field will signal the start and the end of the Time Out.

Substitution

A team can submit as many substitutes as they want during the match, as long as it will not be considered as delaying the game.

- The (Assistant) Coach or Team Manager will fill in the Substitution Form.
- Teams can use one substitution form to request multiple substitutions
- The (Assistant) Coach or Team Manager will hand over the Substitution Form to the Third Referee or a Field Assistant. They will hand it over to the Match Table Jury
- Once the substitution form has been handed over to the Referee or a Field Assistant it cannot be reused to add further substitutions requests.
- The Match Table Jury will enter the Substitution in to the Digital Match Form
- The Third Referee will perform an equipment control
- The Third Referee will inform the Match Table Jury if the player is ready to be substituted
- At the next dead moment of play the Match Table Jury will signal the Referees on the Field by ringing the bell and giving the Substitution Sign
- The Referees on the Field will whistle and give the Substitution Sign
- If the Substitution is not accepted by both the Match Table Jury and the Third Referee at the normal end of the dead moment of play, the substitution has to wait until the next dead moment of play. This to prevent mistakes by rushing

A player who enters the field as a substitutions without confirmation by the Match Table Jury and the Third Referee are considered an illegal player, which will be awarded with a Match Penalty 2

Substitution during half time

- The (Assistant) Coach or Team Manager will fill in the Substitution Form. They can combine multiple substitutions at one Substitution Form to be executed before the start of the second half of the match
- The (Assistant) Coach or Team Manager will hand over the Substitution Form to the Match Table Jury before the end of the intermission.
- The player supposed to enter the field must present himself on the field before the end of the intermission to allow equipment control to happen
- The Match Table Jury will enter the Substitution in to the Digital Match Form, in order to check the validity of the Substitution

- The Match Table Jury will inform the Third Referee whether the Substitution is accepted or not
- The Third Referee will inform the (Assistant) Coach or Team Manager in case of rejection of the Substitution
- The Third Referee will perform a final equipment control in case of a accepted Substitution
- The Third Referee will inform the Match Table Jury if the player is ready to be substituted
- The Match Table Jury will inform the Referees on the Field of which players are substituted during half time
- If the Substitution is not accepted by both the Match Table Jury and the Third Referee when it is time to start the second half of the match, the substitution has to wait until the next dead moment of play. This to prevent mistakes by rushing

A player who enters the field as a substitutions without confirmation by the Match Table Jury and the Third Referee are considered an illegal player, which will be sanctioned by a Red card (Match Penalty 2)

E.3 After the match

Priority in the order of things after the match

1. Speed Control
2. Final Greetings
3. Signing the Match Form
4. Antidoping (if needed)
5. Classification reassessment (if needed)

Speed control at the end of the match

- Directly after the last whistle the Speed Control Jury and Match Observing Jury will enter the field and each will escort a selected player to the Speed Control Area for Speed Control
- Players are not allowed to touch or change anything on the powerchair until it is clear that they are not selected for the speed control. Any different behaviour can be considered as misconduct.
- The selected player(s) will be approached by an IPCH Official and is required to follow the instructions they are given. Failing to follow instructions or delaying the speed control procedure will be considered a severe misconduct and will be penalised with a red card (Match Penalty 2) by the Referee on the field. In this case the Speed Control of this player will not be performed.
- The Referees on the Field will follow and observe the other player(s), during the execution of the Speed Control of the first player
- After performing the Speed Control, the Speed Control Jury will inform the player about the results of the Speed Control
- If the control results in a speed higher than 15 km/h the Speed Control Jury will sanction the player a Match Penalty
- When the Speed Control is finished, the Referees on the Field and all players will get back to the field for the Final Greetings

Final Greetings

When the match and the speed controls are over teams and officials will line up for the Final Greetings:

- The two Referees on the Field will stand on the field in front of the Match Table, facing the audience
- The Third Referee, the Jury and the LOC volunteers assigned to the match will stand behind the match table, facing the field
- All players of both teams, on the field and on the benches at the end of the match (except from players who got a red card during the match), will line up in front of their own team area between the central line and the goal area, ending with the team management (Coach, Assistant Coach and Team Manager)
- When everyone is in place, the speaker will announce the final score and the winner of the match (players will thank the audience by clapping hands or in other suitable way)
- After that the losing team (in case of a draw it will be team B) will drive/walk by the Referees and the other team thanking them for the match
- When the first team has passed by, the winning team (or team A in case of a draw) will drive/walk by the referees thanking them for the match
- After these Final Greetings, the Captains and Referees on the Field will go to the Match Table to sign the printed Match Form

Signing the Match Form

- At the last whistle, the Match Table Jury will finalize the Digital Match Form by entering the actual time of ending the match, and printing the Match Form
- After the Final Greetings the Match Form will be signed in the following order:
 - Captains of both teams
 - In case of an intent to protest the protesting team doesn't sign
 - The Timekeeper
 - The Third Referee
 - The Referees on the Field
 - The Match Form Jury

F. PROTESTS

F.1. To submit a protest

- F.1.1. A participating team has the right to submit a protest to the (Assistant) Chief Jury within 45 minutes from the end of the match concerned. The Match Form shall not be signed by the team concerned, but the intention to protest shall be noted by the captain of the team on the Match Form directly after the match.
- F.1.2. A protest must be written and signed by the Team Manager of the team on the official Protest Form. The Protest Form shall be handed over by the Team Manager to the (Assistant) Chief Jury together with the Protest Fee of 100 Euro.

F.2. To handle a protest

- F.2.1. A protest Committee will be installed to handle the protest. A decision has to be made before the beginning of the next match of the concerned teams. As soon as the final decision is made Team Managers of the concerned teams will be informed by the Protest Committee.

- F.2.2. The foundation of the decision of the Protest Committee will be the valid IPCH Competition Regulations and IPCH Game Rules.
- F.2.3. Decisions imposed by the Protest Committee are final as far as the duration of the IPCH Competition to which is applied is concerned.
- F.2.4. In case of protest of a match that may influence the next match, the match schedule will continue as planned.
- F.2.5. The credit of the Protest Fee of 100 Euro will only be returned if the protest is approved by the Protest Committee.

F.3. To appeal a protest

- F.3.1. Any player, official or team member has the right of appeal through their World Abilitysport national member organisation to the World Abilitysport Executive Committee.
- F.3.2. The appeal should be made in writing, in English, with the support of the applicant's organisation in membership with World Abilitysport. The appeal shall be directed via the World Abilitysport Secretariat to an Ad Hoc Appeal Committee appointed by the World Abilitysport Executive Committee.

G. PUNISHMENT AND PENALTIES

G.1. Punishment

- G.1.1. On the basis of a report of the referees, coaches and/or captains or by itself, the Jury is allowed to order punishments to a team, to a player, to another team member or to the audience.
- G.1.2. The Jury can order a team a lost match with the result of 0 – 5 and reduce 2 points, if:
- A team has played with an ineligible player.
 - A team was not present on the playing field, ready to play, in time, according to the Match Form.
- The match is forfeited and a Walk Over (W.O.) is at hand.
- A team has left the playing field during play without the senior referee's permission.
 - A player, coach, other team member or own audience causes that a match cannot start or causes a strike of a match.
- G.1.3. If a team is ordered to lose a lost match with the result of 0 – 5, as mentioned in article G.1.2., the opposing team shall be considered as having won the match with the result of 5 - 0.
- G.1.4. If a player or another team member has received a 'Red Card' during the match, the person concerned shall be disqualified for the further duration of the match and shall be suspended for the first next match. The Jury can extend the punishment (see art. E.2.9. and G.1.1.).
- G.1.5. Any registered participant who:
- fails to comply with the rules governing the competition,
 - contravenes the spirit of fair play,
 - manifestly offends official(s), referee(s) or members of any World Abilitysport/IPCH Committee or the Organising Committee in the course of his/her/their official duties,
 - behaves in a manner which discredits the World Abilitysport/IPCH or the Organising Committee,
 - shall be penalised by the IPCH Jury in the form of a fine and/or suspension/disqualification, determined by the IPCH Jury.