



Americas Champions Cup

Burnaby, B.C. – October 10-11, 2010

Organizations

1. Federation Internationale de Powerchair Football Association (FIPFA)

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3. Local Organizing Committee

Sportability BC

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TOURNAMENT REGULATIONS

Laws of the Game

The **2009 FIPFA Laws of the Game** will be used to regulate the matches at the **Americas Champions Cup**.

Team Requirements

All teams competing in the **Americas Champions Cup** must be members in good standing of their national associations and their National Association must be in good standing with FIPFA.

Powered Wheelchair Speed Testing

All powered wheelchairs will be subject to the **FIPFA Speed Testing Process** (see Appendix 1), prior to their participation in any **Americas Champions Cup** match. Any changes can be made to the wheelchair, to enable it to pass this test.

Once it has completed the **FIPFA Speed Testing Process** it is the responsibility of the player and his/her team to ensure no tampering takes place.

FIPFA reserves the right to conduct random Speed Testing to ensure the enforcement of these rules. A minimum of one (1) player from each team will be asked to undertake a Speed Test at the conclusion of every match.

Referees retain the authority to order the retest of a player's speed any time during the match.

Coaches

Teams must have a coach listed on their roster. A player can be a player/coach. This person is responsible for managing the team while at the competition venue during matches and all related activities.

Jewellery

Small items of jewelry around the neck or in the ears are allowable (such as stud earrings or necklaces which are tucked inside the jersey). However, dangling earrings are not allowed nor items worn around the wrist or on the hand (such as wrist bands, bracelets or rings) as they can be caught up in another powerchair.

Players may not tape up, cover up or otherwise hide prohibited items. The player will be prevented from participating in the match if the prohibited item continues to be worn.

Exception: Medical Alert bracelets or necklaces are allowable but must be taped down leaving the medical information visible. Wedding bands are allowable since they do not have any protrusions.

Player Numbers

All players must display a Squad Number in two (2) places while participating in a match. These numbers must be displayed on:

o Rear of Chair

o Visible position on the shirt (if no visible position on shirt is available then a visible position on front of chair may be used)

All Players Numbers must be in between the range 1 – 99. The front and rear number must be the same.

Playing Kits

All teams must provide both Home and Away playing jerseys. Home and Away jerseys must be of contrasting colors

Players must wear shorts or warm-up pants which match the rest of their team.

Goalie jerseys should contrast to outfield players on both sides and the opposition goalie. In the case of unavoidable clashes a bib must be used.

If there is a color conflict between two teams scheduled to play a match, the team listed as the home team will change to a contrasting color.

Sponsors Logos and Advertising

Any Sponsorship and advertising logos that may be present on a team's clothing, kit playing equipment or wheelchairs cannot be against the legal requirements of the host nation and cannot be considered offensive by any country involved. Sponsorship or advertising logos for alcohol or tobacco are expressly prohibited.

Any such logos will have to be removed before participation in any part of the Americas Champions Cup.

Player Discipline and Suspensions

Yellow Cards

If a player receives two (2) Yellow cards during the Group stages of the competition, then he/she will receive a one (1) match suspension. Yellow cards received in group play will not carry over in to the Play-off stages. Suspensions received in group play will be served in the player's next match(es) whether it is in the Group stages or Play-off stages.

If a player receives two (2) Yellow cards during the Play-off stages of the competition, then he/she will receive a one (1) match suspension.

Red Cards

If a player receives a Red Card in any match he/she will receive a one (1) match suspension.

If a player receives a 2nd Red Card during the tournament, he/she will receive a two (2) match suspension.

If the player's match suspension extends beyond the end of the tournament, he/she will serve that suspension(s) at the next **FIPFA**-sanctioned match.

If the Red Card is a direct Red Card, the **Tournament Competition Commission** (see Appendix 2) will review and may consider additional penalties on the player. Further sanctions may be imposed post event by the **FIPFA**.

Match Outcomes and Results

Group or Pool Stage

After the forty (40) minutes of match play have been completed, the team with the most goals scored will be awarded three (3) points and the opposing team will be awarded zero (0) points.

If the number of goals is equal between the teams, then both sides will be awarded one (1) point.

At the end of group play, the team with the greatest number of points will be the first seed for the next round. The team with the second most points is the second seed, and so forth. If two or more teams are tied for the same number of points and determination must be made as to which is the higher placed one(s), the following criteria will be used:

- a) The highest position shall be based on head to head competition throughout the group stage.
- b) If the head to head outcome is a draw the highest position shall be awarded to the team with the greater goal difference (goal differential).
- c) If the teams are still equal in the standings, the highest position shall be awarded to the team scoring the greatest number of total goals.
- d) If the teams are still equal in the standings, the highest position shall be awarded to the team with the fewest team disciplinary points (cautions (yellow cards) are one (1) disciplinary point, send offs (red cards) are three (3) disciplinary points).
- e) If the teams are still equal in the standings, the highest position in the standings shall be determined by kicks from the penalty mark. This shoot-out will take place immediately after the final group game.

Play-offs

After the forty (40) minutes of match play have been completed, the team with the most goals scored will be declared the winner.

If the number of goals is equal between the teams, then Extra-time (overtime) will be played consisting of two (2) periods of five (5) minutes play. After the Extra-time has been completed, the team with the most goals scored will be declared the winner.

Should the scores still be equal following Extra-time, kicks from the penalty mark will be used to decide the outcome.

Forfeits

A forfeit counts as a loss with the winning team awarded three (3) points and a three (3) goal score. If a team should leave the competition for any reason, all teams in that group

will be awarded three (3) win points and three (3) goals; previous results are automatically cancelled.

For a game time forfeiture this rule may be waved by the **Tournament Competition Commission** based on circumstances out of the control of the team. Rescheduling of the game can be permitted.

When a team forfeits a match due to a player failing a post match speed test, the score will be changed so that the losing team loses all of their goals scored while the winning team either retains all their goals scored (if three (3) or more) or their score is increased up to three (3).

Game Defaults

If a team is reduced to fewer than two (2) players (due to send offs, injuries, equipment failure, or insufficient number of replacements) during a game, then the match is abandoned with the opponent receiving three (3) points and the game score recorded with the winning team being give a plus three (+3) goal default score (if they are winning by three (3) or more goals, that score will stand; in all other cases, their score will be increased to reflect three (3) more than their opponent's score.)

Results of games terminated before time and not as a result of a forfeit or default are referred to the **Tournament Competition Commission**. The decision of the commission is final and cannot be appealed.

Official Game Sheets

The following official game sheets shall be used:

- FIPFA Score Sheet
- FIPFA Addendum Sheet
- FIPFA Protest Form

FIPFA Score Sheet

Score sheets must be completed and submitted to the Match Referee at least twenty (20) minutes prior to the Kick Off time.

Coaches may list up to eight (8) players on the score sheet.

At the end of the match (and after the random speed test), the score sheets must be checked, agreed to and signed by the two (2) Team Head Coaches, Match Referee and Official Scorekeeper.

FIPFA Addendum Sheet

This sheet includes information regarding the Cautions and Send Offs during the game and will be used if the game requires Overtime to be played. This is also the form that will be used to record kicks from the penalty mark. This sheet must be checked, agreed and signed by the two (2) Team Head Coaches at the conclusion of the match. A Head Coach can record notes regarding the game and MUST also select a "Player of the Match" from the opposing team.

This sheet will also be signed by the Match Referee to confirm the result and outcome of the match.

FIPFA Protest Form

If an official protest is lodged during the match, this form must be completed and submitted to a member of the **Tournament Competition Commission** along with a \$100.00 (CAD) protest fee. The fee will be refunded if the protest is allowed, and retained if the protest is disallowed.

It is the responsibility of the Team Management to ensure all the paperwork is completed in a correct and timely fashion.

Pre Match Routine

On Field Warm-Up

For warm-ups prior to a match, teams will be restricted to the half of the field where their technical area is located. Teams should not hit balls into the other team's area during warm-up. Teams must bring their own balls for warm-ups.

MATCH OFFICIALS

Referees

Number

A minimum of three (3) referees per match is required. One (1) referee will be assigned as the Match Referee, and two (2) will be Assistant Referees. All three (3) referees will work as a unit to ensure the rules of the game are adhered to. A 4th referee will be assigned for all play-off matches.

Assignments

The Supervisor of Referees in consultation with the Zone President will be responsible for all match assignments.

Score Table Officials

Each match must have a score table with two (2) tournament officials. One (1) to keep unofficial time and maintain the Score Board. One (1) to record the match information on the Score Sheet and Addendum Sheet and to ensure that the score sheets are signed by themselves, the Head Coaches and the Match Referee and that player of the match selections are made.

Protests

During the competition, a team may wish to lodge a protest regarding an event that has taken place.

A protest concerning a particular game and any incidents which occurred during that game may be lodged, if it is alleged that a RULE or LAW was incorrectly applied or enforced by the referee. A referee's judgment cannot be questioned, but his/her application of the law can be.

Any team wishing to lodge a protest, must follow the *Protest Procedure* outlined in Appendix 3.

All protests will be dealt with by the ***Tournament Competition Commission.***

APPENDIX 1

Speed Testing

A fifty (50) foot course is laid out with the start and finish marked by a taped strip a minimum of five (5) feet long. Cones will also be used to mark the start and finish lines. There must be sufficient space at the start of the course for the players to attain full speed and at the end of the course for the players to safely stop.

Teams assemble at speed testing area with guards on at least twenty (20) minutes prior to their match.

Each player runs the course at full speed timed by two (2) of the assigned referees or two (2) trained timing officials. The averaged time must be no faster than 5.5 seconds. If there is a discrepancy between the two (2) timers of more than .25 seconds the player must test again. If the averaged time is less than 5.5 seconds then the chair's speed must be adjusted and tested again.

At the end of the course an official recorder will record the player's number and averaged time. No adjustments to a player's speed controls are permitted after they have passed the speed test.

If a team has a spare chair(s) that may be used during the game this chair must also be tested during the pre-match testing. The chair does not have to be driven for the speed test by the player who might use it in the game. If the chair is chosen for the post-match speed test, the person who drove during the match must drive it for the post-match test.

Each team may have one (1) person designated to stand with the speed recorder to insure that the times are accurately recorded.

Players will be allowed only two (2) opportunities to take the official pre-game speed test. Any player not able to pass the official pre-game test after two (2) attempts will not be allowed to play in the game being speed tested, including any overtimes and kicks from the penalty mark which may occur.

Once a team has all its chairs successfully tested they must remove all programmers from their technical area until the match is over and the post game speed test is completed.

Immediately at the end of the match the referees will designate a minimum of one (1) player from each team to undergo a post-match speed test. These players must go directly to the speed test course.

As some chairs go faster once they are warmed up an increase of 5% in the top maximum speed is allowed post match. The top speed allowable post-match is therefore an averaged 5.22 seconds.

If a player goes too fast, they will be immediately retested. If they are still too fast they must take their chair to a pre-designated area within the view of the court. The chair must be turned off and stay in that spot for one (1) hour without anyone making any adjustments

to the chair. At the end of that hour the player will retest in the chair and must be no faster than **5.5** seconds to pass the test. The player does not have to stay in the chair during the hour. Any tampering with the chair will be considered a failed final test.

A team whose player fails this final test will forfeit the match and the guilty player will be awarded a one (1) match suspension. If the spare chair is tested and fails then the player who used it during the match is awarded the suspension. When a team forfeits a match due to a player failing a post match speed test, the score will be changed so that the losing team loses all of their goals scored while the winning team either retains all their goals scored (if three (3) or more) or their score is increased up to three (3).

Referees retain the authority to order the retest of a player's speed any time during the match.

APPENDIX 2

Tournament Competition Commission

The commission will consist of the following three (3) people:

1. Chris Mulholland – Supervisor of Referees for the ACC
2. Jonathan Newman – FIPFA Americas Zone President
3. Terrie Moore – SportAbility Executive Director

Responsibilities of the Tournament Competition Commission

The Tournament Competition Commission shall be responsible for ensuring the necessary standards in all technical matters at the tournament including:

- a) the field and its marking;
- b) the conduct of the tournament;
- c) scheduling and evaluation of referees;
- d) ratification of score sheets and production of official results;
- e) protests

This commission will use its understanding and experience of Powerchair Football to resolve any matters that are referred to it. For any decisions to be made by this commission a majority vote of 2-1 must be achieved.

If any of the commission may have a personal interest in the outcome or decision of this commission, the remaining members will select a suitable replacement until the particular matter has been resolved. For a replacement member to be selected onto this commission, the two (2) remaining members must reach a Unanimous decision.

Any decisions by this commission will remain in place until the conclusion of the **Americas Champions Cup** and cannot be appealed. However any such rulings will be reviewed at the conclusion of the tournament. The resulting rulings will then be discussed by the **FIPFA** and may be included in the Regulations for subsequent tournaments.

Exceptions

Any exception to the tournament regulations should be approved, in advance, by the Zone President.

Any exception that arises during the tournament will be referred to the **Tournament Competition Commission**. The commission will deliberate and a ruling will be made within four (4) hours.

APPENDIX 3 **PROTESTS**

Ineligible Player Protests

- A.** A protest concerning an ineligible player:
 - (1)** may be made at any time, and
 - (2)** does not require a payment of a protest fee.
- B.** If it is determined that there has been an ineligible player, the game shall be declared a forfeit.
- C.** The forfeit penalty applies not only to the game which originated the protest, but to all games which have involved the ineligible player during the tournament.
- D.** If it is determined that there has been an ineligible player, the PFCA may elect to fine the team. This fine should be no more than \$100.00 (CAD) for the first offense.

Protests

1. Judgment calls by referees may not be protested.

For example, no protest may be made concerning the referee's judgment as to:

- A.** who committed a foul, or whether a foul was intentional or even committed;
- B.** whether a goal was or was not scored;
- C.** which team should be awarded the ball when the ball goes out of play over the goal-lines or touch-lines;
- D.** allowing or failing to allow an "advantage", etc.

2. A protest concerning a particular game and any incidents which occurred during that game may be lodged by the Head Coach, or his (or her) assistant when the head coach is not present, **ONLY if it is alleged that a RULE or LAW was incorrectly applied or enforced by the referee.**

For example:

- A.** awarding a penalty-kick for a dangerous play or unsportsmanlike conduct;
- B.** allowing a team to play with four players after a player has been ejected during the course of the game, etc.

Protest Procedure:

- A.** An informal verbal protest may be made to the referees by the Head Coach, or his/her assistant when the Head Coach is not present, at (preferably) or close to, the time of the incident; but, in all cases, it must be made **before** the referees have left the playing field.

B. A simple or vague complaint about a call or calls will not suffice - the word "protest" must be used, and the reason for the protest must be made clear. (If this is done **at the time of the incident**, a mistake by a referee can often be easily rectified without the need for any further action.)

C. The opposing coach should be notified of the protest by the referee immediately after the final whistle.

D. The informal verbal protest must be followed by submission of a formal, written protest:

(1) made by a team representative to a member of the **Tournament Competition Commission**,

(2) within one (1) hour of the completion of the game,

(3) accompanied by a fee of \$100.00 (CAD), which will be refunded if the protest is allowed, and retained if the protest is disallowed.

E. The decision must be made within four (4) hours of reception and the decision provided to both coaches.

F. Protest decisions by the **Tournament Competition Commission** are **FINAL** and may not be appealed.