



IBSA Goalball Coaches' Essentials

2022-2024



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Essential to know

This document is provided as an interpretive supplement to the 2022-2024 IBSA Goalball Rules and Regulations. It is not intended to replace the 2022-2024 IBSA Goalball Rules and Regulations and is not valid for use as a reference for any type of protest action.

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.

Essential to know

Court measurements are 9.0 x 18.0 m and are always measured from outside of the lines. Each transverse line can belong only into one area. "High ball line" (6 m) belongs to team area (not to neutral area). This is important when referees are assessing high and long balls.

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.

Essential to know

All members of a team must remain in the bench area during play. You need to inform referees at the coin toss if you will have players on the bench who are not participants in that game. Also ask for an identifying jersey from the organizer (or referees) before start of the game.

Members of the team may not leave the bench area during play without a referee's permission. They may leave only during whistled stoppages and are not allowed to return to the bench during that half. Failure to comply this rule will result team penalty, delay of game.

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.

Essential to know

See the goal positions the court diagrams in Appendix 1 for additional information. The referees or goal judges are responsible for the proper goal position before the start of the game and are obliged to fix the goal positions regularly during game.

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.

Essential to know

The organiser will announce the type of ball to be used in their invitation letter or information package. Or, the information will be posted on the IBSA website calendar entry for the tournament. Ask (if not told) in the technical/coaches' meeting for the frequency of when old balls will be replaced with new ones.

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.

Essential to know

The numbers must be fixed and a minimum of 18 cm high on front and back of the jersey unless otherwise approved by the Technical Delegate.

If your team doesn't comply with 5.2, 5.3, 5.4, 5.7, 5.8, 5.9 the players are allowed to play but the team is penalised with a delay of game team penalty. This applies to each game in the competition. If it's possible to fix the problem (e.g. padding too large, number obscured from vision) this should be done, otherwise the player is allowed to play following a delay of game penalty.

If a uniform does not comply with 5.5 or 5.6 the player is not allowed to play and their team is penalised with a delay of game team penalty.

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.

Essential to know

If your players cannot use the patches the organiser provides, a doctor's medical certification stating that the provided patches cannot be used and provide the name of an approved substitution for the provided patches. It must be agreed in the technical meeting, before the start of the tournament if any other eye patches or eye protection is to be used.

Be sure that your players on court are ready for the patches and eyeshades checking 90 seconds before the start of each half. Starting players should be available on or near the court for the check. The referee will ask the starting players to face the goal on the court and then perform the check. Only eye patches and approved eyeshades are allowed to cover the eyes (i.e. no other material will be allowed). If your player(s) are not ready to start the game, when table signals "time", team or personal penalty may take place.

Referees may check the eye patches and eyeshades at any time during the game

Coaches should make the players aware that they may not touch their eyeshades throughout extra throws and sudden death extra throws.

Remember that there is a maximum of 45 seconds to repair an eyeshade or provide a suitable substitution eyeshade.

If an eyeshade is provided by the organizer and approved by the IBSA Technical Delegate, it must be worn by all players unless the player is given written approval by the IBSA Technical Delegate.

7 Competition Categories and Classification

- 7.1 Competition will be divided into two categories, male and female.

For IBSA-sanctioned competition all players must satisfy the IBSA sport class of B1, B2 or B3.

Essential to know

Mixed teams consisting of male and female teams are not permitted.

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.

Essential to know

Referees are responsible to check that the members of the team (players and escorts) that will be in the team bench area are all on the team line-up sheet before the game starts. If a team has more than 3 escorts at the start of the game and the referee has to remove any escort on the bench it will result in a delay of game penalty.

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.

Essential to know

A team can nominate any team member to be present for coin toss – it need not be the coach. Find out in organiser's instruction where and when the coin toss takes place. Ask for the location of coin toss table in technical meeting and the time to be there. Make sure that you are there at the correct time to avoid a team delay of game penalty.

Failure to be present for the coin toss will not result in a penalty but will result in a loss of choice of throwing or defending the ball or the choice of court ends left or right of the official's 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 official's table with the ball.

Remember that if you do not have to have a team representative at the coin toss or validate the score sheet prior to the start of the game and the people listed on the

Goalball Store Sheet – Game Information do not match the players and other team members on the court or in the team bench area at the start of the game, you will receive one team penalty for Delay of Game.

For all coin tosses the team on the left side of the score sheet is always the team that will select the side of the coin.

11 Warm Up

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

Essential to know

Your team should warm-up only at your end of the court. If the ball is thrown to other team's area, the referees will give a warning to the coach. If it should happen again then a team Unsporting Conduct penalty will be given before the start of 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.

Essential to know

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

A referee will determine at the end of a half or game, if the ball entered the goal before time expired. If time had expired before the entire ball entered the goal the score will not count. The game is finished by the referee by whistling once and saying ‘half time’, ‘game’, ‘over time’, ‘extra throws’ or ‘sudden death extra throws’.

If a penalty occurs prior to the horn sounding, and the referee blowing their whistle and declaring whether the half or game is over, or to continue (see above), this must be played before the players remove their eyeshades. So as a coach make sure the players do not to touch their eyeshades until the referee blows their whistle and finishes the half or declares the end of the game.

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 clocks 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 clocks 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 clocks 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.

Essential to know

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

They will say, 'This game is between Team A on my left and Team B on my right. Team A/B will start with the ball. Quiet, please! Centre!' It is at this 'Quiet please' that you must stop all communications from the team bench.

The referee will then throw the ball towards the centre player.

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

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

After a penalty situation only the referee, goal judge or an on-court team-mate are allowed to re-orientate a player although a coach may do so verbally until the referee says 'quiet please.' If it is necessary to re-orientate a player at any other time during the game regardless of the person doing the re-orientation a personal delay of game penalty will be given.

If the ball is placed in the correct place by a referee or a goal judge and the player causes the ball to touch the ground outside of the court after the referee says 'play' this is counted as a shot and will be called 'out'.

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

14 Scoring

- 14.1 At any time 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.

Essential to know

The referee will determine if at the end of a half or game the ball entered the goal before time expired. If time had expired before the entire ball entered the goal the score will not count. The referee will not react to a player's eyeshade being dislodged until they have determined whether or not the throw will score. The player whose eyeshades are dislodged in this manner is allowed to visually track and control the ball.

The referee can consult with goal judges, but the final call will be made by the referee.

15 Team Time-Out

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

Essential to know

During play, the team that has control of the ball can request a time out, but during whistle stoppages in play, either team can request a time out.

Management of the number of time outs is important. A team requesting more than the number of timeouts permitted by rule will receive a team penalty for Delay of Game.

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.

Essential to know

If an official's time-out is called for anything other than just stopping the clock and fixing a minor issue (e.g. if a goal judge accidentally puts the ball in the goal, etc.), a referee must give a reason for it. Reasons (calls) can be:

- *Equipment check - includes eyeshade checking, shoe laces, player equipment, court repairs, wiping of the floor, clock malfunctions etc.*
- *Clarification – includes any clarifications needing discussion, either between the referees, between a referee and an ITO or between a referee and a coach.*
- *Noise – includes any noise not caused by the teams that are playing, e.g. alarm, ventilation, spectators, etc.*

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

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.

Essential to know

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

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

More than one person from the bench may be permitted to enter the court if first requested and approved by the referee. If more than one person from the team bench area enters the court without referee permission, a 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 the player must be medically substituted before conducting the penalty throw and in this case the injured 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.

Essential to know

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

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

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

If the game jersey has blood on it, the player must be given a new jersey to wear by the coach, even if it has a different number (but cannot be a number already in use by the team). The new jersey must be the same colour used by that team's other players. The referee will inform the table and the other team of the change of numbers. They will also ask the goal judges to clean the court and ball.

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.

Essential to know

Although four substitutions are provided during a game, at least one must be used during the first half or it will be lost.

Only one substitution will be provided for the entire overtime and substitutions from regulation time will not be carried into overtime.

Coaching from the bench area of both teams is permitted during substitutions until the referee says “quiet please”.

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.

Essential to know

Medical Substitutions will not count as one of the team’s allowable substitutions. The referee’s decision about enforcing the two stoppage portion of this rule is final.

If a second medical time-out has been called for a given player note that there will be an immediate medical substitution and that player may not return in that half of the game.

Medical substitution is a matter of safety and as set by rule 40.1 the referee is allowed to make a decision when to conduct the medical substitution. In accordance with this a medical substitution is allowed during a penalty situation including the injured player. The coach of the team throwing the penalty throw would then choose the player to defend from the three players on the court.

SECTION D – INFRACTIONS

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

Essential to know

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

In some situations, the ball will already be with the correct team so the referee can just blow the whistle, announce the infraction, say ‘quiet please’, blow the whistle and say ‘play’.

21 Premature Throw

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

Essential to know

No goal can be scored by this throw. The ball will be given to the defending team.

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

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

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

22 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.

Essential to know

The referee will blow the whistle as soon as the ball crosses the centre line or the side line in neutral area and say 'ball over'.

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.

Essential to know

Time is stopped during all penalty situations and the referee is responsible to ensure that the scorer's table does not make a mistake. If a mistake is made and time has been deducted, the clock will be reset to the correct time. If a penalty occurs prior to the horn sounding the penalty will be played through. Coaches should train their teams not to touch their eyeshades until the referee blows their whistle and finishes the half.

If after the referee has started the penalty and has said 'play' should the ball go into the goal of the thrower, this is not a goal and will be call 'out' and the ball is given to the team who are defending the penalty.

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.

Essential to know

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

Observe the new definition for team area which now goes up to the high ball line, and difference between the dead and short ball.

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.

Essential to know

Coaches should remember that the referees are watching for the point of release of the ball, and, that the high ball line is part of the team area.

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.

Essential to know

Coaches should remember that the high ball line is not automatically a long ball, as it is possible the ball is touching the neutral area as well as the high ball line.

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.

Essential to know

If a player needs to adjust their eyeshades the referee will blow the whistle and call for an 'official time out – equipment check', the player will then be asked by the referee to face towards his/her goal net and then make the necessary adjustments. The referee must then recheck the eyeshades to ensure they are correctly in position. Players should not request an eyeshades adjustment in order to get a rest. If a player continues to make requests which, in the opinion of the referee, are not needed the referee may give the player a personal delay of game penalty.

When a player asks for eyeshades, and it is not deemed immediately necessary by the referee, play will be allowed to continue until a whistle stoppage or when the team of the player not asking for eyeshades has control of the ball, and then allow the player to adjust their eyeshades.

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

Also remember that ten second timers are also looking for eyeshade penalties and can bring eyeshade penalties to the referee's attention.

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.

Essential to know

A player must have some part of their body in the team area before making first defensive contact with the ball.

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.

Essential to know

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

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

It is not referees' duty to fix the eyeshades of players; it is your duty as the coach or any other team member.

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.

Essential to know

If a player is eliminated from the game, a team must continue with two players or forfeit the contest.

No physical contact by a player against a referee will be tolerated.

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

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

A player on the court that interferes with their eyepatches will be given an unsportsmanlike conduct penalty and removed from the rest of the game.

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.

Essential to know

This is a judgement call and must be based on the fact that the player throwing the ball is making noise (intentionally or not) to distract the defending team. The penalty may be called also after the release of the ball up to the point until the first defensive contact is made with the ball.

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.

Essential to know

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

It is also worth noting that a coach may use a time out to avoid a 10 second penalty if their team is in control of the ball, and, providing that they have not used all the time outs already.

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.

Essential to know

Always get your players ready for a substitution before you call for it and be ready to hold up your number boards immediately the referee announces the substitution.

Remember to inform the scorer of any substitution that you wish to make at half time.

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.

Essential to know

If you do not agree with a decision made by the referee you, as the head coach, may question the referee. The referee will give you an explanation. If you do not agree do not argue. You have the option of protesting the game when you sign the score sheet at the end of the game. Do not let your players question the referee that is for you to do.

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.

Essential to know

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

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

- *Head coach or first person listed on the score sheet*
- *Assistant coach or second person listed on the score sheet*
- *Any other team member on the bench*
- *Players on bench in ascending order of player numbers*

E-coaching, the use of any electronic devices between the 'spectators' area and members on team bench is new. Please remember players cannot use any hearing devices as explained in rule 6.7. If an E-coaching device makes any sounds or noises that will disturb the game, a team penalty will be called for illegal coaching. Also, the device(s) will be switched off, removed from the bench area and given to table official.

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.

Essential to know

This rule will be used if any other player on the throwing team other than the player throwing is making noise (intentionally or not) to distract the defending team. The penalty can be called also after the release of the ball up to the point until the first defensive contact is made with the ball.

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

Remind your players that any types of noise determined by the referees as excessive or unnecessary will be penalised.

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.

Essential to know

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

The referee will remind the coaches to have line up sheets ready in case extra throws are needed.

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.

Essential to know

As this is a situation that does not happen often it is important to train your players so that they know what will happen if there has to be a winner in a game so that one team gets knocked out and the other progresses to the next round of the competition.

Back-up referees will check before the start of extra throws that all players have been patched properly and are wearing eyeshades. Players must know to keep their eyeshades on until the referee whistles and says 'game' to show that there is a result. Players will not be put in throwing order before the start of extra throws.

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

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

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

See the procedure for extra throws.

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 scored.
- 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.

Essential to know

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

See the procedure for extra throws.

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.

Essential to know

If you, as the coach, wish to protest the result of the game, you must sign the score sheet and indicate that you wish to protest. Then you have 30 minutes to submit the Protest Form with the fee.

If you do not sign the score sheet at the end of the game, you cannot protest the game at some later time.

Read the protest procedure so you will know the proper procedures in the event you may sometime wish to file a protest.

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.

Essential to know

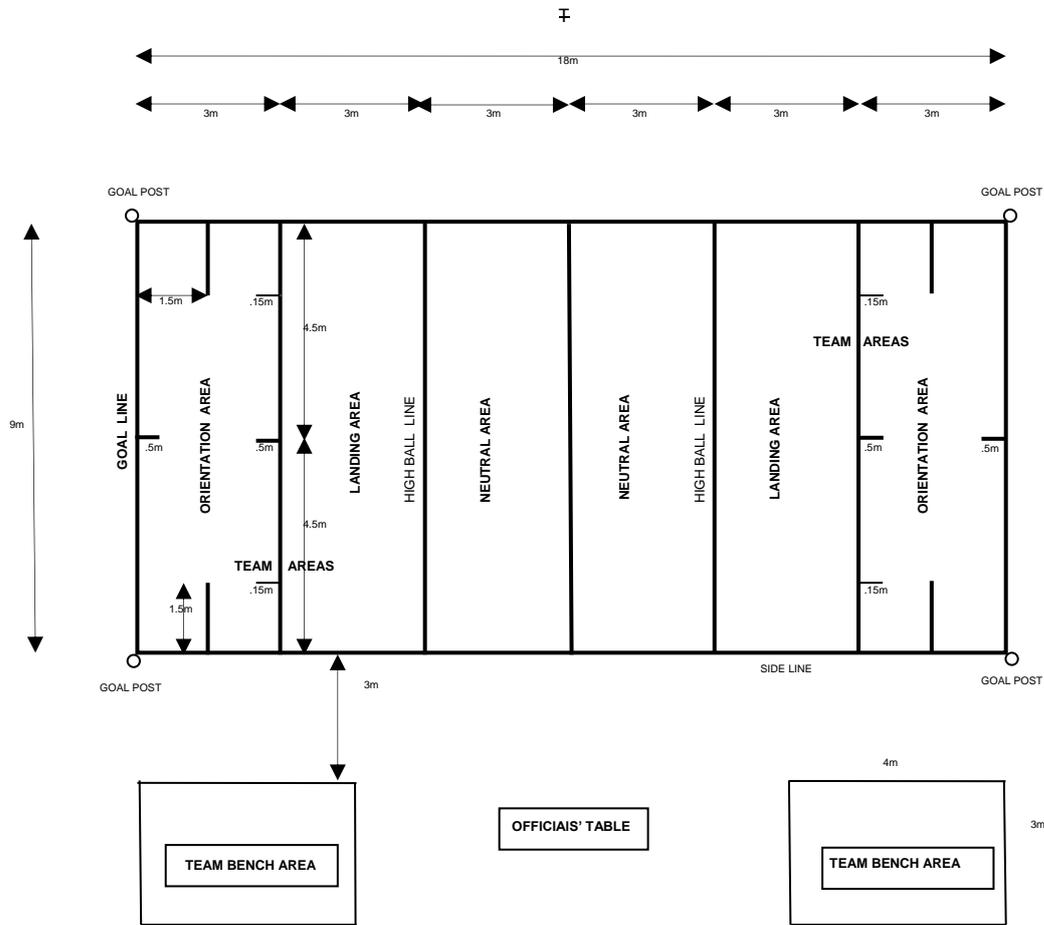
Only the head coach may talk to the referee during the game.

41 Abuse of Officials

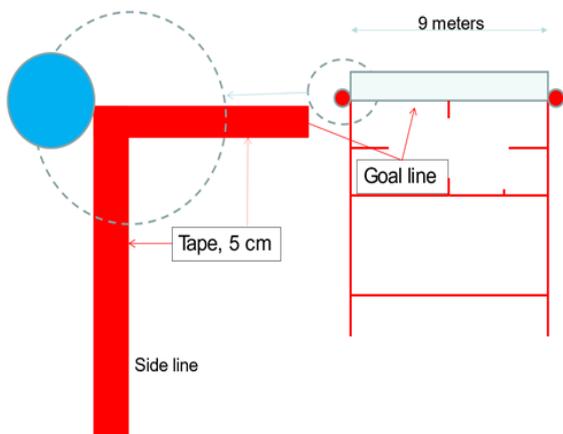
- 41.1 Any action by a participant in a game, that is reported by an IBSA official, in writing, to the IBSA Goalball Subcommittee, will be dealt with at the next Subcommittee meeting. Sanctions against that participant(s) will be decided by the Subcommittee as per paragraph 52.

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

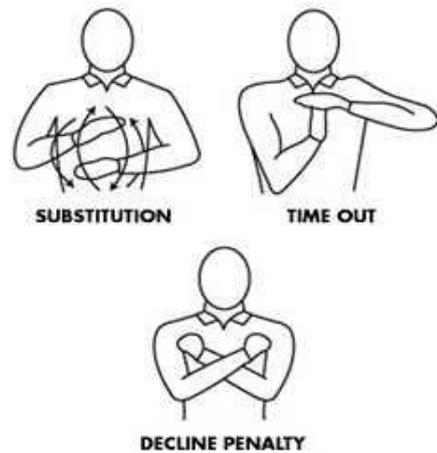
COURT DIAGRAM



Goal post, round

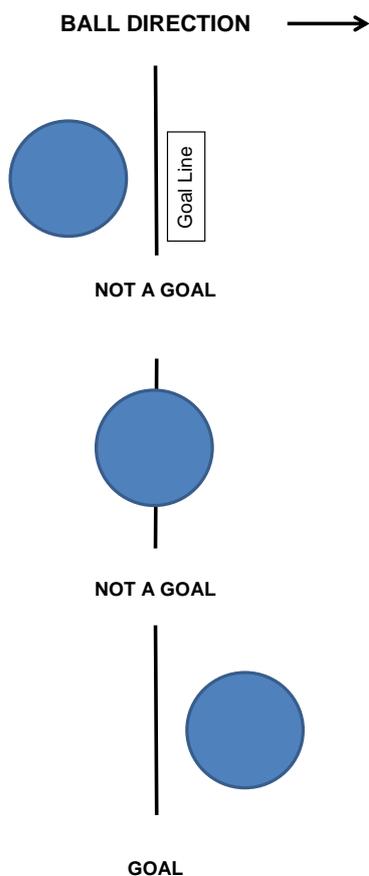


Hand Signals, Goalball



5

GOAL DETERMINATION



BALL OUT DETERMINATION

