

2019 ICF CAP Rule Clarification

- Rule changes approved by the ICF Board of Directors and/or ICF Congress became effective from the 1st January 2019 have been proposed, discussed, considered and in some areas tested and/or existing data analysed over a number of years by the ICF Canoe Polo Committee, the Rules Advisory Group, key personnel from around the world and test groups.
- There are now three (3) levels of rule and additionally the ICF Congress approved a new consistent layout for rule books across ALL disciplines. The new rule book layout has taken significant time to format. The 2019 rules are a result of a range of discussions, feedback, previous clarifications and ICF rules.
- The game is evolving rapidly and many factors influence the rules.
- When the ICF rules are changed it is always for a reason. Maybe a particular rule is not fit for purpose (penalty) or had become outdated (jostle), or there are opportunities in bringing commercial monies into the sport (timeout/advertising) or to try and ensure the consistency by referees in that they do not have an option in say the card which has caused significant issues over the past years.
- It is noted that sanctions only apply if an athlete, coach or official infringe the rules. In the case of athletes only deliberate and/or dangerous fouls incur cards.
- It is highlighted that there is nothing in the rules at any level that require cards to be issued for accidental fouls – a foul may be of course given but no card is to be given for anything accidental.
- Teams should always intend to play within the rules and not try to find ways to twist or bend the intention of a given rule. Where necessary, clarifications are made to make the ruling clear and consistent for all players around the world in all languages.

Now 3 Levels of Rules (previously 2)

ICF Sport Governance Rules [CR]

- Common Rules applicable across all disciplines.
- Exactly the same wording and contained in the first chapter of each rule book.

ICF Principle Rules [PR]

- The principle is applicable to all disciplines
- Rules tailor made for each discipline
- The principle affects all NFs to a high extent

ICF Sport Rules [SR]

- Competition and Field of Play rules
- All technical aspects specific to the disciplines



Reasoning:

A clear set of rules that are applicable to all disciplines.
[CR and PR]

All CR changes have to be approved by the ICF Congress.

Changes to PR rules have to be discussed as necessary at ICF Congress however the exact wording is left to the ICF Board of Directors to finalise.

SR are rules that are proposed by a Technical Committee (ICF Canoe Polo Committee) to the ICF Board of Directors who can approve them and they are provided to ICF Congress for information only.

Note:

The 2019 ICF Canoe Polo Rule Book details how changes are/can be made to the rules.

RULES DECISION PROCESS

ICF Sport Governance Rules [CR]

	Congress	Board of Directors	Technical Committee	National Federations
Proposal		X	X	X
Drafting Wording		X		
Discussion	X			
Vote	X			

ICF Principle Rules [PR]

	Congress	Board of Directors	Technical Committee	National Federations
Proposal		X	X	X
Drafting Wording		X		
Discussion	X			
Vote	X Overall policy and direction	X Final wording after congress		

ICF Sport Rules [SR]

	Congress	Board of Directors	Technical Committee	National Federations
Proposal			X	X
Drafting Wording			X	
Discussion		X		
Vote		X		

Anti Doping (CR & SR)

1.10.3 - Athletes entered in any ICF competition or continental championships must complete the ICF's anti-doping education programme or equivalent before competing or risk being denied entry to the competition. (CR = ALL disciplines)

6.8 - Coaches entered in any ICF competition or continental championships must complete the ICF's anti-doping education programme or equivalent before coaching. (SR)

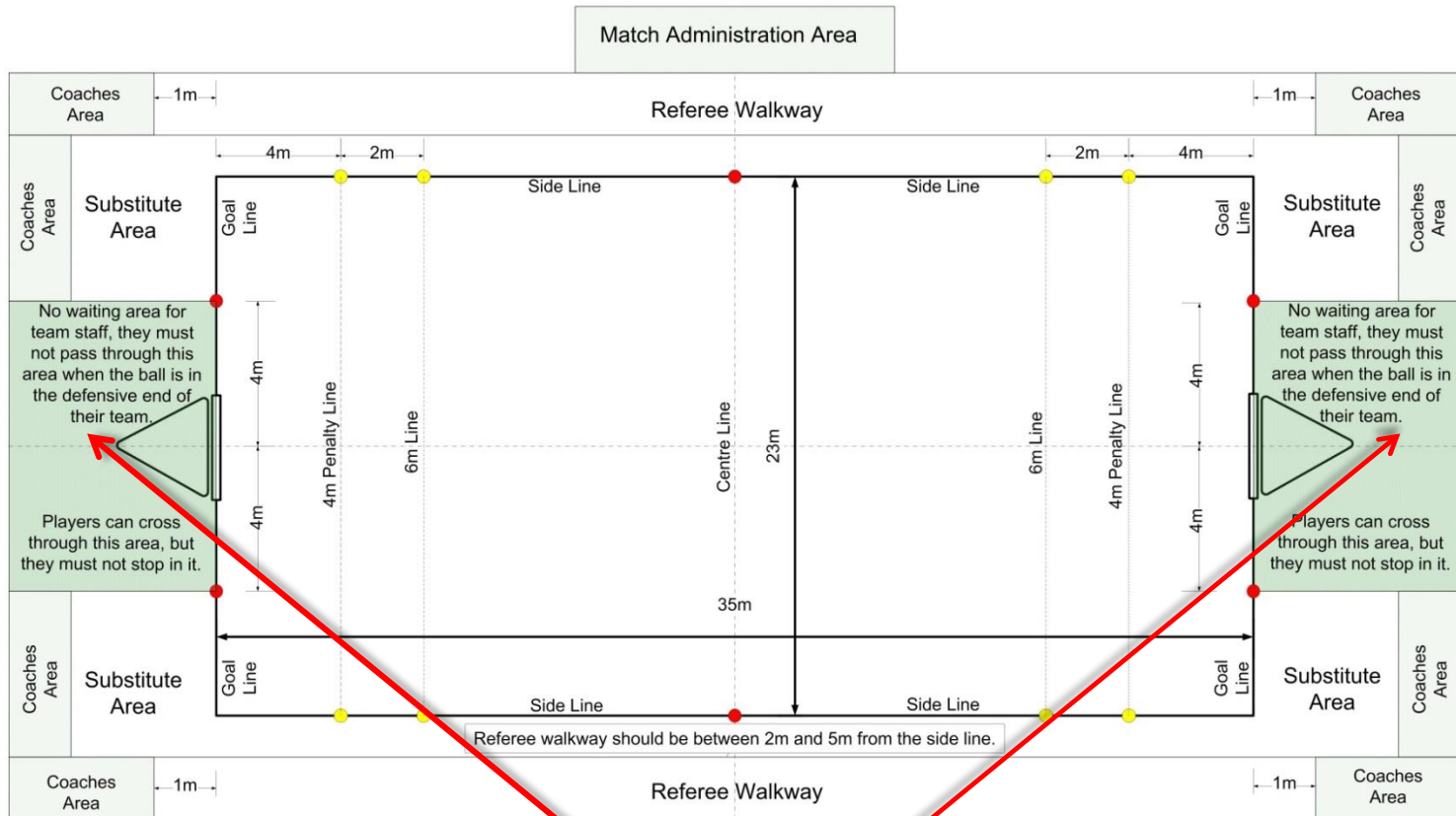
Interpretations:

The events where Athletes and Coaches must have completed the Anti Doping Education Program are:

World Games
ICF World Championships
Continental Championships

Field of Play – 8.1 – Layout (SR)

ICF Canoe Polo Pitch Dimensions



New rule for coaches – no longer allowed to stand directly behind the goal.

3.3 - Personal Equipment

3.3.5 - Players may not apply any substances to their equipment that change the frictional coefficient of the original surface.

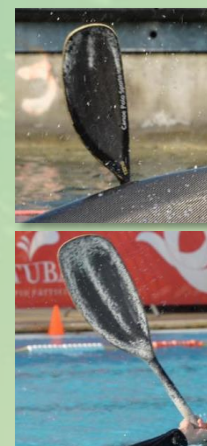


Reasoning:

The overuse of wax was having a detrimental effect on the ball, other players equipment and the pitch equipment.

Interpretations:

- Wax will only be allowed on the paddle shaft, in an area that would be covered by the athlete's hand when paddling normally. Wax on the paddle shaft cannot be transferrable and if found to do so the paddle will not be able to be used until the substance is removed.
- Players will be allowed to polish their boat to restore the original surface.
- Epoxy repairs and Fablon/Mac Tac or Vinyl covering are still allowed.



10.4 - Commencement Of Play (SR)

10.4.6 - Only one player from each team may make an attempt to gain possession of the ball. Any other player that accompanies the player attempting for the ball must not be within a radius of three (3) metres from the body of the player attempting for the ball until one player has gained clear possession of the ball.



Interpretations:

- If the ball ricochets away more than 3m then another player is allowed to touch it.



10.7 – Live Stream & Time Out (SR)

10.7.1 - In cases where live stream advertising is used the coach or team captain must on one (1) occasion ONLY during the game call a one (1) minute time out when they are in possession and outside the 6 metre area. This must be called in the first 7 minutes of either half. As soon as the time out is called the live stream will show the approved advertising while the relevant team talk. Players must be ready to restart from the approximate same position as when time out was called as the minute expires. Restart will be by free throw - not direct throw.

10.7.2 - If a time out is not called by the team after seven (7) minutes of the second half the referee will call this time out.

10.7.3 – If no time out has been called by either team after six (6) minutes of the second half the Referee will call a two (2) minute time out.

56.7.3 Live-stream advertising may only be used after quality checking and specific authorisation in writing before the event:

- World Games by ICF Secretary General.
- World Championships by ICF Chair in consultation with ICF Secretary General.
- Continental Championships by Continental President in consultation with Continental Technical Delegate.
- International Competitions - national or club teams by Chief Official.

Reasoning:

The premium competitions have larger audiences and there is a potential for advertising revenue to bring funds into the sport. Advert breaks have already been trialled at the CPSL leagues with great success.

Interpretations:

*****NOTE*****

Can only be used where agreed in advance with ICF and after content has been checked and approved

- Only 1 timeout per team when they are in possession.
- Ball must be outside the 6m area.
- Players must be ready to re-start from the approximate same position as when the time out was called as the minute expires.
- Restart by free throw.

10.9 - Restart After Goal (SR)

10.9.1 - After a goal is scored, the team that scored the goal must return to their own half **as quickly as possible**. Any deliberate delay will be sanctioned with a minimum Green Card to the offending player(s) for Unsporting Behaviour for Deliberate Delaying Tactics Signals 15, 17 & 18 apply.

10.9.2 - The **first (1st) Referee** can restart play as soon as the attacking team are ready and at least three (3) players of the defending team have returned to their own half. No player of the defending team may take any part in the game until their body has crossed the centreline back to their defensive half of the field. Infringement incurs a yellow card to the offending player Signals 1, 15 and 17 apply.

Reasoning:

Rewording to make the restart clear. Remove the 10-15 seconds time. Place the emphasis on the 1st referee to control the restart in these situations.

Interpretations:

- The restart will now only be called by the 1st referee, this is to make sure everyone is ready.
- Once three players have returned to their own half the 1st referee may restart the game.
- The defending team do not have to be ready, they just need to be in their own half.
- Players who have not returned to their own half must not touch the ball until their body has crossed the centre line.

10.20 - Illegal Possession (SR)

10.20.5 - A player may not manoeuvre their kayak with their hands or paddle while the ball is resting on their spray deck.

10.20.6 - A player must not actively paddle or manoeuvre their kayak with two hands on the paddle while carrying the ball in any way.



Reasoning:

Clarification regarding the 'chicken wing' rule.

Interpretations:

- Holding the ball between the arm and body whilst two hands are on the paddle is not allowed.
- Trapping the ball between the paddle and body whilst two hands are on the paddle is not allowed.
- Rolling the ball along the deck whilst padding will be allowed.
- Paddle in one hand and ball in other hand whilst moving forward is allowed.



10.21 - Illegal Hand Tackle (SR)

10.21.2.d - Any hand-tackle from the side or from behind, that either strikes or pulls back the throwing arm of a player who is in the process of throwing or passing the ball.



Reasoning:

Allow players to take a shot without fear of injury. Defending team will still be able to defend but in a safe way.

Interpretations:

- Once the player's arm is extended behind the shoulder, the defending team must stay clear of the arm.
- Will be allowed to push on the opposite shoulder.
- Can block the shot/pass in front of the player.
- Can make contact with the ball only.
- No downward action to be used.

10.23 - Illegal Jostle (SR)

10.23.2 - When a player is stationary or attempting to maintain a position and their body is moved by more than two (2) metres by sustained contact from an opponent's kayak.

Reasoning:

The previous half-metre rule was not consistently applied by referee's.

Interpretations:

- 2m should be regarded as an absolute maximum by both athletes and referees.
- There WILL accordingly be times when a referee calls the jostle foul at say 1.8m – 2m cannot develop into 2.2m, 2.5m etc.
- 2m is measured from the initial point of contact.
- In order for the 2m to be reset there must be a clear break in contact.
- **For younger age groups Referees should consider the use of Unsporting Behaviour (Signal 18) where a 'large player' is for example driving a 'small player' for no particular reason as play is elsewhere on the pitch.**



10.12 – Advantage (SR)

10.12.1 - The Referees can play advantage when an infringement occurs as long as neither Referee has blown their whistle. The Referees **will play advantage** if the team that was infringed upon is benefited more by play continuing. When playing advantage, the **Referees must recognise the illegal play by calling 'play on' and signalling throughout the time they are playing advantage up to a maximum of five (5) seconds.** Signals 13 and 14 apply.

10.12.2 - The Referee can penalise any player who causes an infringement for which advantage is played **at the next break in play** with a green, yellow or red card.

10.12.3 - When playing advantage, if the next pass or shot is affected by the original foul **OR** there is no clear advantage to the fouled team, the original infringement must be called and appropriate sanction(s) and signals given. The referee is to indicate where the sanction should be taken.

Reasoning:

Make it clear that a clean shot or pass must be allowed, if this does not happen then play should be stopped.

Interpretations:

- Referee to continue play on signal continuously to a maximum of five (5) seconds. Signal 13.
- If pass is 'intercepted' the original foul must be called.
- If the pass is 'deflected' and the attacking team do not benefit from the position of the ball, again the original foul must be called.



10.33 – Yellow Card – Power Play (SR)

10.33.2 - A player receiving a yellow card is excluded from the field of play and cannot be replaced for a maximum period of two (2) minutes.

10.33.3 - A yellow card will be awarded to a player who commits a deliberate or dangerous foul, if that player has already received a green card in that game (unless a red card is awarded).

10.33.8 - If a goal is scored by the opposition during a 'power play', the yellow card is cancelled and the excluded player or a team-mate can return to the field of play and general play will resume with a centre restart.

10.33.9 – Timing of the power play is suspended for periods of time out or between periods of play.

10.33.11 - If two players from the same team have received a yellow card at the time when the opposition scores, only the first (oldest) yellow card will be cancelled. The remaining power play must be served in full unless the opposition score again.

10.33.12 - Any player receiving a total of 3 yellow cards in one competition will automatically be suspended for the next game in that competition

Reasoning:

Simplify the card system. Link the value of the yellow card to a goal.

Interpretations:

- Player off until the opposition score.
- If a player receives a yellow card for a foul, which took place immediately before a goal is scored, then they can only return to the field of play after the NEXT goal is scored, or after the full two minutes have been served.



3 yellow cards in tournament = miss next game

10.34 – Yellow Card – Goal Penalty Shot (SR)

10.34.1 - A yellow card will be awarded to the offending player who commits a foul for which the referee awards a goal penalty shot.

10.34.2 – The ‘power play’ yellow card is not applicable when a goal penalty shot is awarded - for a goal penalty yellow card, the player sent off will remain off for the full two minutes.

Reasoning:

A yellow card will be used to discourage deliberate fouls in the knowledge a team has a good goalkeeper.

Interpretations:

- In the case of a penalty yellow card the player is off for the full 2 minutes.
- **A referee MUST NOT imagine the ‘intention’ of a player when making a decision – they must only referee the situation they see.**
- **A foul in the 6m area that IS NOT deliberate or dangerous = accidental = no card = no penalty.**
- A direct shot could be awarded in this situation.

10.35 – Green Card (SR)

10.35.5 - Each player can only receive one (1) Green Card per game. When a player has received a green card, any further deliberate or dangerous foul of any kind, or deliberate unsporting behaviour by that player will result in a yellow card unless a red card is awarded.

10.35.6 - In the last minute of the game no green cards will be awarded. Any deliberate or dangerous foul will automatically receive a minimum of a yellow card unless a red card is awarded.

10.35.7 - A green card will be awarded for any contact with the kayak of an opponent who is trying to take a corner, side-line or goal throw.



Reasoning:

Simplify the card system.

Interpretations:

- Remember not all fouls = cards.
- The words **deliberate and/or dangerous** appear in the rules. **Accidental fouls** do not appear in the rules and accordingly do NOT incur any card.
- A player or official can only receive one green card in any game.
- If they are liable for another card it must be a yellow or red as appropriate.

10.35 – Green Card (SR)

10.35.8 - Collectively a team/official can receive up to four (4) green cards, the fourth (4) green card will be awarded as a yellow to the individual that caused the infringement.

10.35.9 - If the fourth (4) green card is awarded to a coach or a team official the captain of this team will receive the yellow card sanction.

10.35.10 - The collective green card count for the team will not be reset - the team remain at risk of immediate further yellow cards if their fouls continue.



Reasoning:

Team green in previous rules not effective and counting system easy for all to understand what will happen. Reduce the overall number of fouls in a game. Get players and coaches to think about what they are doing and adjust their play.

Interpretations:

- Teams are allowed 4 green cards.
- The 4th green will be awarded as a yellow card to the player.
- If the coach or official receives the 4th green then the Captain will be sent off with a yellow card.
- No reset of the card count.

10.37 - Taking a Goal Penalty-Shot (SR)

10.37.1 - Definition

10.37.1.a - Signal 16 and yellow (or red if appropriate) card apply.

10.37.1.b - A Goal Penalty Shot (GPS) is a shot at goal between one attacking player and one goal keeper.

10.37.1.c - No other player can take any part in the play until the shot at goal is attempted.

10.37.2 - General play will resume after the shot at goal has been attempted.

10.37.3 - The player taking the goal penalty-shot will be stationary with their body on the four (4) metre line. The goal keeper of the defending team will be in position under the goal frame with their body within one metre of the centre of the goal. The goal keeper must remain stationary in this position until after the shot is taken. Infringement will result in the penalty being retaken.

10.37.4 - All other players and their equipment must be positioned outside the six (6) metre area. Infringement will result in the Goal Penalty Shot being retaken and a minimum of a green card to the offending player(s).

10.37.10 – **If there was no player in goal at the time of the foul then a goal penalty shot with no goal keeper must be awarded.**

Reasoning:

An undefended GPS is not understood by the media and not very exciting to watch BUT has a place if the goal was not being defended at the time of the foul (10.37.10).

Interpretations:

- Body of player taking shot on 4m line.
- Goalkeeper facing into the playing area body on the goal line within 1m of the centre of the goal.
- **All other players and equipment behind 6m line – therefore no jostling for position by others allowed.**
- **If a player starts a jostle a green card will be given (10.35.2 refers) – this is outside the 6m area and is illegal as per rules but also unsporting behaviour.**

10.37 - Taking a Goal Penalty-Shot (SR)

10.37.5 - The shot will be taken when referee blows the whistle. The five (5) second rule applies. When the referee blows the whistle the player taking the goal penalty must shoot from a stationary position. No presentation of the ball is required.

10.37.7 - The player taking the shot can play the ball again if the shot is blocked by the keeper or rebounds off the goal frame back into the field of play.

10.37.8 - The person committing the foul that caused the penalty must be given a yellow (or red if appropriate) card.

10.37.9 - The person fouled is the person who takes the penalty unless they are so injured they need to be substituted in which case the substitute is the person who must take penalty.

10.37.10 - If there was no player in goal at the time of the foul then an undefended goal penalty shot must be awarded.

Reasoning:

As before.

Interpretations:

- Player has 5 seconds to take the shot.
- General play will resume only after the ball has left the hand of the person taking the penalty.
- Until this time all others, except goalkeeper, including their equipment, must remain outside 6m line.
- The person who committed the foul must be given a yellow card (or red in appropriate) and remain off the pitch for the full two minutes.
- Person who was fouled must take the shot unless they need to be replaced due to injury.
- **No goalkeeper at time of foul = no goalkeeper for penalty.**

14.3 – International Canoe Polo Referee (SR)

14.3.8 - Referees with an ICF qualification are required to submit to the ICF Canoe Polo Committee their annual activity which will be measured using a points system.

14.3.9 - The ICF Canoe Polo Committee will publish on the ICF website details of the points system.

14.3.10 - On the 1st October each year each ICF Referee must submit their performance using an activity form made available on the ICF website.

14.3.11 - Referee/s who do not submit their activity by the 14th October each year will be shown as zero activity for that year.

14.3.12 - The Referee activity will be listed by continent on a public list on the ICF website.

13.10 – World Championships

13.10.3 - These Referee's will be selected by the ICF Canoe Polo Committee from the total list of ICF Referee's **based on their current ranking, and recent refereeing history.**

13.10.4 - **The number of Referees invited per continent will be based by percentage when compared against the most diverse event at the last World Championships.** This will accordingly self-adjust as continents develop.

13.10.5 - At least one (1) Referee will be invited from all five (5) continents **provided they are Grade B or above.**

Reasoning:

To measure the activity of ICF Referees.

Note:

- It is clear that referees in the various continents have different opportunities to officiate at competitions (e.g. Europe vs America)
- 14.3.12 – the list will be published by continent – referees will be compared in effect within their continent, not globally.
- **For World Championship Referees please note 13.10.**