



IBSA Goalball Officials' Certification Programme Manual

For rules 2014-2017



International Blind Sports Federation
Goalball Sub Committee

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IBSA GOALBALL REFEREES' PROGRAMME OVERVIEW

IBSA Goalball Referees' programme is part of IBSA Goalball rulebook. Below is a short summary of referees' levels, development as a referee from level I to level III, annual requirements to keep the level and requirements to be selected for major tournaments.

IBSA Goalball Referees' programme consists of five components:

- Level I Referees
- Level II Referees
- Level III Referees
- Course Conductors
- Senior Course Conductors

Eligibility to move up to the next level (Level I-III)

- Candidates for Level I – must have at least 3 years national experience, minimum of 20 games as a referee or 10 different tournaments as a table official.
- Candidates for Level II – at least 2 years (720 days) of practical national and international experience is required between Level I and Level II. Candidates must have a minimum of 30 games during that time.
- Candidates for Level III – 3 years (1095 days) of practical national and international experience is required between Level II and Level III. Candidates must have a minimum of 45 games during that time.

Courses for advancement must be taken in order from Level I to Level III.

Certification Maintenance

To maintain IBSA Certification all Referees must:

- pay a fee of 20 € for passport maintenance by the 31st March of each year

- submit a validated “E-Pass” to the IBSA Goalball Referee’s Coordinator by the 31st December of each year.
- record all games officiated during that year in the “E-Pass” (games must be played under IBSA rules)

Annually, Level I Referees must referee a minimum of 4 games at 2 different local or international events (total 8 games).

Annually, Level II Referees must referee a minimum of 3 games at 2 different local or international events for a minimum total of 6 games and referee a minimum of 5 games at 1 international event (total 11 games).

Annually, Level III Referees must referee a minimum of 3 games at 2 different local or international events for a minimum total of 6 games and, referee a minimum of 5 games at 2 international events (total 16 games).

Special Circumstances for Certification Maintenance

If a certified referee does not meet the annual tournament certification requirements but still pays their maintenance fees, they will lose certification as follows:

- Level I - if one year missed, must re-qualify as Level I
- Level II - if one year missed, drop to Level I
- Level III - if one year missed, drop to level II

Eligibility to referee at major tournaments

- Level I referees are eligible to officiate at national and IBSA sanctioned events, with the exception of Paralympic Games, World or Regional Championships, qualifying tournaments or Para/ IBSA games.

Level I candidates will be examined by a Course Conductor or a Senior Course Conductor. Examination to certify at this level can occur at any national or international event. Candidates must attend a two/three-day

course and pass an open-book written examination and a practical examination, both in English.

- Level II referees are eligible to officiate at Regional Championships and IBSA sanctioned events, with the exception of Paralympic Games, World Championships, Paralympic qualifying tournaments.

Examination must occur at an international event that includes national or club team participation from a minimum of 3 countries. Written and practical examinations will be conducted in English. Level II candidates will be examined by a Course Conductor or a Senior Course Conductor.

- Level III referees are eligible to officiate at Paralympic Games, World Championships and Regional Championships, Paralympics qualifying tournaments and all IBSA sanctioned events. Examinations may occur at any international event with participation of national or club teams from minimum of five (5) countries, or at Regional Championships or IBSA sanctioned event.

Level III candidates will be examined by a Senior Course Conductor who is not from the same country as the candidate. All Level III certification is subject to IBSA Goalball Sub-committee approval.

Referee's programme	Time Period	Requirements
Level I referees	3 years national experience	minimum of 20 games as a referee or 10 different tournaments as a table official
Level II referees	2 years (720 days) of practical national and international experience	minimum 30 games
Level III referees	3 years (1095 days) of practical national and international experience	minimum 45 games

Keeping Level	National events (min)	International event min)	Total games (Min)
Level I referees	4 X 2 = 8 games	N/A	8 games
Level II referees	3 X 2 = 6 games	1 X 5 = 5 games	11games
Level III referees	3 X 2 = 6 games	2 X 5 = 10 games	16 games

CHARACTERISTICS OF A GOOD REFEREE

There are many characteristics of a good referee, other than having a complete knowledge of the rules, which contribute to excellence in refereeing; some of these aspects will be reviewed in this section.

A referee must always be aware of what their job is, but it is sometimes difficult to define what makes good referees good. What qualities set them above the others? A good referee always makes a difficult match look easy. They do this through skilful application of their personality and good use of knowledge. The below points try to outline some of the characteristics that all referees should strive to:

1. First and foremost it is important that referees have a strong knowledge of the rules. You don't want to find yourself in a situation where players and / or coaches and/ or fans are questioning you and you don't have an answer! A strong knowledge of the rules lends to a referee's credibility.
2. Good referees are conscious of their appearance. It is important to present yourself in a professional manner, rested and up to the task of refereeing the game. The uniform is dictated by the association or by the organiser, but the appearance of a referee is their own responsibility, and they take pride in it.
3. Good referees are punctual. They realize that the game management, coaches and players have enough on their minds without worrying about whether or not a referee will appear. But more important is the simple fact that punctual arrival will set the tone for all pre-game introductions and, indeed, the first moments of the game itself. Punctuality doesn't mean arrive just in time to start the game. Good referees allow themselves enough time to change, discuss situations with fellow officials, and approach the court professionally. Nothing looks worse than the one-minute-before-the-game sprint from the locker room.
4. Good referees know that they are not working alone. They realize there are not two, but three, teams in every game, and one of these teams is their own. They make a point of the pre-game discussion period, are conscious of their companions throughout the game, and never hesitate to give or to receive constructive, friendly, private criticism when they feel it to be necessary.

5. Good referees do not engage in animated conversation with players and coaches. They know that this can cause more problems than it can prevent. Treat coaches and players in a courteous way. If they ask you a question reasonably, answer them in a polite way. If they get your ear by saying 'hey ref I want to ask you something' and then start telling you off, interrupt and remind them of the reason for the discussion. Be firm but relaxed.
6. Good referees are not showboats, instead their voices are clear, serious, and confident. As the players in Goalball are blind, ensure that all calls are loud enough for both teams to hear and understand, and always make your decisions with confidence. Players and coaches will always question the referee's calls if they are not made with confidence. Their whistle is crisp, and they waste no more time than is necessary in getting the game moving again. They realize that most undesirable conduct situations occur during play stoppages, and the best cure for hurt pride or wounded egos, is to get the game going again.
7. Good referees are not an extension of the rule book and case book. They realize that every rule has an intent behind it that reflects a consistent philosophy of how the game should be played. Each game is different. Good referees can feel this difference. Concentrate on the reactions of the players. Take note if the tempo of the game changes. An inconsistent game calls for a different style of refereeing from a smooth one.
8. If, twenty minutes after the game is over, the fans can't remember who the referees were; those referees did a good job. Good referees know this, and although it's an ideal that may be difficult to reach, they do not complicate matters by half-time shows and time-out demonstrations.
9. Good referees keep their cool. They never lose their temper with players, coaches or fans. At the same time, they are in control without being arrogant. They know they are in charge, and when their authority is challenged, there is recourse within the letter and the intent of the rules to cope with that challenge without making a fool of themselves. They are not only courteous; they are controlled. At the same time, good referees realize that the two most important phrases in their vocabulary are 'please' and 'thank you'. When someone does them a favour by retrieving a ball or preventing a delay, there's nothing wrong with a courteous response.

10. Finally, good referees know they are not infallible. They will make a mistake. And when they do, they will never feel uncomfortable admitting it. When it's correctable, they will correct it; and when it's beyond correction, they will carry on. Their goal will always be to officiate to the best of their ability, and the day they decide they are perfect will be the day to quit.

A good referee is always open to dialogue and looking to benefit from experience of others. While it is always easy to accept congratulations and praise, it can be very difficult to accept criticism and advice. It is essential for referees to have the humility to recognise that while they don't have all the answers, they will attempt to find them.

Negative criticism usually comes from the participants in the game – the players, coaches and fans. They are naturally biased as their goal is to win. For them, a good call is one in their favour. Players usually cause the least trouble as they are more interested in playing the game. Sometimes they make remarks that are related to their own mistakes and are not intended as a criticism of you. Coaches are the usual source of criticism. They must remain on the bench and are limited in their ability to work out frustrations by moving around as can you and the players. Give them some leeway to blow steam.

There is no place for criticism from any source before the game. Think about how you will manage the game ahead rather than rehashing old mistakes. During the game, comments from participants may be tolerated within limits which each referee must set for himself. After the game is when comments are the most emotional. It is easier for the loser to direct their frustration at a scapegoat than at their own weaknesses. In a close game they may blame everything on your last few calls and lose sight of many earlier calls that had equal effect on the outcome of the game.

Confrontations with participants in the gym should be minimized. If you feel it is necessary to talk to someone, then get away from the crowd. Coaches have no place in the referees' room.

You will have to react to all criticism in some fashion. Sometimes the best response is no response at all. If you do answer, be sure the response is appropriate, professional, and premeditated. Be prepared to listen for a while; the critic may become responsive to your reply if they have cooled off. But don't delay the game.

Consider your own emotions and their effect on your reply. Be tactful, professional, and considerate of the other person's feelings.

After receiving any criticism, whether positive or negative, ask yourself what you can learn from the experience. Don't be too quick to pass off remarks as being only expressions of emotion. What might you have done differently to prevent them from becoming frustrated? Is there anything in your manner that could have unintentionally provoked them?

GOALBALL RULES

SECTION A - PREPARATION FOR THE GAME

1. Court

- 1.1 The dimensions: The court will be a rectangle 18m long by 9m wide (+/- 0.05m). Measurements are to the outside edges. Nothing except the court markings will be allowed as markings on the court. (See diagram at Appendix I for exact markings and measurements). The court is divided every 3m along its length to give six areas.
- 1.2 In front of the goals at each end of the court are Team Areas, 6m, (+-0.05m) long by 9.00m (+-0.05m) wide. The Team Areas are divided in to two equal sections (3m (+-0.05m) long and 9m (+-0.05m) wide). These sections will be called the Orientation Area and the Landing Area. The Orientation Area is closest to the goal and the Landing Area is furthest from the goal. The team areas have player orientation lines as per the court diagram listed in Appendix I.
- 1.3 The Neutral Area is the middle area of the court. It is 6m (+-.05) long by 9m (+-.05m) wide and is divided in two by the centre line (see Appendix I).
- 1.4 All lines will be 0.05m in width (+/- .01m) and will be marked with tape. They will have string under them to assist with player orientation. The string will be 0.003m (+/- 0.0005m thickness) and will be placed under the top layer of tape. A tape colour should be used that provides contrast with the floor and ball, and improves the ability of referees and sighted spectators to better observe the ball and court markings.
- 1.5 Around the entire court will be a tape line (no string) 1.5m (+/- 0.05m) beyond the side and goal lines. This line is called the 'line out line'.
- 1.6 The floor of the court must have a smooth surface, and be approved by the IBSA Technical Delegate (for IBSA sanctioned competitions). For Paralympic Games, World Championships and all other Championships, a wood, plastic or synthetic resilient flooring surface will be used.

Referee's observations and procedures

This includes the nets; no tape markings or other materials are allowed on the net, post or crossbar. 'Out of bounds' is any area outside of the court. A ball is considered 'in bounds' when any part of the ball is touching the line.

Any time the ball crosses the Line-out Line the Referee will blow the whistle, stop the clock, and restart play.

When the ball is in play, referees should stay outside but in proximity of the court area. They should pay attention to the position of the ball and make sure to always be in proper position to make the needed call and observe the field of play.

The referee should ensure the court markings are as they should be (i.e. the tape is fixed to the floor properly) before the start of every half. If a repair of the court markings is required (e.g. if a tape comes off and players are not able to orientate themselves anymore) the referee should call for an official's time out and supervise the repair of the markings.

2. Team Bench Area

- 2.1 Each team will have a team bench area which will be positioned on either side of the officials' table, a minimum of 3.00m from the court's side line. It will be 4.00m long (+/-0.05m) and 3m (+/-0.05m) deep and will be marked by a tape line with string (see Appendix I).
- 2.2 The team bench areas will be at the same end of the court as the players, close to the officials' table so that the bench is in line with the team area (see Appendix I).
- 2.3 At half time, both teams will change bench areas as teams change ends.
- 2.4 All members of the team will remain in their designated bench area and must have some part of their body on or behind the tape line during play. Failure to comply will result in a team penalty for delay of game.

- 2.5 If a player who has been injured or has left the competition wishes to sit on the team bench they must wear an identifying jersey provided by the tournament organising committee. The player will be considered a non-participant. Failure to comply will result in the team receiving a delay of game penalty and the offending player will be ordered to leave the bench area.

Referee's observations and procedures

Bench areas are in line with team areas. All members of a team must remain in the bench area during play. Teams must inform referees at the coin toss, if they have players on bench, who do not participate in that game. Referee should write this remark in score sheet's front page. Check for an identifying jersey before start of game.

All members in team bench area must be either sitting on the bench or be in an upright position. Lying down on the floor is not allowed.

3. Goals

- 3.1 The goals will extend across each end of the court. The internal measurements will be 9.00m across (+/- 0.05m) and 1.30m high (+/- 0.02m) and at least 50cm deep (measured from the front of the crossbar to the closest rear part of the goal).
- 3.2 The cross bar will be rigid.
- 3.3 The goal posts and cross bar will be round or elliptical and must not exceed 0.15m in diameter.
- 3.4 The goal posts will be positioned with the inside edge of the post outside the side line and in alignment with the goal line.

Referee's observations and procedures

See the goal positions in drawing (training material). Inform the goal judges about proper goal position before the start of the game. Ask goal judges to fix the goal positions regularly if the goals move.

4. Ball

4.1 The ball will conform to the following specifications:

- Diameter: 24-25cm
- Circumference: 75.5cm-78.5cm
- Weight: 1.250g (+/- 50g).
- Sound holes: 4 holes in upper hemisphere staggered from 4 holes in lower hemisphere
- Bells: 2 pieces
- Elastomer: Natural Rubber (NR)
- Hardness according to Norm DIN 53505: 80-85 °Shore A
- Colour: blue
- Surface: knobbed
- No toxicological components

4.2 For major championship tournaments (Paralympic Games, World Championships and Paralympic Games qualification tournaments), an IBSA approved ball determined by the organising committee will be used.

5. Uniforms

5.1 All players must wear a team jersey.

5.2 Each player must have a number permanently fixed to the centre of the front and back of the jersey. The numbers will be at least 20 cm high and must be either 1, 2, 3, 4, 5, 6, 7, 8 or 9. The number must not be tucked into the shorts, covered by padding, or otherwise obscured from the view of the referees. Failure to comply with any of these requirements will result in a delay of game penalty.

5.3 Clothing, equipment and padding must not extend more than 10cm in any direction from the body.

5.4 At the Paralympic Games and World Championships, the game jersey, pants and socks worn by all competitors on a team must be identical and meet all advertising standards as required by the IBSA Goalball Sub-committee. Due

to the contractual nature of advertising requirements, non-compliant uniform items will not be permitted on the court. Failure to comply with this requirement will result in a team penalty for delay of game and the player will not be permitted to play.

- 5.5 Any padding or other external items placed on the head may not interfere with eyeshade positioning or function.

Referee's observations and procedures

Check all player's equipment and uniforms before the start of the game. If they do not comply with 5.2, 5.3 or 5.5 the players are allowed to play but the team is penalised with a delay of game team penalty. This applies to each game in the competition. If it's possible to fix the issue (e.g. padding too large, number obscured from vision) this should be done, otherwise the player is allowed to play.

If a uniform does not comply with 5.4 the player is not allowed to play and his team is penalised with a delay of game team penalty.

If the opponent team is requesting the measures of numbers or padding and they fulfil the requirements the requesting team will be penalised with delay of game team penalty. They are only allowed to request this up to 5 minutes before the start of the game and not later.

6. Eyeshades / Eye Patches / Eyeglasses and Contact Lenses

- 6.1 Players will not wear eyeglasses or contact lenses.
- 6.2 Eyeshades must be worn by all players on the court from the time of the eyeshade check at the start of the half until the end of the half. Additionally, a player being substituted can remove their eyeshades once their substitution has been announced and they are leaving the court. Failure to comply will result in a personal penalty – Eyeshades.
- 6.3 Eyeshades must also be worn during over time. All players must wear eyeshades during extra throws, whether they are on the court or not. Failure to comply will result in a personal penalty – Eyeshades.

- 6.4 At all major championship tournaments, all players participating in the game must have their eyes covered by gauze patches, or an equivalent material under the supervision of the IBSA Goalball Technical Delegate or by a person designated for each team, who is known by the Technical Delegate.
- 6.5 If the act of adjusting an eyeshade or the request from a player to substitute an eyeshade takes longer than the time for a medical time out (45 seconds), then a personal penalty for delay of game will be called. The ten second timer who is not presently timing the ten seconds for a throw will time the 45 second official time out.
- 6.6 Any eyeshades provided by a tournament organiser must be approved by the IBSA Technical Delegate.

Referee's observations and procedures

Before the start of the game it must be agreed in technical meeting, if any other eye protection means can be used. Doctor's medical certification may be needed.

Referees must start to check eyepatches and eyeshades 90 seconds before the start of each half. Starting players should be available on or near the court for the check. The referee will ask the starting players to face the goal on the court and then perform the check. Table side referee checks the team that will throw first.

Only eyepatches and approved eyeshades are allowed over the eyes (i.e. no other material will be allowed).

Each referee must ensure that the players' eyeshades of each team are physically checked before the start of the game, before the second half and when players enter the court as substitutions. Use Officials' Time-Out if you believe that a player's eyeshades have become dislodged at any point during the game. Do not hesitate to check.

Make sure that organiser has all of the required materials available and organise the players to do the patching as quickly and as correctly as possible. If this is done incorrectly it can delay the start of the game. However never start a game until you are completely satisfied that the patching is done correctly and none of the players can see through the gauze patches.

If the eyeshades are NOT correct and they need any fixing, ask the coach or any team member from the bench for a replacement. Referees are not fixing the eyeshades. If this takes too long, delay of game penalty can be given.

7. Competition Categories and Classification

- 7.1 Competition will be divided into two categories, male and female.
- 7.2 For international competition all players must satisfy the IPC/IBSA sport class of B1, B2 or B3.

8. Team Composition

- 8.1 At the beginning of the tournament a team will consist of 3 players with a maximum of 3 substitutes.
- 8.2 In addition each team may have up to 3 escorts on the bench during the game. The total number of individuals allowed in the team bench areas must be no more than be nine, including the three starting players.
- 8.3 The referees must be notified in writing at the coin toss, of any player(s) in the team bench area who are not involved in the game. The player(s) must wear an identifying jersey provided by the organising committee of the tournament, otherwise, they will not be permitted to sit in the Team Bench Area. Failure to comply will result in a Team Penalty – Delay of Game.

Referee's observations and procedures

It is important for the referee to check that the players on the team bench are all on the team lineup sheet before the game starts. If this is not the case the organiser must give the player a different jersey and/or referee will remove that player from the team bench area. Also if a team has more than 3 escorts at the start of the game and the referee has to remove any escort on the bench it will result in a delay of game penalty. Referees should always check that the number of team members at the start of each game matches the number of members on the score sheet (there should not be too few or too many).

9. Officials

- 9.1 Each game will have 2 referees, 4 goal judges, 1 scorer, 1 timer and 2 ten second timers. In Paralympic Games, World Championships, Paralympic Ranking Tournament and Regional Championships, a back-up timer is required.
- 9.2 Referee duties can be found in the IBSA Goalball Officials' Certification Programme Manual. The duties of the technical officials can be found in the IBSA ITO Officials' Manual.

Referee's observations and procedures

Before the start of any half, check that all officials are in their places. If the delay is too long make sure to inform the players about what is going on.

SECTION B – BEFORE THE GAME

10. Coin Toss

- 10.1 A team representative must be present at the correct time and place for the coin toss. Failure to comply will result in a team penalty and a loss of choice of throwing or receiving ball or the choice of court ends being either table left or table right (left or right of the scoring table) – Delay of Game. If neither team appears for the coin toss, the first team in the playing schedule (Team A) will start on the left side of the official's table with the ball and a team penalty for delay of game will be called for both teams.
- 10.2 At the time of the coin toss, the team representative will be required to complete the lineup sheet to ensure that correct player names and numbers are recorded as well as the list of coaches/escorts who will be permitted on the bench during the game. If the lineup sheet is not provided at the coin toss, the lineup sheet from the previous game will be used. If no previous lineup sheet exists, team names and functions as presented in the entry form provided to the organising committee for the tournament will be used.
- 10.3 For games that must have a winner, the team representative will complete an extra throws sheet, which will be provided by the referee and must be returned to the referee at the time of the extra throws coin toss.
- 10.4 The coin toss will be conducted by an official approved or appointed by the Technical Delegate for the tournament.
- 10.5 The winner of the coin toss will have the choice of either throwing or defending the ball first, or they may instead choose which end of the court they would like to start play in. The remaining choice will be decided by the other team.
- 10.6 At the end of the first half, the teams will change ends and benches. The first throw of the second half will be thrown by the team that defended the first throw at the start of the game.
- 10.7 Only players listed on the lineup sheet used for the actual game will be allowed to play that game. All team members listed on the lineup sheet for the actual game must be on the court or team bench at the start of play. Failure to

comply will result in a team penalty for Delay of Game for each player that is not present.

Referee's observations and procedures

Table referee is responsible for the coin toss procedure, if no other person has been designated for this by the TD.

If a delay of game penalty is given at the start of the game before a throw has taken place, the player to defend the penalty throw will be selected by the coach, whose team is throwing the penalty throw. The coach may select from all players listed on the score sheet, including bench players. After the penalty has been completed the game will start in the standard method. At the Paralympics and World Championships, the coach making the selection must make his decision five (5) minutes before the scheduled beginning of the game.

For all coin tosses the team on the left side of the score sheet is always the team selecting the side of the coin.

11. Warm Up

- 11.1 The players will be allowed a warm up on court at the end of the court that they will defend. Teams will not be allowed to throw the ball in the direction of the other team's half of the court.
- 11.2 If, during the warm up, a team throws the ball into the other team's half of the court, they will be given a warning by the referee. If the same team throws a second ball into the other teams half of the court they will be given a team penalty – Unsportsmanlike Conduct.

Referee's observations and procedures

Referees must watch the warm-up also during any half. If the ball is thrown to other team's area, give the warning to the coach.

At least one of the referees must always pay attention to the warm up of teams and make sure that one team is not disturbing the warm up of the other team.

Referees have an option to ask the 10 seconds timers to observe the eye patching.

12.Length of the Game

- 12.1 A game will be a total of 24 minutes divided into 2 halves of 12 minutes each.
- 12.2 There will be at least 5 minutes between the end of a game and the start of the next game. At the Paralympic Games and World Championships, there will be a minimum of 15 minutes between the end of a game and the start of the next game.
- 12.3 An audible warning will be given 5 minutes before the start of the game.
- 12.4 Players who are going to start any half must be ready for eye patching and eyeshade check by the referees, 90 seconds before the start of each half.
- 12.5 There will be an audible warning 30 seconds before the start of each half.
- 12.6 Half time will be 3 minutes in duration.
- 12.7 All teams and players should be ready to start when the table official calls 'time' (See rule 12.5) – Failure to comply will result in a Team or Personal Penalty – Delay of Game.
- 12.8 Any half will be considered complete at the end of time.

Referee's observations and procedures

When the time expires and the horn sounds the game time is over regardless of the ball's position. Silence must be enforced until the end of the game, as spectator noise (in a close game) could distract the players from hearing the ball, thus putting them at a disadvantage. If a goal is scored at the end of the game and there is crowd noise a judgment must be made to determine if the crowd noise distracted the player. If it is determined that this is the case the goal will be disallowed.

A referee must determine at the end of a half or game, if the ball entered the goal before time expired. If time had expired before the entire ball entered the goal the score will not count. This can be a very difficult call so always watch the ball and listen for the end of the game. Time is stopped during all penalty situations.

The game is finished by the referee by whistling once and saying 'half time', 'game', 'over time', 'extra throws' or 'sudden death extra throws'.

If a penalty occurs prior to the horn sounding the penalty must be played through. Advise both teams not to touch their eyeshades until the referee blows their whistle and finishes the half.

SECTION C – DURING THE GAME

13. Game Protocol

- 13.1 The referee starts the game by asking the audience to switch off mobile phones and for quiet and reminding everyone to remain quiet while the ball is in play. The referee will call 'quiet please' before calling 'centre', and throwing the ball to the team who is to throw first. The referee will throw the ball to the player who is closest to the centre position. The referee will then blow their whistle three times and call 'play'.
- 13.2 The main clock will be started on the third whistle.
- 13.3 The referee will complete any half by whistling and calling 'half time', or 'game', 'overtime' or 'extra throws'. This is a signal that the half is complete and the players may touch their eyeshades and is to ensure that a penalty situation did not occur before the end of the half.
- 13.4 The game clock will be stopped whenever the referee blows their whistle and started again on the next whistle except during a penalty situation. The game clock is stopped during a penalty situation.
- 13.5 Any time the ball needs to be put back into play it will be dropped by a referee or goal judge at the sideline 1.5 m in front of the goal post closest to the side it exited the court. The referee will then call 'play'.
- 13.6 If, in the act of throwing, a ball is thrown out over the side line, the referee will call 'out' and the ten seconds clock will be stopped and reset. If the ball also passes the line out line, the referee will whistle and call 'line out'. The ball will be dropped back into play by a referee or goal judge at the sideline 1.5m in front of the goal post at the opposite end of the court it was thrown from and on the side of the court the ball exited. If the ball has not crossed the 'line out line' and the game clock has not stopped, the referee will call 'play' once the ball has been returned to the Team Area. If the game time clock was stopped, the referee will say 'quiet please', whistle and call 'play'.
- 13.7 If a ball is blocked out over the side line within the Team Area, the referee will call 'blocked out'. If the ball also passes the line out line, the referee will whistle and call 'line out'.

- 13.8 The ball will be dropped back into play by a goal judge or a referee as described in 13.6.
- 13.9 If the game time is not stopped, the ten seconds clock will continue to run and the referee will call 'play' when the ball is dropped back into play.
- 13.10 If the game time is stopped, the ten seconds clock will be stopped. When the ball is dropped back into play, the referee will say 'quiet please', whistle and say 'play'. The team will then have the remaining seconds to get the ball over the centre line.
- 13.11 Any time the game clock is stopped and the ball is dropped back into play by a referee or goal judge at the 1.5m line in front of the goal post, the referee will call 'quiet please', blow their whistle and call 'play' even if no team member is attempting to pick up the ball.
- 13.12 No additional orientation aids are permitted on court. Failure to comply will result in a team or personal penalty – Delay of Game.
- 13.13 Following a penalty situation, players may be re-orientated to the goal post by a referee or goal judge. If at any other time a referee must re-orientate a player, a personal Delay of Game penalty will be called.
- 13.14 When a thrown ball comes to rest in the Team Area of the defending team, without a defending player touching it, this will be called a 'Dead Ball'. The referee will blow the whistle and call 'dead ball.' The ball will be given to the defending team by an official as per rule 13.5. A 'dead ball' will also be called if the thrown ball hits the goal post/crossbar without touching a defending player and comes to rest in either the Team Area or first half of the Neutral Area. The whistle will not be blown until the ball has completely stopped its motion.
- 13.15 A team member will only be allowed to leave the field of play (FOP), regardless of the reason (i.e., medical attention or equipment adjustment), during an official stoppage in play. That team member may not return until the end of that half of the game.
- 13.16 To ensure the flow of the game, an official time-out to wipe the floor will only be taken when the referee determines that the safety of the players may be

compromised. Floor wiping will only take place during an official stoppage in play.

Referee's observations and procedures

At the start of the game someone should ask the crowd to turn off their mobile phones and remain quiet while the ball is in play. In major championships this will usually be done by an official announcer. In most games however the referee is responsible for doing this if no announcer is present.

The referee will always start the game with the following procedure:

Say 'This game is between Team A on my left and Team B on my right. Team A/B will start with the ball. Quiet, please! Centre!'

Throw the ball towards the centre player.

When the player has the ball under control whistle three times and say 'Play!'.

Do not hesitate to say 'play' and start play and the ten seconds clock regardless of the player's reaction to the ball being put into play or a player's reaction on the court. The referee should not wait until a team is 'ready'.

After a penalty situation only the referee, goal judge or an on-court teammate are allowed to re-orientate a player. If it is necessary to re-orientate a player at any other time during the game regardless of the person doing the re-orientation a personal delay of game penalty will be assessed. It is important to be careful not to penalise a player for a mistake made by the goal judge.

If the goal judge or referee puts the ball back into play as is described above into a correct place and the player removes the ball out of bounds, this is an out.

Members of the team must be in the team bench area (or starting players on court) at the start of any half. If not, team penalty delay of game will be given. If a member of a team leaves the team bench area during the game a team penalty delay of game will be given. They can leave the team bench area after having a permission from the referee when there is a whistled break in game. They are not allowed to return until the end of that half.

14. Scoring

- 14.1 At any time the ball is in play and completely crosses a goal line, (see Appendix I), a goal is scored. The referee will whistle two times and announce the goal. The game clock will stop on the referee's first whistle. A goal cannot be scored by an official passing the ball into play.
- 14.2 If a defending player's eyeshades are moved or come off when hit by a thrown ball, the play will be allowed to continue until the ball is controlled, the ball is blocked out or scores.
- 14.3 The team with the most goals at the end of time will be the winner.
- 14.4 The game will end once one team leads the other team by 10 goals.

Referee's observations and procedures

A referee must determine if at the end of a half or game the ball entered the goal before time expired. If time had expired before the entire ball entered the goal the score will not count. This can be a very difficult call and must be made without hesitation. Do not react to a player's eyeshade being dislodged until you have determined whether or not the throw will score. The player whose eyeshades are dislodged in this manner is allowed to visually track and control the ball.

Referee can consult with goal judges, but the final call is made by the referee.

15. Team Time Out

- 15.1 Each team will be allowed four (4) time outs of 45 seconds during the game. At least one of these time outs must be taken during the first half or this time-out will be lost. Once one of the teams has called a time out both teams may use the time out.
- 15.2 Each team will be allowed one time-out during the entire overtime.

- 15.3 A team that has control of the ball may request a time out. Any team may request a time out when there is a whistle stoppage in play.
- 15.4 A time out may be indicated to the referee by any member of the team, using the 'time-out' hand signal (see Appendix I) and/or by saying 'time out'.
- 15.5 The time out starts when the referee announces it and the requesting team by name. Any person in the team bench area is then allowed to enter the court.
- 15.6 A ten seconds timer will record the 45 seconds time out, giving an audible warning signal 15 seconds before the time-out is finished and again when the time-out expires.
- 15.7 When the 15 seconds audible signal sounds, the referees will call out '15 seconds'.
- 15.8 A substitution may be called before the end of the time out. If the team that requested the time out signals for a substitution before the end of the time-out, that team will be charged with both a time-out and a substitution. If the team that requested the time out signals for a substitution after the end of the time-out, that team will be charged with a Team Penalty – Delay of Game.
- 15.9 After a team calls a time out at least one throw must take place before the same team can call another time out or a substitution.
- 15.10 If a team takes more than four (4) time-outs during regulation time or more than three (3) time-outs during the second half or more than one (1) time out during overtime, the request will be rejected and an immediate team penalty for Delay of Game will be called.
- 15.11 When the referee says 'quiet please' all coaching from the bench must stop or a Team Penalty – Illegal Coaching will be called.

Referee's observations and procedures

The far side referee should always scan both team areas to be sure if teams want to request a time out. The table side referee should also pay attention to verbal requests for time outs.

A team member can request a time out using non-verbal hand signals. After the ball is under control a team member can also request a time out by saying 'time out.' A time out can only be acknowledged by a referee during an official break in play or when the ball is under control of the team requesting the time-out. The ball is also considered under control once it has crossed the side-line after being 'blocked out' or thrown 'out'. The ball is also considered under control while being passed between team members, after control has already been established.

Ensure that at least one throw has taken place before allowing the same team to take another time-out or substitution. In the last minute of a half or game always be aware of the coaches and their desire to call a time-out. Always say 'quiet please' at the end of the time-out to prevent continued coaching.

When the table calls 'time', it is too late for that team to ask for substitution; team delay of game penalty.

Eye shades can be checked during the team time-out, observe your positions so that the players of both teams can be seen. If eye shades checking ends before the time-out the team can keep the ball.

Any member of the team is allowed to enter the court during time out. This includes all staff members as well as the bench players. During the time out bench players DO NOT have to wear their eyeshades.

16. Official's Time Out

- 16.1 A referee may call an official's time out at any time.
- 16.2 If a referee has whistled for an official time out as the result of the actions of the team in possession of the ball, the ball will be controlled by the goal judge. At the end of the official time out the goal judge will drop the ball 1.5 meters in front of the goal post (as per Rule 13.5).
- 16.3 There is no time limit on an official time out.
- 16.4 During an 'official time out', teams on the bench may coach the players on the court until the referee calls 'quiet please'. All coaching from the bench must

then stop. Failure for a team to become quiet will result in a Team Penalty as per Rule 15.11.

Referee's observations and procedures

Be careful about calling an 'Official's Time-Out' as this will have the effect of resetting the ten seconds clock. Always say 'quiet please' at the end of an 'official's time-out' to prevent continued coaching.

Anytime the referee is in doubt about a situation that may change the outcome of a game they should call an 'official's time-out' and discuss with the other referee to rectify the problem. This should be done as quickly as possible to allow the flow of the game to continue.

When referees are taking an Official's Time-Out, they have to give reason for that. Reasons (calls) can be:

- *Equipment check - includes eyeshade checking, shoe laces, player equipment, court repairs, wiping of the floor, clock malfunctions etc.*
- *Clarification – includes any clarifications needing discussion, either between the referees, between a referee and an ITO or between a referee and a coach.*

If a referee whistles for an official time out as the result of the actions of the team in possession of the ball, the ball is controlled by the goal judge. This includes any adjustment of players' equipment as well as court repairs being directly caused by that team (e.g. wet floor or retaping lines on the side of the team that has the ball). For neutral events (e.g. fixing the goals, problems with game clock, noise from spectators, etc.) the team keeps possession of the ball for the duration of the official's time-out.

10 seconds timer opposite from the team for which the official's time-out is called must measure the duration of the official's time-out. If the official's time-out was called to fix a player's eyeshades the ten seconds timer will give an audible warning after 30 seconds and also after 45 seconds. If the player is not able to fix his eyeshades within the 45 seconds referee will call a personal delay of game penalty. The time starts when the referee says 'Official's time-out – equipment check'.

17. Medical Time Out

- 17.1 Medical time-out is a maximum of forty five (45) seconds. In the event of an injury or illness a 'medical time out' may be called by a referee. The referee will consult and determine whether the player is able to continue to play at the conclusion of forty five (45) seconds.
- 17.2 The ten seconds timer who is not presently timing the 10 seconds will time the 45 seconds medical time out.
- 17.3 An audible warning will be given 15 seconds before the medical time out is due to expire and also when the medical time out expires.
- 17.4 If the referee determines the injured player is not ready to play at the end of the medical time out they must be medically substituted but may return if the coach uses a regular substitution to return the player to the game.
- 17.5 No more than one person from the team bench area is allowed to enter the court during a medical time-out. That person must be in their team bench area by the end of the medical time out. A 15 seconds warning will be provided. If more than one person from the team bench area enters the court or if the person who entered the court is not in their team bench area by the end of the medical time out, a delay of game penalty will be assessed.

Referee's observations and procedures

On medical time-outs one member of the team can enter the court to consult with the player, but must be back on bench area before the end of Medical Time-Out (team delay of game). The referee must make the decision during the Medical Time-Out if the player can continue or there will be a medical substitution. A coach may call a team time-out before the medical time-out is over. This means that the medical time-out stops and a team time-out begins, which can be used by both teams.

Medical time-out can be shorter than 45 seconds, if the player is able to continue or if the team takes team time-out.

If more than one person from the team bench area enters the court, delay of game penalty is given immediately and the team is not allowed to use the

whole 45 seconds of the medical time-out. In case the injured player is not able to continue he must be medically substituted before conducting the penalty throw and he cannot be selected by the opposing coach to defend the penalty.

18. Blood Rule

- 18.1 If a player receives an injury where blood is observed by the referee, a medical time out will be called. The player will be removed from the court and may not return to the court until bleeding has stopped, the wound is covered, and if necessary, the uniform changed. If the bleeding has not stopped, the wound is not covered and the uniform changed within the medical time out period, a medical substitution is required.
- 18.2 If the injured player is substituted because of a blood issue, this will be considered a 'medical substitution' and the player may return if the coach uses a regular substitution and only if the referee determines the player has met the requirements of rule 18.1.
- 18.3 All contaminated surfaces must be appropriately cleaned before play restarts.
- 18.4 If the player does not have an additional game shirt with the same number as their original one, they will be allowed to wear a shirt with a different number (not already in use by the team) as long as this is indicated to the referee who will announce the change.

Referee's observations and procedures

If the blood is observed the referee calls a 'Medical Time-Out' and takes the player to the bench area and ask the team members to stop the bleeding and clean the player.

The player will be permitted to return to the court if the situation can be fixed within the 45 seconds medical time-out.

It is not the referee's responsibility to stop the bleeding. NO official medical personnel are asked to enter the court (the player is taken outside of the court or close to bench area, if possible).

If the jersey has blood on it, ask the team to give a new jersey, even if it has a different number. Inform the table and the other team of the change of numbers. Ask the goal judges to clean the court and ball. Organising committee should provide a cleaning kit (gloves, disinfectant ...) at the table.

19. Team Substitution

- 19.1 Each team will be allowed four (4) substitutions during a game. At least one substitution must be taken during the first half of the game or this substitution will be lost.
- 19.2 Each team will be allowed one (1) substitution during the entire overtime.
- 19.3 The same player may be substituted more than once.
- 19.4 A team that has control of the ball may request a substitution. Either team may request a substitution when the game clock is stopped.
- 19.5 A substitution may be indicated to the referee by any member of the team, using the 'substitution' hand signal (See Appendix I) and/or by saying 'substitution'.
- 19.6 The substitution starts when the referee announces it and the requesting team by name.
- 19.7 Once the substitution has been announced by the referee, the requesting team will hold up the substitution boards with the number of the player to come off the court, and the number of the player to go on the court.
- 19.8 In a tournament requiring patching, the player to be substituted into the game must be patched and ready for eyeshade inspection when the referee announces the substitution. Any delay caused by a coach or a player to be substituted will result in a penalty. Team Penalty – Delay of Game.
- 19.9 A time-out may be called before the end of the substitution. If the team that requested the substitution signals for a time-out before the end of the substitution, the team will be charged with both a substitution and a time-out.

- 19.10 After a team completes a substitution, at least one throw must take place before the same team can call another substitution or time-out.
- 19.11 As soon as the referee has announced the team name and the number of the outgoing player, the outgoing player is then allowed to remove their eyeshades, eye patches and go to the team bench area. The goal judge shall be available to help the outgoing player off the court and then take the incoming player to the goal post nearest the team bench area. If the outgoing player touches their eyeshades before their team name and number has been announced by the referee, they will be assessed an eyeshade penalty.
- 19.12 During a penalty situation, substitutions will be allowed, except for the penalised player.
- 19.13 Coaching from the bench of either team is allowed during a substitution until the referee says “quiet please”. If a team continues to coach after the call for ‘quiet please’, that team will be given a Team Penalty – Illegal Coaching.
- 19.14 Any player substitutions during half time will not count as one of the team’s three potential remaining substitutions. During half time, teams must indicate any substitutions to the referee who will then announce the substitution(s) at the beginning of the second half of play. If a team neglects to advise the referees of their substitution before the expiration of half time, that team will be charged with a Team Penalty – Delay of Game.
- 19.15 If a team requests more than four (4) substitutions during regulation time or more than three (3) substitutions during the second half or more than one (1) substitution during overtime, the request will be rejected and a team penalty for Delay of Game will be called.

Referee’s observations and procedures

The far side referee should always scan both team areas to be sure if teams want to request a substitution. The table side referee should also pay attention to verbal requests for substitutions.

A team member can request a substitution using non-verbal hand signals. After the ball is under control a team member can also request a substitution by

saying 'substitution.' A substitution can only be acknowledged by a referee during an official break in play or when the ball is under control of the team requesting the substitution. The ball is also considered under control once it has crossed the side-line after being 'blocked out' or thrown 'out'. The ball is also considered under control while being passed between team members, after control has already been established.

Ensure that at least one throw has taken place before allowing a team to take another time-out or substitutions. In the last minute of a half or game always be aware of the coaches and their desire to call a substitution. Always say 'quiet please' at the end of the substitution to prevent continued coaching.

When the player enters the court stepping on side line, it is too late for that team to ask for team time-out; team delay of game penalty.

Table side referee should check before the beginning of each half (second half of regulation, first half of overtime and second half of overtime) that the players who finished the previous half are still on the court. This is to make sure that no unannounced half time substitutions have happened. All half time substitutions must be communicated to the referee. Any half time substitution which is not indicated to a referee will result in a team delay of game penalty.

For exception regarding medical substitution during a penalty situation refer to referee observations and procedures under rule 20.

20. Medical Substitution

- 20.1 A medical substitution will not count as one of the four (4) substitutions allowed in the game.
- 20.2 Two stoppages during regulation time for the same player who is temporarily injured will, at the discretion of the referee, result in that player's removal from the court for the remainder of that half of the game. Any new medical stoppage for the same player in any remaining half will result in an immediate medical substitution and that player will not be able to return for the remainder of that half of the game.
- 20.3 After a medical time out has been announced, the referee will determine whether the player is able to continue to play, at the conclusion of forty five

(45) seconds, if the referee determines the player cannot continue, the player must be substituted but may return if the coach uses a regular substitution to return the player to the game.

- 20.4 The team may communicate with the players on court during a substitution until the referee says 'quiet please'. Failure to comply will result in a Team Penalty for illegal coaching.

Referee's observations and procedures

Medical Substitutions will not count as one of the team's allowable substitutions. Be fair but firm in enforcing the two stoppage portion of this rule.

Referee should verify with the scorer's table that all medical time-outs and substitutions are properly recorded. Table should inform the referee if a second medical time-out has been called for a given player.

Medical substitution is a matter of safety and as set by rule 41.1 the referee is allowed to make a decision when to conduct the medical substitution. In accordance with this a medical substitution is allowed during a penalty situation including the injured player. The coach of the team throwing the penalty throw would then choose the player to defend from the three players on the court.

SECTION D – INFRACTIONS

When an Infraction occurs the referee will blow the whistle and name the infraction. The ball will be given to the team that did not commit the infraction.

Referee's observations and procedures

Always use the goal judges for assistance in directing the ball to the correct team and be aware of which team should have possession of the ball.

21. Premature Throw

21.1 A Premature Throw occurs if a player throws the ball before the referee has given the 'play' command.

Referee's observations and procedures

No goal can be scored on this play, the ball will be given to the defending team. In some situations, the ball will already be with the defending team so the referee can just blow the whistle, announce the infraction, say 'quiet please', blow the whistle and say 'play'.

Observe that if there is a whistled stoppage in play, referees don't blow the whistle. In normal situation the referee close to the team making the premature throw, whistles and/or says 'premature throw'.

A throw can only occur when the game clock is running or in the following cases:

- *During time-out: after the person measuring the time out says 'time'.*
- *During substitution: after the player being substituted in steps on the court.*
- *During any other whistle stoppage in play: after the referee says 'quiet, please'.*

22. Pass Out

A Pass Out will be called by the referee when:

- 22.1 The ball touches the ground outside the court area after a team has control of the ball during the act of passing the ball between team members.
- 22.2 There is an intentional action by a player to force the ball off the court, particularly if a second action is made after the first contact with the ball. This will include any swinging action of the hand or arm, or following the ball off the court.

Referee's observations and procedures

The referee must blow the whistle as soon as the ball crosses the sideline, and the ball is turned over to the defending team.

23. Ball Over

- 23.1 If a ball is blocked by a defending player and the ball rebounds; (a) over the centre line or (b) over the side line in the neutral area, the referee will whistle and call 'ball over'. The ball will then be dropped back into play and to the opposing Team Area from which it was blocked out. The ball will be dropped back into the court as in 13.8. The referee will then call 'quiet please' and blow their whistle and say 'play'.
- 23.2 If the ball hits a goal post or cross bar and rolls back over the centre line or over the side line in the neutral area.
- 23.3 This rule does not apply to extra throws and penalty throws.
- 23.4 If the ball hits an object above the court, the referee will whistle and call 'ball over'.

Referee's observations and procedures

The referee must blow the whistle as soon as the ball crosses the centre line or the side line in neutral area and say 'ball over'. The referee, who is on the side of

defending team calls the ball over (centre line). When the ball goes over the side line in neutral area, the referee on the side where the ball exits makes the call.

SECTION E - PERSONAL PENALTIES

In the case of a “Personal Penalty” the referee will blow the whistle, name the penalty, the number of the player and the team. The penalised player will defend the penalty shot. The rules of the game apply to all penalty throws being that if a penalty occurs on the thrower, the throw cannot score. If a defensive penalty occurs then the throw will be repeated unless that throw scored. If the throwing player gets the ball into the own goal it will not be counted as a score but as a loss of possession of the ball. If the team awarded the penalty shot decides to decline the penalty throw, they should indicate by using the hand signal (see Section I) and/or by saying “penalty declined”. The team declining the penalty will have possession of the ball when play starts again. The game clock is stopped during all penalty situations.

Referee’s observations and procedures

Time is stopped during all penalty situations and the referee is responsible to ensure that the scorer’s table does not make a mistake. If a mistake is made and time has been deducted, the clock will be reset to the correct time. If a penalty occurs prior to the horn sounding the penalty must be played through. Advise both teams not to touch their eyeshades until the referee blows their whistle and finishes the half. After the referee has started the procedure and the ball goes (after ‘play’) into the own goal by thrower, this is not a goal and the ball is given to the other team.

If a thrower makes action leading into penalty (high ball, long ball, short ball etc.) the player is not penalised, only the possession of the ball is lost.

If the thrower is not throwing within 10 seconds (over the centre line) after the command ‘play’, the thrower loses the penalty throw and the ball is given to the other team.

24. Short Ball

- 24.1 Any time a thrown ball stays on the court but forward motion of the ball stops before the defending team’s Team Area, the player who threw the ball will be penalised with a short ball penalty.

Referee's observations and procedures

For the purpose of this rule the penalty throw will be awarded to the team that would have received the ball had it not stopped before the team area. The whistle will be blown to stop time when the ball has stopped its forward motion.

Observe the new definition for team area and difference between the dead and short ball.

25. High Ball

- 25.1 Once the ball is released from the thrower's hand, if the ball does not touch the court at least once on or before the High Ball (6 meter) Line at the front of the thrower's Team Area, the thrower will receive a high ball penalty.

Referee's observations and procedures

The referee must be correctly positioned to call this penalty and should be in a position that allows the referee to clearly see the front limitation line of the landing area. As the ball can move very fast, positioning is very important. Do not hesitate to make the call immediately. On close calls listen for the ball striking the tape/string of the front limitation line as it will make a distinct sound.

26. Long Ball

- 26.1 Notwithstanding the rule in paragraph 25, during the throw, the ball must also touch the floor at least once in the Neutral Area or the thrower will receive a long ball penalty.

Referee's observations and procedures

The referee at the defending end should track the ball in the air and call long ball immediately. If the ball touches the high ball line on the defending team's

side this is considered a long ball. The touch must occur within the neutral area which does not include high ball lines.

If the player making this penalty throw throws a long ball, the player is not penalised for long ball. Ball is given to the defending team.

27. Eyeshades

- 27.1 During the game any player on the court who touches their eyeshades without the referee's permission will receive an eyeshades penalty.
- 27.2 A player removed from the court during a penalty situation may not touch their eyeshades or they will receive an eyeshades penalty.
- 27.3 If a substituted player leaving the court touches or removes their eyeshade and/or eye patches before the referee has announced the substitution by team name and outgoing player number. They will receive an eyeshades penalty.

Referee's observations and procedures

Once the referee has granted permission to adjust the eyeshades, the player will be asked by the referee to face towards his/her goal net and then make the necessary adjustments. The referee must then recheck the eyeshades to ensure they are correctly in position. The referee must continually watch for the correct position of the eyeshades. Do not allow players to request eyeshades adjustments to take a rest from play. Do not acknowledge an eyeshades request if a ten seconds penalty will be called against that team. If a player continues to make requests which are not needed give the player a personal delay of game penalty.

Allow the flow of the play to continue, do not allow a player to ask for eyeshades to stop the play. When a player asks for eyeshades, and it is not deemed immediately necessary, allow the play to continue until a whistle stoppage or when the team of the player not asking for eyeshades has control of the ball, and then allow the player to adjust their eyeshades.

Remember, if an official's time-out is called for an eyeshades adjustment for the team in possession of the ball, the ball must be taken away from the team and play restarted after the eyeshades adjustment. Be aware that 10 seconds clock is reset.

28. Illegal Defence

- 28.1 The first defensive contact with the ball must be made by a player who has at least some of any part of their body touching the floor in the Team Area (Orientation and Landing Areas).

Referee's observations and procedures

It is important that the referee is in the correct position near the team area to make this call based on the tendencies of the players. This is an advantage situation and referees must wait until a goal is scored, the player has control of the ball, the ball is blocked out or until the ball is over.

29. Personal Delay of Game

- 29.1 Players must be prepared to play at the start of any half, on the referees command.
- 29.2 Players must not be re-orientated by anyone other than an on court team member unless they are being assisted by the referee or goal judge after a penalty situation (as per rule 13.10).
- 29.3 Any action taken by a player in the opinion of the referee to deliberately delay the game will receive a delay of game penalty.

Referee's observations and procedures

Judgment must be used to ensure a player is not penalised due to a mistake by a goal judge and that a language problem is not preventing the player from starting/continuing the game.

Players must be ready for eyeshades check 90 seconds before any half, start your checking procedure in time.

It is not referees' duty to fix the eyeshades of players, ask the coach or any team member for assistance.

30. Personal Unsportsmanlike Conduct

- 30.1 If the referee determines a player is not behaving in a sportsmanlike manner, the player will be given a personal unsportsmanlike conduct penalty. Furthermore, two personal unsportsmanlike conduct penalties received by a single player during a game will result in ejection from that game. Additionally, any further unsportsmanlike conduct may result in elimination from the game or ejection from the premises. If a player is eliminated or ejected, the referee must report this action to the competition Technical Delegate. If the Technical Delegate believes it is warranted, a player may be ejected from further competition in the tournament. This action must be documented by the Technical Delegate in a written report submitted to the IBSA Goalball Subcommittee at the conclusion of the tournament.
- 30.2 A player eliminated from the game for personal unsportsmanlike conduct will not be replaced during that game.
- 30.3 Any intentional physical contact with an official, caused by a player, will result in immediate ejection of that player from the game and the field of play.
- 30.4 Players intentionally changing or altering the shape of the ball will be charged with an unsportsmanlike conduct penalty.
- 30.5 No foreign substance will be allowed as an enhancement aid in the sport of Goalball. The use of resin/'stick'em', perspiration or any other foreign substance that increases or decreases the adhesion of the surface of the ball to that of a player will be strictly prohibited. Such conduct will result in a personal unsportsmanlike conduct penalty.
- 30.6 Any player intentionally making the ball wet by rubbing it on any surface will be given a penalty for unsportsmanlike conduct.

- 30.7 Goalball is played with the hands. Any intentional kicking of the ball with a foot will be given a personal unsportsmanlike conduct penalty.

Referee's observations and procedures

If a player is eliminated from the game, a team must continue with two players or forfeit the contest. Do not hesitate to use this penalty to keep control of the game. No physical contact by a player against a referee will be tolerated.

Kicking can take place when a player is standing and kicking the ball. Observe the blocked out when player is laying on court and/or sweeps the ball with foot.

When the ball is intentionally altered (roundness) by a player the play will be stopped and personal unsportsmanlike conduct will be given. However if the ball's shape is unintentionally altered by a player's actions, such as falling on the ball, the play will be stopped until the ball has regained its shape with no penalty to the player or team. The ball must be round (not pressed in or deformed) when it leaves the player's hand for a throw, however changing the shape of the ball when picking it up or preparing for a throw is allowed, as long as the ball regains its shape when it is thrown.

When the ball is intentionally made wet by a player (e.g. by rubbing it against his shirt or sleeve) the play will be stopped and personal unsportsmanlike conduct will be given.

31.Noise

- 31.1 Any noise made by a player during the act of throwing or after they have released the ball that prevents the defending team from tracking the ball will be penalised.

Referee's observations and procedures

This is a judgement call and must be based on the fact that the player throwing the ball is making noise (intentionally or not) to distract the defending team. The penalty can be called also after the release of the ball up to the point until the first defensive contact is made with the ball. Do not let teams pressure / intimidate you into making this call, always use your judgment.

SECTION F - TEAM PENALTIES

In the case of a Team Penalty the referee will blow the whistle, announce 'team penalty', announce the penalty and announce the team. The team awarded the penalty throw will choose the player that will defend the penalty throw from among the on-court players. The rules of the game apply to all penalty throws. If a defensive penalty occurs, the throw will be repeated unless the initial throw scored. If the throwing player puts the ball into their own goal it will not be counted as a score but as a loss of possession of the ball. If the team awarded the penalty shot decides to decline the penalty throw, they should indicate declination of the penalty by using the hand signal (see Section I) and/or by saying 'penalty declined'. The team declining the penalty will have possession of the ball when play starts again.

Referee's observations and procedures

Be aware that the team/coach throwing the penalty throw can select the defending player from the on-court players, ask immediately the player number from the coach.

32. Ten Seconds

- 32.1 A team has 10 seconds to ensure the ball crosses the court centre line from their first defensive contact with the ball.
- 32.2 If a time out, substitution or line-out occurs after defensive contact is made, and the team has the ball under control (in a player's physical possession or the ball is clearly being passed between players) the 10 seconds clock will be stopped/paused on the referee's whistle and be restarted when the referee calls 'play'. The team will have the remaining time left on the clock to ensure the ball crosses the court centre line.
- 32.3 If a defensive contact is followed by a 'blocked out' call and then followed by a whistle and a 'line out' call, the 10 seconds clock will be stopped and will be restarted at the play command.
- 32.4 The 10 seconds clock will be reset if an 'official's time out' is called.
- 32.5 The 10 seconds clock will be reset after a goal.

- 32.6 The 10 seconds clock will be reset at the end of any half.
- 32.7 The 10 seconds clock will be reset in penalty situations.
- 32.8 The 10 seconds clock will start from first defensive contact regardless of whether or not the team has control of the ball.
- 32.9 The 10 seconds timer at the table will indicate to the referee when the clock reaches 10 seconds and the team is still in possession of the ball from first contact or before the ball has crossed the court centre line from that team's half of the court.

Referee's observations and procedures

If a referee calls for an official's time-out before the team has thrown the ball, the ten seconds clock will be reset.

It is very important to ensure that the ball is put back in play quickly after blocked out. The ten seconds clock will be controlled by the 10 seconds timer(s) and indicated by making a distinctive sound (as agreed before the competition) and holding up a sign with the number 10 on it. Referee must always blow a whistle as soon as any sound comes from the scoring table, as only the whistle stops the game clock.

If a referee or goal judge takes too long to put the ball back in play, consuming too many seconds, the referee will blow his/her whistle, say 'official's time-out' to reset the 10 seconds clock and restart the play. Do not allow players to call for an eyeshade check as this would result in an official's time-out and a re-setting of the ten seconds clock.

33. Team Delay of Game

- 33.1 A representative of the team must be at the coin toss at the scheduled time.
- 33.2 The team must be ready to start play at the start of any half on the instruction of the referee.

- 33.3 Any action of a team preventing the continuation of the game.
- 33.4 The referees must be notified between halves, of any substitutions made at half time.
- 33.5 A team may not request more than four (4) time-outs during regulation time or more than three (3) time-outs during the second half or one timeout during overtime.
- 33.6 A team may not request more than four substitutions during regulation time, or more than three (3) substitutions during the second half or one substitution during overtime.
- 33.7 A player to be substituted must be ready to play when announced and the coach must be ready to indicate the player numbers coming out and going in.

Referee's observations and procedures

Always check with the scorer's table at the start of the second half to ensure that the players on the court for both teams are the same as those at the end of the first half. If they are not the same and you have not been notified by a coach about a substitution at half time a penalty must be called. Coaches must tell the referees (and not the table officials) about the substitution before the table calls time. Make sure to announce all substitutions at the beginning of the second half.

34. Team Unsportsmanlike Conduct

- 34.1 All members of the team and its delegation that are present at the game must behave in a sportsmanlike manner.
- 34.2 Any further unsportsmanlike conduct may result in elimination from the game or the premises and/or further participation in the tournament if a referee feels the situation deserves it. The referee has to report the incident to the Technical Delegate for further decision. If the Technical Delegate feels it is necessary, a team may be ejected from further competition in the tournament.

The Technical Delegate has to send a written report to IBSA Goalball Subcommittee.

Referee's observations and procedures

This is a very serious penalty, so be certain that your call is well-justified and award a penalty only after other resolution actions have failed. Be very cautious with this call. Unsportsmanlike conduct from team members not on the court or spectators will not be tolerated and that person will be ejected immediately.

35. Illegal Coaching

- 35.1 Members of the team listed on the lineup sheet and not on court may only communicate with the players on the court during an official break in play (whistle stoppage), and only until the referee says 'quiet please'. If a team is still communicating after 'quiet please' is called the team will receive an illegal coaching team penalty.
- 35.2 Coaches may communicate with players after the result of a penalty throw has been announced by the referee.
- 35.3 Coaches and non-playing players may not communicate with players during extra throws.
- 35.4 If there is a second incident of illegal coaching during the same game, that person will be removed from the field of play (FOP) and a team penalty will be assessed.

Referee's observations and procedures

Always say 'quiet please' at the end of substitutions, time-outs and official's time-outs where coaching is permitted to prevent continued coaching. If team members on the bench continue to communicate instructions to the players on the court after the 'quiet please' command an illegal coaching penalty will be assessed.

Observe that two illegal coaching for the same team in a game leads to removal of a person from the FOP. It does not have to be the same person both times. Always remove the person that committed the second act of illegal coaching. If you are not certain which person is guilty of illegal coaching eliminate persons based on the data on the score sheet in the following order:

- *Head coach*
- *Assistant coach*
- *Any other team member on the bench*
- *Players on bench in ascending order of player numbers*

36.Noise

36.1 Any noise made by any member of the throwing team during the act of throwing that prevents the defending team from tracking the ball, will be penalised.

Referee's observations and procedures

This rule will be used if any other player on the throwing team other than the player throwing is making noise (intentionally or not) to distract the defending team. The penalty can be called also after the release of the ball up to the point until the first defensive contact is made with the ball. Do not let teams pressure / intimidate you into making this call, always use your judgment.

Some teams will try to distract the defending team by making a lot of movements before actually throwing the ball (e.g. one player starting a run and afterwards another player throwing the ball, or players talking to each other) which is allowed as long as they don't make noise in the act of throwing.

SECTION G - END OF THE GAME

37. Overtime

- 37.1 If a winner is needed in the case of a tied score at the end of regulation play, the teams will play two (2) additional three (3) minute halves if needed.
- 37.2 There will be a three (3) minute break between the end of regulation time and the first overtime half. During this time there will be a coin toss to determine which team throws and defends and at which end the teams will start play.
- 37.3 The first team to score a goal in their opponent's goal is the winner.
- 37.4 If a second overtime half is required, the teams will change ends and bench areas during the three minute break between overtime halves.

Referee's observations and procedures

The table referee makes the new coin toss. Let the team on the left of the score sheet select the side of the coin.

See the call procedure.

38. Extra Throws

- 38.1 If the score is still tied at the end of overtime, extra throws will decide the winner. The rules of the game apply to all extra throws.
- 38.2 When the winner of a game needs to be determined, the coach will be provided with a line up sheet for extra throws at the coin toss before the game. The line up sheet must include all players on the game line up sheet.
- 38.3 The number of extra throws per team will be determined by the minimum number of players listed on either line up sheet.

- 38.4 Players ejected from the competition, injured or considered unfit to play will be deleted from the line up sheet and players will move up in order.
- 38.5 There will be coin toss at the beginning of extra throws to determine which team throws first. At this coin toss, the coach must submit the line up sheet that was provided to them at the first coin toss. Players will throw and defend in the order submitted on the line up sheet.
- 38.6 Coaches, escorts and non-participating players will be removed to the opposite side of the court immediately at the end of overtime and no coaching will be allowed.
- 38.7 All players will wear eyeshades and remain in the team bench area until taken on to the court by a referee. Eyeshades will remain on until all extra throws have been concluded.
- 38.8 The first person on the line up sheet from each team will enter the court assisted by a referee to be placed at back centre, and each player will throw once. The referee will present the player by team name and number and state which thrower will throw first.
- 38.9 The team winning the coin toss will choose to either throw or defend in the first pair or throws. The order will be reversed in the second pair of throws and this procedure will continue until a winner has been decided.
- 38.10 If a defensive penalty occurs then the throw will be repeated unless that throw scored.
- 38.11 The sequence is repeated until the minimum number of players has had a chance to throw and defend. A winner will be declared when one team is ahead by more goals than there are throws remaining.
- 38.12 The team with the greatest number of goals will be declared the winner.

Referee's observations and procedures

The line-up sheet must be kept confidential in an envelope. The coaches, escorts and non-participating player(s) are moved to the opposite site of court by the game referees.

Back-up referees will check before the start of extra throws that all players have been patched properly and are wearing eyeshades. Players must not be put in any order before the start of extra throws.

During extra throws back-up referees are responsible for bringing the players to the back centre of the goal line for each pair of throws.

Table side referee is responsible for putting the ball into play before each throw. The ball must be passed to the player that will throw. Table side referee is observing the throwing team and far side referee is responsible for observing the defending team. The table side referee must announce the numbers of the players on court before each pair of throws. (See procedures)

Any penalty on the throwing team means that the throw cannot score and they lose the throw. Any penalty on the defending team means that referee must wait to see what happens with the throw before calling the penalty. If the throw scores the goal counts and no penalty is assessed. If the throw does not score a penalty is assessed and the throw is repeated.

Referees should make sure that communication between referees, back-up referees and table is fluent and everybody knows what their duties are. Scorer should inform the referee if one team is more goals ahead than there are throws remaining.

See the procedure for extra throws.

39. Sudden Death Extra Throws

- 39.1 If the score is still tied at the end of extra throws, sudden death extra throws will decide the winner. The rules of the game apply to all sudden death extra throws.
- 39.2 The players that took part in extra throws will also take part in sudden death extra throws as per the line up sheet for extra throws.
- 39.3 There will be a coin toss at the beginning of sudden death extra throws to determine which team throws first.

- 39.4 The first person on the line up sheet from each team will enter the court assisted by a referee to be placed at back centre, and each player will throw once. The referee will present the player by team name and number and state which thrower will throw first.
- 39.5 The team winning the coin toss will choose to either throw or defend in the first pair of throws. The order will be reversed in the second pair of throws and this procedure will continue until a winner has been decided.
- 39.6 The sequence is repeated until a winner has been declared. A winner will be declared when one team is ahead at the conclusion of any pair of throws.
- 39.7 If a defensive penalty occurs then the throw will be repeated unless that throw scored.

Referee's observations and procedures

During Sudden Death Extra Throws remember that teams must have had an equal number of throws before the game is declared finished and that the team that throws first, changes after each pair of throws.

See the procedure for extra throws.

40. Signing the Score Sheet and Protest Procedures

- 40.1 Immediately after the game the coach of each team, both referees and the scorer will sign the score sheet at the table. If a coach does not sign the score sheet immediately after the end of the game, the coach cannot protest the results of that game.
- 40.2 The coaches are required to indicate whether or not they will protest the game. Any protest will be submitted in writing to the Tournament Director or their representative, within thirty minutes after the end of the game that is being protested and the protest fee will be due at that time. The protest fee will be decided by the Organising committee, but must not be less than fifty (50) Euro or equivalent.
- 40.3 Protests must be submitted on IBSA protest forms and written in English. The protest forms must list the rule number(s) protested. The protest must

specifically involve the incorrect use of a rule and cannot be about playing venues and the appointment of referees.

- 40.4 The Technical Delegate, tournament director or designated representative will inform the protestor of the time and place where the protest committee will review the protest. All participants will be given time for a short presentation with arguments for the protest that are relevant and supplement the written protest. Any information to support the protest must be provided at the time the protest form is submitted.
- 40.5 The protest committee's decision is final. Both teams must be informed of the committee's decision in writing no later than 30 minutes after the protest committee meeting concludes. All parties mentioned in the protest will receive written notification. The written decision shall include rationale for the committee's decision. All results of the protested game will be put on hold until a determination is made by the protest committee.
- 40.6 If a protest is approved, the protest fee will be returned to the protestor. Otherwise, the deposit will be credited to IBSA. If a protest is dismissed, the protest fee will be credited to (a) IBSA, if the tournament was sanctioned by IBSA or (b) the tournament organising committee, if the tournament was not sanctioned by IBSA.

Referee's observations and procedures

Make sure that the end of game time is recorded on the score sheet and make a remark in the comments section if the coaches do not sign the score sheet.

Follow the protest procedure.

SECTION H - REFEREES' AUTHORITY AND ABUSE OF OFFICIALS

41. Referees' Authority

- 41.1 In all matters of safety, the rules, procedures and play, the final decision will be made by the referee.
- 41.2 If there is a dispute between a team and an official only the head coach may speak to the referee. The discussion will only occur at an official break in play and only after the referee has acknowledged the request of the coach.
- 41.3 The referee will explain the issue to the head coach.
- 41.4 If the coach does not agree with the explanation, the game will be completed and the coach may protest the game after it is completed on the IBSA Protest form provided by the organising committee.
- 41.5 If a coach continues to argue the matter with the referee after the first explanation has been given, a penalty will be awarded. Team Penalty – Delay of Game.

Referee's observations and procedures

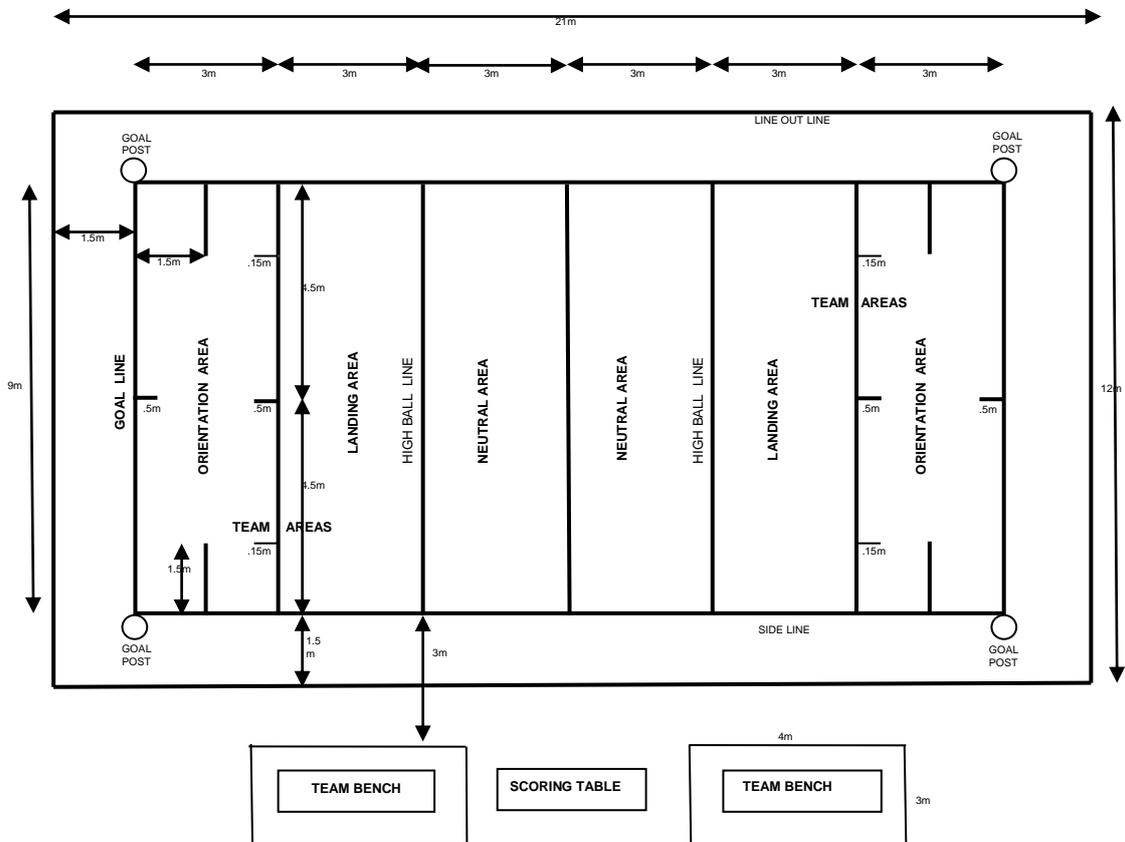
Do not become involved in any long animated conversations with coaches. Clarify the dispute only once to a coach and quickly start the game. Do not allow the coach to use clarifications as a method to get a rest period for their players.

Observe that only head coach can talk to the referee during game.

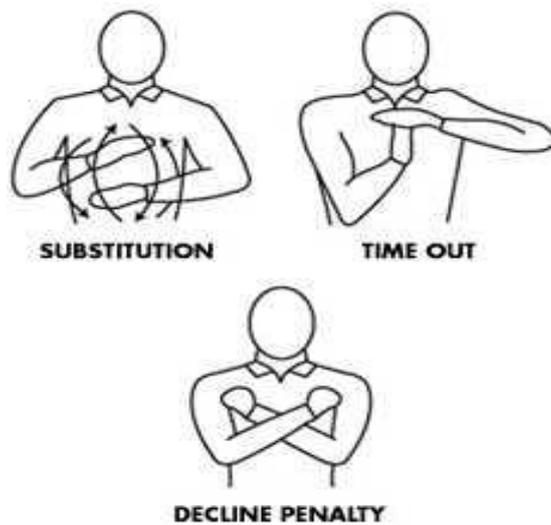
42. Abuse of Officials

- 42.1 Any action by a participant in a game, that is reported by an IBSA official, in writing, to the IBSA Goalball Sub-committee, will be dealt with at the next Sub-committee meeting. Sanctions against that participant(s) will be decided by the Sub-committee as per paragraph 53.

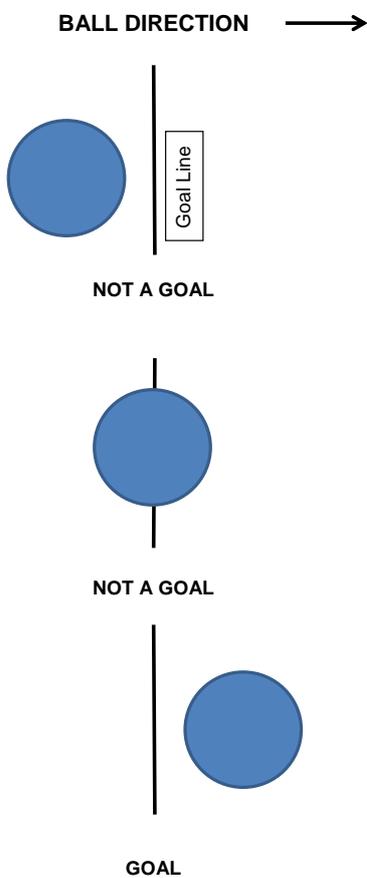
Appendix 1 COURT DIAGRAMME



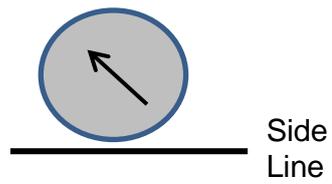
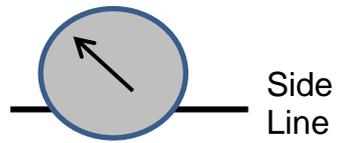
HAND SIGNALS



GOAL DETERMINATION



BALL OUT DETERMINATION



**BOTH
BALLS
OUT**

Appendix 2 GLOSSARY OF TERMS

Acknowledgement

- When the referee verbally announces the requesting team by name.

Act of Throwing

- A period of time between when the ball leaves the thrower's hand and makes first touch with an opposing team player.

Ball Across Line

- See diagram – Appendix I.

Ball Over

- A situation where a ball departs a team's area in the direction of the opponent and the majority of the ball crosses the centre line. The ball may be in the air or on the ground.

Championships

- Paralympic Games, World or IBSA Regional Tournaments.

Coaching

- Any communication from the team bench area to the players on the court. Permitted under the rules and until the Referee says 'quiet please'.

Control

- When a player has physical control of the ball or the ball is in the process of being passed from one player to another. If a ball is not in player's hands or not in movement between players, the ball is not in player's possession.

Court Markings

- See 'Tactile Markings'.

Defence

- The act of preventing the ball from scoring.

Delegation

- Based on official entry documentation a delegation includes a team's athletes, medical and coaching staff, team leaders, national federation staff (if a national team).

Draw

- A method of determining which teams go into which pools where teams have not taken part in previous tournament.

Extra Throws

- A one player versus one player situation to decide a tie.

Eyeshades

- Eye covering which fully covers the eyes to prevent a player using vision during play.

Eye Patches

- Adhesive bandage or material under the eyeshade which further assists in covering up the eyes to prevent seeing during the game.

Field of Play

- The area within the venue where the Goalball game takes place.

Forfeit

- The loss of a game created when one team does not show up to play by the time the game is scheduled to begin or there is less than the minimum number of players to start or complete a game.

Goal Judge

- One of the ITOs. Duties described in the IBSA ITO Officials' Manual.

Half

- A period of twelve (12) minutes in regulation time or three (3) minutes in overtime.

Half Time

- A three (3) minute break between halves.

Hand Signals

- Non-verbal signals used by coaches to request substitutions, time-outs and declined penalties as outlined in Section I.

High Ball

- A penalty situation where the ball does not first touch the floor in the team area after being thrown. The High Ball Line is considered part of the team area.

IBSA

- International Blind Sports Federation

Infraction

- Any violation of the rules which results in a loss of possession instead of a penalty.

International Blind Sports Federation Goalball Sub-committee

- The sport governing body for Goalball.

Line-out Line

- A non-tactile line 1.5 meters from the court sideline that surrounds the court.

Long Ball

- A penalty situation where the ball does not touch the floor at least once in the neutral area after being thrown

Maximum Goal Difference

- Any time one team has scored ten (10) goals more than the team it is playing.

Official Break in Play

- Any time the referee stops the game with his/her whistle.

Out

- A situation where a ball on the ground crossing a side line no longer touches the line (it is more than half way over). It is also a situation where the majority of a ball in the air crosses a side line.

Out of Bounds

- Any area outside the court.

Overtime

- Two (2) halves of three (3) minutes play to determine a winner if a tie score exists at the end of regulation time.

Penalty

- A violation of the rules that results in a penalty throw.

Pool

- A group of teams who play each other on a 'round robin' basis.

Possession

- A team has possession of the ball as soon as their 10 seconds clock starts.

Reorientation

- When a goal judge or referee repositions a player on the court.

Round Robin

- A tournament system where each team plays against every other team in their group.

Scorer

- One of the ITOs. Duties described in the IBSA ITO Officials' Manual.

Seeding

- A method to divide teams into equally competitive pools on the basis of performance at previous tournaments.

Substitute

- A player on the team bench who is available to enter the court and replace one of the existing court players.

Substitution Boards

- A visual aid to be used by the coach for each player's substitution.

Tactile Markings (Lines)

- Raised lines that are put down to form a Goalball court (see Appendix I).

Ten Seconds Timer

- One of the ITOs. Duties described in the IBSA ITO Officials' Manual.

Throw

- Any action, not considered a pass, by a player to release the ball on or out of the court once they have established control of the ball and the game clock is running.

Timer

- One of the ITOs. Duties described in the IBSA ITO Officials' Manual.

Unsportsmanlike Conduct

- Any action by a player, team or member of their delegation that is contrary to the spirit of the game.