

## **GOALBALL**

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IBSA:s regler gäller, se nedan

# **INTERNATIONAL BLIND SPORTS FEDERATION IBSA**

## **GOALBALL RULES 2014-2017**

***January 1, 2014***

Goalball is a game played by two teams of three players with a maximum of three substitutes for each team. The game is played in a gymnasium on a court 18m x 9m which is divided into two halves by a centre line. Teams remain on their own half of the court during the game. The purpose of the game is for each team to throw the ball with the hand, along the floor, with the intent of getting the ball across the opponent's goal line while the other team attempts to prevent this from happening. The goals extend right across the 9m at each end of the court. The ball is made of a hard rubber but has holes in it so that the bells inside can be heard as the ball moves.

The rules of the game are controlled by the International Blind Sports Federation (IBSA).

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

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## GOALBALL RULES

### SECTION A - PREPARATION FOR THE GAME

#### 1 Court

- 1.1 The dimensions: The court will be a rectangle 18 m long by 9m wide (+/- 0.05m). Measurements are to the outside edges. Nothing except the court markings will be allowed as markings on the court. (See diagramme at Appendix I for exact markings and measurements). The court is divided every 3m along its length to give six areas.
- 1.2 In front of the goals at each end of the court are Team Areas, 6 m, (+-0.05 m) long by 9,00 m (+-0.05 m) wide. The Team Areas are divided in to two equal sections (3 m (+-0.05 m) long and 9 m (+-0.05 m) wide). These sections will be called the Orientation Area and the Landing Area. The Orientation Area is closest to the goal and the Landing Area is furthest from the goal. The team areas have player orientation lines as per the court diagramme listed in Appendix I.
- 1.3 The Neutral Area is the middle area of the court. It is 6m (+-.05) long by 9m (+-.05m) wide and is divided in two by the centre line. (see Appendix I)
- 1.4 All lines will be 0.05m in width (+/- .01m) and will be marked with tape. They will have string under them to assist with player orientation. The string will be 0.003m (+/- 0.0005m thickness) and will be placed under the top layer of tape. A tape colour should be used that provides contrast with the floor and ball, and improves the ability of referees and sighted spectators to better observe the ball and court markings.
- 1.5 Around the entire court will be a tape line (no string) 1.5m (+/- 0.05m) beyond the side and goal lines. This line is called the "line out line".
- 1.6 The floor of the court must have a smooth surface, and be approved by the IBSA Technical Delegate. For Paralympic Games, World Championships and all other Championships, a wood, plastic or synthetic resilient flooring surface will be used.

#### 2 Team Bench Area

- 2.1 Each team will have a team bench area which will be positioned on either side of the officials' table, a minimum of 3.00m from the court's side line. It will be

4.00m long (+/- .05m) and 3m (+/- .05m) deep and will be marked by a tape line with string. (See Appendix I)

- 2.2 The team bench areas will be at the same end of the court as the players, close to the officials' table so that the bench is in line with the team area. (See Appendix I)
- 2.3 At half time the team bench areas will change ends as the players do.
- 2.4 All members of the team will remain in their designated bench area and must have some part of their body on or behind the tape line during play. Failure to comply will result in a team penalty for delay of game.
- 2.5 If a player who has been injured or has left the competition wishes to sit on the team bench they must wear an identifying jersey provided by the tournament organising committee. The player will be considered a non-participant. Failure to comply will result in a team penalty for delay of game. That player must also leave the team bench area.

### **3 Goals**

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

### **4 Ball**

- 4.1 The ball will conform to the following specifications:
  - Diameter: 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, World Championships and Paralympic Games qualification tournaments), an IBSA approved ball determined by the organising committee will be used.

## **5 Uniforms**

5.1 All players must wear a team jersey.

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

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

5.4 At the Paralympic Games and World Championships, the game jersey, pants and socks worn by all competitors on a team must be identical and meet all advertising standards as required by the IBSA Goalball Sub-committee. Due to the contractual nature of advertising requirements, non-compliant uniform items will not be permitted on the court. Failure to comply with this requirement will result in a team penalty for delay of game and the player will not be permitted to play.

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

## **6 Eyeshades/Eye Patches/Eyeglasses and Contact Lenses**

6.1 Players will not wear eyeglasses or contact lenses.

6.2 Eyeshades must be worn by all players on the court from the time of the eyeshade check at the start of the half until the end of the half. Additionally, a player being substituted can remove their 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 over time. All players must wear eyeshades during extra throws, whether they are on the court or not. Failure to comply will result in a personal penalty – Eyeshades.

- 6.4 At all major championship tournaments, all players participating in the game will have their eyes covered by gauze patches or equivalent under the supervision of the IBSA Goalball Technical Delegate or by a person designated for each team known to the Technical Delegate.
- 6.5 If the act of a referee adjusting an eyeshade or the request from a player to substitute an eyeshade takes longer than the time for a medical time out (45 seconds), then a personal penalty for delay of game will be called.
- 6.6 If a tournament organiser provides eyeshades, the eyeshades must be approved by the IBSA Technical Delegate.

## **7 Competition Categories and Classification**

- 7.1 Competition will be divided into two categories, male and female.
- 7.2 For international competition all players must satisfy the IBSA sight classification of being a B1, B2 or B3.

## **8 Team Composition**

- 8.1 At the beginning of the tournament a team will consist of 3 players with a maximum of 3 substitutes.
- 8.2 In addition each team may have up to 3 escorts on the bench during the game. The total number of individuals allowed in the team bench areas will be nine, including the three starting players.
- 8.3 The referees must be notified in writing at the coin toss, of any player(s) in the team bench area who are not involved in the game. The player(s) must wear an identifying jersey provided by the organising committee of the tournament. Failure to comply will result in a Team Penalty – Delay of Game.

## **9 Officials**

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

## **SECTION B – BEFORE THE GAME**

### **10 Coin Toss**

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

## **11 Warm Up**

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

## **12 Length of the Game**

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

## **SECTION C – DURING THE GAME**

### **13 Game Protocol**

- 13.1 The referee starts the game by asking the audience to switch off mobile phones and for quiet and reminding everyone to remain quiet while the ball is in play. The referee will do this by calling "quiet please" before calling "centre", and throwing the ball to the team who is to throw first and to the player who is closest to the centre position. The referee will then blow their whistle three times and call "play".
- 13.2 The main clock will be started on the third whistle.
- 13.3 The referee will complete any half by whistling and calling "half time", or "game", "overtime" or "extra throws". This is a signal that the half is complete and the players may touch their eyeshades and is to ensure that a penalty situation did not occur before the end of the half.
- 13.4 The game clock will be stopped whenever the referee blows their whistle and start again on the next whistle except during a penalty situation. The game clock is stopped during a penalty situation.

- 13.5 Any time the ball needs to be put back into play it will be dropped by a referee or goal judge at the sideline 1.5 m in front of the goal post closest to the side it exited the court. The referee will then call 'play'.
- 13.6 If, in the act of throwing, a ball is thrown out over the side line, the referee will call "out" and the ten second clock will be stopped and reset. If the ball also passes the line out line, the referee will whistle and call "line out". The ball will be dropped back into play by a referee or goal judge at the sideline 1.5m in front of the goal post at the opposite end of the court it was thrown from and on the side of the court the ball exited. If the ball has not crossed the 'line out line' and the game clock has not stopped, the referee will call "play" once the ball has been returned to the Team Area. If the game time clock was stopped, the referee will say "quiet please", whistle and call "play".
- 13.7.1 If a ball is blocked out over the side line within the Team Area, the referee will call "blocked out". If the ball also passes the line out line, the referee will whistle and call "line out".
- 13.7.2 The ball will be dropped back into play by a goal judge or a referee as described in 13.6.
- 13.7.3 If the game time is not stopped, the ten second clock will continue to run and the referee will call "play" when the ball is dropped back into play.
- 13.7.4 If the game time is stopped, the ten second clock will be stopped. When the ball is dropped back into play, the referee will say "quiet please", whistle and say "play". The team will then have the remaining seconds to get the ball over the centre line.
- 13.8 Any time the game clock is stopped and the ball is dropped back into play by a referee or goal judge at the 1.5m line in front of the goal post, the referee will call "quiet please", blow their whistle and call "play" even if no team member is attempting to pick up the ball.
- 13.9 No additional orientation aids are permitted on court. Failure to comply will result in a team or 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 Delay of Game penalty 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) for any reason (i.e. medical attention or equipment adjustment) during an official stoppage in play. That team member may not return until the end of that half of the game.

13.13 To ensure the flow of the game, an official time-out to wipe the floor will only be taken when the referee determines that the safety of the players may be compromised. Floor wiping will only take place during an official stoppage in play.

## 14 **Scoring**

14.1 At any time the ball is in play and completely crosses a goal line, (see Appendix I), a goal is scored. The referee will whistle two times and announce the goal. The game clock will stop on the referee's first whistle. A goal cannot be scored by an official passing the ball into play.

14.2 If a defending player's eyeshades are moved or come off when hit by a thrown ball, the play will be allowed to continue until the ball is controlled, the ball is blocked out or scores.

14.3 The team with the most goals at the end of time will be the winner.

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

## 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 team has called a time out both teams may use the time out.

15.2 Each team will be allowed one time-out during the entire overtime.

15.3 A team that has control of the ball may request a time out. Any team may request a time out when there is a whistle stoppage in play.

15.4 A time out may be indicated to the referee by any member of the team, using the "time-out" hand signal (see Section E) and/or by saying "time out".

15.5 The time out starts when the referee announces 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 warning signal 15 seconds before the time-out is finished and again when the time-out expires.
- 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 the time out. If the team that requested the time out signals for a substitution before the end of the time-out, that team will be charged with both a time-out and a substitution. If the team that requested the time out signals for a substitution after the end of the time-out, that team will be charged with a Team Penalty – Delay of Game.
- 15.9 After a team calls a time out at least one throw must take place before the same team can call another time out or a substitution.
- 15.10 If a team takes more than four (4) time-outs during regulation time or more than three (3) time-outs during the second half or more than one (1) time out during overtime, the request will be rejected and an immediate team penalty for Delay of Game will be called.
- 15.11 When the referee says “quiet please” all coaching from the bench must stop or a Team Penalty – Illegal Coaching will be called.

## **16 Official’s Time Out**

- 16.1 A referee may call an official’s time out at any time.
- 16.2 If a referee has whistled for an official time out as the result of the actions of the team in possession of the ball, the ball will be controlled by the goal judge. At the end of the official time out the goal judge will drop the ball 1.5 meters in front of the goal post (as per Rule 13.5).
- 16.3 There is no time limit on an official time out.
- 16.4 During an “official time out”, teams on the bench may coach the players on the court until the referee calls “quiet please”. All coaching from the bench must then stop. Failure for a team to become quiet will result in a Team Penalty as per Rule 15.11.

## **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 warning will be given 15 seconds before the medical time out is due to expire and also when the medical time out expires.
- 17.4 If the referee determines the injured player is not ready to play at the end of the medical time out they must be medically substituted but may return if the coach uses a regular substitution to return the player to the game.
- 17.5 No more than one person from the team bench area is allowed to enter the court during a medical time-out. That person must be in their team bench area by the end of the medical time out. A 15 second warning will be provided. If more than one person from the team bench area enters the court or if the person who entered the court is not in their team bench area by the end of the medical time out, a delay of game penalty will be assessed.

## **18 Blood Rule**

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

## **19 Team Substitution**

- 19.1 Each team will be allowed four (4) substitutions during a game. At least one substitution must be taken during the first half of the game or this substitution will be lost.
- 19.2 Each team will be allowed one (1) substitution during the entire overtime.
- 19.3 The same player may be substituted more than once.



- 19.4 A team that has control of the ball may request a substitution. Either team may request a substitution when the game clock is stopped.
- 19.5 A substitution may be indicated to the referee by any member of the team, using the “substitution” hand signal (See Section F) and/or by saying “substitution”.
- 19.6 The substitution starts when the referee announces the requesting team by name.
- 19.7 Once the substitution has been announced by the referee, the requesting team will hold up the substitution boards with the number of the player to come off the court, and the number of the player to go on the court.
- 19.8 In a tournament requiring patching, the player to be substituted into the game must be patched and ready for eyeshade inspection when the referee announces the substitution. Any delay caused by a coach or a player to be substituted will result in a penalty. Team Penalty – Delay of Game.
- 19.9 A time-out may be called before the end of the substitution. If the team that requested the substitution signals for a time-out before the end of the substitution, the team will be charged with both a substitution and a time-out.
- 19.10 After a team completes a substitution, at least one throw must take place before the same team can call another substitution or time-out.
- 19.11 As soon as the referee has announced the team name and the number of the outgoing player, the outgoing player is then allowed to remove their eyeshades, eye patches and go to the team bench area. The goal judge shall be available to help the outgoing player off the court and then take the incoming player to the goal post nearest the team bench area. If the outgoing player touches their eyeshades before their team name and number has been announced by the referee, they will be assessed an eyeshade penalty.
- 19.12 During a penalty situation, substitutions will be allowed, except for the penalised player.
- 19.13 Coaching from the bench is allowed during a substitution until the referee says “quiet please”. If a team continues to coach after the call for ‘quiet please’, that team will be given a Team Penalty – Illegal Coaching.
- 19.14 Any player substitutions during half time will not count as one of the team’s three remaining substitutions. During half time, teams must indicate any substitutions to the referee who will then announce the substitution(s) at the beginning of the second half of play. If a team neglects to advise the referees of their substitution before the expiration of half time, that team will be charged with a Team Penalty – Delay of Game.

19.15 If a team requests more than four (4) substitutions during regulation time or more than three (3) substitutions during the second half or more than one (1) substitution during overtime, the request will be rejected and a team penalty for Delay of Game will be called.

## **20 Medical Substitution**

20.1 A medical substitution will not count as one of the four (4) substitutions allowed in the game.

20.2 Two stoppages during regulation time for the same player who is temporarily injured will result in that player's removal from the court for the remainder of that half of the game. Any new medical stoppage for the same player in any remaining half will result in an immediate medical substitution and that player will not be able to return for the remainder of that half of the game.

20.3 After a medical time out has been announced, the referee will determine whether the player is able to continue to play, at the conclusion of forty five (45) seconds. If the referee determines the player cannot continue, the player must be substituted but may return if the coach uses a regular substitution to return the player to the game.

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

## **SECTION D – INFRACTIONS**

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

### **21 Premature Throw**

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

21.2 The throw counts but cannot score.

### **22 Pass Out**

A Pass Out will be called by the referee when:

22.1 The ball rolls off the court after a team has control of the ball during the act of passing the ball between team members.

22.2 There is an intentional action by a player to force the ball off the court, particularly if a second action is made after the first contact with the ball. This will include any swinging action of the hand or arm, or following the ball off the court.

### **23 Ball Over**

23.1 If a ball is blocked by a defending player and the ball rebounds; (a) over the centre line or (b) over the side line in the neutral area, the referee will whistle and call "ball over". The ball will then be dropped back into play and to the opposing Team Area from which it was blocked out. The ball will be dropped back into the court as in 13.8. The referee will then call "quiet please" and blow their whistle and say "play".

23.2 If the ball hits a goal post or cross bar and rolls back over the centre line or over the side line in the neutral area.

23.3 This rule does not apply to extra throws and penalty throws.

23.4 If the ball hits an object above the court, the referee will whistle and call "ball over".

## **SECTION E - PERSONAL PENALTIES**

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

### **24 Short Ball**

24.1 Any time a thrown ball stays on the court but the forward motion stops before the defending team's Team Area. The player that threw the ball will be penalised.

### **25 High Ball**

25.1 Once the ball is released from the thrower's hand, the ball must touch the court at least once on or before the High Ball (6 meter) Line at the front of the thrower's Team Area. The throw counts but cannot score.

## **26 Long Ball**

- 26.1 Notwithstanding the rule in paragraph 25, during the throw, the ball must also touch the floor at least once in the Neutral Area. The throw counts but cannot score.

## **27 Eyeshades**

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

## **28 Illegal Defence**

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

## **29 Personal Delay of Game**

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

## **30 Personal Unsportsmanlike Conduct**

- 30.1 If the referee determines a player is not behaving in a sportsmanlike manner, the player will be given a personal unsportsmanlike conduct penalty. Furthermore, two personal unsportsmanlike conduct penalties received by a single player during a game will result in ejection from that game. Additionally, any unsportsmanlike conduct may result in elimination from the game or ejection from the premises. If a player is eliminated or ejected, the referee must report this action to the competition Technical Delegate. If the Technical Delegate believes it warranted, a player may be ejected from further competition in the tournament. This action must be documented by the

Technical Delegate in a written report submitted to the IBSA Goalball Subcommittee at the conclusion of the tournament.

- 30.2 A player so eliminated will not be replaced during that game.
- 30.3 Any intentional physical contact with an official, caused by a player, will result in immediate ejection of that player from the game and the field of play.
- 30.4 Players intentionally changing or altering the shape of the ball will be charged with an unsportsmanlike conduct penalty.
- 30.5 No foreign substance will be allowed as an enhancement aid in the sport of Goalball. The use of resin/"stick'em", perspiration or any other foreign substance that increases or decreases the adhesion of the surface of the ball to that of a player will be strictly prohibited. Such conduct will result in a personal unsportsmanlike conduct penalty.
- 30.6 Any player intentionally making the ball wet by rubbing it on any surface will be given a penalty for unsportsmanlike conduct.
- 30.7 Goalball is played with the hands. Any intentional kicking of the ball with a foot will be given a personal unsportsmanlike conduct penalty.

### **31 Noise**

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

## **SECTION F - TEAM PENALTIES**

In the case of a Team Penalty the referee will blow the whistle, announce 'team penalty', announce the penalty and announce the team. The team awarded the penalty throw will choose the player that will defend the penalty throw from among the on-court players. The rules of the game apply to all penalty throws with the exception that if a penalty occurs on the thrower, the throw counts but cannot score. 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 shot decides to decline the penalty throw, they should indicate declination of the penalty by using the hand signal (see Section I) and/or by saying "penalty declined". The team declining the penalty will have possession of the ball when play starts again.

### **32 Ten Seconds**

- 32.1 A team has 10 seconds to ensure the ball crosses the court centre line from their first defensive contact with the ball.

- 32.2 If a time out, substitution or line-out occurs after defensive contact is made, and the team has the ball under control (in a player's physical possession or the ball is clearly being passed between players) the 10 seconds clock will be stopped/paused on the referee's whistle and be restarted when the referee calls "play". The team will have the remaining time left on the clock to ensure the ball crosses the court centre line.
- 32.3 If a defensive contact is followed by a "blocked out" call and then followed by a whistle and a "line out" call, the 10 seconds clock will be stopped and will be restarted at the play command.
- 32.4 The 10 seconds clock will be reset if an "official's time out" is called.
- 32.5 The 10 seconds clock will be reset after a goal.
- 32.6 The 10 seconds clock will be reset at the end of any half.
- 32.7 The 10 seconds clock will be reset in penalty situations.
- 32.8 The 10 seconds clock will start from first defensive contact regardless of whether or not the team has control of the ball.
- 32.9 The 10 seconds timer at the table will indicate to the referee when the clock reaches 10 seconds and the team is still in possession of the ball from first contact or before the ball has crossed the court centre line from that team's half of the court.

### **33 Team Delay of Game**

- 33.1 A representative of the team must be at the coin toss at the scheduled time.
- 33.2 The team must be ready to start play at the start of any half on the instruction of the referee.
- 33.3 Any action of a team preventing the continuation of the game.
- 33.4 The referees must be notified between halves, of any substitutions made at half time.
- 33.5 A team may not request more than four (4) time-outs during regulation time or more than three (3) time-outs during the second half or one timeout during overtime.
- 33.6 A team may not request more than four substitutions during regulation time, or more than three (3) substitutions during the second half or one substitution during overtime.

- 33.7 A player to be substituted must be ready to play when announced and the coach must be ready to indicate the player numbers coming out and going in.

#### **34 Team Unsportsmanlike Conduct**

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

#### **35 Illegal Coaching**

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

#### **36 Noise**

- 36.1 Any noise made by any member of the throwing team whilst the ball is being thrown or after the ball has been released, that prevents the defending team from tracking the ball, will be penalised.

### **SECTION G - END OF THE GAME**

#### **37 Overtime**

- 37.1 If a winner is needed in the case of a tied score at the end of regulation play, the teams will play two (2) additional three (3) minute halves if needed.
- 37.2 There will be a three (3) minute break between the end of regulation time and the first overtime half. During this time there will be a coin toss to determine which team throws and defends and which end the teams will start play.

- 37.3 The first team to score a goal in their opponent's goal is the winner.
- 37.4 The starting situations from the first half will be reversed and the teams will change benches during a three (3) minute break between halves if the second overtime half is required.

### **38 Extra Throws**

- 38.1 If the score is still tied at the end of overtime, extra throws will decide the winner. The rules of the game apply to all extra throws.
- 38.2 When the winner of a game needs to be determined, the coach will be provided with a line up sheet for extra throws at the coin toss before the game. The line up sheet must include all players on the game line up sheet.
- 38.3 The number of extra throws per team will be determined by the minimum number of players listed on either line up sheet.
- 38.4 Players ejected from the competition, injured or considered unfit to play will be deleted from the line up sheet and players will move up in order.
- 38.5 There will be coin toss at the beginning of extra throws to determine which team throws first. At this coin toss, the coach must submit the line up sheet that was provided to them at the first coin toss. Players will throw and defend in the order submitted on the line up sheet.
- 38.6 Coaches, escorts and non-participating players will be removed to the opposite side of the court immediately at the end of overtime and no coaching will be allowed.
- 38.7 All players will wear eyeshades and remain in the team bench area until taken on to the court by a referee and all extra throws have been concluded.
- 38.8 The first person on the line up sheet from each team will enter the court assisted by a referee to be placed at back centre, and each player will throw once. The referee will present the player by team name and number and state which thrower will throw first.
- 38.9 The team winning the coin toss will throw first in the first pair of throws. The team losing the coin toss will throw first in the second pair of throws and this procedure will continue until a winner has been decided.
- 38.10 If a penalty occurs on the thrower, the throw counts but cannot score. If a defensive penalty occurs then the throw will be repeated unless that throw scored.



38.11 The sequence is repeated until the minimum number of players has had a chance to throw and defend. A winner will be declared when one team is ahead by more goals than there are throws remaining.

38.12 The team with the greatest number of goals will be declared the winner.

### **39 Sudden Death Extra Throws**

39.1 If the score is still tied at the end of extra throws, sudden death extra throws will decide the winner. The rules of the game apply to all sudden death extra throws.

39.2 The players that took part in extra throws will also take part in sudden death extra throws as per the line up sheet for extra throws.

39.3 There will be coin toss at the beginning of sudden death extra throws to determine which team throws first.

39.4 The first person on the line up sheet from each team will enter the court assisted by a referee to be placed at back centre, and each player will throw once. The referee will present the player by team name and number and state which thrower will throw first.

39.5 The team winning the coin toss will throw first in the first pair of throws. The team losing the coin toss will throw first in the second pair of throws and this procedure will continue until a winner has been decided.

39.6 The sequence is repeated until a winner has been declared. A winner will be declared when one team is ahead at the conclusion of any pair of throws.

39.7 If a penalty occurs on the thrower, the throw counts but cannot score. If a defensive penalty occurs then the throw will be repeated unless that throw scored.

### **40 Signing the Score Sheet and Protest Procedures**

40.1 Immediately after the game the coach of each team, both referees and the scorer will sign the score sheet at the table. If a coach does not sign the score sheet immediately after the end of the game, the coach cannot protest the results of that game.

40.2 The coaches are required to indicate whether or not they will protest the game. Any protest will be submitted in writing to the Tournament Director or their representative, within thirty minutes after the end of the game that is being protested and the protest fee will be due at that time. The protest fee will be decided by the Organising committee, but must not be less than fifty

(50) Euro or equivalent. Protests must be submitted in English, on IBSA protest forms. The protest forms must list the rule number(s) protested.

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

## **SECTION H - REFEREES' AUTHORITY AND ABUSE OF OFFICIALS**

### **41 Referees' Authority**

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

### **42 Abuse of Officials**

- 42.1 Any action by a participant in a game, that is reported by an IBSA official, in writing, to the IBSA Goalball Sub-committee, will be dealt with at the next

Sub-committee meeting. Sanctions against that participant(s) will be decided by the Sub-committee as per paragraph 53.

## **PART B – TOURNAMENT REGULATIONS**

### **43 IBSA Sanctioned Events or Paralympic Games**

The IBSA Goalball Sub-committee reserves the right to change or modify tournament regulations as needed, provided they present 30 days written notice on the Goalball Sub-committee website: [www.ibsasport.org/sports/goalball](http://www.ibsasport.org/sports/goalball). The rules, regulations and appendices to this document take effect 1 January 2014.

#### **43.1 IBSA Sanctioned Events or Paralympic Games:**

##### **43.1.1 Paralympic Games Qualification Tournaments**

###### **43.1.1.1 IBSA World Goalball Championships**

###### **43.1.1.2 IPC/IBSA Regional Championships (normally held the year prior to Paralympic Games and specifically designated as Paralympic Games qualification tournaments)**

###### **43.1.1.3 IBSA Paralympic Goalball Qualification tournament (normally held during the IBSA World Championships and Games)**

##### **43.1.2 IBSA World Goalball Championships Qualification Tournaments**

###### **43.1.2.1 IBSA Regional Championships (normally held the year prior to the IBSA World Goalball Championships) specifically designated as a IBSA World Goalball Championships qualification tournament**

###### **43.1.2.2 Any other tournament specifically designated by the IBSA Goalball Subcommittee**

##### **43.1.3 Other IBSA Sanctioned Events**

###### **43.1.3.1 IBSA World Youth Championships**

###### **43.1.3.2 Any other Goalball competitions formally sanctioned by IBSA**

#### **43.2 Sanctioning of Events - General**

International Goalball Tournaments in which four or more countries participate will require the completion, submission and approval of an IBSA Sanction Application Form to be considered an IBSA sanctioned tournament. The IBSA Sanction Application Form can be found on the IBSA website under IBSA Documents.

#### **43.3 Information Required in Sanction Request**

The following information will be included in the request for sanctioning:

- Name of the organisation hosting the competition, including name of president/chairperson of organising committee.
- Description of the event.
- Proposed date(s).
- Invited countries and number of teams.
- Detailed description of sports facilities and equipment.
- Description of accommodation to be used for housing participants and officials.
- Transportation.
- Accessibility features
- Budget forecast.

#### 43.4 Sanction Penalties

If a sanctioned tournament deviates on essential points from those agreed, the organising country may be penalised to a maximum of €10,000.00 (ten thousand euros) and be subject to being barred from applying for tournament sanctioning for a maximum of five (5) years.

#### 43.5 Procedure for Reviewing Sanction Penalties

The procedure for reviewing sanction penalties is as follows:

- The technical delegate for the tournament or member organisation (plaintiff) will, within 28 days from the completion of the tournament, lodge a complaint in writing to the Secretary of the IBSA Goalball Sub-committee (Secretary) which will include the following details.
  - The name and contact details of the plaintiff
  - The name of the tournament
  - The date of the tournament
  - Details to the nature of the complaint
  - Name and contact details of any other person or organisation (if any) who support the complaint
- The Secretary will immediately inform the IBSA Goalball Sub-committee (Committee) of the complaint. The Secretary will also refer the complaint to the organising committee for the tournament (defendant).
- The defendant will have a further 28 days from the day the Secretary referred the complaint, to respond in writing to the allegations. The response will include details such as:
  - how the agreed essential points were in fact carried out
  - reasons as to why the agreed essential points were not carried out
  - any circumstances that did not allow the defendant to carry out the agreed essential points
- A lack of response from the defendant will be treated by the Sub-committee as if there are no grounds to protest the complaint.

- Having received all the information, the Sub-committee will decide the penalty(ies) at their next meeting.
- The Secretary will then inform the plaintiff and the defendant in writing of the result of the complaint.

#### **44 Facilities and Equipment**

##### 44.1 Playing Venue (Sports Hall)

The venue will be acoustically suitable for Goalball. Air conditioning or heating will be quiet so as not to impact on the games if it is to be used during the tournament.

##### 44.2 Goalball Venue Dimensions

The venue for a Goalball competition must have minimum floor dimensions of 20.00 X 30.00 metres, and a minimum height of 5.00 metres.

##### 44.3 Floor

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

##### 44.4 Spectator Area

Spectators must be restricted to an area no closer than 4.00 metres from any part of the court. This area will be clearly tactile marked or fenced so that spectators do not encroach on or near the playing area.

##### 44.5 Equipment

All equipment will meet the criteria laid down in the Rules of the Game and be certified by the IBSA Technical Delegate.

##### 44.6 Score Board

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

##### 44.7 Clocks

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

For the Paralympics and World Championships the main clock shall be a basketball type clock with a 10<sup>th</sup> of a second count down during the last minute.

#### 44.8 Official Game Sheets

The following official game sheets will be used:

- Score Sheet
- Line – up Sheets
- Overtime Score Sheet
- Protest Form
- Protest Decision Form

All sheets must be of the type included in the IBSA ITO's Manual. The ITO's manual can be found at [www.ibsasports.org/sports/goalball](http://www.ibsasports.org/sports/goalball).

#### 44.9 Substitution Boards

Substitution boards must be used by the coach for any player substitution indicating the number of the incoming player and the number of outgoing player.

#### 44.10 New Balls

For all World Championships and Paralympics, the balls used will be new and not previously used. Balls will be replaced after being used for three games. Competition balls and warm up balls will be from the same manufacturer.

#### 44.11 Practice on the Competition Court

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

#### 44.12 Eyeshades

At Paralympic, World and Regional Championships, the eyeshades must not let in any light and they should be of a size and form so that it is not possible to see. Eyeshades

may be provided by the Organising Committee however only equipment approved by the Technical Delegate for the tournament can be used.

#### 44.13 Certification of Equipment and Facilities

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

### **45 Accommodations**

#### 45.1 Housing

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

#### 45.2 Catering

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

#### 45.3 Transportation

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

### **46 Officials**

#### 46.1 Referees

##### 46.1.1 Number of Required Referees

Goalball competition requires a minimum of six (6) referees per venue. For the Paralympic Games, a minimum of sixteen (16) referees are required unless otherwise negotiated by the Technical Delegate. Regional and World Championship requirements are to be determined by the Technical Delegate in consultation with the Organising Committee.

##### 46.1.2 Appointment of Referees

46.1.2.1 For Paralympic Games, World Championships and Regional Championships, referees will be appointed subject to approval by the IBSA Goalball Sub-committee. For all other sanctioned events, organisers can contact the Referees' coordinator on the IBSA Goalball Sub-committee to find a list of certified referees and the Organising Committee in conjunction with the Technical Delegate/Head Referee can then choose and invite referees from the list.

46.1.2.2 No more than two referees from the one single country will be appointed to referee at a single Paralympic Games or World Championships. No more than three referees from the one single country will be appointed to referee at a single Regional Championships.

46.1.2.3 No referee will whistle a game in which their own nation is taking part.

#### 46.1.3 Certification of Referees

At IBSA International sanctioned events, all referees must have the appropriate IBSA certification. For Paralympic Games and World Championships, all referees must have Level three (3) certification. For Regional Championships and international events with four or more national teams participating, all referees must have Level two (2) certification. For sanctioned International events with teams from two (2) or more countries, at least fifty (50%) percent of the referees must have Level two (2) certification and the remaining referees must have Level one (1) certification. For all other sanctioned events, all referees must have Level one (1) certification.

#### 46.2 Ten (10) Seconds Timers

At Paralympic Games and World Championships, ten-second timers must be IBSA certified Goalball Level III referees.

#### 46.3 Table Officials

At Paralympic Games table officials must be IBSA Level II referees. At World Championships, table officials must be IBSA Level I referees.

#### 46.4 Goal Judges

At Paralympic Games, goal judges must be a minimum IBSA certified Goalball Level I referees.

#### 46.5 Commissioner

46.5.1 The main duties of the Commissioner are to:

- Observe referees during IBSA World Championships, Paralympic Games



and Regional championships

- Assist Technical Delegate in selecting the best performing referees after the round robins (TD has the final choice)
- Serve as chairman of the Protest Committee
- Assist the Technical Delegate to give immediate feedback on major tournaments to implement better consistency among referees

46.5.2 The Commissioner will be nominated by the IBSA Goalball Sub-committee or its Chairman.

## **47 Organisation (Non Paralympic Events)**

### **47.1 Participants**

The following items are the responsibility of participants:

- Delegation travel to and from the competition site.
- All expenses for health and accident insurance. The organiser cannot be held responsible for accidents or illness, unless caused by negligence.
- Payment of Entry Fees to the organising committee prior to competition.

### **47.2 Organisers**

The following items are the responsibility of organisers:

- Facilities and equipment needed for competition (as per paragraph 45).
- Accommodation for the competing teams.
- Catering for competing teams and officials during competition times.
- All board, lodging and travel expenses for referees, IBSA Technical Delegate, classifiers, commissioner and any necessary IBSA ITOs.
- Medals and Awards.

## **48 Qualifying Standards**

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

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

IBSA Regional Championships must be held between six (6) and eighteen (18) months prior to the World Goalball Championships. Pre-Paralympic Regional Championships must be held between nine (9) and eighteen (18) months prior to the Paralympic Games.

If no Pre-Paralympic Regional Championships are held prior to the Paralympic Games, the regional Paralympic slot for that region will be lost and a slot will be allotted to the Paralympic Qualifying Tournament. If there is no IBSA Regional Championship held prior to World Goalball Championships, all regional qualifying slots for that region will be lost and allotted to the Ratio Formula.

#### 48.1 World Championships

##### 48.1.1 Qualifying Criteria - Men's Competition

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

- Host Country
- Paralympics Champion
- Paralympics 2nd Place
- Paralympics 3rd Place
- Regional Champion
- Regional Champion
- Regional Champion
- Regional Champion
- Regional Runner Up
- Regional Runner Up
- Regional Runner Up
- Regional Runner Up
- Ratio formula
- Ratio formula
- Ratio formula
- Ratio formula

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

##### 48.1.2 Qualifying Criteria - Women's Competition

At World Championships, there will be a maximum number of twelve (12) participating teams:

- Host Country
- Paralympics Champion
- Paralympics 2nd Place

- Paralympics 3rd Place
- Regional Champion
- Regional Champion
- Regional Champion
- Regional Champion
- Ratio formula
- Ratio formula
- Ratio formula
- Ratio formula

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

#### 48.2 Ratio Formula

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

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

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

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

#### 48.3 Paralympic Games

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

##### 48.3.1 Qualifying Criteria - Men's Competition

At the Paralympic Games, there will be a maximum of ten (10) participating men's teams:

- Host Country
- World Championships 1st Place
- World Championships 2nd Place
- World Championships 3rd Place
- Regional Champion

- Regional Champion
- Regional Champion
- Regional Champion
- IBSA Paralympic Goalball Qualification Tournament 1st Place
- IBSA Paralympic Goalball Qualification Tournament 2nd Place

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

#### 48.3.2 Qualifying Criteria - Women's Competition

At the Paralympic games, there will be a maximum of ten (10) participating women's teams:

- Host Country
- World Championships 1st Place
- World Championships 2nd Place
- World Championships 3rd Place
- Regional Champion
- Regional Champion
- Regional Champion
- Regional Champion
- IBSA Paralympic Goalball Qualification Tournament 1st Place
- IBSA Paralympic Goalball Qualification Tournament 2nd Place

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

#### 48.4 IBSA Paralympic Goalball Qualification Tournament

48.4.1 The IBSA Paralympic Goalball Qualification Tournament will be held after all pre-Paralympic Regional Championships have been completed and must be held between seven (7) and twelve (12) months prior to the Paralympic Games.

48.4.2 A maximum of four (4) men's teams and four (4) women's teams will be appointed by the regional IBSA Chairman to represent that region in the IBSA Paralympic Goalball Qualification Tournament. The regional IBSA Chairman's decision must be based on team performance from the previous Regional championships and must be approved by the IBSA Goalball Subcommittee.

48.4.3 Teams already qualified through either being the Host Country and/or through being a medalist at the previous World Goalball Championships and/or through Regional Championships (does not include any regional

championships conducted for the purpose of qualification for World Championships) cannot be appointed to this tournament.

## **49 Conduct of Tournaments**

### **49.1 Drawing and Seeding**

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

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

#### **49.1.1 Paralympic Games**

Those teams that are not automatically seeded (1<sup>st</sup> to 3<sup>rd</sup> at previous World Championships) will be allocated to their pools in two separate draws. The first draw will only contain the teams allocated from the four Regional tournaments. The second draw will contain the teams that qualified via the Paralympic Qualification Tournament as well as the host country.

- Pool A
  - 1<sup>st</sup> at last World Championships
  - 1<sup>st</sup> drawn Regional Champion (first draw)
  - 3<sup>rd</sup> drawn Regional Champion (first draw)
  - 1<sup>st</sup> drawn Paralympic Qualifier or Host Country (second draw)
  - 3<sup>rd</sup> drawn Paralympic Qualifier or Host Country (second draw)
  
- Pool B
  - 2<sup>nd</sup> at last World Championships
  - 3<sup>rd</sup> at last World Championships
  - 2<sup>nd</sup> drawn Regional Champion (first draw)
  - 4<sup>th</sup> drawn Regional Champion (first draw)
  - 2<sup>nd</sup> drawn Paralympic Qualifier or Host Country (second draw)

#### **49.1.2 World Championships**

Those teams that are not automatically seeded (1<sup>st</sup> to 3<sup>rd</sup> at previous Paralympic Games) will be drawn from a hat in three separate draws. The first draw will only contain the first four highest ranking teams allocated from the four Regional tournaments. The second draw will only contain the second four highest ranking

teams allocated from the four Regional tournaments. The third draw will contain the teams that qualified via the Ratio Formula as well as the host country.

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

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

#### 49.1.3 Dual Qualification

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

#### 49.2 Type of Tournament

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

- 49.2.1 In the event there are no more than four (4) teams, a double round robin system will be used. After this double round robin, the top team will progress

directly to the final. The second and third place teams will play against each other in a single elimination type semi-final. The first place finisher after the round robin will then play the winner of the semi-final for the championship.

49.2.2 In the event there are more than four (4) but no more than seven (7) teams, a single round robin system will be used. After this round robin, the top four (4) teams will play against each other in a single elimination type competition. The first place finisher will play the fourth place finisher in semi-final 1. The second place finisher will play the third place finisher in semi-final 2. The winners of the two in semi-finals will play for the championship. The losers of the two in semi-finals will play for third and fourth place respectively.

49.2.3 In the event there are more than seven (7) but no more than sixteen (16) teams, teams will be equally divided into two pools. In each pool, a single round robin system will be used.

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

49.2.4 In the event there are more than sixteen (16) teams, teams will be equally divided into a divisional competition with no fewer than eight teams in each division. The divisions will run in conjunction with each other and will be subject to a promotion and relegation system.

Competition will be conducted either in a single round robin format amongst all teams or teams can be split in to two equal pools. In the case of a single round robin, the top four teams will compete in the finals (as per 49.2.3). In the case of two equal pools, the top three teams will compete in the finals (as per 49.2.2). The remaining teams will be seeded as they finished on the points table. Teams on equal points will be separated using the method in Rule 51. In the event that there are two uneven pools, the results of the games that involved the bottom placed team in the larger pool will be removed before using the method in Rule 51 to rank teams from the two pools.

The divisions will be called Division A, Division B and so on with Division A being considered the premier division. At the conclusion of all competitions, the bottom teams in each division will be relegated to the division immediately

below it (Division A to Division B). Alternately, the top teams in each division will be promoted to the division immediately above it (Division B to Division A).

The number of teams promoted and relegated at the conclusion of all competition will depend on the number of teams in each division. Divisions with less than ten teams in them will have two teams promoted and relegated at the conclusion of all competition. Divisions with ten teams or more in them will have three teams promoted and relegated at the conclusion of all competition.

#### 49.3 Seeding of Teams

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

- Pool A
  - 1st at previous Regional Championships
  - 4th at previous Regional Championships
  - 5th at previous Regional Championships
  - 8th at previous Regional Championships
  - 9th at previous Regional Championships
  - 13th at previous Regional Championships
  - 16th at previous Regional Championships
  - New team that did not compete at previous Regional Championships
  
- Pool B
  - 2nd at previous Regional Championships
  - 3rd at previous Regional Championships
  - 6th at previous Regional Championships
  - 7th at previous Regional Championships
  - 10th at previous Regional Championships
  - 11th at previous Regional Championships
  - 14th at previous Regional Championships
  - 15th at previous Regional Championships

#### 49.4 Format for Men's Competition at World Championships



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

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

#### 49.5 Format for Women's Competition at World Championships

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

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

#### 49.6 Format for Men's Paralympic Competition

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

At the conclusion of the round robin, the top three teams from each pool will progress to a single elimination format. The first team in Pool A will progress straight to semi-final 1. The first team in Pool B will progress straight to semi-final 2.

There will be two quarter-finals. The second team in Pool A will play the third team in Pool B in quarter-final 1. The second team in Pool B will play the third team in Pool A in quarter-final 2. The losers of the two quarter-finals will be eliminated.

The winner of quarter-final 1 will progress to semi-final 2 and play the first in Pool B. The winner of quarter-final 2 will progress to semi-final 1 and play the first in Pool A. The winners of the two semi-finals will play for the Gold and Silver medals. The losers of the two semi-finals will play for the Bronze medal.

#### 49.7 Format for Women's Paralympic Competition

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

At the conclusion of the round robin, the top three teams from each pool will progress to a single elimination format. The first team in Pool A will progress straight to semi-final 1. The first team in Pool B will progress straight to semi-final 2.

There will be two quarter-finals. The second team in Pool A will play the third team in Pool B in quarter-final 1. The second team in Pool B will play the third team in Pool A in quarter-final 2. The losers of the two quarter-finals will be eliminated.

The winner of quarter-final 1 will progress to semi-final 2 and play the first in Pool B. The winner of quarter-final 2 will progress to semi-final 1 and play the first in Pool A. The winners of the two semi-finals will play for the Gold and Silver medals. The losers of the two semi-finals will play for the Bronze medal.

## **50 Ranking of Teams in a Round Robin**

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

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

*Example – After the round robin, seven teams find themselves on equal points. After applying criteria Goal Difference, first has +10, second and third have +8, fourth has +4, fifth has -1, sixth and seventh have -5. First place is decided, as is fourth and fifth and will be excluded from criteria (b). Other criteria will be applied in the order described above and applied to the second and third teams until they can be separated. The same procedure will then be applied to teams six and seven until they are separated.*

## **51 Forfeits**

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

## **52 Maximum Number of Games per Team per Day**

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

## **53 Expulsion**

53.1 If any player, coach, escort, referee or official is found, during a tournament, to be behaving in a manner that is contrary to the spirit of the game, the Technical Delegate, in consultation with the protest committee, may decide to sanction and/or eliminate that person and/or their team from the tournament.

53.2 The Technical Delegate will, within twenty one (21) days after the completion of a tournament, file a report (in writing) regarding any contrary conduct that occurs during that tournament that lead to a sanction, expulsion or elimination to the IBSA Goalball Sub-committee for consideration at their next meeting.

53.3 Upon receipt of a written report regarding contrary conduct by any individual or team during a tournament, the IBSA Goalball Sub-committee will decide what further punishment will be mandated. This decision may include but will not be limited to:

- disqualification of the individual and/or team from the tournament
- disqualification of the individual and/or team from future tournaments

53.4 Upon making the decision the IBSA Goalball Sub-committee will inform the individual and/or team and their member body of their decision in writing within twenty one (21) days of making that decision.

## **54 Game Protocol**

54.1 Team check-in and Coin Toss

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

At the expiration of the final thirty (30) seconds that indicates the beginning of the game, if there are any team members in the team bench area that are not listed on the line-up sheet, the team will be penalised (delay of games) and those individuals will be removed from the Field of Play for the half.

Also at the expiration of the final thirty (30) seconds that indicates the beginning of the game, if there are any team members listed on the line-up sheet that are not in the team bench area, the team will be penalised for a delay of game and those team members will not be allowed to enter the Field of Play for the half.

#### 54.2 Warm Up

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

#### 54.3 March In

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

#### 54.4 Introduction of the Teams

Before the start of the game, both teams will be called to line up on the front limitation line of their respective landing area. The names of all players, coaches and referees will be announced.

#### 54.5 Protest Committee

At international championships, all protests and matters of expulsion (as in paragraph 54) concerning the tournament will be dealt with by a protest committee, whose decision is final. The protest committee will consist of the Commissioner, the IBSA Technical Delegate, a Tournament Referee appointed by the IBSA Technical Delegate, the Tournament Director (Competition Manager), and one (1) extra person appointed by the Technical Delegate.

## **55 Technical Delegate**

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

### **55.1 Responsibilities of Technical Delegate**

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

- the court and its marking;
- the conduct of the tournament;
- scheduling and evaluation of referees;
- management of technical officials;
- ratification of score sheets and production of official results;
- approval and maintenance of eyeshades/eye patches and their correct use;
- management of protests and expulsion procedure

55.2 The Technical Delegate will appoint the most experienced referees who are available for matches that they believe are the most difficult to referee.

## **56 Exceptions to Tournament Regulations**

Any exception to these tournament regulations must be:

- requested in writing to the IBSA Goalball Sub-committee or its Chairman no later than sixty (60) days prior to the commencement of the tournament.
- approved, by the IBSA Goalball Sub-committee or its Chairman within twenty one (21) days from the receipt of the request.
- communicated to the other participating teams by the IBSA Goalball Sub-committee or its Chairman immediately upon approval.

## **PART C - REFEREE'S PROGRAMME**

### **57 Programme Components**

Every 4 years the IBSA Goalball Sub-committee will hold referee clinics or examinations to introduce new rules and recertify referees at all levels.

Level I and II referees must complete a written examination and a practical assessment of two games (one table side and one far side).

Level III referees must attend a full clinic that includes theoretical instruction, written evaluations and practical evaluations.

Any individual attempting a new level of certification must also attend a full clinic including theoretical instruction, written examinations and practical evaluations.

An individual who is attempting to recertify at their existing level, may choose to bypass the theoretical instruction component of the clinic and take the theoretical exam prior to taking a practical examination.

The International Blind Sports Federation Referee's programme consists of five components:

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

#### **57.1 Level I Referees:**

Level I referees are eligible to officiate at national and IBSA sanctioned events, with the exception of Paralympic Games, World or Regional Championships, qualifying tournaments or Para/ IBSA games. Examination to certify at this level can occur at any international event. Candidates must attend a two/three-day course and pass an open-book written examination in English of 13 multiple choice and 7 true and false questions with a minimum passing score of 15 out of 20 (75%). In addition to the written examination, the candidate must referee 3 games. Feedback will be provided for the first of the 3 games. The candidate must pass practical examinations for the 2 additional games (1 game officiated from table-side and 1 game from far-side). The minimum passing score for the practical component of the Level I examination will be 50 out of 100 (50%). All calls must be made in English.

Level I candidates will be examined by a Level III Referee who has completed course conductor's training, a Course Conductor or a Senior Course Conductor

### 57.2 Level II Referees:

Level II referees are eligible to officiate at Regional Championships and IBSA sanctioned events, with the exception of Paralympic Games, World Championships, Paralympic qualifying tournaments. Examination must occur at an international event that includes national or club team participation from a minimum of 3 countries. Candidates must pass a timed closed-book written examination in English consisting of 20 multiple choice and 5 true/ false questions with a minimum passing score of 21 correct responses out of the 25 questions (84%).

The candidates will be required to referee 3 games and pass a practical exam to determine their improvement since attaining Level I status during two of those games (1 game table-side, 1 game far-side). The minimum passing score for the practical component of the Level II examination will be 80 out of 100 (80%). Practical examinations will be conducted in English. Level II candidates will be examined by a Level III Referee (that has completed a course conductor training), a Course Conductor or a Senior Course Conductor.

### 57.3 Level III Referees:

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

Candidates must take the Level III Referee course (including the tournament regulations & referee programme) and successfully complete written and practical examinations.

The written examination will be timed and in English. It will have two components consisting of 60 total questions:

- The first written component includes 30 multiple choice and 20 true/false questions. The minimum passing score is 48 correct responses for the 50 questions (96%).
- The second written component includes 10 questions (consisting of either 5 videos and 5 short answer questions, 10 videos, or 10 short answer questions). This part of the examination is based on situational judgement. Based on the response, an answer to each of the 10 questions may receive between 0 and 5 points. The minimum passing score is 45 out of 50 points (90%).

The minimum passing score for the practical component of the Level III examination will be 95 out of 100 (95%).

Level III candidates will be examined by a Senior Course Conductor who is not from the same country as the candidate.

All Level III certification is subject to IBSA Goalball Sub-committee approval.

#### 57.4 Eligibility for advancement to the next highest level (Level I-III):

Candidates to Level I – must have at least 3 years national experience (as a national referee or table official in countries where there is not a national referee programme). They must keep a log of games (minimum of 20 games as a referee or 10 different tournaments if the only experience is as a table official) or be assessed by a Senior Course Conductor to be allowed to take part in a Level I certification course.

Candidates to Level II – 2 years (720 days) of practical national and international experience is required between Level I and Level II. Candidates must keep a log of games they referee (minimum 30 games) or be assessed by a Senior Course Conductor to be allowed to take part a Level II certification course.

Candidates to Level III – 3 years (1095 days) of practical national and international experience is required between Level II and Level III. Candidates must keep a log of games they referee (minimum 45 games) and be assessed by a Senior Course Conductor.

Courses for advancement must be taken in order from Level I to Level III. The IBSA Goalball Sub-committee can dismiss any referee that does not comply with the IBSA Goalball Referee Code Of Conduct.

#### 57.5 Course Conductor:

Has a minimum of 5 years as a Level III referee and has completed course conductor's training. Course Conductors are eligible to certify Level I and II Referees. Course Conductor candidates must have a minimum of 8 years of continuous involvement in the IBSA Goalball Referee's Certification Programme. Additionally, candidates must demonstrate a consistent ability to teach the Goalball Certification Programme.

Course Conductor(s) will be appointed for a 4 year period prior to each World Championship by the IBSA Goalball Sub-committee in consultation with the IBSA Referee's Advisory Group. Appointment will be based on IBSA regional requirements. IBSA Goalball Sub-committee can nominate new course conductors according as regional requirements dictate.

#### 57.6 Senior Course Conductor:

Has a minimum of 7 years as a Level III referee and has experience of conducting certification clinics.



Senior Course Conductors are eligible to certify Level I, II and III Referees. Senior Course Conductor candidates must have a minimum of 10 years of continuous involvement in the IBSA Goalball Referee's Certification Programme. Additionally, candidates must have demonstrated the ability to teach and consistently instruct the Goalball Certification Programme. Senior Course Conductors can act also as Technical Delegates or Commissioner. Senior Course conductors are nominated and approved by the IBSA Goalball Sub-committee.

#### 57.7 Certification Maintenance:

To maintain IBSA Certification all Referees must:

- pay a fee of Euros 20 for passport maintenance by 31 March of each year
- submit a validated "E-Pass" to the IBSA Goalball Referee's Coordinator by 31 December of each year
- record all games officiated during that year in the "E-Pass" (games must be played under IBSA rules)

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

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

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

#### 57.8 Special Circumstances for Certification Maintenance

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

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

If a referee cannot meet their certification requirements in a given year, they may submit their passport and maintenance fees and a letter to the IBSA Goalball Referee Coordinator explaining the reasons that prevented from achieving their annual requirements. Upon reviewing the referee's letter, the IBSA Goalball Referee Coordinator, in consultation with the Goalball Sub-committee, will make a determination as to whether or not their certification will be maintained.

If a referee does not pay their fees by the 31 March deadline, or does not send their E-Pass by the 31 December deadline, they will be dropped from the referee programme, lose their IBSA Referee certification and lose the right to referee in any major IBSA events.

#### 57.9 Appointment of Referees and ITOs

The IBSA Goalball Sub-committee, in consultation with the Referee's Advisory Group will approve and appoint referees and ITOs to the Paralympic Games, World and Regional Championships, Qualifying tournaments or Para/IBSA Games.

### 58 Clinic Procedures

58.1 The first action is to select clinic a date and location.

58.2 Notify the IBSA Goalball Referee's Coordinator (ideally 90 days in advance) of the national association, location and date, number of participants at each level and fee payment details.

58.3 The IBSA Goalball Referee's Coordinator will then put out a call for an instructor to all qualified referees eligible to conduct the clinic. If the organisers have a qualified instructor in place, the IBSA Goalball Referee's Coordinator can directly confirm the availability of that instructor.

58.4 The clinic must be held in conjunction with a tournament/practice games in order for practical evaluations to occur.

58.5 After the IBSA Goalball Referee's Coordinator has received registration information and fee payment, the IBSA Goalball Referee's Coordinator will provide the instructor all required course and examination materials.

#### 58.6 Registration Fees

Clinic fees for the 2014 – 2017 period will be in Euros (€):

- Level I € 20.00
- Level II € 40.00
- Level III € 80.00

Any referee who attends the IBSA Goalball Sub-committee quadrennial recertification clinic and pays the registration fee for that clinic is not required to pay maintenance fees in that same year. If the referee has paid the certification maintenance fee the same year you will not be required to pay the next year's fee.

58.7 Clinics will generally consist of a 2-3 day theoretical component in which each rule is discussed, and a practical component where each candidate is evaluated

while whistling two games. The average of the two practical marks in conjunction with the mark from the theoretical exam will determine a passing or failing mark. Note: The theory part of the clinic may be shorter if candidates have previous Goalball experience or longer, if allowance needs to be made for interpreters or extraneous factors.

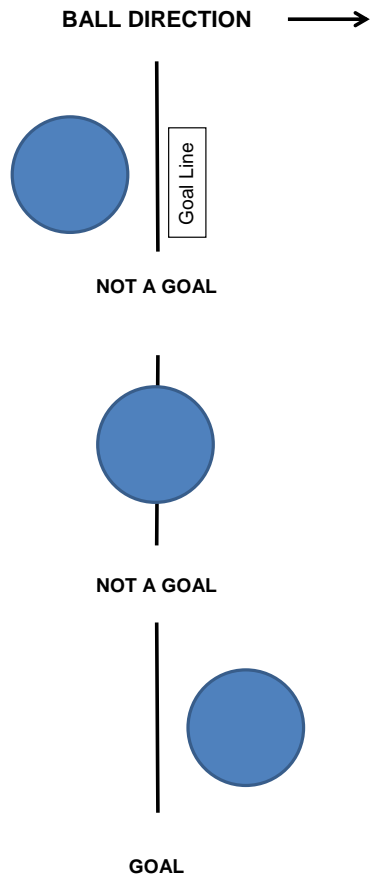
58.8 The marking requirements can be found in the IBSA Goalball Rulebook – Part C Referee’s Programme and is different for Level I, II and III.

59.9 In the event a candidate is recertifying at the same level (for example, every four years when rule changes are implemented), he or she may choose to by-pass the clinic and simply pay to challenge the written and practical exam to become recertified. All recertifying Level III referees and anyone attempting a new level MUST participate in a full referee’s clinic.

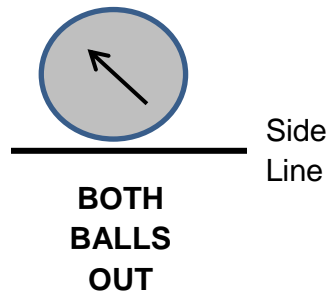
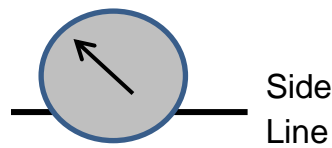
58.10 When the IBSA Goalball’s Referees Coordinator has received the clinic reporting forms from the Course Conductor, the IBSA Goalball Referee’s Coordinator will add all referees that received a passing mark to the IBSA master referee database, and send all new referees a letter and maintenance E-Pass.



## GOAL DETERMINATION



## BALL OUT DETERMINATION



## Appendix 2

### GLOSSARY OF TERMS

Acknowledgement	When the referee verbally announces the requesting team by name.
Act of Throwing	A period of time between when the ball leaves the thrower's hand and makes first touch with an opposing team player.
Ball Across Line	See diagramme – Appendix I
Ball Over	A situation where a ball departs a team's area in the direction of the opponent and the majority of the ball crosses the centre line or over the side line in the neutral area. The ball may be in the air or on the ground.
Championships	Paralympic Games, World or IBSA Regional Tournaments
Coaching	Any communication from the team bench area to the players on the court. Permitted under the rules and until the Referee calls 'quiet please'.
Control	When a player has physical control of the ball or the ball is in the process of being passed from one player to another. If a ball is not in a player's hands or not in movement between players, the ball is not in a player's possession.

Court Markings	See "Tactile Markings"
Defence	The act of preventing the ball from scoring.
Delegation	Based on official entry documentation a delegation includes a team's athletes, medical and coaching staff, team leaders, national federation staff (if a national team).
Draw	A method of determining which teams go into which pools where teams have not taken part in previous tournament.
Extra Throws	A one player versus one player situation to decide a tie.
Eyeshades	Eye covering which fully covers the eyes to prevent a player using vision during play.
Eye Patches	Adhesive bandage or material under the eyeshade which further assists in covering up the eyes to prevent seeing during the game.
Field of Play	The area within the venue where the Goalball game takes place.
Forfeit	The loss of a game created when one team does not show up to play by the time the game is scheduled to begin or there is less than the minimum number of players to start or complete a game.
Goal Judge	One of the International Technical Officials (ITOs). Duties described in the IBSA Goalball ITOs Official's Manual.
Half	A period of twelve (12) minutes in regulation time or three (3) minutes in overtime.
Half Time	A three (3) minute break between halves.
Hand Signals	Non-verbal signals used by coaches to request substitutions, time-outs and declined penalties as outlined in Section I.
High Ball	A penalty situation where the ball does not first touch the floor in the team area after being thrown. The High Ball Line is considered part of the team area.
IBSA	International Blind Sports Federation

Infraction	Any violation of the rules which results in a loss of possession instead of a penalty.
International Blind Sports Federation Goalball Sub-committee	The sport governing body for Goalball.
Line-out Line	A non-tactile line 1.5 meters from the court sideline that surrounds the court.
Long Ball	A penalty situation where the ball does not touch the floor at least once in the neutral area after being thrown
Maximum Goal Difference	Any time one team has scored ten (10) goals more than the team it is playing.
Official Break in Play	Any time the referee stops the game with their whistle.
Out	A situation where a ball on the ground crossing a side line no longer touches the line (it is more than half way over). It is also a situation where the majority of a ball in the air crosses a side line.
Out of Bounds	Any area outside the court.
Overtime	Two (2) halves of three (3) minutes play to determine a winner if a tie score exists at the end of regulation time.
Penalty	A violation of the rules that results in a penalty throw.
Pool	A group of teams who play each other on a 'round robin' basis.
Possession	A team has possession of the ball as soon as their 10 second shot clock starts.
Reorientation	When a goal judge or referee repositions a player on the court.
Round Robin	A tournament system where each team plays against every other team in their group.
Scorer	One of the ITOs. Duties described in the IBSA ITO Officials Manual.
Seeding	A method to divide teams into equally competitive pools on



	the basis of performance at previous tournaments.
Substitute	A player on the team bench who is available to enter the court and replace one of the existing court players.
Substitution Boards	A visual aid to be used by the coach for each player's substitution.
Tactile Markings (Lines)	Raised lines that are put down to form a Goalball court (see Appendix I)
Ten Second Timer	One of the ITOs. Duties described in the IBSA ITO's Officials Manual.
Throw	Any action, not considered a pass, by a player to release the ball on or out of the court once they have established control of the ball and the game clock is running.
Timer	One of the ITOs. Duties described in the ITO's Officials Manual
Unsportsmanlike Conduct	Any action by a player, team or member of their delegation that is contrary to the spirit of the game.

Appendix 3

**IBSA GOALBALL REFEREE CLINIC PROGRAMME**

Level 1

- 2-3 day course
- 2 game assessments
- Open book exam in English & 3 games (2 assessed) with feedback and action plans

Level 2

- 2 days course
- 2 game assessment
- Exam in English (no translation ) 3 games - 1 feedback and 2 assessed

Level 3

- 3 days course
- 3 games assessment
- 60 questions including 5 or 10 video clips and 5 or 10 short questions

Course conductor training

- special instructions and test
- held during a Level I or II clinic
- conducted by a Senior course conductor