



IBSA Goalball Procedures

For rules 2022-2024



International Blind Sports Federation
Goalball Sub Committee

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1. Competition procedures

These competition procedures are made to help organizers, technical delegates and commissioners to guide referees to use best practices in IBSA Goalball tournaments. The aim is also to improve the teamwork between referees, officials (ITOs), goal judges (NTOs) and other officials and clarify the roles of organizing staff and Goalball officials.

These instructions are mainly used in Paralympics, World Championships and regional championships. Coin toss timing and marching-in procedures are indicative, depending on circumstances, on the number of venues and available officials.

List of abbreviations used in this document:

- LOC - Local Organization Committee (or OC - Organization Committee)
- Venue - building where the game takes place
- FOP, Field of Play - inside the venue, outside of the court
- Court - playing area of Goalball 9 x 18 meters
- **bold** text in the boxes are the referee calls/sayings
- TD - Technical Delegate
- ATD - Assistant Technical Delegate
- Commissioner

1.1. Coin toss procedures before the game

Coin toss (this applies more for Paralympics and World Championships)

- 30 minutes before the start of the game

Timing and/or process	Activity	Details
30 + 10 minutes	LOC provides the game sheets, clock, coin and pen to coin toss area/table.	<p>During Round Robin the set of documents consists of</p> <ul style="list-style-type: none"> • Score Sheet - Game Information • Score Sheet - Regulation Time <p>For games that require a winner additional documents are:</p> <ul style="list-style-type: none"> • Score Sheet – Overtime and Extra Throws • Line-up Sheet <p>Protest forms are available at the officials' table.</p>
10 minutes before coin toss	Game referees arrive in coin toss area	Referees receive game documents from LOC representative, verify the validity.
10-0 minutes	<p>Coin toss</p> <p>Home team (A is on left of Score Sheet) can choose the side of the coin, table referee makes the coin toss. Winner chooses the throw/defend or left/right, loser has the remaining choice.</p>	<p>Referees introduce themselves to team representatives. Table referee asks the team representative to verify the Game Sheets (and correct them if needed).</p> <p>Table side referee makes the coin toss and far side referee writes down the outcome of coin toss. Referee completes and signs the game sheet with time and remarks - if any.</p> <p>Referees shake hands with team representatives, wishing them a good game.</p> <p>Referees return the game documents to LOC representative, who is responsible to bring them to official's table before the start of the game.</p>

One team doesn't show-up in coin toss	Remaining team have all the options.	Team present in coin toss is the winner and can choose throw/defend and left/right. If team chooses throw and left, <u>referee circulates winner's throw and loser right.</u> Referee writes in remarks; name of the team that didn't show-up.
Both teams don't show-up in coin toss.	Referee marks throw/ defend and left/right according to the rules.	Team A, referee circulates throw, team B right.
0 minutes	Referees ready to start the march-in.	

1.2. March-in procedures

Timing and/or process	Activity	Details
20 minutes	First game of the session, referees, ITOs and NTOs arrive at march-in door. (For the rest of the games in session, ITOs are already at table and NTOs behind the table).	Referees check the uniforms and equipment to fulfil the requirements, march-in uniforms according to IBSA/IPC regulations.
17 minutes	Prepared to march in	<p>March-in order (first game of session, depends on the place from where the teams march in, example march-in from left/back side from the officials' table):</p> <p>Referee, team on right, 10 seconds timer, referee, team on left, 10 seconds timer. Table referee takes the team to throw first. The table officials follow the teams, but go directly to their places at the table, sit down, NTOs follow the ITOs and stay behind the table.</p> <p>Other games in session, ITOs and NTOs are not marching in, they are at their places as described above.</p>

15 minutes	Line-up of teams and referees	The announcer introduces the teams and referees. Referees and 10 seconds timers are standing in line with teams, no badges, bags or additional equipment allowed (left to trolleys).
After line-up	Referees and 10 seconds timers return to table	Discuss with table officials or NTOs, if any unclear issues, fix them. Referees go to the technical table one at a time to put on the microphones (testing).
15-0 minutes	Referees control the teams warming up on court (not to throw the ball on opponent's side of the court).	Give warning to the coach, if throwing on wrong side of the court, two times, unsporting penalty is given. The 10 seconds timers control the eye patch procedure (tournament procedure).

1.2.1 Non-participating players march-in

Timing and/or process	Activity	Details/to continue
Non-participating players are marching-in with normal game jersey and change the different jersey (provided by LOC) before the start of the game.	Referees, be aware there the LOC jerseys are. Player(s) are marked in Score Sheet – Game Information as NP.	LOC provides the jersey to the team bench area before the start of the game

1.3. Before the game procedures, timings

TD is responsible to select which method is used and who give the signals.

Timing and/or process	Activity	Details
Signal ' five (5) minutes ' before the start of the game	Horn or signal from the table. To be agreed before the tournament, which method is used:	The game starts after 5 minutes, teams have time to warm up on the court or put on the patches, referees prepare themselves for the game (microphones) and watch the warm-up,

	call or signal.	check the court.
90 seconds (horn/ signal or a call)	Referees start the eye patch and eye shade checking of the starting three (3) players on court.	Referees shake hands and leave the table at the same time, ask the players to turn their faces against their own goal, check the patches and eyeshades (on court), table-side referee with the starting team from far side to table side, far side referee from table side to far side. Players must be ready for checking. Talk to the players and say e.g.: “Eye shade (checking), please”
‘time’ or horn 0 second	Horn or signal from the table; game is about to start.	Table-side referee checks that everybody is in their positions.

1.4. Pregame penalty procedures (personal penalty)

Timing and/or process	Activity	Details
Personal penalty before the game (time) starts.	Before the start of the game, personal penalties might happen: eyeshades, delay of game, unsporting conduct. Normal start procedure; team on my left and right... In personal penalties the player who committed the penalty, will defend the throw.	The game is started by table side referee in a normal way by saying: ‘This game is between SWE on my left and USA on my right’ . I’d like to remind everyone to keep quiet when the ball is in play and switch off your mobile phones. Thank you! Because a personal penalty occurred, the referee continues by saying: This game starts with penalty throw, eyeshades, number 7, SWE
		Table side referee approaches the USA thrower and says: ‘quiet please’ , ‘centre’ , throws the ball, waits until in control, whistles <u>once</u> , says ‘play’

If a goal is scored	Far side referee	Blow the whistle twice, call goal USA one-zero
Another penalty	Thrower makes a personal penalty, high ball, long ball, short ball...)	Referee whistles once and calls e.g.: “high ball”, “number 6”, USA . There will be another penalty to the thrower.
Other outcomes	Ball is out, blocked, blocked out	<u>No whistle</u> , just corresponding call. The ball is returned to table side referee. Normal starting procedure, call SWE stars with the ball, Quiet please, centre , three whistles, play .

1.5 Pregame penalty procedures (team penalties)

Timing and/or process	Activity	Details
Team penalty before the start of the game.	<p>Before the start of the game, team penalties might happen: delay of game (not correct uniforms, wrong numbering/size, wrong number of team members), unsporting conduct (throwing the to opponent's court area, warning first time to the coach).</p> <p>Normal start procedure; For team penalties, the coach of the throwing team will select the defender from <u>any</u> player in Score Sheet - Game Information (ask the coach 5 minutes before the start of the game in WC and Paralympics).</p>	<p>The game is started by table side referee in a normal way by saying: ‘This game is between FIN on my left and BRA on my right’.</p> <p>I’d like to remind everyone to keep quiet while the ball is in play and switch off your mobile phones. Thank you!</p> <p>Because a team penalty occurred, the referee continues by saying:</p> <p>This game starts with penalty throw, team penalty, delay of game, FIN, number 5.</p>

If a goal is scored and other outcomes		See before: personal penalty 1.4
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1.6 Pregame penalty for both teams

Timing and/or process	Activity	Details
Personal or team <u>penalty for both teams</u> (e.g. eye shades or delay of game...)	Order of penalty throws in case of penalty for <u>both</u> teams. In case of team penalty referee asks the defending player in advance from the other team's coach.	"This game is between SWE on my left and FIN on my right. I'd like to remind everyone to keep quiet when the ball is in play and switch off your mobile phones. Thank you!" The referee announces the two (2) penalties, one for each team. We start this game with two penalty throws, one for both teams, "team penalty, delay of game, SWE, number 9", second penalty eyeshades, number 3, FIN.
Throwing order	First penalty Team A on the Score Sheet - Game Information – throws first, no matter if personal or team penalty	FIN throws first penalty, defending SWE number 5. Table referee starts the penalty by approaching the throwing team and says; 'quiet please' , 'centre' , throw the ball, (wait until in control) whistle once, say 'play' (Far side referee) Normal call procedure after the throw; goal or out or blocked out...
	Second penalty	Table referee starts the second penalty by approaching the throwing team and saying; 'quiet please' , 'centre' , throw the ball, wait until in control, whistle once, say 'play'
Start of the game		Normal starting procedure as 1.7

1.7 Start of the game procedures

Timing and/or process	Activity	Details
Start of the game	Introduction of the game, table side referee by saying e.g.	<p>‘This game is between CHN on my left and GER on my right’.</p> <p>I’d like to remind everyone to keep quiet when the ball is in play and switch off your mobile phones. Thank you!</p>
		CHN starts with the ball’.
	Start of the game	<p>Table referee starts the game by approaching the starting team and saying; ‘quiet please’, ‘centre’, throw the ball, wait until in control, whistle 3 times, ‘play’.</p> <p>Game clock and 10 seconds clock start from “play” command.</p>
If there is a penalty before the start of the game and teams are already introduced.		Table side referee starts the game by saying <u>only</u> who starts with the ball.

2 Referee’s calls during regulation time

2.1 Scoring a goal procedure

Timing and/or process	Activity	Details

When a goal is scored in regulation or over time	A referee whistles twice, says the name of the team that scored and current score	Call procedure: referee whistles twice and says: ' goal ', ' SWE ' one – zero ' Observe 0 goal = zero
Own goal when game clock is running	A player throws the ball into own goal	Referee calls/actions: referee whistles twice and calls, "goal" and the name of the opposition team.
Own goal in penalty situation	A player throws the ball into own goal	Referee calls/actions: referee <u>doesn't</u> whistle but calls "out". Ball to the other team.
Extra throws and sudden death extra throws	Far side referee	Far side referee announces the goal or current score only when a goal is scored.

2.2 Out procedures

Out	Activity	Details/to continue
When the ball is thrown out	Referee blows the whistle and says ' out '	The ball is given to the defending team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court and then the referee says Quiet please , whistles once, and says ' play ' Game clock and ten seconds clock start from " play " command.

2.3 Blocked out procedures

<i>Blocked out</i>	Activity	Details/to continue
When the ball is blocked out (side line or over the goal)	Referee blows the whistle and says ' blocked out '	The ball is given to the same team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court and then the referee says quiet please , whistles and says ' play ' (even nobody picks-up the ball). Both clocks start from " play " command.

2.4 Infraction procedures

Infractions	Activity	Details/to continue
<i>Premature throw</i>		
When the ball is thrown before the referee says 'play'	Time is stopped, referee closest to the ball says 'premature throw' .	The ball is given to the defending team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court and then the referee calls 'quiet please' , whistles and says 'play' . If the ball is within reach of the team, they can keep it. Both clocks start from "play" command.
<i>Ball over</i>		
When the ball is blocked and goes over the centre line or over the side line in neutral area, the referee blows the whistle and says 'ball over'	The referee at that end where the ball goes to blows the whistle and calls 'ball over' In case the ball exits the side line in neutral area, the referee on that side blows the whistles and calls "ball over"	The ball is given to the throwing team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court and then the referee says 'quiet please' , whistles and says 'play' . Both clocks start from "play" command. When the ball comes over the centre line and is available for the team, team can keep the ball without putting on the 1.5 meters line.

2.5 Personal penalties procedures

<i>Personal penalty</i>	Activity	Details/to continue
If any of the personal penalties occur, the referee blows the whistle and says the name of the personal penalty, player's number and name of the team.	The referee's action is e.g.: <ul style="list-style-type: none"> • blow the whistle • say 'short ball' • number of the player • name of the team 	Call procedure is: Whistle, 'short ball' , number 4 , 'FIN' After the penalty throw, the play continues, the ball is given to the correct team, the referee says 'quiet please' , blows the whistle, 'play'
Call procedures in penalty situations	Table side referee (throwing team end)	<u>Whistles</u> and calls high ball. <u>Only calls out</u> and blocked out.

	Far side referee (defending team end)	Whistles twice goals and calls the score situation. <u>Whistles and calls</u> long and short balls and illegal defence. Calls <u>only</u> out, blocked out, and blocked.
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2.6 Eyeshades penalty noticed by ten second timer

<i>Eye shades</i>	Activity	Details/to continue
Ten second timer can draw the attention of table side referee, when they notice a player touching their eye shades before the game starts, during the game and during extra and sudden death throws.	Ten second timer signals and shows the time-out sign. Table side referee clarifies the situation and checks the eye shades.	Call procedure: Whistle, “ official time-out – clarification ” after clarification: “ Equipment check ”. Referee takes the eyeshades into their own hands and checks patches and eyeshades. After checking the referee makes the decision if this was eye shades penalty or unsporting conduct and calls (eye shades) eyeshades, number 2 SWE . In case serious eye patch manipulation, call unsporting conduct, number 2 SWE (player shall be ejected from the game)
The same concerns the illegal coaching.	As above	Call procedure: whistle, official’s time-out clarification . Table side referee clarifies the situation with 10 sec timer and says, team penalty, illegal coaching, TUR , asks the opposing team’s coach the number of the player, who will defend. Calls number seven (7) to defend .

2.7 Team penalties, procedures

<i>Team penalty</i>	Activity	Details/to continue
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<p>If any of the team penalties occur, the referee blows the whistle and says the reason for the team penalty.</p>	<p>The referee's action is e.g.: blow the whistle call 'team penalty, name of penalty, name of team'</p> <p>Table-side referee asks the opposing team's coach; which player shall defend. Referees need to follow their court movements and avoid being at the same end of court.</p>	<p>Call procedure is:</p> <p>Whistle, 'team penalty', '10 seconds', 'SWE', after inquiring from other team's coach, number 2' to defend.</p> <p>After the penalty throw, the play continues, the ball is given to the correct team, the referee says 'quiet please', blows the whistle, 'play'</p>
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2.8 Substitution / time out procedures

<i>Substitution / time out</i>	Activity	Details/to continue
<p>A team can request a substitution or time-out by saying, showing or both, when they have the ball under control or there is a whistled stoppage in play.</p> <p>If there is a whistled stoppage in play, no whistle any more.</p>	<p>A referee (who sees or hears first) blows the whistle and says 'substitution', (far-side referee continues by saying): name of the team, number of the outgoing player and number of the incoming player.</p> <p>In case of team time-out, a referee blows a whistle and says 'time out' and the name of the team.</p>	<p>Call procedure is:</p> <p>Whistle, 'substitution', 'USA', 'out number 1, 'in number 6.</p> <p>In case of team time-out, a call procedure is: whistle, 'time out', RUS'</p> <p>Referees are in the centre position of the court, shoulder to shoulder. When the 15 seconds is called, the referees repeat the 15 seconds and take their position outside the court.</p> <p>After substitution or team time-out normal starting procedure.</p>

Teams may request the team time-out and substitution at the same time. In a case of team time-out referees should wait until the 45 seconds (=coaching time) is at the end and then make the substitution. Team can not be penalized while they indicated the substitution during the time-out.

Teams may request eye shade checking during the time-out. Referees can check the eye shades during the 45 seconds.

2.9 Ejection of a player or other team member

Ejection	Activity	Details/to continue
Referees can eject a player, if they e.g. manipulate their eye patches (even once) or behave unsporting way.	Two unsporting conducts to same player shall lead to ejection of a player. Scorer draws the attention of table side referee by horn and with time-out sign to inform of penalty.	Referee's call: blow the whistle (if needed), official's time-out, clarification. Talk to scorer and/or check the score sheet. Referee call: team penalty, second unsportsmanlike conduct, SWE number 2, ejected. <u>Player number 2 must leave the FOP.</u> (guided by LOC presentative?)
Personal penalty, SWE	Other team's coach can select the defending player from the two on-court players.	Referee's call: unsporting conduct, SWE, number 2, number six (6) to defend.
Substitution of the player No 2	Team has the right to substitute the player, it counts as one of the normal substitutions.	Far side referee: Substitution SWE, out number two (2), in number seven (7).
		Normal penalty procedure.
Team unsporting conduct member /coach's ejection	Unsporting conduct can lead and second illegal coaching leads the team member to be ejected from the game. Scorer to check/	Referee's call: blow the whistle, if needed, official's time-out, clarification. Talk to scorer and/or check the score sheet. Referee call: second team penalty, illegal coaching, SWE, ejection

	inform the unsporting conducts.	(coach/coach/another member ejection) Coach or another team member must leave the FOP.
Team penalty procedure	Coach of the other team selects the player to defend.	Normal team penalty procedure.

3.0 Official's time-out procedure

<i>Official time out</i>	Activity	Details/to continue
Any time the referee sees it necessary they can have an official's time-out.	Official's time-out – equipment check includes all team/player related reasons: eyeshades, patches, shoe laces, tape correction, wet floor	Ball is taken away from the team which caused the official's time-out. After official's time-out normal starting procedure.
Any time the referee sees it necessary they can have official's time-out.	Official time-out – clarification includes all team/player <u>non</u> -related reasons: referees/ITO/table talks, clock adjustment	The team having the ball, can keep it. After official's time-out normal starting procedure.
Any time the referee sees it necessary they can have an official's time-out.	Official's time-out – noise includes all noise coming from anyone other than the playing teams, e.g. alarm, audience ...	The team having the ball, can keep it. After official's time-out normal starting procedure.

2.9 Medical time out procedures

<i>Medical time out</i>	Activity	Details/to continue
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<p>Only a referee can call a medical time-out.</p>	<p>A referee blows the whistle (if not official stoppage in play), calls “medical time-out”, number of the player and name of the team</p> <p>Ten second timer on other end measures the 45 seconds and announces when 15 seconds are left (if the game timing system doesn't indicate the time-out.</p>	<p>Call procedure: “medical time-out, number 5, USA”</p> <p>During the medical time-out, one person can enter from that team's bench area on court, but must be back at the end of medical time-out.</p> <p>Referee can request/invite other persons from bench area into court, if needed.</p> <p>After or within medical time-out: medical substitution (see substitution) or normal starting procedure.</p> <p>Observe that coach might take a team time-out in the middle of medical time-out.</p>
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2.10 End of first half procedures

Timing and/or process	Activity	Details
Horn gives the signal, game time is at the end.	<u>Table side referee</u> blows the whistle and says ‘ half time ’	End of first half, referee says ‘ half time ’, which ends this half and players can touch their eye shades.
End of half	Ball control	Far-side referee is responsible to pick up the ball and bring it back to the table.

2.11 Half time procedures

Timing and/or process	Activity	Details
Half time	Possible team substitutions	Coaches inform the scorer of possible half time substitutions. Table-side referee announces the half time substitutions (write down on post-it), when starting the second half.

90 seconds, horn, signal or call	Referees start to check the patches and eye shades, on court.	Referees shake hands and leave the table at the same time, ask the players to turn their faces against their own goal, check the patches and eyeshades (on court), table-side referee with the starting team. Players must be ready for checking.
'time' 0 seconds,	Horn or signal from the table; game is about to start	Follow the start procedure, all team members must be in bench area. Remember the substitutions!

2.12 Start of the second half procedures

Timing and/or process	Activity	Details
Start of the second half	Table referee informs that the second half starts by saying: <ul style="list-style-type: none"> • half time score • half time substitution • which teams is to start/side 	Introduction of the game, table side referee by saying e.g.; 'Second half of the game between SWE on my left and FIN on my right. Half time score is FIN 5, SWE 2 Half time substitution, FIN out number, 2 in number 7. SWE starts with the ball'.
	Start of the game	Table referee starts the game by approaching the starting team and saying; ' quiet please ', ' centre ', throw the ball, wait until in control, whistle 3 times, ' play '.

2.13 End of the game procedure

Timing and/or process	Activity	Details
End of game, horn signals game time is at the end	<u>Table referee blows the whistle.</u> Be fast and clear!	Whistles and calls: ' game '
	Ball control	Far-side referee is responsible to pick up the ball and bring it back to the table.
Game sheet	Referees meet at the	Table referees checks the game sheet

completion	table, sign the game sheets after coaches. Scorer is the last to sign the score sheet.	correctness (<u>end of game time!</u>) In case of protest ask TD or ATD to accept the protest form and deposit. After all signatures, TD/ATD verify and accept the documents, LOC personnel takes the game sheets, originals in TD/ATD office.
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2.14 Ten goals difference

The game will end once one team leads the other team by 10 goals.

Timing and/or process	Activity	Details
One team scores and there will be 10 goals difference.	No eye shade penalties	Referees must be very fast when there is a ten (10) goals difference with their whistle. The game ends, even in case they touch their eye shades.
Call procedures	One referee whistles and calls: goal SWE 10-0	<u>Table side referee</u> ends the game by whistling once and calling: game
Goal in Overtime		
One team is scoring in overtime.	No eye shade penalties	Referees must be very fast when there is a golden goal in overtime. The game ends, even in case they touch their eye shades.
Call procedure	One referee whistles and calls: goal GRE 7-6	<u>Table side referee</u> ends the game by whistling once and calling: game

The same concerns the sudden dead extra throws, no penalties in case they touch their eye shades.

2.15 Overtime procedures

- Three (3) minutes break

Timing and/or process	Activity	Details

At the end of regulation time	Call procedure	Table side referee ends the regulation time by whistling once and saying ' overtime '
3-0 minutes	<u>New coin toss</u> by table referee	Referees invite the coaches close to table to make a new coin toss; home team selects the side of the coin. Winner chooses the throw/defend or side left/right, loser has the remaining choice. Table side referee informs the scorer, who prepares the game sheets accordingly. Teams move into their bench areas.
90 seconds, horn and signal	Referees start to check patches and eye shades, 90 seconds to the start of the overtime	Referees shake hands and leave the table at the same time, ask the players to turn their faces against their own goal, check the patches and eyeshades (on court), table-side referee with the starting team. Players must be ready for checking.
' time ', 0 seconds	Horn or signal from the table; overtime is to start	Table side referee checks that everybody is in their position. Table side referee starts the overtime with correct calls; This is the first half of the overtime between, USA on my left, SWE on my right, score USA 0 SWE 0 , approach the starting team; ' quiet please ', ' centre ', throw the ball and wait until in control, whistle 3 times, ' play '
During overtime	Referees, normal call procedures	If no goals, at the end of first half, whistle and call: ' half time '
Goal is scored	First goal during overtime	After the goal: referee whistles twice, call ' goal ', ' USA, '1-0' <u>Table side</u> referee whistles and says ' game '
	If no goals, second overtime period	<u>Table side</u> referee whistles and says " half time "
Half time	3 minutes	Teams change the ends/benches

90 seconds	Referees start to check of patches and eye shades	Referees shake hands and leave the table at the same time, ask the players to turn their faces against their own goal, check the patches and eyeshades (on court), table referee with the starting team. Players must be ready for checking.
'90 seconds'	Horn or signal from the table; 90 seconds to the start of the 2. half of overtime	
'time' , 0 second	Start of the 2. half of the overtime	Follow the normal start procedure, this is the second half of the overtime between ...
Second half		Normal game procedures
When goal is scored	First goal during second half	After the goal: referee whistles twice, call 'goal' , 'USA, '1 - 0' Table side referee whistles and says 'game'
At the end of second overtime period, if no goals	Call procedure	Table referee, whistle once and call 'extra throws'

2.16 Extra throws procedures

Timing and/or process	Activity	Details
Coin toss	Referees: new coin toss	Referees take the coaches close the scorer's table. Teams/coaches give the line-up sheets to referees. Table side referee makes the new coin toss; home team selects the side of the coin. Winner chooses <u>only</u> to throw or to defend. Teams stay at their existing ends. Table referee informs the scorer of the result of coin toss.
Table	Game sheets	Scorer prepares the game sheets after the coin toss accordingly.

Checking the eye patches and shades during the coin toss	<p>During the coin toss: Back-up referees check the eyeshades of all players.</p> <p>Players are <u>not</u> put in throwing order on the bench, random sitting.</p>	<p>Back-up referees (first in the referee list takes the left side team) go to bench to check every player's eye patches and eye shades.</p> <p>Table referee gives the correct line-up sheet to back-up referees.</p> <p>Check with table side referee each team's number of players for the correct procedure.</p>
Start of extra throws	Back-up referees take correct players into court and return close to team benches.	Table-side referee gives the back-up referees the permission to take the first players on the court, player position: back centre position in goal line. Co-ordinate your movements.
Starting call procedure, first throwers	Table side referee	<p>Table side referee, call procedure: Extra throws, FIN number 5 on my left, SWE number 3 on my right, <u>SWE starts with the ball.</u></p> <p>“quiet please, centre” (throw the ball, control), whistle, “play”</p>
	Far side referee (table-side referee)	<p>Controls the defending team, call procedure (whistle twice, call goal, team, score situation or call out, blocked, blocked out, dead ball). Whistles once and calls long ball, short balls, illegal defence, noise.</p> <p>Far side referee announces the score situation, <u>only</u> when goal is scored.</p> <p>Table side referee calls on his/her side: <u>only out, but whistles and calls high balls.</u></p> <p>Far side referee returns the ball after the throw to table side referee.</p>
	Table side referee, when player of the other team will throw in the first pair.	Procedure: ‘quiet please’, ‘centre’ (throw the ball, control), whistle, ‘play’

Next players	Table side referee always introduces the new players by team and number starting from left team.	Repeat the procedure with other throwers, however FIN to throw first. Table side referee, call procedure: SWE number 7 on my left, FIN number 2 on my right, FIN starts with the ball. 'quiet please', 'centre' (throw the ball, control), whistle, 'play'
	Back-up referees	After both players have thrown, take the players back to team bench area, take second players on the court according to the line-up sheet
Extra throw procedure	<i>Order of throws</i> <u>Remember:</u> if a defensive penalty occurs then the penalty is retaken (unless the goal is scored) but if an attacking penalty occurs then there is no action. The moment when the teams change from being one to the other is deemed to be as soon as the far side referee has made their call following a throw.	Throws are started by a team, which wanted to throw first. First pair throwing order: throwing team SWE1, defending team FIN1, throwing team FIN1, defending team SWE1 Second pair: throwing FIN2 - defending SWE2, throwing SWE2 - defending FIN2 Third: SWE3 - FIN3, FIN3 - SWE3 etc. <u>Remember:</u> if a defensive penalty occurs then the penalty is retaken (unless the goal is scored) but if an attacking penalty occurs then there is no action.
Extra throws procedure	How many throws and end of game	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 more goals ahead than there are throws remaining.

Injure during extra throws	Referee decides that player cannot continue	Plyers 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.
Extra throws end with tie situation	<u>Table referee</u>	Whistle and call: “ sudden death extra throws ”.

2.17 Sudden death extra throws procedures

Timing and/or process	Activity	Details
Coin toss	New coin toss	Table-side referee makes a new coin toss close to the scorer’s table. Home team selects the side of the coin. Winner chooses <u>only</u> to throw or defend. Table referee informs the scorer of the result.
Sudden death extra throw procedure	Order of throws Table side referee introduces the players by team and number always when there is a new pair.	First pair throwing order: throwing team SWE1, defending team FIN1, throwing team FIN1, defending team SWE1 Second pair: throwing FIN2 - defending SWE2, throwing SWE2 - defending FIN2 Third: SWE3 - FIN3, FIN3 - SWE3 etc. The order of throws will be repeated until one team has established a lead after having an equal number of throws.
End of sudden death extra throws, when winner is known	Table side referee	After equal number of throws one team is leading 1-0. <u>Table-side</u> referee says: ‘ game ’
	Far side referee	Procedure as in extra throws

	Back-up referees	Procedure as in extra throws
Game sheet completion	Referees meet at the table, Sign the game sheets after coaches.	<p>Table referees checks the game sheet correctness (end of game time!) In case of protest ask TD or ATD to accept the protest form and deposit.</p> <p>After all signatures, TD/ATD verify and accept the documents, LOC personnel takes copies of the game sheets, originals in TD/ATD office.</p>

3 IBSA goalball protest handling procedure

3.1 Before the tournament

Timing and/or process	Activity	Details
Before the start of any tournament	Nomination of protest committee	<p>The protest committee will consist of the IBSA Commissioner, Technical Delegate, the Tournament Director (Competition Manager), a Tournament Referee appointed by the IBSA Technical Delegate, and one (1) coach. There cannot be any conflict of interest with the teams or referees involved in possible protests; IBSA Commissioner is acting as chairman of committee and TD as a secretary.</p> <p>The members of protest committee will be announced in the technical meeting.</p> <p>A room with a table and chairs and any other requirements will be assigned to be used for protest meeting by LOC.</p> <p>There must be a protest form among the game sheets of each game for the possible protest (at scorers' table).</p>

3.2 After the game

Timing and/or process	Activity	Details
30 minutes after the end of games	The protesting team has to fill in an IBSA protest form within 30 minutes after the end of the game in English and pay the agreed protest fee to Technical Delegate (or to the competition director)	It is very important that scorer marks the end of game time into the game sheet. The official clock must be defined. TD will check the correct time and approve. Please observe that official game clock is used.
After receiving the protest form and the protest fee.	TD signs the protest form and marks the time. This is a proof that the fee has been paid. TD will copy the form and give the protester a copy.	The result of the game protested is frozen and cannot be published and/or taken into official result tables of the tournament.

3.3 Call for the meeting

Timing and/or process	Activity	Details
TD will arrange the protest meeting	TD agrees with <u>all</u> relevant members the time and place of the meeting	The meeting takes place as soon as possible. The members of the protest committee, both teams (2 members max.) and referees of that game are invited, (also table officials if needed).
Introduction (at the meeting)	Commissioner introduces the members of the committee, teams and referees	TD explains <ul style="list-style-type: none"> • to all participants, how the protest handling takes place; • the result is frozen; • each team, referees are heard individually; • committee will have discussions; • decision will be agreed • Teams will be informed. It will be final decision

3.4 Protest handling

Timing and/or process	Activity	Details
Protest meeting	TD gives a copy of the protest to all participants and reads it.	After reading the protest, TD asks all the others to leave the room, only the members of committee and the team, which made the protest will stay. TD asks the others to stay outside of the room and wait until they are called in individually one after the other during the process. Only teams and persons involved in the protest can stay in the room.
Protest hearing	The committee will hear both teams (coaches) and participants individually; protest committee members have a chance to ask additional questions.	Each participant will tell their view of the situation.
After the hearing	TD will agree the time with participants when the decision will be given.	TD asks the teams to wait for the decision outside the room or agrees the time and place to tell the committee's decision.

3.5 Protest committee meeting

Timing and/or process	Activity	Details
After hearing all participants	Each member of the protest committee will have time to express their opinion about the case.	All points of views will be expressed and heard.

Decision proposal or options	Commissioner makes a summary of the discussions and proposes the resolution.	If members don't agree unanimously on the resolution, there will be a vote on the resolution.
Decision	TD as secretary formulates the resolution in writing including the consequences of the decision.	Decision is final.
Information to the teams	TD asks the teams back to the room (or meeting will be in agreed time and place)	Only teams are present. After this the committee should not engage with the teams about this matter as it is final.

3.6 Resolution to the teams

Timing and/or process	Activity	Details
Decision	Commissioner reads the resolution and grounds for it.	Decision is final.
Game consequences	Protest committee decision includes the consequences for the game.	Protest rejected: results are published. Protest accepted: The game or part of the game will be replayed or extra throws are taken. TD and the teams will agree a suitable time for this to take place, including all officials that are required.
Other consequences	Protest accepted	TD returns the fee to the protester, who signs the document.
Other consequences	Protest <u>not</u> accepted!	Fee is not returned to the protester.