



INTERNATIONAL
B L I N D
S P O R T S
F E D E R A T I O N



INTERNATIONAL BLIND SPORTS FEDERATION

GOALBALL RULES AND REGULATIONS

2022-2024

January 1, 2022

INTRODUCTION

Goalball is a game played by two teams of three players with a maximum of three substitutes for each team. The game is played in a gymnasium on a court measuring 18.0 m x 9.0 m, which is divided into two halves by a centre line. Teams remain in their own half of the court during the game. The purpose of the game is for each team to throw the ball by hand, along the floor, with the intent of getting the ball across the opponent's goal line while the other team attempts to prevent this from happening. The goals and nets extend right across the 9.0m width at each end of the court. The ball is made of hard rubber and has holes in it that allow bells placed inside the ball to be heard as the ball moves. The rules of the game are controlled by the International Blind Sports Federation (IBSA).

If there is any misunderstanding between the English version of this document and any translated versions of this document, the English version will be used.

TABLE OF CONTENTS

PART A - GOALBALL RULES

SECTION A - PREPARATION FOR THE GAME

- 1 Court
- 2 Team Bench Area
- 3 Goals
- 4 Ball
- 5 Uniforms
- 6 Eyeshades / Eye Patches / Eyeglasses and Contact Lenses / Hearing Aids
- 7 Competition Categories and Classification
- 8 Team Composition
- 9 Officials

SECTION B - BEFORE THE GAME

- 10 Coin Toss
- 11 Warm Up
- 12 Length of the Game

SECTION C - DURING THE GAME

- 13 Game Protocol
- 14 Scoring
- 15 Team Time-Out
- 16 Official's Time-Out
- 17 Medical Time-Out
- 18 Blood Rule
- 19 Player Substitutions
- 20 Medical Substitutions

SECTION D – INFRACTIONS

- 21 Premature Throw
- 22 Ball Over

SECTION E - PERSONAL PENALTIES

- 23 Short Ball
- 24 High Ball
- 25 Long Ball
- 26 Eyeshades
- 27 Illegal Defence

- 28 Personal Delay of Game
- 29 Personal Unsporting Conduct
- 30 Noise

SECTION F - TEAM PENALTIES

- 31 Ten Seconds
- 32 Team Delay of Game
- 33 Team Unsporting Conduct
- 34 Illegal Coaching
- 35 Noise

SECTION G - END OF THE GAME

- 36 Overtime
- 37 Extra Throws
- 38 Sudden Death Extra Throws
- 39 Signing the Score Sheet and Protest Procedures

SECTION H - REFEREES' AUTHORITY AND ABUSE OF OFFICIALS

- 40 Referees' Authority
- 41 Abuse of Officials

PART B – TOURNAMENT REGULATIONS

- 42 IBSA-Sanctioned Tournaments or Paralympic Games
- 43 Facilities and Equipment
- 44 Accommodations
- 45 Officials
- 46 Organisation (Non-Paralympic Tournaments)
- 47 Qualifying Standards
- 48 Conduct of Tournaments
- 49 Ranking of Teams in a Round Robin
- 50 Forfeits
- 51 Maximum Number of Games per Team per Day
- 52 Gross Misconduct
- 53 Game Protocol
- 54 Exceptions to Tournament Regulations

Appendix 1: COURT DIAGRAM, HAND SIGNALS, GOAL, BALL OUT

Appendix 2: GLOSSARY OF TERMS

GOALBALL RULES

SECTION A - PREPARATION FOR THE GAME

1 Court

- 1.1 The dimensions: The court will be a rectangle 18.0 m long by 9.0 m wide (+/-0.05 m). Measurements are to the outside edges. Nothing except the court markings are allowed as markings on the court. (See diagram at Appendix 1 for markings and measurements). The court is divided every 3.0m along its length to give six areas.
- 1.2 In front of the goals at each end of the court are Team Areas, 6.0 m, (+/-0.05 m) long by 9.0 m (+/-0.05 m) wide. The Team Areas are divided into two equal sections (3.0 m (+/-0.05 m) long and 9.0 m (+/-0.05 m) wide). These sections are 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 1.
- 1.3 The Neutral Area is the middle area of the court. It is 6.0 m (+/-0.05 m) long by 9.0 m (+/-0.05 m) wide and is divided in two by the centre line. (see Appendix 1)
- 1.4 All lines will be 0.05 m in width (+/-0.01 m) and will be marked with tape. They will have string under them to assist with player orientation. The string will be 0.003 m (+/-0.0005 m 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 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.

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 3.0 m from the court's side line. It will be 4.0 m long (+/-0.05 m) and 3.0 m (+/-0.05 m) deep and will be marked all around by a tape line with string. (See Appendix 1)
- 2.2 The team bench area end closest to the goal line will be in line with the goal line. (See Appendix 1)

- 2.3 At half time, teams will change bench areas as teams change ends.
- 2.4 All members of the team except three players on the court must 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 player being required to leave the Field of Play.

3 Goals

- 3.1 The goals will extend across each end of the court. The internal measurements will be 9.0 m across (+/-0.05 m) and 1.3 m high (+/-0.02 m) and at least 0.5 m 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 0.15 m in diameter.
- 3.4 The goal posts will be positioned with the inside front edge of the post outside the side line and aligned to the rear edge of the goal line..

4 Ball

- 4.1 The ball will conform to the following specifications:
- Diameter: the ball must be round and have a diameter of 24-25 cm.
 - Circumference: 75.5 cm-78.5 cm
 - Weight: 1.250 gr (+/-50 gr).
 - 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, IBSA Goalball World Championships and all IBSA Goalball Regional Championships), a ball determined by the organising committee and approved by the IBSA Goalball Sub-Committee is used.

5 Uniforms

- 5.1 All players must wear an identical team jersey.
- 5.2 Each player must have a number permanently fixed on the front and back of the jersey. Numbers must be 1, 2, 3, 4, 5, 6,7, 8 or 9 and must be a minimum of 18 cm high. To accommodate unique circumstances, a one-time exception to number size may be approved by the Technical Delegate. The number must not be tucked into the shorts, covered by padding or otherwise obscured from the view of referees or table officials. Failure to comply with any of these requirements will result in a team penalty for delay of game.
- 5.3 Players can have their nationality and/or name written on the back of the jersey. The size of letters cannot exceed 7 cm unless approved by the Technical Delegate.
- 5.4 Clothing, equipment and padding must not extend more than 10 cm in any direction from the body. Players are only authorized to play in uniforms described in these rules or in a uniform approved by the Technical Delegate under rules 5.1, 5.2, 5.3, 5.4) of these rules.
- 5.5 At the Paralympic Games the game jersey, trousers and socks worn by all competitors on a team must be identical and meet all advertising standards as required by the International Paralympic 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.
- 5.6 At the IBSA Goalball World Championships the game jersey, trousers and socks worn by all competitors in a team must be identical and meet all advertising standards as required by the International Blind Sports Federation (IBSA). 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.
- 5.7 Any padding or other external items placed on the head may not interfere with eyeshade positioning or function. Failure to comply with this will result in a delay of game penalty.

- 5.8 Teams must have additional uniforms available in case of blood. Teams will replace blood stained uniform items with one that has the same design and colours as the part of the uniform that is replaced. Failure to comply with this will result in a Team Penalty - Delay of Game.
- 5.9 Teams must also have two sets of jerseys to serve as their home team jersey and their visitor team jersey. The two jerseys will be clearly different in their colour combinations.

6 Eyeshades/Eye Patches/ Eyeglasses and Contact Lenses / Hearing Aids

- 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 eyeshade 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 Overtime by all players on the court. 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. The Local Organising Committee (LOC) must announce the type, mark or brand of the patches sixty (60) days before the start of the tournament allowing all teams to know which type and brand will be used. Teams must provide a medical certification to the Technical Delegate (TD) two (2) weeks in advance, if a player needs to use different patches. If the alternative patches are approved, the team will cover the extra cost for the purchase of the new patches.
- 6.5 If the act of repairing an eyeshade or if the request from a player to substitute an eyeshade takes longer than forty-five (45) seconds to complete, a personal penalty for delay of game will be called. The ten second timer who is not presently timing the ten seconds 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 and must be worn by all players. Failure to comply without prior written approval from the Technical Delegate will result in removal of the player from the game. That player can be substituted.

- 6.7 Players cannot wear or use any hearing aids whilst in the Field of Play. Failure to comply will result in a personal unsporting conduct penalty and the player will be removed from that game. That player can be substituted.

7 Competition Categories and Classification

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

8 Team Composition

- 8.1 At the beginning of every game each team will consist of 3 players on court with a maximum of 3 substitutes. A team will be forced to forfeit the game if they cannot start that game with 3 players on court. A game will end at any time a team has only one eligible player for that game.
- 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 not more than nine, including the three starting players. Failure to comply with this will result in a Team Penalty - Delay of Game.
- 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. Failure to comply will result in the player being required to leave the bench area.

9 Officials

- 9.1 At the Paralympic Games and for all IBSA-sanctioned tournaments, each game will have 2 referees, 4 goal judges, 1 scorer, 1 timer, 2 ten second timers and 1 back-up timer.
- 9.2 The officials' duties can be found in the IBSA Goalball ITO Manual. Referees and the technical officials' duties can be found in the Goalball ITO Manual.

SECTION B – BEFORE THE GAME

10 Coin Toss

- 10.1 A team representative will be present at the correct time and place for the coin toss. Failure to comply will result in a loss of choice of throwing or defending the ball and the choice of court ends left or right of the officials' table. If neither

team appears for the coin toss, the first team in the scoresheet game information (Team A) will start on the left side of the officials' table with the ball.

- 10.2 Before a team can enter the Field of Play, a team representative will be required to validate the score sheet-game information to ensure that correct player names and numbers are recorded as well as the list of coaches and/or escorts who will be permitted on the bench during the game. If the score sheet-game information is not provided, the score sheet-game information from the previous game will be used. If no previous score sheet-game information 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 a line-up sheet, which will be provided by the referee in the first coin toss and must be returned to the referee at the time of the extra throws coin toss. Failure to comply will result in loss of choice to throw or defend, Score sheet - Game information order will be used to determine the player's order. If neither team provided a line-up sheet, Team A will start with the ball.
- 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 (left or right). The remaining choice will be decided by the other team.
- 10.6 At the end of the first half, the teams will change ends. 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 line-up sheet used for the actual game will be allowed to play that game. All team members listed on the Goalball Score Sheet – Game Information for the actual game must be on the court (three players) or in the team bench area at the buzzer or other audible signal indicating the start of play. Failure to comply will result in one team penalty for Delay of Game.

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 team's half of the court they will be given a Team Penalty – Unsporting Conduct. Every subsequent throw to the other team's half of the court will lead to a further Team Penalty for Unsporting Conduct and may result in a player or coach being ejected from the game.

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 signal will be given 5 minutes before the start of the game. There will also be a second audible signal 90 seconds before the start of each half.
- 12.4 Players who are going to start any half must be on court and ready for eyeshade check by the referees, 90 seconds before the start of each half – Failure to comply will result in a Team or Personal Penalty for Delay of Game.
- 12.5 Half time will be 3 minutes in duration.
- 12.6 All teams and players should be ready to start when the table official calls "time" or where there is an audible signal - Failure to comply will result in a Team or Personal Penalty for Delay of Game.
- 12.7 Any half will be considered complete at the end of time.

SECTION C – DURING THE GAME

13 Game Protocol

- 13.1 The referee starts the game by asking everyone to switch off mobile phones and 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 and the ten second clock will start on the call "play".
- 13.3 The referee will complete any half by whistling once and calling "half time", "game", "overtime", "extra throws" or "sudden death extra throws". This is a

signal that players may touch their eyeshades and is to ensure that a penalty situation did not occur before the end of the half. During extra throws and between extra-throws and sudden-death extra throws players are not allowed to touch their eyeshades.

- 13.4 The game clock and the ten second clock will be stopped whenever the referee blows their whistle and started again on the call “play” except during a penalty situation. The game clock is stopped during a penalty situation.
- 13.5 At a time the ball needs to be put back into play it will be dropped by a referee or goal judge at the side line 1.5 m in front of the goal post closest to the side it exited the court. The referee will then call “quiet please”, blow their whistle once and call “play”. The game and ten second clock will restart on the call “play”. In case of the ball goes over the centre line and after the goal the team can keep the ball.
- 13.6 If, in the act of throwing, a ball is thrown more than half way over the side line in a direction moving the ball off the court without touching the defending team, the referee will blow their whistle once and call “out”. The game clock will stop. The ten second clock will also be stopped and reset. Any time the ball needs to be put back into play it will be dropped by a referee or goal judge (See rule 13.5). The referee will say “quiet please”, whistle and say “play”. The game clock and the ten second clock will both restart on the call “play”.
- 13.7 If a ball is blocked within the Team Area and is more than half way over the side lines and moving the ball in a direction off the court, the referee will blow their whistle once and call “blocked out”. The game clock and the ten second clock will stop. Any time the ball needs to be put back into play it will be dropped by a referee or goal judge (See rule 13.5). The referee will say “quiet please”, whistle and say “play”. The game clock and the ten second clock will both restart on the call “play”.
- 13.8 Any time the game clock is stopped and the ball is dropped back into play by a referee or goal judge at the 1.5 m line in front of the goal post, the referee will call “quiet please”, blow their whistle once and call “play” even if no team member is attempting to pick up the ball.
- 13.9 No additional orientation aids are permitted on court. Failure to comply will result in Personal Penalty – Delay of Game.
- 13.10 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 Penalty - Delay of Game will be called.

- 13.11 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.
- 13.12 A team member will only be allowed to leave the Field of Play (FOP), regardless of the reason (such as medical attention or equipment adjustment) during an official stoppage in play and after receiving permission from the referee. That team member may not return until the end of that half of the game. Failure to comply will result in a Team Penalty – Delay of Game.
- 13.13 To ensure the game flow smoothly, 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.

14 Scoring

- 14.1 At any time where the game clock is running, the ball is in play and completely crosses a goal line, (see Appendix 1), 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 During penalty situations when the game clock is not running, but when the ball completely crosses a goal line, a goal is scored.
- 14.3 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 the ball scores.
- 14.4 The team with the most goals at the end of regulation time will be the winner.
- 14.5 The game will end immediately once one team leads the other team by 10 goals.

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. All time-outs not used at the end of regulation time will be lost.
- 15.3 The team that has control of the ball may request a time-out. Either 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 1) and / or by saying “time-out”. Any member of the team can ask for the time-out by hand signal before their team has control of the ball but must wait for the ball to be controlled before requesting the time-out verbally. Failure to comply will result in a team penalty – Illegal coaching.
- 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 second timer will record the 45 second time-out, giving an audible signal 15 seconds before the time-out is finished and again when the time-out expires. At the expiration of the time-out all team members not presently playing in the game must be in the team bench area. Failure to comply will result in a Team Penalty – Delay of Game
- 15.7 When the 15 second audible signal sounds, the referees will call out “15 seconds”.
- 15.8 A substitution may be called before the end of a time-out by the team that requested 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. At the end of the 45-second time-out, the referee will call the substitution and the substitution will then be processed. 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 -Delay of Game will be called.
- 15.11 When the referee says “quiet please” all communication from the bench must stop or a Team Penalty – Illegal Coaching will be called.

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's 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's time-out the goal judge will drop the ball 1.5 m 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's time-out", any member of the team on the bench may communicate with the players on the court until the referee calls "quiet please". All communication from the bench must then stop. Any failure of a team member to be quiet after "quiet please" is announced will result in a Team Penalty as per Rule 15.11.

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 second timer who is not presently timing the 10 seconds will time the 45 second medical time-out.
- 17.3 An audible signal 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 that 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 unless the referee grants permission to other individuals to enter the court. Everyone who enters the court on a medical time-out must be in their team bench area by the end of the medical time-out. A 15 second signal will be provided. If more than one person from the team bench area enters the court without the referee's permission or any other person who entered the court is not in their team bench area by the end of the medical time-out, a team delay of game penalty will be assessed. If more than one person from the team bench area enters the court without the referees' request, a team 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 to play, the player must be

medically substituted before conducting the penalty throw and in this case the player 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 hasn't been 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". The player may return if the coach uses a regular substitution and only if the referee determines that 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 jersey with the same number as their original one, they will be allowed to wear a jersey 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. The jersey must be the same colour worn during that game by that team's other players.

19 Player Substitutions

- 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. All substitutions not used at the end of regulation time will be lost.
- 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 1) and / or by saying "substitution". Any member of the team can ask for the substitution by hand signal before their team has control of the ball but must wait for the ball to be controlled before requesting the substitution verbally. Failure to comply will result in a Team Penalty – Illegal Coaching.

- 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 first-to come off the court followed by number of the player to go on the court. Failure to comply will result in a Team Penalty – Delay of Game.
- 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 A team may have more than one substitution at the same time however after a team completes a substitution, at least one throw must take place before the same team can call another substitution or time-out. A substitution is considered completed, when the player steps on court. Failure to comply will result in a Team Penalty – Delay of game.
- 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, between regulation and overtime and half time during overtime will not count as one of the team’s potential remaining substitutions. During half time, teams must indicate any substitutions to the scorer. Table side referee will then announce the substitution(s) at the beginning of the next period of play. If a team fails to inform the scorer of their substitution before the expiration of the 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 - Delay of Game will be called.

20 Medical Substitutions

20.1 A medical substitution will not count as one of the four (4) substitutions allowed during regulation time or the one (1) substitution allowed during overtime.

20.2 Two medical time-outs called during regulation time and overtime for the same player will, at the decision 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 medical substitution until the referee says "quiet please". Failure to comply will result in a Team Penalty - Illegal Coaching.

SECTION D – INFRACTIONS

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

21 Premature Throw

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

22 Ball Over

22.1 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. See rule 13.5. The referee will then call "quiet please" and blow their whistle and say "play".

- 22.2 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, the referee will whistle once and call “ball over”.
- 22.3 If the ball hits an object above the court, the referee will whistle once and call “ball over”.
- 22.4 If a player carries the ball completely over the centre line the referee will whistle once and call “ball over”.
- 22.5 This rule does not apply to extra throws and penalty throws.

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 throw. If, due to injury or ejection, the penalised player is unable to defend the penalty, the throwing team will select the defending player from the remaining two players on court. The rules of the game apply to all penalty throws being that if a penalty occurs on the thrower, the throw cannot score and the throwing team will be charged with a personal or team penalty. If a defensive penalty occurs then the throw will be repeated unless that throw scored. If during the act of throwing, the ball finishes in to the thrower’s own goal it will not be counted as a score but as a loss of possession of the ball. If another penalty is awarded during a personal penalty situation, the first penalty will be completed before the second penalty is played. If the team awarded the penalty throw decides to decline the penalty throw, they should indicate by using the hand signal (see Appendix 1) 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.

23 Short Ball

- 23.1 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 receive a short ball penalty.

24 High Ball

- 24.1 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 when the ball is released from the thrower’s hand, the thrower will receive a high ball penalty.

25 Long Ball

- 25.1 Notwithstanding the rule in paragraph 24, 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.

26 Eyeshades

- 26.1 During the game any player on the court who intentionally touches their eyeshades or the eyeshades of any other player without the referee's permission will receive an eyeshades penalty.
- 26.2 A player removed from the court during a penalty situation may not touch their eyeshades or they will receive an eyeshades penalty.
- 26.3 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.
- 26.4 The Eyeshades penalty may be called by either referee or can be drawn to the referees' attention by ten second timer. If called by the latter, the ten second timer will signal the referee by using the sound used to indicate a ten second penalty. The table referee will confirm the details of the Eyeshades penalty with the ten second timer before checking the eyeshades and/or eye patches concerned and taking the appropriate action.

27 Illegal Defence

- 27.1 The first defensive contact with the ball must be made by a player who has at least any part of their body in the Team Area (Orientation and Landing Areas).
- 27.2 When a defending player has committed an illegal defence, play will be allowed to continue until the ball is controlled, blocked out or scores. If the ball scores, the penalty will not be called.

28 Personal Delay of Game

- 28.1 Players must be prepared to play at the start of any half, on the referee's command.
- 28.2 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).

- 28.3 Any action taken by a player in the opinion of the referee to deliberately delay the game will receive a delay of game penalty.

29 Personal Unsporting Conduct

- 29.1 If the referee determines that a player is not behaving in a sportsmanlike manner, the player will be given a personal Unsporting Conduct penalty. Any personal Unsporting Conduct penalty received by a single player during a game may result in ejection from that game. Furthermore, two personal Unsporting Conduct penalties received by a single player during a game will result in ejection from that game. Any player ejected from a game as the result of one or more Unsporting Conduct penalties will receive an automatic suspension from their next game in the same tournament. Any further Unsporting Conduct penalties may result in ejection from the venue or tournament.
- 29.2 If a player is ejected, the referee must report this action to the Technical Delegate. The Technical Delegate, together with the Protest Committee will then, without delay, decide if a player will be suspended from further competition in that tournament. This incident and the Protest Committee's decision must be documented by the Technical Delegate in a written report submitted to the IBSA Goalball Subcommittee before the conclusion of that tournament. If the Protest Committee is unable to convene and make a decision on this matter, the player in question will not be able to participate in any further games in that tournament until that decision is made by the Protest Committee. If the matter cannot be resolved prior to the end of the tournament, the matter will be submitted to the IBSA Goalball Subcommittee for further disposition.
- 29.3 A player ejected from the game for personal Unsporting Conduct can be substituted. This substitution will count as one of the allowable substitutions.
- 29.4 Before or during a game, any intentional physical contact with a technical official, caused by a player or any other member on the team's line-up sheet, will result in immediate ejection of that person from the game and the Field of Play. The team to throw the penalty will choose the defending player from the remaining players on court. If the penalty is awarded before the game has commenced, the throwing team will be able to choose any player from the score sheet to defend the penalty.
- 29.5 The ball must be round immediately after leaving the thrower's hand or an Unsporting Conduct penalty will be called.
- 29.6 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 Unsporting Conduct penalty.

- 29.7 Any player intentionally making the ball wet by rubbing it on any surface will be given an Unsporting Conduct penalty.
- 29.8 After first contact any intentional kicking of the ball in standing position will be given a personal Unsporting Conduct penalty.
- 29.9 Any throwing of the ball out of play, if referee determines, that ball thrown off the court could harm anyone, a personal Unsporting Conduct penalty will be given to the thrower.
- 29.10 A player may not intentionally interfere with the eye patches under their eyeshades in any way. Otherwise, that player will be given an Unsporting Conduct penalty and removed from the rest of the game. That player can be substituted. This substitution will count as one of the allowable substitutions.

30 Noise

- 30.1 Any unnecessary noise made by a thrower during their act of throwing until the ball touches the defensive team's player, will be penalised.
- 30.2 Any unnecessary noise includes (but is not limited to), animal noises, excessive stomping (with the feet), excessive punching or slapping on the court by hand, excessive clapping, whistling, singing, shoe squeaking, tongue clicking continuous excessive or unrelated conversation and unnecessary shouting.

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. If the Team Penalty is awarded before the start of the game, the team awarded the penalty throw will choose the player that will defend the penalty throw from any player listed on the Score sheet - Game Information. The rules of the game apply to all penalty throws, and if a penalty occurs on the thrower, the throw cannot score and a Personal or Team Penalty will be charged to the throwing team. If a defensive penalty occurs, the throw will be repeated unless that 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 throw decides to decline the penalty throw, they should indicate declination of the penalty by using the hand signal (see Appendix 1) and/or by saying "penalty declined". The team declining the penalty will have possession of the ball when play starts again.

31 Ten Seconds

- 31.1 A team has 10 seconds to ensure the ball crosses the court centre line or side line from their first defensive contact with the ball.
- 31.2 If a time out, substitution or blocked-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 or side-line.
- 31.3 When a defensive contact is followed by a whistle and a "blocked out" call, the 10 second clock will be stopped. After returning the ball to the court the referee will call "quiet please", blow the whistle and call "play". The 10 second clock will restart from the call "play".
- 31.4 The 10 seconds clock will be reset if an "official's time out" is called.
- 31.5 The 10 seconds clock will be reset after a goal.
- 31.6 The 10 seconds clock will be reset at the end of any half.
- 31.7 The 10 seconds clock will be reset in penalty situations.
- 31.8 The 10 seconds clock will start from first defensive contact regardless of whether or not the team has control of the ball.
- 31.9 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 or side-line from that team's half of the court.

32 Team Delay of Game

- 32.1 Players who are going to start any half must be on court and ready for eyeshade check by the referees, 90 seconds and able to start play for that half on the instruction of the referee.
- 32.2 Any action of a team preventing the continuation of the game.
- 32.3 The scorer must be notified before the completion of half time or the period between the end of the game and overtime, of any substitution(s) that are made during those periods.

- 32.4 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 more than one timeout during overtime.
- 32.5 A team may not request more than four substitutions during regulation time, or more than three (3) substitutions during the second half or more than one substitution during overtime.
- 32.6 When acknowledged by the referee, the coach must be ready to show the substitution boards in a proper sequence. When announced, player to be substituted must be ready for eye patches and eye shade checking.

33 Team Unsporting Conduct

- 33.1 Any violation of warm-up protocol (See rule 11.2).
- 33.2 All members of the team and its delegation that are present at the game must behave in a sportsmanlike manner.
- 33.3 Any further unsporting 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 games in the tournament. The Technical Delegate has to send a written report to IBSA Goalball Subcommittee.

34 Illegal Coaching

- 34.1 The Illegal Coaching penalty may be called by either referee or can be drawn to the referees' attention by either ten second timer. If called by the latter, the ten second timer will signal to the referee by using the sound used to indicate a ten second penalty. The table referee will check the details of the Illegal coaching penalty with the ten second timer before confirming the penalty has been made and taking the appropriate action.
- 34.2 Members of the team listed on the line-up 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.
- 34.3 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 given.

- 34.4 E-coaching by the use of any electronic devices is allowed from the 'spectators' area to members on team bench. Players cannot use any hearing devices as in rule 6.7. If an E-coaching device is making any sound or noise that will disturb the game, a team penalty will be called for illegal coaching and the device(s) will be switched off, removed from the bench area and given to table official.

35 Noise

- 35.1 Any unnecessary noise made by any member of the throwing team on the court during the act of throwing until the ball touches the defensive team, will be penalised.
- 35.2 Any unnecessary noise includes (but is not limited to), animal noises, excessive stomping (with the feet), excessive punching or slapping on the court by hand, excessive clapping, whistling, singing, shoe squeaking, tongue clicking continuous excessive or unrelated conversation and unnecessary shouting.

SECTION G - END OF THE GAME

36 Overtime

- 36.1 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.
- 36.2 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 which end the teams will start play.
- 36.3 The first team to score a goal is the winner.
- 36.4 If a second overtime half is required, the teams will change ends and bench areas during the three minutes' break between overtime halves.

37 Extra Throws

- 37.1 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.
- 37.2 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 information score sheet.
- 37.3 The number of extra throws per team will be determined by the minimum number of players listed on either line up sheet.

- 37.4 There will be a 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.
- 37.5 All players will wear eyeshades and they will 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.
- 37.6 The first player 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.
- 37.7 Any players injured during extra throws will be deleted from the line up sheet, the remaining players will move up in order of line up sheet and the extra player of the opposite team will be removed from the bottom of the sequence.
- 37.8 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.
- 37.9 If a Personal or Team penalty occurs on the throwing team, the throw counts but cannot score and that throw will not result in a further penalty. If a Personal or Team penalty occurs on the defending team then the throw will be repeated unless that throw scored. An own goal will be considered a throw out of court and will not result in a goal.
- 37.10 For each pair of players on the court, each player will throw and defend based on the outcome of coin toss. 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.
- 37.11 The team with the greatest number of goals will be declared the winner.
- 37.12 If during the act of throwing, the ball finishes in the thrower's own goal, the team loses possession of the ball but the goal does not count.

38 Sudden Death Extra Throws

- 38.1 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.

- 38.2 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.
- 38.3 There will be a coin toss at the beginning of sudden death extra throws to determine which team throws first.
- 38.4 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.
- 38.5 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.
- 38.6 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.
- 38.7 If an injury to a player occurs, rule 37.7 above applies.
- 38.8 If a Personal or Team penalty occurs on the throwing team, the throw counts but cannot score and that throw will not result in a further penalty. If a defensive penalty occurs then the throw will be repeated unless that throw scores.
- 38.9 If during the act of throwing, the ball finishes in the thrower's own goal, the team loses possession of the ball but the goal does not count.

39 Signing the Score Sheet and Protest Procedures

- 39.1 Immediately after the game a 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.
- 39.2 The coaches are required to indicate whether or not they will protest the game. Any protest must be submitted in writing to the IBSA Technical Delegate or their representative, within 30 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 one hundred (100) Euros or the equivalent.
- 39.3 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.

- 39.4 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. The participant submitting the protest will have the first opportunity to provide their presentation. The other party named in the protest will then be provided time to provide comments or a response. Any information to support the protest must be provided at the time the protest form is submitted and must be provided in the format outlined in the instructions listed on the protest form.. Video or other digital recordings can be accepted, but only when recorded by the Organising Committee's equipment. Videos from the Organising Committee will start 5 minutes before the start of the game and will end 5 minutes after the end of the game.
- 39.5 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.
- 39.6 If a protest is upheld, the protest fee will be returned to the protestor. If the 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.

SECTION H - REFEREES' AUTHORITY AND ABUSE OF OFFICIALS

40 Referees' Authority

- 40.1 In all matters of safety, the rules, procedures and play, the final decision will be made by the referee.
- 40.2 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.
- 40.3 The referee will explain the issue to the head coach.
- 40.4 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.

40.5 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 – Unsporting Conduct.

41 Abuse of Officials

41.1 Any action by a participant in a game, that is reported by an IBSA official, in writing, to the IBSA Goalball Subcommittee, will be dealt with at the next Subcommittee meeting. Sanctions against that participant(s) will be decided by the Subcommittee as per paragraph 52.

PART B – TOURNAMENT REGULATIONS

42 IBSA-Sanctioned Tournaments or Paralympic Games

The IBSA Goalball Subcommittee reserves the right to change or modify tournament regulations as needed, provided they present 60 days written notice on the Goalball Subcommittee website: www.ibsasport.org/sports/goalball. The rules, regulations and appendices to this document take effect January 1, 2022.

42.1 IBSA-Sanctioned Tournaments or Paralympic Games:

42.1.1 Paralympic Games Qualification Tournaments:

- IBSA Goalball World Championships
- IBSA Regional Championships IBSA Paralympic Goalball Qualification tournament

42.1.2 IBSA Goalball World Championships Qualification Tournaments:

- IBSA Goalball Regional Championships
- Any other tournament specifically designated by the IBSA Goalball Subcommittee

42.1.3 Other IBSA-Sanctioned Tournaments:

- IBSA Goalball Youth World Championships
- IBSA Goalball Youth Regional Championships
- Any other Goalball competitions formally sanctioned by IBSA

42.2 Sanctioning of Tournaments - General

International Goalball Tournaments in which four or more countries participate will require the completion, submission and approval of an IBSA Sanction Application Form to be considered for approval as an IBSA-Sanctioned Tournament. The IBSA Competition – Application for Approval form needed to apply for a sanction can be found on the IBSA website under "IBSA Documents - Requests". Competitions with less than four countries may be considered on a case-by-case basis.

42.3 Information Required in Sanction Request can be found in the IBSA Competition - Application for Approval form.

42.4 Sanction Penalties

If a sanctioned tournament deviates on essential points from those agreed, the organising country may be penalised to a maximum of €10,000.00 (ten

thousand euros) and may be subject to being barred from applying for future tournament sanctioning for a maximum period of five (5) years.

42.5 Procedure for Reviewing Sanction Penalties

The procedure for reviewing sanction penalties is as follows:

The technical delegate for the tournament or member organisation (plaintiff) will, within 28 days from the completion of the tournament, lodge a complaint in writing to the Secretary of the IBSA Goalball Subcommittee (Secretary) which will include the following details.

- the name and contact details of the plaintiff;
- the name of the tournament;
- the date of the tournament;
- details to the nature of the complaint;
- name and contact details of any other person or organisation (if any) who support the complaint

The Secretary will immediately inform the IBSA Goalball Subcommittee (Committee) of the complaint. The Secretary will also refer the complaint to the organising committee for the tournament (defendant).

The defendant will have a further 28 days from the day the Secretary referred the complaint, to respond in writing to the allegations. The response will include details such as:

- how the agreed essential points were carried out;
- reasons why the agreed essential points were not carried out;
- any circumstances that did not allow the defendant to carry out the agreed essential points.

A lack of response from the defendant will be treated by the Subcommittee as if there are no grounds to protest the complaint.

Having received all the information, the Subcommittee will decide the penalty(ies) (if any) at their next meeting.

The Secretary will then inform the plaintiff and the defendant in writing of the result of the complaint.

43 Facilities and Equipment

43.1 Playing Venue (Sports Hall)

The venue will be acoustically suitable for Goalball. Air conditioning or heating will be quiet so as not to impact on the games if it is to be used during the tournament. Open air venues that permit outside noise shall be avoided.

43.2 Goalball Field of Play Dimensions

The Field of Play for a Goalball competition must have minimum floor dimensions of 20.0 X 30.0 metres, and a minimum height of 5.0 metres.

43.3 Floor

43.3.1 The floor of the court must have a smooth surface, and be approved by the IBSA Technical Delegate. For Paralympic Games, World Championships and Regional Championships, synthetic, wood or plastic floors must be used.

43.3.2 The organising committee must announce the type of floor one year before the start of the tournament or as soon as practical after the tournament has been announced.

43.4 Spectator Area

Spectators must be restricted to an area no closer than 4.0 metres from any part of the court. This area will be clearly tactile marked or fenced so that spectators do not encroach on or near the playing area.

43.5 Equipment

All equipment will meet the criteria established in the Rules of the Game and be approved by the IBSA Technical Delegate.

43.6 Score Board

For the benefit of spectators and coaches, a visual scoring system must be maintained. The scoreboard must be visible at all times from the team bench area.

43.7 Clocks

There will be three clocks. The first clock is the official time/game clock and must be visible at all times from the team bench area. The second clock is a backup clock, which is not official unless required by the referee who can then designate it as official.

For the Paralympic Games and World Championships the main clock shall be a basketball type clock with a 10th of a second count down during the last minute.

A third clock must be placed in the coin toss area and will be the official clock used for coin tosses.

43.8 Official Game Sheets

The following official game sheets will be used:

- Score Sheet-Game Information
- Score Sheet-Regulation time
- Score Sheet-Overtime and Extra throws
- Line – up Sheets
- Protest Form
- Protest Decision Form

All sheets must be of the type included in the IBSA ITO Manual. The Information for the IBSA ITO Manual can be found at www.ibsasports.org/sports/goalball.

43.9 Substitution Boards

Substitution boards must be used by the coach for any player substitution indicating the number of the incoming player and the number of the outgoing player. Numbers must be at least 15 cm high.

43.10 Balls

43.10.1 The organising committee must select and announce the game balls twelve (12) months before the start of any IBSA-sanctioned tournament or as soon as practical after the tournament has been announced. The Organising Committee will inform all participating teams, the type of balls that will be used in that tournament. Failure to comply will compel the IBSA Goalball Sub-Committee to select the manufacturer of the balls.

43.10.2 For all IBSA World Championships and Paralympic Games, the balls used will be new and not previously used. Balls will be replaced after being used for three games. Competition balls and warm up balls will be from the same manufacturer. For other IBSA-sanctioned tournament decision is under discretion of Technical Delegate.

43.11 Practice on the Competition Court

For all Paralympic, World and Regional Championships, all teams must have access to the competition playing court for at least a one (1) hour practice prior to the start of the competition.

43.12 Eyeshades

At Paralympic, World and Regional Championships, the eyeshades must not let in any light and they shall be of a size and form so that it is not possible to see. Eyeshades may be provided by the Organising Committee; however, only equipment approved by the Technical Delegate for the tournament must be used. Eyeshades provided by the Organising Committee shall be provided to the teams before their practice on the training or competition courts.

43.13 Approval of Equipment and Facilities

All equipment and playing facilities to be used for any IBSA-sanctioned tournament must be approved by the IBSA Goalball Subcommittee or a representative designated by the IBSA Goalball Sub-committee.

44 Accommodations

44.1 Housing

At Paralympic Games, World Championships and any tournament sanctioned by IBSA, housing of the teams must be of a standard that will not have any negative influence on the players and their performance during competition. If possible, players will be housed in rooms that do not accommodate more than two (2) individuals.

44.2 Catering

Food and water must be provided with consideration to the players, and be of a standard that permits optimal performance. The needs of special diets will be taken into account.

44.3 Transportation

Residential accommodation is to be reasonably near to playing venues and adequate transportation between the two sites will be made available.

45 Officials

45.1 Referees

45.1.1 Number of Required Referees

Goalball competition requires a minimum of six (6) referees per venue. For the Paralympic Games, a minimum of twelve (12) referees are required unless otherwise negotiated by the Technical Delegate. Regional and World Championship requirements are to be determined by the Technical Delegate in consultation with the Organising Committee.

45.1.2 Appointment of Referees

45.1.2.1 For Paralympic Games, World Championships, Regional Championships and other IBSA-sanctioned tournament, referees will be appointed subject to approval by the IBSA Goalball Subcommittee.

45.1.2.2 No more than two referees from any country may be selected to referee at any Paralympic Games or World Championships. No more than three referees from any country will be appointed to referee any Regional Championships.

45.1.2.3 No referee will officiate a game in which their own nation is taking part.

45.1.3 Certification of Referees

At IBSA-sanctioned tournaments, all referees must have the appropriate IBSA certification. For Paralympic Games and World Championships, all referees must have Level three (3) certification. For Regional Championships and Youth World Championships all referees must have minimum Level two (2) certification. For all other IBSA-sanctioned tournaments, all referees must have Level one (1) certification.

45.2 Ten (10) Seconds Timers

In IBSA-sanctioned tournaments, ten second timers must have the same level certification as per the referees for the same event.

45.3 Table Officials

Table officials at all IBSA-sanctioned tournaments must be IBSA certified.

45.4 Goal Judges

The organising committee and Technical Delegate are responsible to select and train the goal judges in any IBSA-sanctioned tournaments

45.5 Technical Delegate

All IBSA-sanctioned tournaments must have an IBSA Technical Delegate appointed by the IBSA Goalball Subcommittee or its Chairman.

The Technical Delegate will be responsible for liaising with the tournament organisers prior to the event and will be responsible for ensuring the necessary standards in all technical matters at the tournament including:

- the court and its marking;
- the conduct of the tournament;
- scheduling;
- management of technical officials;
- ratification of score sheets and approval of official results;
- approval and maintenance of equipment and their correct use;
- management of protests.

45.6 Commissioner

45.6.1 The main duties of the Commissioner are to:

- observe referees during IBSA World Championships, Paralympic Games, Regional championships and other IBSA-sanctioned tournaments;
- assist Technical Delegate in selecting the best performing referees after round robin games are played (Technical Delegate has the final choice);
- serve as chairman of the Protest Committee;
- assist the Technical Delegate to give referees immediate performance feedback at major tournaments to with the intent of assuring better consistency among referees.

45.6.2 The Commissioner and TD will be nominated by the IBSA Goalball Sub-committee or its chairman.

45.6.3 An individual will not referee at a tournament while serving as Commissioner for that tournament.

46 Organisation (Non-Paralympic Tournaments)

46.1 Participants

The following items are the responsibility of participants:

- delegation travel to and from the competition site;
- all expenses for health and accident insurance as the organiser cannot be held responsible for accidents or illness, unless caused by negligence;
- payment of Entry Fees to the organising committee prior to competition.

46.2 Organisers

The following items are the responsibility of organisers:

- facilities and equipment needed for competition (as per paragraph 45);
- accommodation for the competing teams;
- catering for competing teams and officials during competition times;
- all board, lodging, travel expenses and per diem for referees, IBSA Technical Delegate, classifiers, commissioner and any necessary IBSA ITOs;
- medals and awards.

47 Qualifying Standards

The following criteria are in place for the Paralympic Games and the World Goalball Championships. The four competition regions are Africa, America, Asia/Pacific and Europe Regional Championships will be held in the alternate years between the Paralympic Games and the World Goalball Championships. All Regional Championships must be approved by the IBSA Goalball Subcommittee and must be open to all member nations within the region.

Tournaments must have a minimum of four participating countries to qualify as a Regional Championship tournament with a Technical Delegate and Commissioner appointed by the IBSA Goalball Subcommittee. IBSA Level II referees or higher must officiate regional tournaments.

IBSA Regional Championships or Pre-Paralympic Regional Championships should be held between six (6) and eighteen (18) months prior to the World Goalball Championships or Paralympic Games.

If a Pre-Paralympic Regional Championships is not held prior to the Paralympic Games, the Paralympic qualification slot for that region will be lost and a slot will be allotted to the IBSA Paralympic Goalball Ranking Tournament. If there is no IBSA Regional Championship held prior to World Goalball Championships, all regional qualifying slots for that region will be lost and allotted to the Ratio Formula.

47.1 World Championships

47.1.1 Qualifying Criteria - Men's and Women's Competition

At World Championships, there will be a maximum number of sixteen (16) participating men's and sixteen (16) participating women's teams:

- Host Country
- Paralympic Games Champion
- Paralympic Games 2nd Place

- Paralympic Games 3rd Place
- Regional Champion (from IBSA Regional Championships)
- Regional Runner Up
- Regional Runner Up
- Regional Runner Up
- Regional Runner Up
- Ratio formula
- Ratio formula
- Ratio formula
- Ratio formula

Regional Champion for this process is defined as the highest available team within that Region that has not already qualified (Host Country or Paralympic medallists).

47.2 Ratio Formula

Each place available for the Ratio Formula will be filled by a team from the IBSA Goalball Region with the highest score using the following principle:

The total number of competing countries in the previous two years' IBSA Regional Championships divided by the number of competing countries from that region already qualified for the World Goalball Championships. This formula will be recalculated for every spot available under the Ratio Formula.

A region will only be able to obtain a maximum of half the available places from the ratio formula. Once a region has obtained half the places or more, that region will be removed from any further calculations.

If there are four places allocated to the Ratio Formula, any region may only be allocated a maximum of two places under the formula. If there are five places allocated to the Ratio Formula, any region may only be allocated a maximum of three places under the formula.

If the ratio formula calculation is the same for two or more regions, the slot will be given to the highest ranked team of the tied regions on the IBSA World Ranking.

47.3 Paralympic Games

Qualifying criteria and procedures will be posted a minimum of 24 months prior to the Paralympic Games

47.3.1 Qualifying Criteria - Men's Competition

At the Paralympic Games, there will be a maximum of eight (8) participating men's teams:

- Host Country
- World Championships 1st Place
- World Championships 2nd Place
- Regional Champion (from Pre-Paralympic Regional Championships)
- IBSA Paralympic Goalball Ranking Tournament 1st Place

Regional Champion for this process is defined as the highest available team within that Region that has not already qualified (Host Country or World Goalball Championship Medallist). IBSA Paralympic Goalball Ranking Tournament place for this process is defined as the highest available team that has not already qualified (Host Country, World/Regional Goalball Championship).

47.3.2 Qualifying Criteria - Women's Competition

At the Paralympic games, there will be a maximum of eight (8) participating women's teams:

- Host Country
- World Championships 1st Place
- World Championships 2nd Place
- Regional Champion (from Pre-Paralympic Regional Championships)
- IBSA Paralympic Goalball Ranking Tournament 1st Place

Regional Champion for this process is defined as the highest available team within that Region that has not already qualified (Host Country or World Goalball Championship Medallist). IBSA Paralympic Goalball Ranking Tournament place for this process is defined as the highest available team that has not already qualified (Host Country, World/Regional Goalball Championship).

47.4 IBSA Paralympic Goalball Ranking Tournament

47.4.1 The IBSA Paralympic Goalball Ranking Tournament may be held prior to all Pre-Paralympic Regional Championships. The Pre-Paralympic Regional Championships should be completed between six (6) and eighteen (18) months prior to the Paralympic Games.

47.4.2 A maximum of sixteen (16) men's teams and sixteen (16) women's teams will be selected by the IBSA Goalball Subcommittee to participate in the IBSA Paralympic Goalball Ranking Tournament.

The IBSA Goalball Sub-Committee's selection will be based on team performance at the previous IBSA World Goalball Championships followed by the ranking of teams within their regional qualification tournaments preceding the previous IBSA Goalball World Championships.

47.4.3 Places for the men's and women's tournament will be allocated to regions as set out in this sub section. If a region is not able to occupy their full allocation, those spots left unoccupied will be allocated to teams by IBSA Goalball Sub-Committee depending on when their application to participate in the tournament was received by the organising committee. This list will be published on the IBSA Goalball website each month from the first application and will continue to be published up to final applications are received. A region may not be allocated more than half the available tournament slots.

Men's Competition

- 1 Host Country
- 2 Europe 1st
- 3 Europe 2nd
- 4 Europe 3rd
- 5 Europe 4th
- 6 Europe 5th
- 7 Europe 6th
- 8 Asia Pacific 1st
- 9 Asia Pacific 2nd
- 10 Asia Pacific 3rd
- 11 Asia Pacific 4th
- 12 Americas 1st
- 13 Americas 2nd
- 14 Americas 3rd
- 15 Africa 1st
- 16 Africa 2nd

Women's Competition

- 1 Host Country
- 2 Europe 1st
- 3 Europe 2nd
- 4 Europe 3rd
- 5 Europe 4th
- 6 Europe 5th
- 7 Europe 6th
- 8 Asia Pacific 1st
- 9 Asia Pacific 2nd
- 10 Asia Pacific 3rd
- 11 Asia Pacific 4th
- 12 Americas 1st
- 13 Americas 2nd
- 14 Americas 3rd
- 15 Africa 1st
- 16 Africa 2nd

47.4.4 At the end of the IBSA Paralympic Goalball Ranking Tournament, teams will be placed in rank order for each competition based on tournament finish. The ranking of teams finishing outside the quarter-finals and medal games (9th to 16th) will be determined by their total points and goal difference (as per Rule 49) from the round robin. Losers of quarter-finals have to play for 5th - 8th

places according to their total points and goal difference (as per Rule 49) from the round robin (teams 1-4, 2-3). Winners play for 5th and 6th, losers for 7th and 8th.

47.4.5 After all Pre-Paralympic Qualification Tournaments are completed, the remaining Paralympic Games qualification slots will be filled using the results from the IBSA Paralympic Goalball Ranking Tournament, selecting teams in the order of finish.

47.4.6 Only teams that have not already qualified through Pre-Paralympic Regional Championships (does not include any regional championships conducted for the purpose of qualification for World Championships) will be considered for a qualification slot.

48 Conduct of Tournaments

48.1 Drawing and Seeding

At the World Championships and Paralympic Games, teams will be divided into two pools.

To ensure equal weighting in each pool, seeding will be conducted according to the following schemes.

48.1.1 Paralympic Games

Those teams that are not automatically seeded (1st and 2^d at previous World Championships) will be allocated to their pools in two separate draws. The first draw will only contain the teams allocated from the four Regional tournaments. The second draw will contain the teams that qualified via the Paralympic Ranking Tournament as well as the host country.

- Pool A:
 - 1st at last World Championships
 - 1st drawn Regional Champion (first draw)
 - 3rd drawn Regional Champion (first draw)
 - 1st drawn Paralympic Ranking Tournament or Host Country (second draw)

- Pool B:
 - 2nd at last World Championships
 - 3rd at last World Championships
 - 2nd drawn Regional Champion (first draw)
 - 4th drawn Regional Champion (first draw)

48.1.2 World Championships

Those teams that are not automatically seeded (1st to 3rd at previous Paralympic Games) will be drawn from a hat in three separate draws. The first draw will only contain the first four highest ranking teams allocated from the four Regional tournaments. The second draw will only contain the second four highest ranking teams allocated from the four Regional tournaments. The third draw will contain the teams that qualified via the Ratio Formula as well as the host country.

Teams that qualified through the same Regional tournament cannot be placed in the same pool.

- Pool A:
 - 1st at last Paralympic Games
 - 1st drawn Regional Champion (first draw)
 - 3rd drawn Regional Champion (first draw)
 - 2nd drawn Regional Runner Up (second draw) (Men only)
 - 4th drawn Regional Runner Up (second draw) (Men only)
 - 1st drawn Ratio Formula or Host Country (third draw)
 - 3rd drawn Ratio Formula or Host Country (third draw)
 - 5th drawn Ratio Formula or Host Country (third draw)

- Pool B:
 - 2nd at last Paralympic Games
 - 3rd at last Paralympic Games
 - 2nd drawn Regional Champion (first draw)
 - 4th drawn Regional Champion (first draw)
 - 1st drawn Regional Runner Up (second draw) (Men only)
 - 3rd drawn Regional Runner Up (second draw) (Men only)
 - 2nd drawn Ratio Formula or Host Country (third draw)
 - 4th drawn Ratio Formula or Host Country (third draw)

48.1.3 Dual Qualification

Should a country qualify for Paralympic Games or World Championships as both the Host Country or through one of the qualification spots from the previous Paralympic Games or World Championships, that country's Host Nation spot will be allocated to either the Paralympic Ranking Tournament for Paralympic Games or to the ratio formula for World Championships.

48.2 Type of Tournament

The type of tournament utilised for all international championships, with the exception of World Championships and Paralympic Games will be as follows.

- 48.2.1 In the event, there are no more than four (4) teams, a double round robin system will be used. After this double round robin, the top team will progress directly to the final. The second and third place teams will play against each other in a single elimination type semi-final. The first-place finisher after the round robin will then play the winner of the semi-final for the championship.
- 48.2.2 In the event there are more than four (4) but no more than seven (7) teams, a single round robin system will be used. After this round robin, the top four (4) teams will play against each other in a single elimination type competition. The first-place finisher will play the fourth-place finisher in semi-final 1. The second-place finisher will play the third-place finisher in semi-final 2. The winners of the two in semi-finals will play for the championship. The losers of the two in semi-finals will play for third and fourth place respectively.
- 48.2.3 In the event there are more than seven (7) but no more than sixteen (16) teams, teams will be equally divided into two pools. In each pool, a single round robin system will be used. If there are an odd number of teams the size of the two pools will only differ in size by one team. In the event that there are two uneven pools, the results of the games that involved the bottom placed team in the larger pool will be removed before using the method in Rule 49 to rank teams from the two pools.
- At the end of the round robins, the top four teams from each pool will play against each other in a single elimination format, A1 vs. B4, B2 vs. A3 (winners to semi-final 1), B1 vs. A4, A2 vs. B3 (winners to semi-final 2). The losers will be eliminated from the competition unless placement games are scheduled for that tournament. The winners of the two semi-finals will play for the championship. The losers of the two semi-finals will play for third and fourth place respectively.
- 48.2.4 In the event there are more than sixteen (16) teams, teams will be equally divided into a divisional competition with no fewer than eight teams in each division. The divisions will run in conjunction with each other and will be subject to a promotion and relegation system.

Competition will be conducted either in a single round robin format amongst all teams or teams can be split in to two equal pools. In the case of a single round robin, the top four teams will compete in the finals (as per 48.2.2). In the case of two equal pools (as per 48.6 & 48.7). The remaining teams will be seeded as they finished on the points table. Teams on equal points will be separated using the method in Rule 49. In the event that there are two uneven pools, the results of the games that involved the bottom placed team in the larger pool will be removed before using the method in Rule 49 to rank teams from the two pools.

The groups will be called Group A, Group B, Group C. Group A being considered the premier group. At the conclusion of all competitions, the bottom three (3) teams in each group will be relegated to the group immediately below it (Group A to Group B). Alternately, the top three (3) teams in each group will be promoted to the group immediately above it (Group B to Group A).

48.3 Seeding of Teams

To ensure equal weighting of pools at regional championships, seeding will be based on placement at the previous Regional Championships. If a team did not compete in the previous regional championships they would be placed at the bottom of the list. If the event there is more than one team that did not compete in the previous regional championships, those teams would be seeded by draw and placed at the bottom of the list. For example:

- Pool A:
 - 1st at previous Regional Championships
 - 4th at previous Regional Championships
 - 5th at previous Regional Championships
 - 1st team drawn that did not compete at previous Regional Championships
 - 3rd team drawn that did not compete at previous Regional Championships

- Pool B:
 - 2nd at previous Regional Championships
 - 3rd at previous Regional Championships
 - 6th at previous Regional Championships
 - 7th at previous Regional Championships
 - 2nd team drawn that did not compete at previous Regional Championships

48.4 Format for Men's Competition at World Championships

Teams will be equally divided into two pools. In each pool, a single round robin system will be used.

At the conclusion of the round robin, the top four teams from each pool will play against each other in a single elimination format: A1 versus B4; B2 versus A3 (winners to semi-final 1); B1 versus A4; A2 versus B3 (winners to semi-final 2). The losers will be ejected from the competition. The winners of the two semi-finals will play for the championship. The losers of the two semi-finals will play for third and fourth place respectively.

48.5 Format for Women's Competition at World Championships

Teams will be equally divided into two pools. In each pool, a single round robin system will be used.

At the conclusion of the round robin, the top four teams from each pool will play against each other in a single elimination format: A1 versus B4; B2 versus A3 (winners to semi-final 1), B1 versus A4; A2 versus B3 (winners to semi-final 2). The losers will be ejected from the competition. The winners of the two semi-finals will play for the championship. The losers of the two semi-finals will play for third and fourth place respectively.

48.6 Format for Men's Paralympic Competition

Teams will be equally divided into two pools. In each pool, a single round robin system will be used.

At the conclusion of the round robin, the top four teams from each pool will play against each other in a single elimination format, A1 versus B4, B2 versus A3 (winners to semi-final 1): B1 versus A4; A2 versus B3 (winners to semi-final 2). The losers will be ejected from the competition. The winners of the two semi-finals will play for the championship. The losers of the two semi-finals will play for third and fourth place respectively.

48.7 Format for Women's Paralympic Competition

Teams will be equally divided into two pools. In each pool, a single round robin system will be used.

At the conclusion of the round robin, the top four teams from each pool will play against each other in a single elimination format, C1 versus D4, D2 versus C3 (winners to semi-final 1), D1 versus C4, C2 versus D3, (winners to semi-final 2). The losers will be ejected from the competition. The winners of the two semi-finals will play for the championship. The losers of the two semi-finals will play for third and fourth place respectively.

49 Ranking of Teams in a Round Robin

The final ranking of teams at the conclusion of a round robin will be determined by the number of points earned. Each team will earn three (3) points for every win, one (1) point for every tie score, and zero (0) points for every loss. If two or more teams have the same number of points at the end of the round robin, the teams will be separated by using the following methods in this order:

- Goal Difference - subtracting a team's goals scored against from their goals scored in the total round robin
- Number of Wins – teams will be assessed on the number of wins in the round robin. Teams with the most wins will be given the higher ranking.
- Goals Against– the team with the lowest goals against-in the overall competition will be given the higher ranking.
- Goal Difference – The same procedure shall be used again, but this time only the games in the round robin between the teams that have to be separated shall be included.

In the event that a tie occurs between more than two teams, the above criteria will be used, in order, until one team has been separated. The above criteria will then be used again, from the beginning and order (and will continue to do so), until all teams have been separated and ranking has been decided. In case of tie, draw will apply.

50 Forfeits

A forfeit counts as a loss with the winning team earns three (3) points and a ten (10) goal score. If a team leaves the competition for any reason, all teams earn three (3) win points and zero (0) goals difference. Previous results are automatically cancelled. This rule may be waived by the Technical Delegate or their assistant based on circumstances beyond control of the team or caused by the Organising Committee. Rescheduling of the game can be permitted.

51 Maximum Number of Games per Team per Day

There will never be more than three (3) games per team per day.

52 Gross Misconduct

52.1 Any team, player, coach, escort, delegation member, referee or official found, in the lead up to or during a tournament, to be behaving in a manner that is contrary to the spirit of the game will be duly penalized. Behaving in a manner that is contrary to the spirit of the game may include but is not limited to the following actions:

- unsporting behaviour;
- dissent by word or action;
- persistent infringement of the rules of the game;
- violent conduct;
- spitting at any other person;
- using offensive, insulting or abusive language and/or gestures;
- not attending a game without a valid reason.

- 52.2 In the event of any issue regarding Gross Misconduct at a tournament, the Technical Delegate, in consultation with the protest committee, will sanction that person and/or their team. Such sanctions may include but will not be limited to disqualification of the individual and/or team from the tournament or disqualification of the individual and/or team from future tournaments
- 52.3 Any event of Gross Misconduct will be reported to the IBSA Goalball Subcommittee. The report can be sent by the Technical Delegate or any other interested party and should be in writing. It will contain details of the defendant(s) and of the details regarding the Gross Misconduct that occurred. The report may include any supporting material such as eye witness accounts, medical reports, video and/or audio evidence.
- 52.4 Upon receipt of a report regarding Gross Misconduct by any individual or team, the IBSA Goalball Subcommittee will advise the defendant(s) and their IBSA Member Body that it has received a report along with the details of the reporting party and the incident in the report. The IBSA Goalball Subcommittee will allow the defendant(s) and/or their Member Body to respond to the accusations in the report within fourteen (14) days, after which the Subcommittee will convene a meeting where they will decide what sanctions (if any) will be mandated.
- 52.5 Any sanctions handed down by the IBSA Goalball Subcommittee may include but will not be limited to:
- disqualification of the defendant(s) from future tournaments
 - loss of ranking points
 - any other sanction as deemed appropriate by the subcommittee
- 52.6 Upon making the decision the IBSA Goalball Subcommittee will inform the defendant(s) and their IBSA Member Body of their decision in writing within seven (7) days of making that decision.
- 52.7 The defendant(s) will then have further fourteen (14) days from the day the IBSA Goalball Subcommittee advised its decision, to respond in writing to the sanctions. The response must contain information not already given to the Subcommittee and will include details such as:
- reasons why the misconduct was carried out
 - any other reasons that should be taken into consideration for the misconduct
 - any arguments against the severity of the sanctions.
- 52.8 Upon receiving an appeal to its original decision, the Sub-Committee will send all documents including the original report, defendant(s) and/or their Member Body's response to the accusations as well as the appeal to the IBSA

Executive Board of receiving the appeal notice to consider the Sub-Committee's decision. The IBSA Executive must consider the contents of the original report(s) together with the contents of the appeal before making the final decision.

- 52.9 A lack of response to the original decision from the individual or team will be treated by the IBSA Goalball Sub-Committee as if there are no grounds to protest the sanction(s) and the decision will stay final.
- 52.10 Any decision made by the IBSA Executive Board regarding any appeal will be final and will be reported to the individual or team in the report, their National Body and will be recorded by the Sports Director of the IBSA Board for their information. The Goalball Subcommittee is authorized to share copies of any decisions made under this rule by the Goalball Subcommittee or the Executive Board with any tournament local organising committees and/or athlete licensing bodies for a particular competition for the purpose of ensuring that any sanctions are duly enforced.

53 Game Protocol

53.1 Team Check-in and Coin Toss

Before the start of the game, a representative of both teams will report to the designated check-in area, in order to validate the Score Sheets-Game Information and line-up sheets and to perform the coin toss. All participating players and coaches that will be in the team bench area must be listed on the Score Sheets-Game Information.

At the expiration of the final 90 seconds that indicates the beginning of the game, if there are any team members in the team bench area that are not listed on the line-up sheet, the team will be penalised (delay of games) and those individuals will be removed from the Field of Play for the half.

Also at the expiration of the final 90 seconds that indicates the beginning of the game, if there are any team members listed on the Score Sheets-Game Information that are not in the team bench area, the team will be penalised for a delay of game and those team members will not be allowed to enter the Field of Play for the half.

53.2 Warm Up

All teams must have the opportunity to warm up in a suitable area at least half an hour before they are called to their game. The warm up area for both teams will be similar and as close as possible to the same conditions as the competition venue. Warm up balls shall be of the same brand or model as used in the competition games for that tournament.

53.3 March-In

For all major Championships the teams will march into the Field of Play. If any player does not have their team uniform available at March In, they will not be allowed to enter with the team or warm up on the Field of Play. If the player's uniform is not available at the 30 second warning, that player will be ejected from play in that game and will be considered a non-participant and be required to wear the identifying jersey as provided by the organising committee of the tournament.

53.4 Introduction of the Teams

Before the start of the game, both teams will be called to line up on the 6.0 m line. The names of all players, coaches/escorts and referees will be announced.

53.5 Use of Announcers, Music or other Sounds During a Tournament

No music, announcers, or other sounds may be made during the game except during team time-outs, medical time-outs, three minute half-times and during the five minute period prior to the start of a game. Music, announcers or other sounds must not obstruct referee calls or other warning tones. For consistency, any use of music, announcers or other sounds must be equally used in all gyms and during all games. Any music used must not violate any copyright or use laws.

53.6 Protest Committee

At IBSA sanctioned tournaments, all protests and matters of expulsion (as in paragraph 52) concerning the tournament will be dealt with by a protest committee, whose decision is final. The protest committee will consist of the Commissioner, the IBSA Technical Delegate, a Tournament Referee appointed by the IBSA Technical Delegate, the Tournament Director (Competition Manager), and one (1) extra person appointed by the Technical Delegate.

54 Exceptions to Tournament Regulations

Any exception to these tournament regulations must be:

- requested in writing to the IBSA Goalball Subcommittee or its Chairman no later than sixty (60) days prior to the commencement of the tournament;

- approved, by the IBSA Goalball Subcommittee or its Chairman within twenty-one (21) days from the receipt of the request, and;
- communicated to the other participating teams by the IBSA Goalball Subcommittee or its Chairman immediately upon approval.

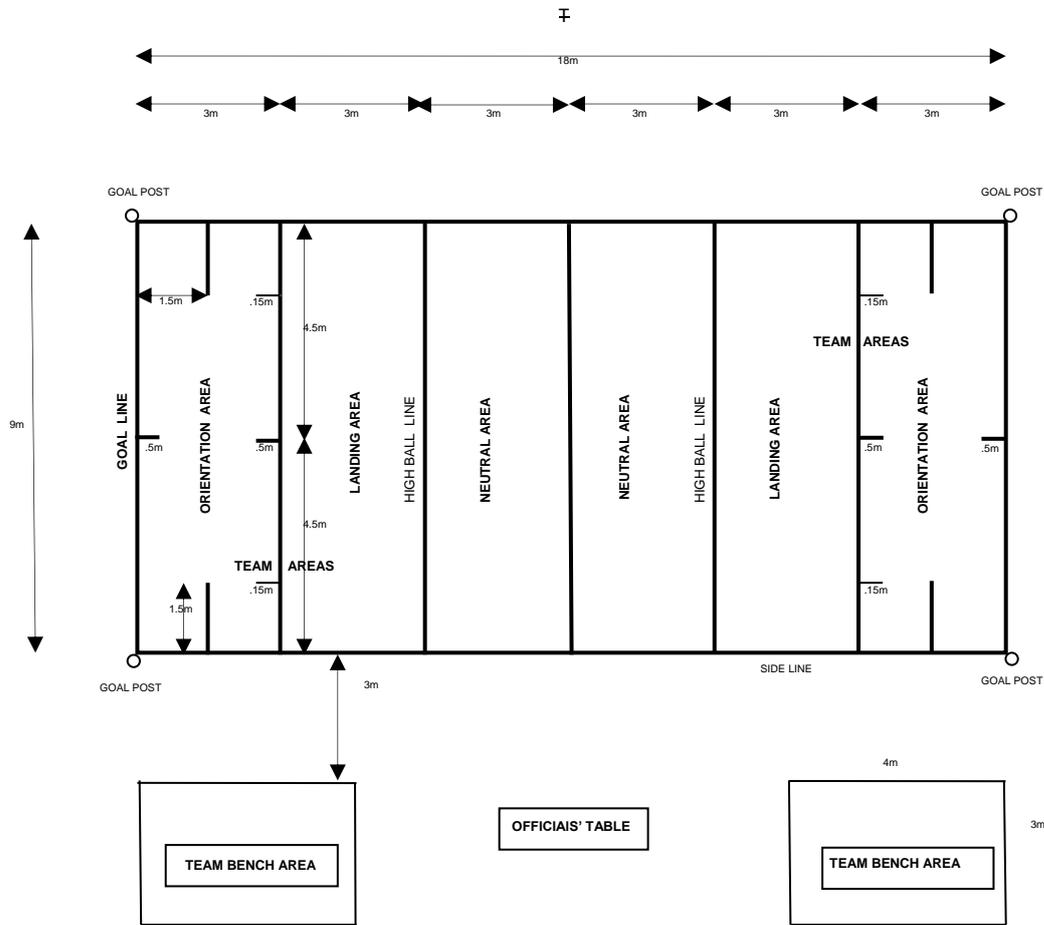
The IBSA Goalball Subcommittee reserves the right to change or modify Goalball rules and tournament regulations as needed, provided they present 60 days written notice on the Goalball Subcommittee website:

<https://goalball.sport/>

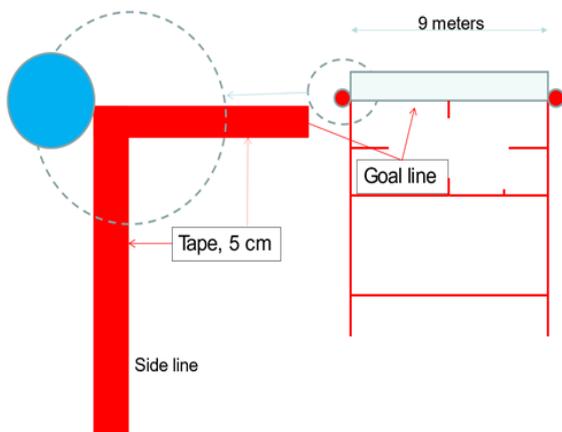
The rules, regulations and appendices to this document take effect January 1, 2022 and will remain in effect through December 31, 2024.

Appendix 1: COURT DIAGRAM, HAND SIGNALS, GOAL, BALL OUT

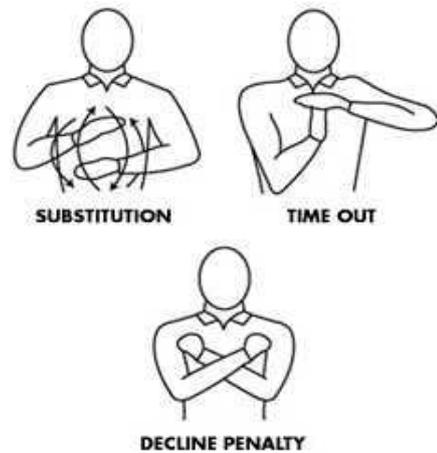
COURT DIAGRAM



Goal post, round

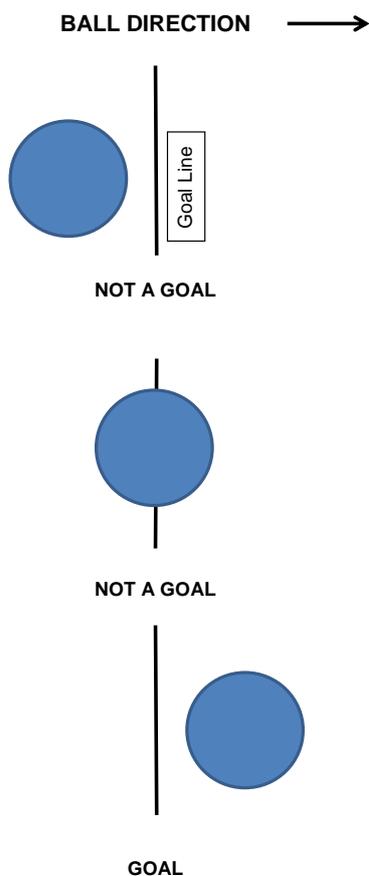


Hand Signals, Goalball

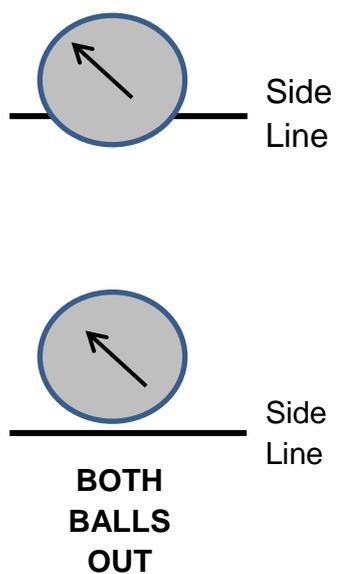


5

GOAL DETERMINATION



BALL OUT DETERMINATION



Appendix 2: **GLOSSARY OF TERMS**

Acknowledgement	When the referee verbally announces the requesting team by name.
Act of Throwing	The period of time from when the thrower begins their backswing to the point where the ball makes first contact with an opposing team player.
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 or over the side line in the neutral area. 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 calls 'quiet please'.
Control of the Ball	When a player has stopped to ball sp that they can hold the ball, throw the ball or pass the ball. A ball is considered under control even if the ball is passed in the air.
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).
Defensive Penalty	Defensive penalties include eyeshades, unsporting conduct, illegal defence and illegal coaching.
Draw	A method of determining which teams go into which pools or placement position (See Rule 48).
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 (FOP)	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, leaves the FOP during the game or there is less than the minimum number of players to start.
Goal Judge	One of the International Technical Officials (ITOs). Duties described in the IBSA ITO 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 game halves.
Hand Signals	Non-verbal signals used by coaches to request substitutions, time-outs and declined penalties as outlined in Appendix 1.
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 Infraction	International Blind Sports Federation Any violation of the rules which results in a loss of possession instead of a penalty.
Identical	Same colours and design
International tournament	Any tournament when teams from two or more different countries are participating.
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 their 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 or over the team's own goal line and goal moving off the court.
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 the team becomes the throwing team.
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 Manual.
Seeding	A method to divide teams into equally competitive pools on the basis of performance at previous tournaments.
Substitution	An act of removing a player from the court and replacing that player with a substitute.
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.
Ten Second Timer	One of the ITOs. Duties described in the IBSA ITO 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 Manual
Unsporting Conduct	Any action by a player, team or member of their delegation that is contrary to the spirit of the game.

Uniform	Game jersey, trousers and socks.
Youth Player	For IBSA-sanctioned competitions, a youth player must not be older than 19 years of age on 31 December of the year the competition is held. For example, if an IBSA-sanctioned youth competition is held 10-15 March, 2013, a player must not be older than 19 years of age on 31 December 2013.

