



IBSA Goalball ITO Manual



International Blind Sports Federation
Goalball Sub Committee

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1. Summary of changes in IBSA Goalball ITO manual

Changes in version 1.1

- page 11 updated
- grammar checking

2. About goalball

Goalball was invented in Austria after the 2nd World War to help in the rehabilitation of blinded war veterans. The game was introduced to the world in 1976 at the Paralympics in Toronto and has been played at every Paralympic Games since. World Championships are held every four years; the first was in Austria in 1978. Goalball is now played competitively in over 100 countries.

As its name suggests, GOALBALL is a ball game; it is also a team game. It has three characteristics that distinguish it from all team ball games played by people who are sighted: (1) it is played with a ball that is audible so that players can hear it when it is in motion; (2) it is played on a court with tactile markings, so the players can find their positions; and (3) players wear eyeshades to completely block out all sight. Goalball is a very interesting spectator sport from two perspectives. First, spectators must close their eyes for only a moment to appreciate the sport skill that the athletes have to be able to track a ball thrown over 70 km/h and to throw it with accuracy and speed. Secondly, fans must cheer silently during the game because noise interferes with the athletes' ability to hear the ball.

As in all sports, there are rules of play. A player who commits a penalty must defend one throw as the only player on the court. There are three major penalties. When a player throws the ball, it must touch the floor on the court before crossing the highball line. Failure to do so will result in a high ball penalty. The ball must touch the court before the defending team's high ball line or a long ball penalty will be called. There is a 10 second clock in goalball, timed by referees. The team must throw the ball and make it pass the center or side line before 10 seconds expires. Failure to do so is a ten seconds penalty and the player to defend will be selected by the coach of the throwing team.

3. Technical Officials

To respect the athletes who have trained for competition, specific officials must be in place to effectively manage each game. Referees and technical officials are usually volunteers who have received appropriate training or certification to ensure consistent high-quality officiating. The actions of the referees and technical officials are equally important for the success of the sport at all levels, from local to international.

Major international competitions including the Paralympic Games, World Championships, IBSA Paralympic Qualifying Tournament and Regional Championships must have the following officials:

- Technical Delegate (TD)
- Assistant Technical Delegate (ATD)
- Commissioner
- Table Side Referee
- Far Side Referee
- Scorer
- Timer
- Back-up Timer
- Two (2) 10 Second Timers
- Four (4) Goal Judges

At all other international and local competitions, there must be the following official:

- Event Coordinator or competition manager (responsible for competition)
- Table Side Referee
- Far Side Referee
- Scorer
- Timer
- 10 Second Timer
- Four (4) Goal Judges

A technical official may be asked to carry out different roles during the competition. Technical officials should be organized into teams so that all team members are clear about when and where they should be for their assigned games.

Technical officials:

- must be on time
- may be required to march on to the field of play before the teams are introduced
- must carry out the duties of their position with accuracy and confidence
- must be professional and impartial during the tournament

- should not socialize with any team member while carrying out their duties
- should not wear any clothing related to any team / country
- may clap their hands for all teams as they are announced at the beginning of a game, but any other cheering is not permitted
 - Organizing committee or Technical Delegate may give more detailed instructions about what is allowed while they are on duty
- must be familiar with the rules of goalball
- must be familiar with calls made by the referees – see Appendix 1
- may ask for clarification from referees whenever it is required for the continuation of the game (e.g. if a game clock malfunctions)
- must not dispute any decisions made by the referees
- referees may consult technical officials, but the decision of the referee is final

3.1. Referees

The game referees are in full control of the game.

- there are two game referees, one on each side of the court
 - Referee closest to the official's table is called Table Side Referee
 - Referee opposite from the official's table is called Far Side Referee
- both referees share equal responsibilities during the game
- if a game goes to extra throws there are two additional referees taking care of the order of extra throws – they are called back-up referees

3.2. Scorer

General

- keep the score of the game accurately
- the score sheet is not a record of game statistics
 - at tournaments where statistics are prepared, different individuals should be assigned to record this

Before the game

- the scorer will receive a package containing the score sheets and a protest form
- the score sheet consists of three parts
 - Goalball score sheet – Game Information
 - Goalball score sheet – Regulation Time
 - Goalball score sheet – Overtime/Extra throws

Goalball Score Sheet - Game Information					
Date	Time	Game #	Pool	M / F	Venue
Referee	Referee	Ten Seconds Timer	Ten Seconds Timer		
Scorer	Timer	Back-up Timer			
Goal judge	Goal judge	Goal judge	Goal judge		
TEAM A	USA	TEAM B	BRA		
No	Last Name	First Name	No	Last name	First name
Coach			Coach		
Assistant coach			Assistant coach		
Staff			Staff		
NP = non-participating player					
COIN TOSS	Winner	USA	Throw	Defend	Left / Right
	Loser	BRA	Throw / Defend		Left / Right
Comments				Time	10:25
Check in Official		Signature			
FINAL RESULT					
Team A	Final Score	<input type="checkbox"/>	Team B	Final Score	<input type="checkbox"/>
Coach	Protest	Y N	Coach	Protest	Y N
Referee			Referee		
Scorer			End of Game Time		
Official's remarks					
Ejections					TD

The game information and the names of the officials

Team names from the tournament schedule

At coin toss, teams are required to check the names and numbers of the players and names of other team members. If is not done, filit out with the information provided from teams in their previous game. If there has not been previous game of those teams fil it out with information provided from organizer.

The coin toss information will already be filled out by official at the coin toss area/table.

This are is filled out at the end of the game signing order: coaches, far side referee, table side referee, scorer.

Write time when game is finished.

After Technical Delecate sings this document it is officially approved.

- Goalball Score Sheet – Game Information
 - make sure that the page is filled in correctly with the names of the referees, ten second timers, scorer, timer, back-up timer and the four goal judges – see diagram 2, red area
 - Team A is the first team listed on the tournament schedule and is usually the ‘home’ team on the scoreboard
 - Team B is the second team listed on the tournament schedule and is usually the “guest” or “visitor” team on the scoreboard
 - write the names of the staff correctly
 - write the names of the players correctly in ascending order from 1 to 9 – see diagram 2, blue area

- the tournament organizing committee designate someone to prerecord all the information on the game information sheet, except for the coin toss
- make sure that the pre-recorded information is correct
- the coin toss information is recorded by the referee at the check in table – see diagram 2, green area

On the next page is Goalball Score Sheet – Regulation Time

- Goalball Score Sheet – Regulation time
 - the tournament organizing committee may designate someone to prerecord the information on the first line of the score sheet – regular time – see diagram 3, red area on the top.
 - make sure that this information is correct
- put the correct team name on the 'Team A' and 'Team B' score areas based on the score sheet information

Goalball Score Sheet – Regulation Time

Diagram 2.

Goalball Score Sheet - Regulation Time															
Date _____ Time _____ Game # _____ Pool _____ M / F _____ Venue _____						Write the game information if not preprinted									
TEAM A USA															
Goals			Goals			Substitutions			Time-Outs						
No.	Time		No.	Time		Out	In	Time	Time						
1	7	7:32	1	2	11		1	2			1	2			
2			1	2	12		1	2	7	2	1	2			
3			1	2	13		1	2			1	2			
4			1	2	14		1	2			1	2			
5			1	2	15		1	2			1	2			
6			1	2	16		1	2	Medical time-outs						
7			1	2	17		1	2	Out	In	Time	Medical substitutions			
8			1	2	18		1	2			1	2	No	Time	
9			1	2	19		1	2			1	2		1	2
10			1	2	20		1	2			1	2		1	2
Unsportmanlike conduct		No	Time		Illegal coaching			Time							
Half time score Team A						Write the half time score for team A									
Official's remarks															
TEAM B BRA															
Goals			Goals			Substitutions			Time-Outs						
No.	Time		No.	Time		Out	In	Time	Time						
1			1	2	11		1	2			1	2			
2			1	2	12		1	2			1	2			
3			1	2	13		1	2			1	2			
4			1	2	14		1	2			1	2			
5			1	2	15		1	2	Medical time-outs						
6			1	2	16		1	2	Out	In	Time	Medical substitutions			
7			1	2	17		1	2			1	2	No	Time	
8			1	2	18		1	2			1	2		1	2
9	▲		1	2	19		1	2			1	2		1	2
10			1	2	20		1	2			1	2		1	2
Unsportmanlike conduct		No	Time		Illegal coaching			Time							
Half time score Team B						Write the half time score for team B									
Official's remarks															
Score after regulation time		Team A		Team B		Final score after regulation time									

Team A records. Write team name.
Goals: write the number of the player, the time and circle 1 or 2 for the first or second half.
Substitutions and medical substitutions: write the number of the player coming out and going in, time and circle 1 or 2 for first and second half.
Time-outs: write the time and circle 1 or 2 for the first and second half.

Write the number of the player or team for unsportsmanlike conduct and time, the same for the illegal coaching.

Write the half time score for team A

Team B records. Write team name.
Time-outs: write the time and circle 1 or 2 for the first and second half.
Substitutions and medical substitutions: write the number of the player coming out and going in, time and circle 1 or 2 for first and second half.
Goals: write the number of the player, the time and circle 1 or 2 for the first or second half.

USA own goal is mark as goal for BRA

Write the number of the player or team for unsportsmanlike conduct and time, the same for the illegal coaching.

Write the half time score for team B

Final score after regulation time

During the game

- ensure that the players and team staff in the team area are the same as on game information – see diagram 2, blue area
- for each goal write player number and time of the goal and circle either '1' or '2' to indicate the first or second half of the game in the goals area on the score sheet – see diagram 3, blue areas
- when a player scores a goal in her/his own goal
 - mark the goal in the other team's goals area and mark a triangle in place of a player's number
- when the referee announces a team time-out, record the game time and circle either '1' or '2' to indicate the first or second half of the game – see diagram 3 and 4, blue area
- when the referee announces a medical time-out, record the number of the player who is injured, the time and circle either '1' or '2' to indicate the first or second half of the game – see diagram 3 and 4, blue area
 - if a medical time-out is called a second time for the same player notify the referees by giving a signal (horn)
- when the referee announces a team substitution, record the following
 - the number of the player coming out
 - the number of the player going in
 - the game time of the substitution
 - either '1' or '2' to indicate the first or second half of the game – see diagram 3 and 4, blue area
 - substitutions made at half time are not counted in the four substitutions a team is allowed to take per game and are not marked anywhere
- coaches must tell the scorer, about substitutions made at half time
 - scorer must inform the referee about the half time substitution
- when the referee announces a medical substitution, record the following
 - the number of the player coming out
 - the number of the player going in
 - the game time of the medical substitution
 - either '1' or '2' to indicate the first or second half of the game – see diagram 3 and 4, blue area
 - medical substitutions are not counted in the four substitutions a team is allowed to take per game
- when a team asks for a 5th time-out or a 5th substitution, or for a 4th time-out or a 4th substitution during second half, notify the referee by sounding the horn
- at the end of the first half, write the half time score in the correct area on the score sheet
- before the beginning of the second half, coaches should tell the substitution to the scorer. If they have been notified by the coaches, they should tell the referees of the substitutions. However, if they were not told by the coaches they should tell the

referees of the omission by the coach, unless substitutions were announced by the referee.

- if the scorer was not informed of a half time substitution, notify the referee
- immediately after the conclusion of the game – see diagram 2, yellow area
 - record the end time of the game
 - fill in the final results section of the Goalball Score Sheet – Game Information
 - the coaches should sign the score sheet and indicate if they plan to protest the game
 - the referees must sign the score sheet
 - the scorer must sign the score sheet after all the above is finished

Scoring Overtime

- if the score is tied at the end of regular time and a winner must be declared in a game, there will be two three minutes overtime halves
 - the game is finished when the first overtime goal is scored
 - the score carries over from regular time to overtime
- scoring is done the same as in the regular game, using the Goalball Score Sheet – Overtime and Extra Throws – see diagram 4.
- Medical time-outs carry over from regular time to overtime
 - if a medical time-out is called a second time for the same player notify the referees
- immediately after the conclusion of the game – see diagram 2,
 - record the end time of the game
 - fill in the final results section of the Goalball Score Sheet – Game Information
 - the coaches should sign the score sheet and indicate if they plan to protest the game
 - the referees must sign the score sheet
 - the scorer must sign the score sheet after all the above is finished

Goalball Score Sheet - Overtime and Extra Throws

Date	Time	Game #	Playoff	M / F	Venue
------	------	--------	---------	-------	-------

Coin toss Winner: USA Throw / Defend Left / Right
 Loser: BRA Throw / Defend Left Right

TEAM A USA

Goal	Time-Out
No	Time
1	

Substitution		
Out	In	Time

Medical Time-Outs	
No	Time
	1 2
	1 2

Medical Substitutions		
Out	In	Time
		1 2
		1 2

TEAM B BRA

Goal	Time-Out
No	Time
1	

Substitution		
Out	In	Time

Medical Time-Outs	
No	Time
	1 2
	1 2

Medical Substitutions		
Out	In	Time
		1 2
		1 2

Overtime final score TEAM A TEAM B

EXTRA THROWS
Coin Toss Winner: BRA Throw / Defend

TEAM A

1	7	2	4		
---	---	---	---	--	--

TEAM B

4	5	7	8		
---	---	---	---	--	--

EXTRA THROWS - SUDDEN DEATH
Coin Toss Winner: Throw / Defend

TEAM A

1	7	2													

TEAM B

4	5	7													

FINAL GAME SCORE TEAM A TEAM B

Write the game information if not preprinted

Referee(s) have the coin toss, they circle winner's choices, loser have other option

Follow the instructions as in regulation time, previous page.

Follow the instructions as in regulation time, previous page.

Write the final overtime score

Referee make a new coin toss as above Winner selects to throw or defend.

Add after each throw the number of the player and circle when scored

Referee(s) have a new coin toss

Add after each throw the number of the player and circle when scored

Write the final score at the end of game

Final score needs to be copied to the Game Information sheet with signatures

Scoring Extra Throws

- when the game is tied at the end of overtime, extra throws will be taken – see diagram 4.
- indicate the team names in the 'Extra Throws' area
 - the back-up referees will take the players on the court to throw/defend in the order on line up sheet
 - write the numbers of the players that take a throw and make a circle around the number if they score a goal
- a penalty to the player who is throwing will result in the loss of a throw – no goal can be scored
- a penalty to the player who is defending will result in a replay unless the throw scored
- extra throws end when one team is ahead by more goals than there are throws remaining per team
 - number of throws is determined by the minimum number of players on each team
 - for our example Team A has 4 players and Team B has 6 players
 - each team will have 4 throws
 - if after each team takes 3 throws Team A is leading 2:0 the game is over, as there is only 1 throw remaining for each team
 - scorer should track this and inform the referee
- immediately after the conclusion of the game – see diagram 1, yellow area
 - fill in the Final Game Score section in Goalball Score Sheet – Overtime and Extra Throws
 - record the end time of the game in Goalball Score Sheet – Game Information
 - fill in the final results section of Goalball Score Sheet – Game Information
 - the coaches should sign the score sheet and indicate if they plan to protest the game
 - the referees must sign the score sheet
 - the scorer must sign the score sheet after all the above is finished

3.3. Timer

General

- manage the game clock accurately
- goalball game is composed of the following sections which must be timed
 - 5 minutes before the game (team warm up, preparation for the game)
 - 12 minutes first half
 - 3 minutes half time
 - 12 minutes second half

- 3 minutes break before start of overtime (if required)
- 3 minutes first half of overtime (if required)
- 3 minutes overtime half time (if required)
- 3 minutes second half of overtime (if required)

Before the game

- report to your team of officials before the start to the game as agreed
- the clock will be placed at the table by the tournament organizers
 - depending on the type of tournament, the clock may be portable or connected to the electronic score clock
- most clocks have an automatic horn sound that the timer will use
- preferably the clock should count down, if it's not possible for technical reasons it can count up
- start the clock with 5 minutes remaining before the official start of the game
- sound the horn 5 minutes before the start of the game
- sound the horn 90 seconds before the start of the game
- sound the horn when 5 minutes expire (if it does not sound automatically)

During the game

- start the game clock on “play” and stop when the referee whistles
 - at the beginning of each half the referee whistles three times – clock starts on “play”
 - if a goal is scored referee whistles two times – clock stops on the first whistle
 - time does NOT run during penalties
- sound the horn at the end of a half of play (if it does not sound automatically)
- at the end of the half, start the clock with 3 minutes for half time
 - sound the horn 90 seconds before the start of the second half
 - sound the horn when the 3 minutes expire (if it does not sound automatically)
- sound the horn at the expiration of game time (if it does not sound automatically)
- the timer is also responsible for putting the score on the scoreboard (scoreboard can be manual or electronic)
 - the ‘home’ team is the first team listed on the tournament schedule
 - the ‘guests’ team is the second team listed on the tournament schedule
 - the official record of the score is the responsibility of the scorer
 - the score on the scoreboard must be accurate because the referees refer to this to announce the score

During overtime

- If the game is tied at the end of regulation time and a winner is required start the clock with 3 minutes
 - sound the horn 90 seconds before 3 minutes expire

- sound the horn when 3 minutes expire (if it does not sound automatically)
- time the overtime the same as regular play
- sound the horn at the end of the first overtime half
- at the end of the first overtime half, start the clock with 3 minutes for half time
 - sound the horn 90 seconds before the start of the second half
 - sound the horn when the 3 minutes expire (if it does not sound automatically)
- sound the horn at the end of the second overtime half (if it does not sound automatically)

During Extra Throws

- the timer is responsible for putting the score on the scoreboard
- time is not running during Extra throws

3.4. Back-up timer

General

- carry out the same duties as the timer
 - there is no backup scoreboard
- the back-up timer uses a stop watch
- back-up timer should periodically verify with the Timer that the times on both clocks are the same and adjust the back-up clock accordingly
- if the clock and scoreboard stop working during a game, the back-up timer will continue the duties of the game timer until otherwise directed by the referee

3.5. Ten seconds timers

General

- accurately manage the ten seconds clock
- at international competitions, the ten seconds timers are referees
- at major championships there are two ten seconds timers, one at each end of the table
- ten seconds timer is responsible for timing the 10 seconds of the team at her/his end of the court
- ten seconds timer is responsible for timing team time-outs, medical time-outs and official's time-outs (in case of eyeshades repair) of the team at the opposite end of the court
- ten seconds timer should always watch the ball to be able to accurately start and stop the 10 seconds clock

- ten second timers are responsible to observe the on-court players during the 90 second before the start at any half and during the game. If they notice players touching their eye shades, they have to inform the referees by giving a signal (horn) and show the time-out sign. They need to say, which player (number) touch their eyeshades.
- ten second timers are responsible to observe the team bench area to notice, possible illegal coaching. Procedure to inform referees is the same as above (touching eyeshades)

Before the game

- report to your team of officials before the start to the game as agreed
- TD/ATD may delegate the eye patching duties to the 10 seconds timers

During the game

- the ten seconds timers will usually have a manual type of horn and a sign with '10' on it to indicate to the referee that ten seconds expired
- the ten seconds timer starts the stopwatch as soon as the ball contacts the player on the defensive team
 - contact is defined as the moment the defensive player first touches the ball, regardless of the player's position on the court
- the 10 seconds clock is stopped when the referee whistles
 - 10 seconds clock starts again when the referee says 'play' (10 seconds clock continues from where it was stopped)
- the 10 seconds clock is reset to 0 when
 - the ball is thrown and passes the center line
 - the ball is thrown and passes the side line
 - the referee calls an 'official's time-out'
 - a goal is scored
 - before a penalty situation
 - at the end of any half
- if a team takes more than ten seconds from when the ball first contacts a defensive player to when the ball passes the center line or the side line, the ten seconds timer will sound the horn immediately, and hold up the '10' sign to notify the referee
 - the referee may request to see the time on the stopwatch
- the ten seconds timers also time 45 seconds for team time-outs, medical time-outs and official's time-outs (in case of eyeshades repair)
 - the 45 seconds starts immediately after the referee says "time-out" or 'medical time-out' and the name of the team (e.g. "Time-out Canada or medical time-out no 7 Canada")
 - the ten seconds timer sounds the horn when 30 seconds pass and again when the time-out expires

- ten seconds timer should always start the 45 seconds when the referee calls an official's time-out
 - in case the official's time-out is taken for any reason other than eyeshades adjustment the clock is stopped and reset
 - if a player asks for eyeshades adjustment during an official's time-out for another issue the 45 seconds start when the referee acknowledges the player's request for eyeshades repair
 - if a player asks for eyeshades adjustment during a team time-out 45 seconds start after team time-out is finished
 - sound the horn 15 seconds before 45 seconds expire
 - sound the horn when 45 seconds expire

3.6. Goal judges

General

- maintain the flow of the game by anticipating where the ball will go, picking it up at the correct time, and putting the ball in play quickly and in the correct place
- anticipate where players may go and stay out of the way at all times
 - players may choose to control a ball that is out, blocked out
 - players may be in or out of the court
- do not touch players with the following three exceptions
 - during a penalty situation when players of the defending team are standing in front of the extended goal line, they must move back behind the extended goal line
 - Goal judge should make sure that the player is behind the extended goal line and not touching the goal
 - Goal judge should be positioned in front of the players
 - during a substitution, the referee may direct the goal judge to take a player to the bench or on to the court (to the nearest goal post)
 - it is allowed to orientate the player after a penalty situation and take them to the nearest goal post
- when putting the ball back into play ball should always be picked up with the hands and dropped on the side line 1.5 meters in front of the goal line
 - ball should bounce so the players can hear it
 - never put the ball in the player's hands
 - never move the ball to the required position with your feet
- if the ball is moving fast always stop it with the feet
- if you are not sure where the ball should go make eye contact with the referee and the referee will instruct you

Before the game

- report to your team of officials before the start to the game as agreed
- go to your position on the court a minimum of 30 seconds before the start of the game

Position on the court

- stand on extended goal line outside the court – see diagram 1, area 'x'
- return to this position after every action
- always have hand in position to be ready to pick up the ball
- always pay attention to the referees as they may give you additional directions

During the game

- judge when the ball completely crosses the goal line, either intentionally or accidentally, and then raise one arm quickly and confidently to indicate a goal
 - the whole ball must be over the line for the goal to be scored
- a goal may be scored in one of three ways
 - a goal resulting from the throw of the opposite team
 - a goal scored accidentally by a team on itself, often because of an inaccurate pass between players
 - a goal scored by a player in the act of throwing where the ball completely crosses the goal line
- after a goal is scored pick up the ball (go to the court and in to the net if necessary) and pass it to player at the correct place – see diagram 1, area '●'
 - if the players pick up the ball by themselves let them keep it
- put the ball in play after a referee's call or instruction
 - quickly pick up the ball after the referee makes the call and drop it on the side line 1.5 meters in front of the goal line – see diagram 1, area '●'
 - drop / bounce the ball so that players can hear the bells in the ball
- during a substitution, assist the player going out to the team bench area and the player coming in to the court if necessary
 - take the player directly to the goal post and put her/his hand on the crossbar so that the player may then find her/his own position on the court
- during an official's time-out, take the ball from the player and hold it only if the official's time-out is caused by the team in possession of the ball
 - if you are not sure what to do make eye contact with the referee and the referee will instruct you
 - put the ball in play correctly at the end of the official's time-out
- during a team time-out, the team may keep the ball
 - if the team does not control the ball leave the ball there for the duration of the time-out

- if the team does not control the ball after time-out is expired pick up the ball and drop it on the side line 1.5 meters in front of the goal line – see diagram 1, area ‘●’
- if goal posts are not fixed to the floor, position the goal posts so that they are always correctly lined up at the goal line
- goal judges may be requested by the referee to wipe the floor
- goal judges should always be ready to assist the referee if needed (e.g. to bring eye patches from the table, get the material for court repair, help with the court repair, etc.)

4. Equipment

To conduct a game of goalball the following equipment should be available at each Field of Play before the game can start.

General requirements:

- 2 regulation goalball goals with nets (with weight to hold them in place – depending on the goals constructions)
- Protection for the floor to be placed below the base of the goals
- Coin toss table with an official clock
- 150 meters of string of appropriate thickness (120 meters are required)
- 200 meters of strong tape (120 meters are required)
- Floor wipes (at least 2, recommended is 4) for use by goal judges
- Measuring tape at least 20 meters long
- Weigh and caliper for measurement of goalballs (not necessary for smaller events)
- Defined area where schedules and results are displayed

Items which should be present at the officials' table:

- Table with enough place to sit 3 people
- 5 chairs
- 4 stop watches
 - 2 for timing 10 seconds
 - 2 to use as backup of the game clock
- Score clock to measure game time (or an additional stop watch if score clock is not available)
- Manual score board (to be used as the main score board or as back up if the electronic score board malfunctions)
- Public Announcement system (not necessary for smaller events)
- 3 horns with distinct sound or equivalent
 - Only 2 are necessary if the game clock has a built-in horn
- 6 pens

- Stapler
- 2 signs with '10' on them
- 2 folders with names of teams (to indicate which team is playing)
 - Folders should be fixed to each end of the table and before each half the name of the team that is playing on the respective end should be displayed
- Protest forms
- Games and officials schedule
- Self-adhesive pads (e.g. Post It)
- Minimum 4 goalballs
 - 1 game ball (marked as game ball)
 - 2 warm up balls
 - 1 back up ball
- Measuring tape (at least 3 meters long)
- Tape for court repairs (the same color as the court markings)
- Black tape for eyeshades repair (teams/coaches' duty)
- 2 whistles
- Scissors
- Cutter / Knife
- 2 Markers
- Antiseptic hand wipes
- Hand sanitizer
- Blood kit
- First aid
- Latex uni-size medical grade disposable gloves
- Identifying jersey for non-participating players
- Paper towels
- Eyeshades (if they are provided by the tournament organizers)
- Goalball rules in English (and local language if necessary)
- IBSA ITO Manual
- Patching table with two chairs
 - patches (LOC to inform teams 60 days before the start of the tournament, which type of patches are used – manufacturer, brand, type, like Opticlude)
 - additional tape on the patches (about 2 cm wide, like 3M Micropore)

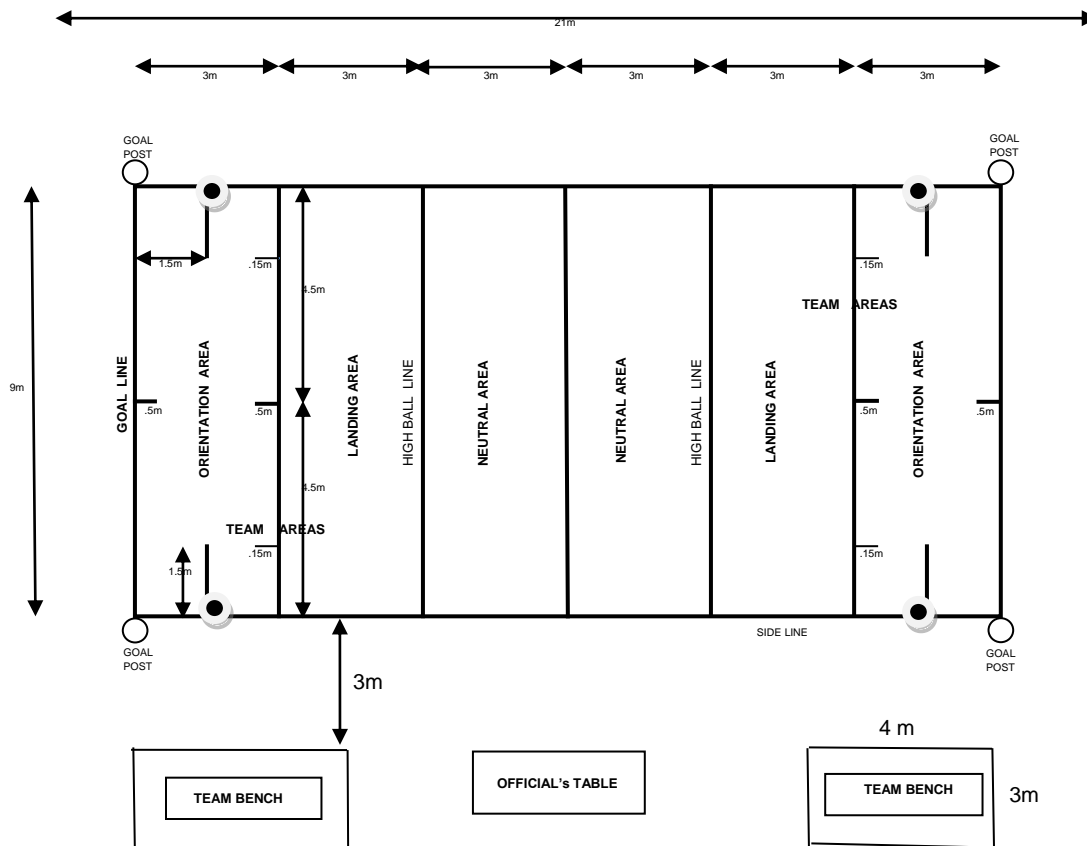
Items which should be present at each team bench area:

- Bench or chairs to sit 6 people
- A set of substitution boards with numbers from 1 to 9 big enough (10 cms) so they can be seen from the other side of the court (black number on white background)
- Trash bin

Items which should be present at each patching area (if patching is used at a tournament):

- 1 chair
- Paper towels
- Eye patches (at least 2 patches per player per game)
- Antiseptic hand wipes
- White medical tape
- Hand sanitizer
- Scissors
- Trash bin

4.1. Diagram 4: Goalball Court



‘●’ where the goal judge puts the ball in play

5. APPENDIXES

Appendix 1: Calls Made by the Referees

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 center line or the side line in the defending team's neutral area. The ball may be in the air or on the ground.

Blocked

- A penalty throw is defended by the player.

Blocked Out

- Ball is blocked out of the court by a defending player.

Center

- Referee addresses the center player before passing him/her the ball to start a half.

Dead Ball

- Ball stops in the Team Area without being touched by a defending player.

Delay of game

- A player or team member is causing the game to be unnecessarily delayed.

Equipment check (includes eye shades, shoe laces, wet floor, line repair)

- A correction of equipment is required before the play can continue.

Extra throws

- Overtime is over and extra throws will start.

Eyeshades

- A player on the court touches his/her eyeshades.

Game

- Game is over.

Goal

- A goal is scored.

Half Time

- First half is over.

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.

Illegal Coaching

- The coach or team members in team bench area speak to the players when it is not permitted by the rules.

Illegal Defense

- A defending player makes first contact with the ball in front of his team's Team Area.

Long Ball

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

Medical Substitution

- A player is injured and cannot continue playing.

Medical Time-out

- A player requires medical attention.

No Goal

- A referee determines that a goal was not scored.

No Throw

- A referee determines that a throw does not count.

Noise

- A referee determines that noise interfered with play.

Official's mistake

- A mistake was done by one of the officials.

Official's Time-out

- Is called by a referee anytime he/she considers necessary.

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.

Overtime

- Regulation time is over, and overtime will start.

Penalty Declined

- A team declines to throw a penalty throw.

Play

- Players are allowed to throw.

Premature Throw

- A player throws the ball before the referee says play.

Quiet Please

- A referee asks everyone to be quiet before starting play.

Short Ball

- Ball does not reach the Team Area of the defensive team.

Substitution

- A referee says 'substitution' the name of the team and the numbers of players going out and coming in.

Sudden death extra throws

- Extra throws are over and sudden death extra throws will start.

Team Penalty

- A penalty on a team.
- Can be one of: ten seconds, team delay of game, team unsportsmanlike conduct, illegal coaching, noise.

Ten Seconds

- More than ten seconds pass from the team's first defensive contact with the ball until the ball crosses the center line or side line.

Time-out

- A referee says 'time-out' and the name of the team.

Unsportsmanlike Conduct

- A player or team member is not behaving in a sportsmanlike manner.

Appendix 2: Goalball Score sheet, game information

Goalball Score Sheet - Game Information																	
Date		Time		Game #		Pool		M / F		Venue							
Referee			Referee			Ten Seconds Timer			Ten Seconds Timer								
Scorer						Timer			Back-up Timer								
Goal judge			Goal judge			Goal judge			Goal judge								
TEAM A						TEAM B											
No	Last Name		First Name			No	Last name		First name								
Coach						Coach											
Assistant coach						Assistant coach											
Staff						Staff											
NP = non-participating player																	
COIN TOSS		Winner						Throw / Defend		Left / Right							
		Loser						Throw / Defend		Left / Right							
Comments								Time									
Check in Official						Signature											
FINAL RESULT																	
Team A			Final Score						Team B			Final Score					
Coach			Protest			Y N			Coach			Protest			Y N		
Referee						Referee											
Scorer						End of Game Time											
Official's remarks																	
Ejections																	
TD																	
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Appendix 3: Goalball Score Sheet – Regulation Time

Goalball Score Sheet - Regulation Time

Date	Time	Game #	Pool	M / F	Venue
------	------	--------	------	-------	-------

TEAM A

Goals			Goals			Substitutions			Time-Outs	
No.	Time		No.	Time		Out	In	Time	Time	
1		1 2	11		1 2			1		1
2		1 2	12		1 2			1 2		1 2
3		1 2	13		1 2			1 2		1 2
4		1 2	14		1 2			1 2		1 2
5		1 2	15		1 2	Medical time-outs			Medical substitutions	
6		1 2	16		1 2	Out	In	Time	No	Time
7		1 2	17		1 2			1 2		1 2
8		1 2	18		1 2			1 2		1 2
9		1 2	19		1 2			1 2		1 2
10		1 2	20		1 2			1 2		1 2

Unsportmanlike conduct	No	Time	Illegal coaching	Time

Half time score Team A _____

Official's remarks _____

TEAM B

Goals			Goals			Substitutions			Time-Outs	
No.	Time		No.	Time		Out	In	Time	Time	
1		1 2	11		1 2			1		1
2		1 2	12		1 2			1 2		1 2
3		1 2	13		1 2			1 2		1 2
4		1 2	14		1 2			1 2		1 2
5		1 2	15		1 2	Medical time-outs			Medical substitutions	
6		1 2	16		1 2	Out	In	Time	No	Time
7		1 2	17		1 2			1 2		1 2
8		1 2	18		1 2			1 2		1 2
9		1 2	19		1 2			1 2		1 2
10		1 2	20		1 2			1 2		1 2

Unsportmanlike conduct	No	Time	Illegal coaching	Time

Half time score Team B _____

Official's remarks _____

Score after regulation time Team A Team B

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Appendix 4: Goalball Score Sheet – Overtime and Extra Throws

Goalball Score Sheet - Overtime and Extra Throws

Date	Time	Game #	Playoff	M / F	Venue

Coin toss	Winner:		Throw / Defend	Left / Right
	Loser:		Throw / Defend	Left / Right

TEAM A _____

Goal	Time-Out	Substitution			Medical Time-Outs		Medical Substitutions		
No	Time	Out	In	Time	No	Time	Out	In	Time
1						1 2			1 2
						1 2			1 2

TEAM B _____

Goal	Time-Out	Substitution			Medical Time-Outs		Medical Substitutions		
No	Time	Out	In	Time	No	Time	Out	In	Time
1						1 2			1 2
						1 2			1 2

Overtime final score TEAM A TEAM B

EXTRA THROWS

Coin Toss Winner: _____ Throw / Defend _____

TEAM A										
---------------	--	--	--	--	--	--	--	--	--	--

TEAM B										
---------------	--	--	--	--	--	--	--	--	--	--

EXTRA THROWS - SUDDEN DEATH

Coin Toss Winner: _____ Throw / Defend _____

TEAM A														
---------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

TEAM B														
---------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

FINAL GAME SCORE **TEAM A** **TEAM B**

Final score needs to be copied to the Game Information sheet with signatures

Appendix 5: Goalball Line-Up Sheet

Goalball Line-Up Sheet

Date	Time	Game #	Pool	M / F	Venue

The order of extra throws shall be determined by the order of players as indicated on this line-up sheet.

TEAM:

Order	Player No	Last Name	First Name
1			
2			
3			
4			
5			
6			
Coach			
Assisting coach			
Staff			

Coach's Name:

Signature:

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Appendix 6: Goalball Protest Form

Goalball Protest Form

GAME DATA

Date	Time	Game #	Pool	M / F	Venue
------	------	--------	------	-------	-------

TEAM A

TEAM B

PERSONAL DATA

Name	Position
------	----------

PROTEST

SIGNATURE

For Official Use Only

Time:		Paid:		Initials:	
-------	--	-------	--	-----------	--

Remarks: _____

Goalball Protest Decision Form

GAME DATA

Date	Time	Game #	Pool	M / F	Venue

TEAM A

TEAM B

MEMBERS OF PROTEST COMMITTEE

DECISION

SIGNATURE

--

Time: _____

Remarks: _____

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