

## Cup of The North

### New ICF rules and Cup of The North Specific Rules

#### Competition Jury

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Here is a summary of the new rules with some added commentary from the ICF facebook page. For complete rules please see:

[https://www.canoeicf.com/sites/default/files/canoe\\_polo\\_competition\\_rules\\_2019\\_after\\_congress.pdf](https://www.canoeicf.com/sites/default/files/canoe_polo_competition_rules_2019_after_congress.pdf)

- **TIE-BREAKER** - Where two or more teams have gained the same number of points, they shall be ranked in order according to the following procedures:
  - a) Goal difference;
  - b) Total number of Goals scored;
  - c) Results of game between the two teams within that group;
  - d) Honourable Play (Lowest number of cards received by each team excluding greens; red card 10 points, yellow card 5 points)
  - e) Play Off, if possible.
- **Equipment** - players may not apply any substances to their equipment that change the frictional coefficient of the original surface. *Wax is only allowed on the shaft under the hand. Not to be coated on the blades.*
- **Sprint Start** - Only one player from each team can 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.**
- **Centre Restart** -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.
- **Centre Restart** - The first referee can restart play as soon as the attacking team are ready and **at least 3 of the defending team** have returned to their own half. No player of the defending team may take part in the game until their body has crossed the centreline back to their own defensive half of the field.

- **Illegal Possession** - A player must not actively paddle or manoeuvre their kayak with two hands on the paddle while carrying the ball in any way. *No chicken winging or holding the ball between pfd and paddle*
- **Illegal hand tackle** - 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.
- **Illegal Kayak Tackle** - When a player is stationary or attempting to maintain a position and their body is moved by more than 2 metres by sustained contact from an opponent's kayak.

## Cards

### **Green Card – dangerous or deliberate foul**

- 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.
- 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. *Deliberately preventing them taking position*
- Collectively a team and/or officials can receive up to 4 green cards, the 4 green card will be awarded as a yellow to the individual that caused the infringement. If the 4 green card is awarded to a coach or a team official the captain of this team will receive the yellow card sanction. 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.**
- No team greens anymore

### **Yellow Card – dangerous and deliberate foul**

- 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). *Effectively a second green card results in a yellow.*
- A yellow card will be awarded to the offending player who commits a foul for which the referee awards a goal penalty shot. This card will not be cancelled if the goal penalty results in a goal being scored - it is not a power play yellow card. **Goal penalty yellow card - the player sent off will remain off for the full two minutes.**
- **Yellow Card Power Play** - 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. Timing of the Power Play is suspended for periods of time outs or between periods of play. 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. This power play yellow card is not applicable when a goal penalty shot is awarded. 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.

- A yellow card will be awarded for a deliberate or dangerous foul that is repeated while the referees are playing advantage unless a red card is awarded.
- Any player receiving a total of 3 yellow cards in one competition will automatically be suspended for the next game in that competition. **This will automatically be reviewed by the competition jury, to see if the game suspension is in line with Cup of The North mission of promoting and developing the sport.**
- 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.

**GPS** - A goal penalty shot will be awarded for a dangerous or deliberate foul on a player in the act of shooting or taking a free shot inside 6m. **Or** Passing or positioning for near certain goal inside 6m. Outside 6m, a GPS will be awarded for dangerous or deliberate foul on a player in the act of shooting, passing or positioning for a near certain goal while the goal is not defended.

- A Goal Penalty Shot (GPS) is a shot at goal between one attacking player and one goal keeper. No other player can take any part in the play until the shot at goal is attempted (**when the ball has left the hand**). General play will resume after the shot at goal has been attempted.
- The player taking the goal penalty shot will be stationary with their body on the 4 metre line. The goal keeper of the defending team will be in position under the goal frame with their body within 1 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.
- All other players and their equipment must be positioned outside the 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).
- The shot will be taken when referee blows the whistle. The 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.
- General Play will resume for all players on the field once the ball has left the hand of the player taking the penalty.

- The person committing the foul that caused the penalty must be given a yellow card – **not a power play**.
- 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. If there was no player in goal at the time of the foul then an undefended goal penalty shot must be awarded.

**COTN Specific Rules (for promotion and development of the sport)**

- Team Dress Regulations: These are in place to give a more professional appearance to the event and make it easier for referees and other officials.
  - Division A – All players must wear the same color rash tops; the same color PFDs and helmets all the same color. (pfd, helmets and rash tops can be different colors, just within each category they must be the same color) In addition the helmet number must match the PFD number of each player.
  - Division B – We invite you to improve your Team appearance by all wearing the same rash top or T – shirt but it is not a requirement in this Division. It is a requirement however, to have the same color PFDs and helmets. (We will endeavor to help Teams with this requirement by having several sets of PFDs and helmets available to use).
- Teams are required to be ready to go on their scheduled time for both games and refereeing. The Game will start if four players are ready within four minutes of their time. If later than five minutes for the game, the late Team is penalized 2 goals and the game will be played with a short first half and regular second half to keep the event on schedule.
- Scrutineering – No official scrutineering will be performed but random spot checks will be performed throughout the weekend to ensure player safety.
  - During play if the other team complains or the referees notice unsafe equipment, the player will be asked to leave the pitch until they've repaired or replaced the equipment. A green card will also be issued.
  - Off the water, if unsafe equipment is brought to the attention of the competition committee, the equipment will not be allowed on the water until it is deemed safe.
- Cards – where a second yellow card is awarded for a third green card offence (per the new rules) no red card will be issued. However, if two straight yellow card offences are committed, a red card will be issued per normal ICF rules.
- Overtime – in games where a result is required, overtime will consist of 5 minute golden goal followed by a 4m penalty shoot-out with a GK. Each team will have 5 shots followed by sudden death in the same order.
- Time Outs – In round robin play there will only be timeouts for referee discussions, cards, GPS or the referees discretion. For all playoff games timeouts will also be given after goals, where the

ball leaves the pool or any situation where the referee deems a team is intentionally time wasting.

- Shot Clock – All games will use the shot clock in both A and B division. All teams are required to provide a shot clock operator so please ensure you are familiar with the rules. If no one on your team is comfortable doing this, it is your responsibility to ask someone else to do it on your behalf. For B teams to help in development a person will shadow those that do not understand the shot clock for their first assignment.