

GOALBALL RULES

Introduction

The rules presented, hereinafter, describe how the Goalball Game is.

The Goalball Game Rules, which now feature, are designed for Goalball competition.

Spirit of the Game

The ethics and spirit of the game, in the form of Goalball, similar to tennis. Public participation is welcome and encouraged, however, the spectators, the organisation, including non-competing team members, are encouraged to remain silent during the preparation (duly noted by the referee) and the ball throwing by a team.

1. The Field

1.1 Dimensions - Field of 18m long and 9m wide, this length is divided into 6 areas with 3 m long each. Measurements are made by the outer margin.

1.2 The area of the defense is the area, of 3m in front of the goal must have guidelines for the athletes.

The area of attack is the area of 3m in front of the defense area and the neutral area is the area of 6m in front of the attacking area. This area is divided in half by the center line (see diagram of the field).

1.3 All lines should be 5cm wide and should have a 0.3cm thick string placed in the middle underneath the adhesive tape to assist the athletes' orientation.

1.4 The floor must be smooth - wood or synthetic.

1.5 Each team must have a bench area positioned on each side of the refereeing table with a minimum of 3m from the field line. This area, marked with adhesive tape, will be 4m long and at least 1m deep.

The team bench areas are on the same side of the players' field but near the referee table so that it is not aligned with the defense area.

In the interval of the game, the sides of the bench is changed as well as the players.

All team members will remain within the designated bench area during the game.

If a player who is injured or leaves the competition wishes to remain in the teams bench area, he/she will receive an identification jersey from the organization of the competition and will be considered a "non-participant".

2. MATERIALS

2.1. The Goal

The width of the goal should be 9m. The goal, must be round and constructed of rigid material (may have a coating for the protection of athletes), should measure 1.30m in height.

The posts should remain outside the lines delimiting the field, but aligned with the baseline of the goal.

The maximum diameter of the posts, must not exceed 15cm.

Goals must be constructed to provide safety.

2.2. The Ball

The ball used must be rubber, weighing 1250gr., with the circumference of 76cm and with 8 beams of 1cm in diameter inside.

2.3. Uniforms

2.3.1 Players must wear a jersey representative of the school/country, the jersey must be numbered both front and back.

2.3.2. Eyeshades / glasses and contact lenses

Players may not wear glasses or contact lenses.

Eyes shades must be used by all players on the pitch from the initial whistle, from any halftime to the end of it, this includes regular game times, overtime and free throws. During a time-out situation, players entering the field must be blindfolded.

3. The Team

The team is made up of 3 players and can have 3 substitute players

The referees must be informed in writing at the time of the draw if any element in the bench area is not involved in the game. This element must wear an identification jersey provided by the organization. (team penalty).

Any player eliminated, will also be recorded on the alignment sheet as non-participant.

4.1 – Referee Team

Each game has:

- main referees;
- goal judges (optional)
- 1 timekeeper;
- 1 scorer (optional)

Functions:

Referee - Controls the entire game, the authority over the players and other team members is absolute and this is maintained until they leave the playing area. They are provided with a whistle with which they signal, the start of play, the goals, infractions to the regulation and interrupt the game whenever they consider necessary. Their decisions must be obeyed during the game.

They may suspend the game if they consider that there are no conditions to continue the game. (because of the conduct of the teams, the spectators, or for any other reason).

Goal Judges - Located on the sides of each of the goals, they have the function of signaling the goals by raising the flag and quickly giving the ball to the players when the ball crosses the lines of the field.

Timekeeper - Controls the exact duration of each playing period and the interval between periods. Controls the time of possession of the ball by each team, the discount of time requested by each coach. They are responsible for acoustically signaling the lack of the 12''

Scorer - Record the result and elaborate the game minutes. Write down the number of postings. If there is no scorer, these tasks fit the timekeeper.

5. Competition Categories

- Teams whose students are between 2005 and 2001.

6. Competition System

6.1 Teams

The teams have to be constituted with the two genders, and all elements have to play at least a full period.

6.2 The Game

6.2.1 – Length of the Game

The game consists of **three parts of 7 minutes (21 minutes in total)** with an interval of 2 minutes between each part. If the team is not ready to play after 2 minutes, a penalty will be awarded for a delay in the game.

The stopwatch is stopped whenever penalties occur.

At 5 minutes from the start of each game and 30 " from the beginning of each part a beep is given.

Players who start the game must be prepared for the eyes shades check, 90 seconds before the start of the match.

The time between games must be at least 5 minutes.

6.3 – Game Protocol

The referee starts the game with the request for silence and reminding everyone that they must remain silent while the ball is in play. The referee calls "center" and hands the ball to the player closest to the central position of the team that starts the pitch.

The referee whistles 3 (three) times and will say "play".

The timer starts counting after the 3rd whistle and is stopped whenever the referee whistle, restarted when the referee whistles again. In the penalty the timer remains stopped during the marking of this penalty.

Whenever the ball needs to be restarted on the field, the referee or line judge makes that replacement by the side line of the field 1.5 m ahead of the goal post closest to the ball's exit.

Any ball that goes out the side line, the referee will say "out." The ball rested on the opposite side of the field from which the ball was thrown by the referee or line judge on the field line 1.5 m ahead of the crossbar closest to the ball's exit. The referee will say "play" for the game to start over.

Any time the ball is restarted by the referee or line judge on the line 1.5m ahead of the crossbar, the referee whistles and says "play" even if no player on the team tries to catch the ball.

No further assistance or guidance is allowed in the field - individual or team penalty – game delay.

After a penalty situation, players can be redirected by the referee. At any other time the referee needs to coach the player, an individual penalty is awarded for delay in play.

When a ball thrown stops in the other team's defense area without any player touching it, it is considered a "dead ball". The referee will call once and say "Dead Ball". The ball is returned by the referee or line judge, on the sideline 1.5m away from the front of the nearest crossbar.

It is also considered a "dead ball" if the throwing ball hits the goal post without touching any player and stops in the area of defense, attack or first half of the neutral area. The whistle is only sounded when the ball is completely still.

If a team member needs to leave the game area for any reason (medical care, equipment adjustment), this is only allowed at official stops and the player cannot turn back until the end of that period.

Each game time will end with the referee's whistle and the word "half time". This is a signal that game time is over and players can trade eyeshades without a penalty. (individual penalty - eyeshades).

6.4. Over Time

If at the end of regulation time the game is tied and a winner needs to be cleared, the teams will play a six (6) minute extension divided into two periods of 3 (three) minutes each. The team that scores first is considered the winner and is finished in the game. There is a 3 minute interval between the end of regulation time and the start of the extension. For the over time is carried out a new coin toss.

If the tie is maintained at the end of the extra period, there will be free throws to determine the winning team.

6.5. Coin Toss

Before starting the game, the referee or other designated official tosses the coin into the air. The winner can choose the goal he prefers to defend or can tell if he prefers to throw or receive. The left choice belongs to the loser. The beginning of the second part reverses the positions of the match and the situation of launch or reception. If in the coin toss one of the representative of the team isn't present, this team is sanctioned for delay of play.

6.6. Warm Up

The players may warm up on the side of the field that they will defend, the teams can not throw the ball towards the other team's half field. If the team throws the ball to the opposing midfield, it will receive a warning from the referee. If the team repeats the action, it will receive a penalty before the start of the match (team penalty - unsportsmanlike attitude)

6.7. Scoring

The goal is scored whenever the ball is in play and completely pass the goal line. If a goal is scored at the end of time, that goal is valid whenever the entire ball has passed the line before the time has expired.

The goal cannot be scored when the official is replacing the ball.

When the eyeshades of a defensive player are moved from position by contact with the thrown ball, continuation of the move is allowed and a goal is scored if the ball passes the goal line completely.

The winner is the team that scores the most goals at the end of the match.

6.8. Team Time-Out

Each team has the right to make 3 time out requests of 45 seconds each during the official game time and ask for a time during extra time of play (extra time).

A team may request "Time out" if they are in possession of the ball, when the playing time is stopped any team may request it. This request can be made by any team member. "Time out" starts when the referee announces the name of the team that requested it. The 12-second timekeeper will record the 45 seconds and sound a beep when 15 seconds is gone for the time to end. (the referee says "15 seconds").

Before the end of the time request there may be a substitution.

If the team requests time out, there must be at least one launch before the team can request a time or a replacement again.

If a team requests more than 3 times out during the statutory period of the game or more than 1 during extra time, a team penalty is awarded for game delay.

6.9. Medical Time-Out

The referee may be asked to provide medical time in case of injury or illness.

The 12-second time-keeper marks 45 seconds of medical time. The referee gives a sound warning at 30 and 45 seconds

If the player continues to be injured at the end of 45 " or another team member has to enter the field to watch, the injured player must be replaced until the end of that half.

6.10. Official's Time-Out

The referees may indicate "official time out" whenever an interruption of play is required to ensure proper play (eg wet floor, public noise, eyeshades check, etc.).

7. Team Substitution

During a match, each team may at most, make 3 (three) substitutions during regular time and 1 (one) substitution during over time.

Once the team makes a substitution it has (this team) to make at least one launch until a new substitution can be made.

The same player may be replaced more than once, however each substitution is recorded as a substitution.

The responsible teacher or a player may request a substitution to the referee at any time with is hand, non-verbal signals. The referee may recognize a substitution during an official break or when the ball has been touched by a member of the defending team. Once recognized by the referee, the responsible teacher must show the substitute card with the number of the player who will leave the field and the number of the player who will replace him.

The player who enters the field and the player who leaves is accompanied by an official, without exchanging verbal instructions from the responsible teacher. If the referee considers that the responsible teacher has instructed his players, he imposes on that team a penalty for illegal instructions.

If a substitution is made during a time off, both are counted, a time discount and a substitution, and the responsible teacher is allowed to give instructions to his players. Any substitution that takes place at the end of any half of the match is not considered within the 3 (three) substitutions allowed, but is recognized by the referee.

7.1 Medical Substitution

In case of injury, when a team member must enter the playing area to provide assistance, or when a player cannot continue to play after 45 minutes of medical time, the player is replaced as soon as possible and the injured player cannot return to the field until this half of the game is over. These substitutions are not considered within the 3 (three) allowed.

7 Infractions

In case of infraction the ball returns to the defensive team.

8.1. Premature Throw

If a player throws the ball before the allowed ball, the shot counts but no punctuation will be scored

The throwing player must be in contact with the field of play at the time of throwing the ball. If it is not, the shot will count but no punctuation will be scored.

8.3. Pass Out

When the ball is in play, if it is out of the sidelines while it is passed between team members, it is considered a pass out.

8.4. Ball over

If a defensive player defends the ball and it protrudes past the center line of the field or protrudes outside the defensive line, the ball is back in the possession of the team that made the throw. This rule also applies when the ball hits the goal post and goes back beyond the centerline.

8.5. Dead ball

If the ball becomes immobile after touching a defensive player without being able to keep it under his control or without making an effort to do so, it is considered a lack of ability of the team to control the ball, and therefore is an infraction. This rule does not apply to free throws or penalties.

If the ball is still in the defending team zone without any contact from the defending team, or at any point between the goal line and the midfield after touching the goal, it is back in possession of the team who launched it. This rule does not apply to free throws.

8.6. Penalties

There are two types of penalties: Personal and Team Penalties. In both cases, a single player remains on the field to defend the throw. If it is a personal penalty, defend the player sanctioned himself. In case it is a team penalty, the player who performed the

last recorded throw remains before the foul is committed. If a team penalty is taken before any throw is made, it is the responsible teacher who decides who remains on the field.

All penalty throws must be carried out in accordance with the rules of the game. A player or responsible teacher may refuse to make a sanction release by non-verbal hand signals.

8.6.1. Personal Penalties

8.6.1.1. Short ball

After throwing, the ball may not stand still before reaching the defending team area. If it happens, the release counts but no punctuation is scored.

8.6.1.2. High ball

The ball must touch the ground at least once in the team area or in the throwing area, after being thrown by the player. If it is not, the release counts but no punctuation is scored.

8.6.1.3. Eyeshades

Any player in the field who touches the eyeshades will be sanctioned. A player who leaves the field during a penalty throw cannot touch the eyeshades. If during a game a time-off situation or any other interruption of the match, a player wishes to touch the eyeshades, he must request permission from the referee and if he concedes he has to turn his back before touch them.

8.6.1.4. Third Throw

A player may not hold 3 (three) consecutive throws. Doing so is sanctioned. The number of consecutive throws keeps from one part to another or in penalty situations, but not from the official time of the game for extra time. If a player scores a goal on his own goal, the score is scored but the throw does not count.

8.6.1.5. Illegal Defense

The first defense contact with the ball must be made by a player who has any part of the body in contact with the area of his team.

8.6.1.6. Personal Delay of the Game

A player is sanctioned if in field of play, is reoriented by anyone other than a teammate. Or if a player is not prepared to start playing when the referee signals.

8.6.1.7. Personal Unsportsmanlike Conduct

If an umpire determines that a player in the field behaves in an unsportsmanlike manner, he is sanctioned with a personal sanction. In addition, any unsportsmanlike conduct may be punishable by expulsion from the field of play, or premises, and even of the tournament, if the referee considers the situation requires it. A player expelled for this reason cannot be substituted during that match.

8.6.1.8. Noise

Excessive noise made by the throwing player at the time of the throw and in the opinion of the referee makes the action of the defending team difficult, is sanctioned.

8.6.2. Team Penalties

8.6.2.1. Twelve Seconds

The attacking team has twelve (12) seconds to make the start, after the first defensive contact with the ball by any player of the team.

The twelve seconds start counting from the first defensive contact, however if the ball is "Blocked out", at the verbal order of the referee, the stopwatch is stopped (but not reset), resuming the count when the referee says "play."

When a substitution is granted to a team and / or a time out, at the sound of the referee's whistle, the stopwatch is stopped (but not zeroed), resuming the count when the referee says "play."

If the referee is obliged to declare official time out for reasons beyond the control of the team with possession of the ball, to the sound of the referee's whistle the stopwatch is stopped and zeroed, resuming the count when the referee says "play".

If the referee is obliged to declare an official time out, due to causes attributable to the team in possession of the ball, to the sound of the referee's whistle the stopwatch is stopped (but not set to zero), resuming the count when the referee says "Play".

8.6.2.2. Team Delay of Game

When the team is not prepared to start playing when the referee gives the signal or when by any action taken by this team prevents the game from continuing, a penalty is imposed.

8.6.2.3. Team Unsportsmanlike Conduct

If a referee determines that any member of the team in the area of the bench behaves in an unsportsmanlike manner, he or she is sanctioned with a team sanction. In addition, any unsportsmanlike conduct may be punishable by expulsion from the field of play, or premises, and even of the tournament, if the referee considers the situation requires it.

8.6.2.4. Illegal Coaching

No person from the team bench area can give instructions to players within the playing area except during the time out and once half of the game ends.

8.6.2.5. Noise

An excessive noise made by the throwing team at the time of doing so and which, in the opinion of the referee makes the action of the defending team difficult, is sanctioned.

8. Extra Throws

If a winner needs to be named and the teams are tied after regular game time and extra time of extra time, the outcome of the game is decided through extra throws.

a. Number of Extra Throws

The number of extra throws is determined by the minimum number of players marked on the roll sheet. If one team has more elements than the other, they are eliminated from the starting sheet, starting with the last one.

b. Draw for Extra Throws

Before starting the extra throws, it is determined who attacks and who defends, by launching a coin. The team that has gone out to launch first, will do so in each pair of launches.

c. Order of Extra Throws

The order of the launches is determined by the release sheet presented by the responsible teacher before starting the meeting. This sheet should include all players on the alignment sheet. The first player on each roster enters the field with the help of an umpire, and launches. This sequence is repeated with all players on the roll sheet. The team with the most goals is the winner.

d. Extra Throws of Sudden Death

If after the extra throws the tie is maintained, the order is repeated until each team with the same number of throws has been arranged, one of them has taken advantage. Before this second series of launches a new draw is made to determine who launches first. After each pair of throws the team that in the previous one released in the second, launches now in first.

e. Sanctions in Extra throws

The extra throws are carried out according to the existing rules. If an offensive infraction occurs, the throwing will be canceled. If a defensive infraction occurs, the throw is repeated, unless it has been scored.

f. Players Movements

In the situations of the extra throws, the referee orders all the people who are in the bench and will not launch, that they move to the opposite side of the field. The remaining players remain on the team bench, with eyeshades placed, until the end of the meeting. Players eliminated from the competition, or those who have been injured and are not in a position to play, are eliminated from the roll sheet and everyone below that sheet moves forward, maintaining order.

9. Arbitral authority

In all matters relating to safety, rules, procedures and game, the final decision is made by the referees.

For more information please consult - <http://www.ibsasport.org/sports/goalball/rules/>