



# **INTERNATIONAL BLIND SPORTS FEDERATION**

## **GOALBALL RULES 2006-2010**

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**The sport of Goalball is regulated by the International Blind Sports Federation and governed by the Goalball Subcommittee. For more information on the sport go to the IBSA website at [www.IBSA.es](http://www.IBSA.es)**



## **Brief History of the Game**

Goalball was invented in 1946 by an Austrian, Hanz Lorenzen, and German Sepp Reindle, in an effort to help in the rehabilitation of blinded war veterans. The game was introduced to the world in 1976 at the Paralympics in Toronto, Canada, and has been played at every Paralympic Games since. As well, every four years, a World Championships has been held with the first being in Austria in 1978. Since that time the popularity of Goalball has increased to where it is now played competitively in all regions of the world.

### ***Goalball World Championships and Paralympics 1976- 2008***

#### **Paralympic Games**

1976	Toronto	Canada
1980	Assen	Netherlands
1984	New York	USA
1988	Seoul	Korea
1992	Barcelona	Spain
1996	Atlanta	USA
2000	Sydney	Australia
2004	Athens	Greece
2008	Beijing	China

#### **World Championships**

1978	Vocklamarkt	Austria
1982	Indianapolis	USA
1986	Roermond	Netherlands
1990	Calgary	Canada
1994	Colorado Springs	USA
1998	Madrid	Spain
2002	Rio de Janeiro	Brazil
2006	Spartanburg	USA



## REGULATIONS FOR GOALBALL

0.1.1 Goalball is a game played by two teams of three players with a maximum of three substitutes on each team. The game is conducted on the floor of a gymnasium within a rectangular court, which is divided into two halves by a centre line. Goals are erected at either end. The game is to be played with a bell ball. The object of the game is for each team to roll the ball across the opponent's goal line while the other team attempts to prevent this from happening.

The rules for international Goalball competition are those adopted by the International Blind Sports Federation (IBSA). They are presented herein in their entirety.

The RULES OF THE GAME are included in Part A. TOURNAMENT REGULATIONS are included in Part B, and the GOALBALL OFFICIALS CERTIFICATION PROGRAMME REGULATIONS are included in Part C.

0.1.2 Should there be any misunderstanding of the IBSA rules for Goalball, the English version shall prevail.

### PART A RULES OF THE GAME

#### 1. COURT AND EQUIPMENT

##### 1.1 Court

##### 1.1.1 Dimensions

The court used for Goalball shall consist of a rectangle 18.00 metres (+/- .05 metres) in length and 9.00 metres (+/- .05 metres) in width (see diagram #1). Measurements are to the outside edges. Only the court markings and nothing else shall be allowed on the court.

##### 1.1.2 Team Area

The team area shall consist of an area 9.00 metres (+/- .05 metres) in depth with its back edge being the goal base line (see diagram # 2).

##### 1.1.3 Player Orientation Lines

Two outward position lines are located in the team area 1.50 metres (+/- .05 metres) from the team area front limitation line. These lines shall be 1.50 metres (+/- .05 metres) in length and run inward from the outside limitation line towards the middle of the team area. The lines shall be on each side of the team area.

Furthermore, two centre position lines shall be included in the team area. These shall be in the middle of the team area running inward from the team area front limitation line

and the goal base line, perpendicular to these lines. They shall be 0.50 metres (+/- .05 metres) in length. Additionally, there shall be two 0.15 metre lines (+/- .05 metres), extending perpendicularly towards the goal line, 1.50 metres (+/- .05 metres) in from the side line on the front limitation line of the team area (see diagram # 2).

#### 1.1.4 Landing Area

Immediately adjacent but lying in front of the team area, is the landing area. This is an area 9.00 metres (+/- .05 metres) wide by 3.00 metres (+/- .05 metres) in depth. (See diagram # 1).

#### 1.1.5 Neutral Area

The remaining area between the two landing areas, 6.00 metres (+/- .05 metres) in depth, is the neutral area. The neutral area should be divided into two halves of 3.00 metres (+/- .05 metres) by a CENTRE line in the middle of the neutral area (see diagram # 1).

#### 1.1.6 Team Bench Area

The location of the respective team benches shall be on either side of the scorer/timers' table and a minimum of 3.00 metres from the sideline of the playing area. The team bench area must be as close as possible to the scorer/timer table and shall not be in line with the team area. The team bench area shall be 4.00 metres (+/- .05 metres) in length (see diagram # 2). The team bench area shall be identified by a front line 4.00 metres (+/- .05 metres) in length and two sidelines not less than 1 metre in length. All members of the team shall remain in the designated bench area during play. At half time, bench positions will be changed. The team bench areas of a team shall be at the same end of the court as the team of that team (see diagram # 1).

Should a player who has been injured or otherwise left the competition wish to sit in his/her team bench area as an escort, they must wear an identifying jersey as provided by the organizing committee of the tournament.

#### 1.1.7 Markings

All court markings (lines) shall be .05 metres (+/- .01 metres) in width and shall be marked visibly and shall be tactile for easy player orientation. All lines shall have a string of 0.003 metres (+/- 0.0005) thickness placed down the centre under the uppermost layer of tape.

#### 1.1.8 Line-Out Line

Around the court there should be a non-tactile line 1.5 metres (+/- 0.05 metres) from the sidelines and goal lines. When the ball passes the line, a line-out should be whistled by the referee.

## 1.2 Equipment

### 1.2.1 Goals

The width of the goals shall be 9.00 metres (+/- .05 metres). Goal posts are 1.30 metres (+/- .02 metres) in height and they are to be round. The cross bar must be rigid. The goal posts shall be outside the court, but in line with the goal base line. Measurements shall be the inside measurements of the goals. The maximum diameter of the goal posts and cross bar shall not exceed 0.15 metres. Goals must be of safe construction.

### 1.2.2 Ball

The ball used for the game is to be a 1,250 gram ball with 8 holes and noise bells. The circumference of the ball is approximately 76 centimetres. The material is rubber with a hardness and specifications as determined by the IBSA Goalball Sub Committee. For Major Championships the ball will be approved by the Technical Delegate appointed by the IBSA Goalball Sub Committee.

### 1.2.3 Uniforms

All competitors must wear an official game jersey. Jerseys must have numbers permanently affixed both front and back. Numbers must be 1, 2, 3, 4, 5, 6, 7, 8, and 9 and must be a minimum of 20 centimetres in height. Clothing, equipment and padding may not extend from the body more than 10 centimeters. At the Paralympics 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 organizing committees

### 1.2.4 Eye Glasses and Contacts

The wearing of glasses or contact lenses is prohibited.

### 1.2.5 Eyeshades

Eyeshades must be worn by all players on the court from the eyeshades check at the start of any half until the end of any half. This procedure shall include regular time, overtime and free throws. If during a time out situation, bench players enter the court, they must wear their eyeshades. For the Paralympic Games , World Championships or Regional Championships no bench players may enter the court during a time out.

### 1.2.6 Eye Patches

At all major Championships, as defined by the IBSA Goalball Subcommittee, all players participating in a game, shall have their eyes covered by gauze patches under the supervision of the IBSA Goalball Technical Delegate or designate.

## 2. CONTESTANTS

### 2.1 Classification

Competition shall be divided into two divisions, men and women.

### 2.2 Team Composition

At the start of a tournament, a team shall consist of three (3) players with a maximum of three (3) substitutes. Each team is limited to three (3) escorts on the team bench. The total number of individuals allowed in the team bench areas will be nine. The referee(s) must be notified in writing at check-in of a player in the team bench area not involved in the contest and that player must wear an identifying jersey as provided by the organizing committee of the tournament. Any eliminated players will also be listed on the line up sheet as non- participants.

## 3 OFFICIALS

### 3.1 Number Required

Each game shall have two (2) game referees, four (4) goal judges, one (1) scorer, one (1) timer, one (1) ten second timer, and one (1) shot recorder. At all Major Championships two (2) IBSA qualified 10 seconds timers and a backup timer are required.

### 3.2 Duties of the Officials

Duties of Referees can be found in the IBSA Goalball Officials' Certification Programme Manual. Duties of the technical officials can be found in the IBSA ITO Officials' Manual.

## 4 CONDUCT OF THE GAME

### 4.1 Length of the game

A game shall be a total of 20 minutes in duration, divided into two equal halves of 10 minutes. There should be at least five (5) minutes between the end of a game and the start of the next game, at Paralympics and World Championships there will be a minimum of fifteen (15) minutes between the end of the game and the start of the next game. An audible warning shall be issued by the timer five (5) minutes before the game start, and a 30 second audible warning should be issued before the start of any half. Any half of the game shall be considered complete at the expiration of time. Half time shall be three (3) minutes in duration. The game shall commence at the expiration of the three (3) minutes. The players that are going to start to play in any half must be ready for eye patch/eyeshade control at 1 minute and 30 seconds before the start of the game. Should a team not be prepared to start the game after the expiration of three (3) minutes,

a delay of game penalty shall be awarded. All time is stopped during penalty situations. Game time starts and stops on the referee's whistle.

#### 4.2 Overtime

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 overtime halves, the team to score the first goal is the winner and the game will be completed.

There will be a three (3) minute break between the end of regulation time and the first overtime half. A second coin toss will determine the throwing and receiving situation for each team at the start of overtime. During the second overtime half, the starting situations will be reversed and the teams will change benches during a three (3) minute break between halves.

If a tie still exists and a winner is necessary, it shall be resolved by executing extra throws. For Paralympic Games and World championships see rule 17.3.1.

#### 4.3 Coin Toss

Before the start of a game, a coin toss will be conducted by either a referee or another designated official. The winner may choose either goal to defend or may elect to throw or receive. The remaining choice subsequently goes to the loser. At the beginning of the second half, the goal to defend and throws are alternated. Should a representative of a team not be available at the coin toss a delay of game penalty will be assessed at the beginning of that game.

#### 4.4 Restart Play

When the ball is passed from an official to a team the ball shall be dropped at the side line 1.5 metres in front of the goal post closest to the side it exited the court. When the ball is dropped the referee will call play and the clock(s) will start even if no team member is attempting to pick up the ball.

#### 4.5 Reorientation

During the contest, aids to orientation are permitted by the referee to the defending player following a penalty situation, where the players have been removed from the court. Should it be necessary to reorient a player at any other time, a personal delay of game penalty shall be awarded.

#### 4.6 Scoring

At any time the ball crosses the goal line within the goal, it shall be a goal (see diagram 3). However, a goal cannot be scored by the referee or the goal judge passing the ball into play. A goal shall count only if the entire ball has passed the goal line before the expiration of time. If a defending player's eyeshades are dislodged by the ball the play shall continue and if the ball subsequently enters the goal it will be considered a score.

## 4.7 TIME OUT

### 4.7.1 Team Time Out

Each team shall be allowed three (3), forty-five (45) second time outs during regulation play for the purpose of coaching. Once called, both teams may utilise the time out. After a team calls and takes a time-out, at least one throw must take place before the same team can call for a future time-out or substitution. A substitution can be made before the expiration of the time-out period. Furthermore, each team shall be allowed one (1), forty-five (45) second time out during overtime. Should a substitution be made during a timeout, the team shall be charged with both a substitution and a time out.

A time out may be requested to a referee any time the team has control of the ball or there is a whistle stoppage in play by a coach or player using non-verbal hand signals and by saying time out. A time out can only be acknowledged by a referee during an official break in play or when the ball is under control of the team requesting the timeout. Acknowledgement by the referee shall occur when the referee verbally addresses the requesting team by name. The timer shall give an audible warning signal fifteen (15) seconds before the expiration of the time out period.

### 4.7.2 Official's Time Out

A referee may call an official's time out at any time considered necessary. The coaches shall be permitted from the team bench area to give instructions to the players on the court during an officials' time out until the referee has called for quiet please, then all communication must stop or a team unsportsmanlike conduct penalty will be awarded. If a referee has whistled for an official time out, as a result of the actions of the team in possession of the ball, the ball during the time out will be controlled by the goal judge and at the end of the official time-out, the ball should be passed back to the team, by the goal judge.

### 4.7.3 Medical Time Out

In the case of injury or illness, a medical time out shall be called by a referee and the ten (10) seconds timer closest to the injury player shall start a clock to recorded the fortyfive (45) seconds. An audible warning will be given to the referee at the expiration of the fortyfive (45) seconds. If the injured player is not prepared to play at the expiration of fortyfive (45) seconds or if any member of the team enters the court, that player must be substituted until the end of that half of play.

#### Medical Treatment

During any half of play if it is necessary for any player to leave the FOP for medical attention or equipment adjustment, the player can leave only at an official stoppage in play and may not return to the FOP until the expiration of that half.

### 4.7.4 Blood Rule

Should at anytime during a game a player receive an injury where blood is observed by the referee the player will be immediately removed from the court and may not be permitted to return to the court unit the following has taken place:

- bleeding must be stopped,
- the open wound covered
- if there is an excessive amount of blood on the uniform, it must be changed.

Before competition resumes all contaminated (in contact) surfaces and equipment must be appropriately cleaned. This removal of the player from the game will be considered as a medical substitution and the player will not be allowed to re-enter the court until the end of that half and only after the referee is satisfied that the player has met the standards listed above. Should the player not have an additional jersey with the same number available he will be allowed to change numbers as long as this change is indicated to the referee and announced.

## 4.8 SUBSTITUTIONS

### 4.8.1 Team substitutions

In each game, each team may make a maximum of three (3) substitutions during regulation time. Each team may make one (1) substitution during overtime. The same player may be substituted more than once; however, each player exchange shall be recorded as a substitution. A substitution may be requested to a referee any time the team has control of the ball or there is an official timeout by a coach or player using non-verbal hand signals and by saying substitution. Any delay caused by the coach or the player to be substituted caused by the player not being ready to proceed will result in a team delay of game penalty being awarded. A substitution shall be acknowledged by a referee only during an official break in play or when the ball is under the control of the team requesting the substitution. Upon acknowledgement of the referee, the coach must indicate by a substitution board with the number of the player to come out of the game and the number of the player being substituted into the game. A substituted player entering the court will be taken to the goal post closest to their respective bench area. The coaches shall be permitted to give instructions to the players on the court during a substitution, until the referee has called for quiet please, then all communication must stop or a team unsportsmanlike conduct penalty will be awarded. Substitution, with the exception of a penalised player, will be allowed during a penalty situation.

Should a substitution be made during a time out, the team shall be charged with both a substitution and a time out. Any player changes at the end of any half of play shall not be recorded as a substitution, but shall be indicated by team to the referee and announced at the beginning of the half, or a Team Delay of Game penalty will be assessed.

### 4.8.2 Medical Substitution

In the event of injury when a coach and/or any other member of the team must enter the team area to provide aid, or when a player cannot continue to play within forty five (45) seconds after a medical time out has been acknowledged, substitution of players shall be made as soon as possible and the injured player shall not be permitted to return to the court until the conclusion of the half of play. Such substitutions shall not be considered to be one of the three allowable substitutions. Two stoppages in play during any half of play

to tend to the same player who is temporarily injured will result in that player's removal from the court for the remainder of that half.

## 5. INFRACTIONS

In the case of an infraction, the ball shall be turned over to the defending team.

### 5.1 Premature Throw

If a player throws the ball before the referee has given the "play"-command, the throw counts but can not score.

### 5.2 Dead Ball

When a thrown ball stops in the team area without being touched by a defending player it will be ruled a dead ball, the referee will whistle, stop time and give the ball to the defending team.

### 5.3 Pass Out

A Pass Out occurs when:

- In the process of passing the ball between team members, the ball goes out of bounds over the sideline.
- Any time the ball hits an object above the court.
- Any intentional action by a defending player not to control the ball that results in a ball crossing the Line Out Line .

### 5.4 Ball Over

If the ball is blocked by a defensive player and the ball rebounds over the centre line in the neutral zone, the ball shall be returned to the possession of the team that has thrown the ball. This rule also applies if the ball hits a goal post or cross bar and rolls back over the centre line. This rule does not apply to extra throws and penalty throws.

## 6 PENALTIES

There shall be two types of penalties: personal penalties and team penalties. In both cases, only one player shall remain on the court to defend the penalty throw. In the case of a personal penalty, this shall be the player who committed the penalty. In the case of a team penalty, this shall be the player who made the last recorded throw before the penalty was awarded. In the event that a team penalty is awarded before a throw has been taken, the player to remain on the court to defend the throw will be selected by the coach of the team which will take the penalty throw.

All penalty throws must be conducted according to the rules of the game.



A penalty throw may be declined by a Coach or Player of the team to take the penalty throw by using non-verbal hand signals and saying declined. The team declining the penalty will have possession of the ball when play resumes.

#### 6.1.1 Short Ball

Anytime a ball that has been thrown and comes to rest before the team area of the defending team the play shall be whistled dead and a penalty shot shall be awarded to the defending team.

#### 6.1.2 High Ball

The ball must touch the floor at least once in the team area or the landing area after it has left the hand of the throwing player in the act of making the throw. If not, the throw counts but can not score.

#### 6.1.3 Long ball

The ball must touch the floor at least once in the neutral area. If not, the throw counts but can not score.

#### 6.1.4 Eyeshades

Any player on the court who touches his eyeshades shall be penalised. A player removed from the court in a penalty situation may not touch his eyeshades or another penalty shall be awarded. If during a half, a time-out, or any stoppage in play, a player wants to touch his eyeshades, he must ask the referee for permission and after being given permission, shall turn around before touching his eyeshades.

#### 6.1.5 Third Time Throw

A player can throw a ball only two consecutive times. The third and any other throw before a team-mate has thrown the ball shall be considered a penalty. The number of consecutive throws shall be carried over into subsequent halves or penalty situations, but not from regulation time to overtime. Scoring an own goal against your own team shall not count as a throw.

#### 6.1.6 Illegal Defense

The first defensive contact with the ball must be made by a player who has any part of his body touching the team area.

#### 6.1.7 Personal Delay of Game

A personal delay of game penalty shall be awarded against a player if:

- a) that player is reoriented by any person other than a team-mate on the court.
- b) that player is not prepared to start play on the instruction of a referee.

### 6.1.8 Personal Unsportsmanlike Conduct

Should a referee determine that a player on the court is behaving in an unsportsmanlike manner, a personal penalty shall be awarded against that player. Furthermore, any unsportsmanlike conduct may result in elimination from the game, or ejection from the premises and/or further competition in the tournament if a referee feels that the situation warrants it. A player so eliminated shall not be replaced during that game. Any intentional physical contact with an official not relating to the play caused by a player will result in the immediate ejection of that player from the game and the field of play.

### 6.1.9 Noise

Any excessive noise made by a player during the act of throwing that prevents tracking by the defending team shall be penalised.

## 6.2 TEAM PENALTIES

### 6.2.1 Ten (10) seconds

A player/team must throw the ball within ten (10) seconds after the defensive team's first contact with the ball. Should a timeout, substitution, or any other stoppage of play occur before the team has thrown the ball, the team will only be permitted the time remaining since the first contact to throw the ball or a penalty shall be called. The 10 seconds clock shall be reset anytime that a referee calls an official's timeout.

### 6.2.2 Team Delay of Game

A team delay of game penalty shall be awarded against a team if:

- a) that team is not prepared to start play on the instruction of a referee;
- b) any action of that team preventing the continuation of the game;
- c) that team makes a substitution at the end of any half without notifying the referee.
- d) that team requests a fourth timeout.
- e) that team requests a fourth substitution.

### 6.2.3 Team Unsportsmanlike Conduct

Should a referee determine that any team member in the team bench area or any member of that team's delegation present at that game is behaving in an unsportsmanlike manner, then a team penalty shall be awarded against that team. Furthermore, any unsportsmanlike conduct may result in elimination from the game or ejection from the premises and/or further competition in the tournament if a referee feels that the situation warrants it.

#### 6.2.4 Illegal Coaching

No person in the team bench area shall be permitted to coach in any manner except during time-outs, substitutions, or official stoppages in play and only until the referee calls quiet please. Should the referee determine that someone is illegally coaching in the team bench area; a penalty shall be assessed against that team. Should there be a second incident of coaching during the same game, that person shall be removed from the FOP and a team penalty shall be awarded.

#### 6.2.5 Noise

Any excessive noise made by any player on the throwing team while another player on that team is in the act of throwing or when the ball has been released shall be penalised.

### 7 EXTRA THROWS

Should the score be tied at the expiration of a game in which a winner is necessary, extra throws shall determine the outcome of the game.

#### 7.1.1.1 Number of Extra Throws

The number of extra throws shall be determined by the minimum number of players listed on either line-up sheet.

#### 7.1.1.2 Extra Throws Coin Toss

Before the start of extra throws, the choice to throw or receive shall be determined by the toss of a coin. The team choosing to throw first will do so in each pair of throws.

#### 7.3 Order of Extra Throws

The order of throwing shall be determined by the line-up sheet submitted by the coach prior to the start of the game. The line-up sheet must include all the players on the score sheet. The first person on the line-up sheet of each team shall enter the court area assisted by a referee and each player shall take one throw. This sequence is repeated until all of the minimum number of players have had a chance to throw and defend. The team with the greater number of goals shall be declared the winner.

#### 7.4 Sudden Death Extra Throws

Should a tie still exist, the order will be repeated until, with each team having had an equal number of throws, one team has established a lead. Before the sudden death extra throws, a new coin toss shall determine who will throw first. After each pair of throws, the team to throw first shall change.

## 7.5 Penalties on Extra Throws

Extra throws shall be taken in accordance with existing rules. However, should an offensive penalty occur, the throw only is nullified. Should a defensive penalty occur, the throw will be repeated unless that throw scored.

## 7.6 Moving of Players

In all extra throws situations, coaches, and escorts will be moved to the opposite side of the court by a referee. All players must wear eyeshades. Players will remain in the team bench area until the game is completed. Players eliminated from the competition, or players, already injured and considered unfit to play, shall be deleted from the line-up sheet and all players with a lower order on the line-up sheet shall be moved up in order.

## 8. REFEREE AUTHORITY

In all matters regarding safety, the rules, procedures and play, the final decision will be made by the referee.

## 9. ABUSE OF OFFICIALS

Any action by a participant in a game, reported by an IBSA Certified Official, in writing, to the IBSA Goalball Subcommittee will be dealt with at the Subcommittee's next scheduled meeting. Sanctions against that participant shall be as deemed necessary by the Subcommittee.

## 10. DISPUTES

In the event of any dispute between a team and an official, only the head coach may approach the referees of the game. The discussion shall occur only at an official break in play and only after the referee has acknowledged the request of the coach.

The referee shall clarify the disputed issue to the head coach. In the event that the coach does not agree with the clarification, the game is to be completed and the coach may protest the game in the manner designated by the International Blind Sports Federation (IBSA). Should a coach persist in disputing the issue with the referees after the first clarification has been given, a team delay of game penalty shall be awarded. The referee may take any other action deemed necessary.

## **PART B – TOURNAMENT REGULATIONS**

### **IBSA Sanctioned Events or Paralympics**

#### **11. SANCTIONING OF EVENTS**

##### **11.1 General**

International Goalball Tournaments in which four or more countries participate require IBSA sanction as outlined in the IBSA Handbook.

##### **11.2 Information Required**

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

- a) Name of the organisation hosting the competition, including name of president/chairperson of organising committee.
- b) Description of the event.
- c) Proposed date(s).
- d) Invited countries and number of teams.
- e) Detailed description of sports facilities and equipment.
- f) Description of accommodation used for housing participants and officials.
- g) Budget forecast.
- h) Transportation.
- i) Other relevant information.

##### **11.3 Penalties**

If a sanctioned tournament deviates on essential points from what was agreed upon the organising country may be penalised to a maximum of 10,000 Swiss Francs and be subject to being barred from applying for tournament sanctioning for a maximum of five (5) years.

#### **12 FACILITIES AND EQUIPMENT**

##### **12.1 Playing Venue (Sports Hall)**

###### **12.1.1 Dimensions**

A venue used for Goalball games must have minimum floor dimensions of 21.00 X 30.00 metres, and a minimum height of 5.00 metres.

###### **12.1.2. Floor**

The floor of the court must have a smooth surface, and be approved by the IBSA Technical Delegate. For Paralympic Championships Taraflex or equivalent material shall be used.

###### **Wipe Floor**

To ensure the flow of the game an official time out to wipe the floor will only be taken when the referee deems that the safety of the players may be compromised. Wiping of the floor should take place during all official stoppage(s) in play.

### 12.1.3 Spectators Area

All spectators must be restricted to an area no closer than 4.00 metres from any part of the court.

## 12.2 Equipment

All equipment shall meet the criteria laid down in the Rules of the Game and be certified by the IBSA Goalball Subcommittee.

### 12.2.1 Score Board

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

### 12.2.2 Clock

There shall be two clocks. One of the two is a back up clock, which is unofficial unless required and then the referee can decide it is official. The official time clock must be visible at all times from the team bench area. For the Paralympics and World Championships the main clock shall be a basketball type clock with a 100<sup>th</sup> of second count down during the last minute. At the Paralympic Games a second "March In" clock is required.

### 12.2.3 Official Game Sheets

The following official game sheets shall be used.

- Score Sheet
- Line – up Sheets
- Shot Record Sheets
- Overtime Score Sheet
- Protest Form

All sheets must be of the type included in the IBSA ITO's Manual.

### 12.2.4 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.

### 12.2.5 New Balls

For all World Championships and Paralympics, the balls used will be new and not previously used. Between each session and medal game, new balls will be used.

### 12.2.6 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.

### 12.2.7 Eyeshades

At Paralympic and World 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 are to be provided by the Organising Committee and approved by the IBSA Goalball Subcommittee.

### 12.3 Certification

All equipment and playing facilities to be used for any IBSA sanctioned international event must be certified by a person appointed or approved by the IBSA Goalball Subcommittee.

## 13 ACCOMMODATION

### 13.1 Housing

Housing of the teams must be of such a standard that it will not have any negative influence on the players and their performance during competition. If possible, players shall be housed in rooms that do not accommodate more than two (2) people.

### 13.2 Catering

Food must be provided with consideration to the players, and be of such a standard that it allows optimal performance of competitors. The needs of special diets, especially for diabetics, shall be taken into account.

### 13.3 Transportation

Residential accommodation is to be in close proximity to playing venues. Adequate transportation between the two sites shall be made available.

## 14 OFFICIALS

### 14.1 Referees

#### 14.1.1 Number

A minimum of six (6) referees per venue. For the Paralympic Games sixteen (16) referees are required.

#### 14.1.2 Appointment

For Paralympic Games, World Championships and Regional Championships, referees will be appointed by the IBSA Goalball Subcommittee. For all other sanctioned events, organisers will be provided with a list of certified referees and the Organising Committee can then choose and invite referees from the list.

#### 14.1.3 Certification

At sanctioned events, all referees must have the appropriate IBSA certification. For Paralympics, World Championships and Regional Championships, all referees must have Level three (3) certification. For 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.

#### 14.1.4 Nationality

A maximum of two (2) referees per country may referee at Paralympics Games and World Championships. No referee shall whistle a game in which his/her nation is taking part.

#### 14.2 Ten (10) Seconds Timers

At Paralympics and World Championships, the ten-second timers must be an IBSA certified Goalball Level III referees.

### 15 FINANCES (Non Paralympic Events)

#### 15.1 Participants

The following costs shall be borne by the participants:

- a) Travelling expenses of the delegation from home to the place where the competition is held.
- b) All expenses for health and accident insurance. The organizer cannot be held responsible for accidents or illness, unless caused by negligence.
- c) Entry fees.

#### 15.2 Organisers

The following costs shall be borne by the organisers. All expenses in the host country in connection with the matches, including:

- a) Expenses for board and lodging
- b) All board, lodging and travel expenses for referees, IBSA Technical Delegate, and any necessary IBSA ITOs.
- c) Cost of awards



## 16 QUALIFYING STANDARDS

### 16.1 World Championships

#### 16.1.1 Men's Competition

At World Championships, the maximum number participating men's teams shall be sixteen (16). Where the total number of entries is less than sixteen (16), all entries shall be accepted. Where the total number of entries exceeds sixteen (16), participating teams shall be determined as described below:

- a) the six (6) best ranked teams (countries) of the last Paralympic Games gain the first right to participate.
- b) in addition, the host country (if not already included in the first six (6) of the world championships has the right to enter a team.
- c) in addition each IBSA region has the right to enter one team. If possible, this shall be the best placed team (after the world top six (6) as mentioned under a) above) of the previous regional championship.
- d) the number of participating teams will then be extended to sixteen (16) according to the following principle. For each open place an entry shall be accepted from the region with the highest ratio (number of participating teams in the previous regional championships divided by the number of countries from that region already entered for the World Championships).

#### 16.1.2 Women's Competition

At World Championships, the maximum number of participating women's teams shall be twelve (12). Where the total number of entries is less than twelve (12), all entries shall be accepted. Where the total number of entries exceed twelve (12), the participating teams shall be determined as described below:

- a) the four (4) best ranked teams (countries) of the last Paralympic Games gain the first right to participate.
- b) in addition, the host country (if not already included in the first four (4) of the world championships has a right to enter a team.
- c) in addition each IBSA region has the right to enter one (1) team. If possible, this shall be the best placed team (after the world top four (4) as mentioned under a) above) of the the previous regional championships.
- d) the number of participating teams will then be extended to twelve (12) according to the following principle. For each open place, an entry shall be accepted from the region with the highest ratio ( number of participation teams in the previous regional championships divided by the number of countries from that region already entered for the World Championships).

## 16.2 Paralympic Games

### 16.2.1 Men's Competition

At the Paralympic Games, the maximum number of participating men's teams shall be twelve (12). Where the total number of entries exceeds twelve (12), the participating teams shall be determined as described below:

- a) the six (6) best ranked teams (countries) of the last World Championships gain the right to participate.
- b) in addition, the host country (if not already included in the first six (6) of the Paralympic games has a right to enter a team.
- c) the remaining places will then be filled by the best ranked teams from the Paralympic qualifying tournament.

### 16.2.2 Women's Competition

At the Paralympic games, the maximum number of participating women's teams shall be eight (8). Where the total number of entries exceeds eight (8), the participating teams shall be determined as described below:

- a) the four (4) best ranked teams (countries) of the last World Championships gain the right to participate.
- b) in addition, the host country (if not already included in the first four (4) of the Paralympic Games has a right to enter a team.
- c) The remaining places will then be filled by the best ranked teams from the Paralympic qualifying tournament.

## 17 CONDUCT OF TOURNAMENTS

### 17.1 Drawing and Seeding

If in international championships teams must be divided into two or more pools, they will be seeded into these pools according to their ranking in the international championships that took place two years before. This means that seeding in Paralympics, will be based on the former World Championships rankings and the seeding in World Championships is based on the former Paralympics rankings.

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

#### a) Two Pools:

Pool A: nos. 1, 4, 5, 8, 9, 12, 13, 16  
 Pool B: nos. 2, 3, 6, 7, 10, 11, 14, 15

#### b) Three Pools:

Pool A: nos. 1, 6, 7, 12, 13, 18, 19

Pool B: nos. 2, 5, 8, 11, 14, 17, 20  
 Pool C: nos. 3, 4, 9, 10, 15, 16, 21

c) Four Pools:

Pool A: nos. 1, 8, 9, 16, 17, 24, 25  
 Pool B: nos. 2, 7, 10, 15, 18, 23, 26  
 Pool C: nos. 3, 6, 11, 14, 19, 22, 27  
 Pool D: nos. 4, 5, 12, 13, 20, 21, 28

Seeding of teams that did not attend the relevant earlier tournament will be done by a draw from a hat, and the schedule will be approved by the IBSA Technical Delegate, at least seven (7) days before the start of the tournament.

## 17.2 Type of Tournament

The type of tournament utilised for all international championships shall be as follows:

- a) in case there are no more than six (6) teams, a double round robin system shall be used. After this double 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, the second the third. The winners will play for the championship, the losers for third and fourth place respectively.
- b) in case there are more than six (6) but no more than nine (9) teams, a single round robin system shall 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, the second the third. The winners will play for the championship, the losers for third and fourth place respectively.
- c) in case there are more than nine (9) but no more than sixteen (16) teams, teams shall be equally divided into two pools. In each pool, a single round robin system shall be used.

The top four teams from each pool will play against each other in a single elimination format, with 1 in pool A vs 4 in pool B, 2 in pool A vs 3 in pool B, 3 in pool A vs 2 in pool B, and 4 in pool A vs 1 in pool B.

For the semi final the team with the best record from the pools will play the team with the lowest record from the pools.,the winners will play for gold and silver and the losers for the Bronze/fourth.

Should a tie exist the determination of the highest or lowest record would be based on subtracting goals scored from goal against in their round robin. If a tie still exists it will be broken by extra throws.

The teams that ended lower than fourth place in their pool, will compete for the ninth and all lower places. Teams finishing 5<sup>th</sup> in the respective pools will pay off for 9<sup>th</sup> and 10<sup>th</sup> places overall. Similarly teams finishing 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> in the pools will pay off for 11<sup>th</sup> and 12<sup>th</sup> places, 13<sup>th</sup> and 14<sup>th</sup> places, and 15<sup>th</sup> and 16<sup>th</sup> places respectively.

If the number of teams in one pool exceeds by one the number of teams in the other pool, the two (2) lowest placed teams in the larger pool and the last placed team in the smaller pool will play a round robin to determine the last three places in the tournament overall. The result of the match between the two lowest placed teams in the larger first round pool will carry over into this round robin.

d) in case there are more than sixteen (16) but no more than twenty-one (21) teams, teams shall be equally divided into three pools. In each pool, a single round robin system shall be used. The two first teams in each pool and the two teams with the best record in their pool will qualify for the final round. Should a tie exist the determination of who get into the final round be based on subtracting goals scored from goal against in their round robin. If a tie still exists it will be broken by extra throws. The top eight teams will play against each other in a single elimination format, with the highest ranked team playing the lowest ranked team. In future elimination rounds the highest ranked team remaining from each pool will play the lowest ranked team from the other pool. For the semi finals with the highest ranked team will play the lowest ranked team remaining in the competition, the winners will play for gold and silver and the losers for the Bronze/fourth.

#### 17.2.1 Men's World Championships

Teams shall be equally divided into two pools. In each pool, a single round robin system shall be used. The top four teams from each pool will play against each other in a single elimination format, with 1 in pool A vs 4 in pool B, 2 in pool A vs 3 in pool B, 3 in pool A vs 2 in pool B, and 4 in pool A vs 1 in pool B.

For the semi final the team with the best record from the pools will play the team with the lowest record from the pools. Should a tie exist the determination of the highest or lowest record would be based on subtracting goals scored from goal against in their round robin. If a tie still exists it will be broken by extra throws.

In future elimination rounds the highest ranked team remaining from each pool will play the lowest ranked team from the other pool. For the semi final the highest ranked team will play the lowest ranked team remaining in the competition, the winners will play for gold and silver and the losers for the Bronze/fourth.

The teams eliminated in the first single elimination round shall play each other to determine the rankings from fifth to eight.

The teams that ended lower than the fourth place in their pool, will compete for the 9<sup>th</sup> and all lower places. Teams finishing 5<sup>th</sup> in the respective pools will pay off for 9<sup>th</sup> and 10<sup>th</sup> places overall. Similarly teams finishing 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> in the pools will pay off for 11<sup>th</sup> and 12<sup>th</sup> places, 13<sup>th</sup> and 14<sup>th</sup> places, and 15<sup>th</sup> and 16<sup>th</sup> places respectively.

If the number of teams in one pool exceeds by one the number of teams in the other pool, the two (2) lowest placed teams in the larger pool and the last placed team in the smaller pool will play a round robin to determine the last three places in the tournament overall. The result of the match between the two lowest placed teams in the larger first round pool will carry over into this round robin.

#### 17.2.2 Women's World Championships

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

The top four teams from each pool will play against each other in a single elimination format, with 1 in pool A vs 4 in pool B, 2 in pool A vs 3 in pool B, 3 in pool A vs 2 in pool B, and 4 in pool A vs 1 in pool B.

For the semi final the team with the best record from the pools will play the team with the lowest record from the pools. Should a tie exist the determination of the highest or lowest record would be based on subtracting goals scored from goal against in their round robin. If a tie still exists it will be broken by extra throws.

For the semi finals the highest ranked team will play the lowest ranked team remaining in the competition, the winners will play for gold and silver and the losers for the Bronze/fourth.

The teams that ended lower than the fourth place in their pool, will compete for the ninth and all lower places. Teams finishing 5<sup>th</sup> in the respective pools will pay off for 9<sup>th</sup> and 10<sup>th</sup> places overall. Similarly teams finishing 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> in the pools will pay off for 11<sup>th</sup> and 12<sup>th</sup> places, respectively.

If the number of teams in one pool exceeds by one the number of teams in the other pool, the two (2) lowest placed teams in the larger pool and the last placed team in the smaller pool will play a round robin to determine the last three places in the tournament overall. The result of the match between the two lowest placed teams in the larger first round pool will carry over into this round robin.

### 17.2.3 Men's Paralympics

Teams shall be equally divided into two pools of six teams. In each pool, a single round robin system shall be used. The top four teams from each pool will play against each other in a single elimination format, with 1 in pool A vs 4 in pool B, 2 in pool A vs 3 in pool B, 3 in pool A vs 2 in pool B, and 4 in pool A vs 1 in pool B.

For the semi final the team with the best record from the pools will play the team with the lowest record from the pools, the winners will play for gold and silver and the losers for the Bronze/fourth. Should a tie exist the determination of the highest or lowest record would be based on subtracting goals scored from goal against in their round robin. If a tie still exists it will be broken by extra throws.

The teams eliminated in the first single elimination round shall play each other to determine the rankings from fifth to eighth. The teams that ended lower than the fourth place in their pool, will compete for the 9<sup>th</sup> and all lower places. Teams finishing 5<sup>th</sup> in the respective pools will play off for 9<sup>th</sup> and 10<sup>th</sup> places overall. Similarly teams finishing 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> in the pools will play off for 11<sup>th</sup> and 12<sup>th</sup> places respectively.

If the number of teams in one pool exceeds by one the number of teams in the other pool, the two (2) lowest placed teams in the larger pool and the last placed team in the smaller pool will play a round robin to determine the last three places in the tournament overall. The result of the match between the two lowest placed teams in the larger first round pool will carry over into this round robin.

### 17.2.4 Women's Paralympics

Teams shall play in a single pool of 8 teams in a single round robin system .

The top four teams from pool play will play against each other in a single elimination format, with 1 vs 4 and 2 vs 3. The winner of these games will play for 1<sup>st</sup> and 2<sup>nd</sup> the losers will play for 3<sup>rd</sup> and 4<sup>th</sup> place respectively.

## 17.3 Ranking of Teams in a Round Robin

The final ranking of teams in a round robin, will be determined by the number of points earned. Each team shall earn three (3) points for a win, one (1) point for a tie score, and zero (0) points for a loss. Should there be a tie at any ranking, the determination will be how each team did against each other in that round robin. If a tie still exists, the teams will be separated by subtracting goals scored against from goals scored in that round robin. Lastly a tie can be further broken by extra throws. In this case, new line-up cards are to be filled out by the coaches.

### 17.3.1 Paralympic and World Championship Ranking

Should a tie exist at the World Championships or Paralympics where the teams need to advance to the single elimination round a tie will be broken by playing a tie breaking game under the rules of the game.

### 17.4 Forfeits

A forfeit counts as a loss with the winning team getting three (3) points but a zero (0) goal score. If a team should leave the competition for any reason, all teams get three (3) win points and zero (0) goals; previous results are automatically cancelled.

For a game time forfeiture this rule maybe waved by the Technical Delegate or his Assistant based on circumstances out of the control of the team and caused by the Organization Committee. Rescheduling of the game can be permitted.

### 17.5 Maximum Number of Games per team per Day

There shall never be more than four (4) games per team per day.

### 17.6 Expulsion

If any player's previously approved eyeshades are deliberately adapted or modified, then the technical delegate, in consultation with tournament officials, may decide to eliminate that player and/or his team from the tournament. A player or a member of a team may also be expelled for any behavior deemed contrary to the spirit of the game.

### 17.7 Maximum Goal Difference

Any time in a game that one team has scored ten (10) more goals than the other team that game is deemed completed.

## 18 GAME PROTOCOL

### 18.1 Check in of Teams

Before the start of the game, a representative of both teams shall report to the designated check in area, in order to fill out the score sheets and line-up cards and to perform the coin toss.

### 18.2 Warm Up

All teams must have the opportunity to warm up at least half an hour before they are called to their game, in a suitable warm up area.

### March In

For all major Championship the teams will march into the field of play as outlining in the ITO Manual document entitled "March In". Should any player not have his/her team uniform available at March In he/she will not be allowed to enter with the team or warm up on the FOP. 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 organizing committee of the tournament.

### On Court Warm Up

For any on court warm up prior to the start of the game, teams will be restricted to the half of the court they will be defending as a result of the coin toss. Teams will not be allowed to make throws in the direction of the other team's area during warm-up. Should a ball that is thrown enter another team's area a warning will be given to the throwing team by the referee. During the warm-up period should a second thrown ball enter the same team's area an unsportsmanlike team penalty will be given.

#### 18.3 Introduction of the Teams

Immediately before the start of the game, both teams shall be called to line up on the front limitation line of their respective landing area. Names of all players , coach(s) and referees shall be announced.

#### 18.4 Signing the Score Sheet

Immediately after the game, the coach of each team, both referees and the scorer shall sign the score sheet at the scorer's table. The coaches are required to indicate whether or not they will protest the game and should they mark the score sheet indicating they will protest the game the protest fee is required at that time. Should a coach not sign the score sheet immediately after the end of the game, the lodging of a protest of the results of that game by the coach is not permitted.

### 19 PROTESTS

#### 19.1 Submission

Any protest shall be submitted in writing to the tournament director or his representative, within thirty (30) minutes after the end of the respective game. The value of this deposit shall be decided by the organising committee, but must not be less than fifty (50) USA dollars or equivalent. Protests shall be submitted in English, on IBSA Protests Forms. The Rule number(s) concerned must be mentioned. No valid protests can be lodged against quality of playing venues, or appointments of referees. If a protest is considered valid, the deposit will be refunded. Otherwise, it will be forfeited to the credit of IBSA. Both teams will be informed in writing of the decision of the protest committee. All results of the protested game shall be held until a determination is made by the protest committee.

#### 19.2 Protest Committee

At international championships, all protests concerning the tournament shall be dealt with by a protest committee, whose word is final. The protest committee shall consist of the IBSA Technical Delegate, a Tournament Referee appointed by the IBSA Technical



Delegate, the Tournament Director (Competition Manager), and two (2) extra person appointed or approved by the IBSA Goalball Subcommittee.

## 20 TECHNICAL DELEGATE

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

### 20.1 Responsibilities of Technical Delegate

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

- a) the court and its marking;
- b) the conduct of the tournament;
- c) scheduling and evaluation of referees;
- d) management of technical officials;
- e) ratification of score sheets and production of official results;
- f) approval and maintenance of eyeshades/eyepatches and their correct use;

## 21 EXCEPTIONS

Any exception to these tournament regulations must be approved, in advance, by the IBSA Goalball Subcommittee or its Chairman.

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

### 22 PROGRAMME COMPONENTS

Every four (4) years the IBSA Goalball Subcommittee shall hold referee's clinics or examinations to introduce the new rules and recertify all referees.

The International Blind Sports Federation Referees" programme consists of four components:

- Level I Referees
- Level II Referees
- Level III Referees
- Course Conductor

#### 22.1 Level I Referees

Level I referees are eligible to officiate at National and IBSA sanctioned events, with the exception of Paralympics, World or Regional Championships. Candidates must attend a

two-day course and pass an open book written exam of 13 multiple choice and 7 true and false questions; minimum pass is 15 out of 20. In addition to the written exam the candidate must referee two games and pass a practical exam. The grading for the practical exam is based upon a 10 point scale, with 1 as unacceptable, 5 as adequate, and 10 being excellent. To pass this section a candidate must score a 5.0 average for the various components.

Level I candidates will be examined by Level II, III Referee, or Course Conductor

## 22.2 Level II Referees

Level II referees are eligible to officiate at Regional Championships and IBSA sanctioned events, with the exception of Paralympics and World Championships. Examination must occur at a regional or IBSA sanctioned event. A written exam of 20 multiple choice and 5 true and false questions must be passed, minimum pass is 21 out of 25.

The candidates will be required to referee two games and pass a practical exam, which will determine their improvement since Level I. The minimum pass for the practical component of the Level II exam will be 8.0 out of 10. Level II candidates will be examined by a Course Conductor or Level III referee.

## 22.3 Level III Referees

Level III referees are eligible to officiate at Paralympics, World Championships and any IBSA sanctioned events. Examinations must occur at a regional or IBSA sanctioned event. Candidates must take the Level III Referees course and complete both written and practical exams. The written exam will be timed and have two components consisting of 10 short answer questions and 50 questions consisting of 30 multiple choice and 20 True or False. The minimum passing mark for the short answer questions will be 45 out of 50 and 48 out of 50 for the multiple choice and True and False. The minimum pass for the practical component will be 9.5 out of 10. All Level III certification will be subject to approval by the Goalball Sub-Committee.

Level III candidates will be examined by a Course Conductor.

## 22.4 Eligibility

No referee is allowed to attempt more than one level during a calendar year. Two years of practical experience is required between Level II and Level III. The programme must be taken in order from Level I to Level III.

## 22.5 Course Conductor

Course Conductors are eligible to certify Level I, II, III Referees. The candidates must have a minimum of 6 year's continuous involvement in the IBSA Goalball Referees Certification Programme. Have demonstrated their abilities to teach the programme and consistently instruct the Goalball Certification Programme.

Course Conductor(s) will be appointed for a four (4) year prior to each World Championship by the IBSA Goalball Subcommittee in consultation with the IBSA Referees Committee and appointed based on IBSA regional requirements.

## 22.6 Certification Maintenance

To maintain your International certification referees must in each year observe the following procedures:

Level I Referees must in each year:

- 1) Whistle at two different local events: minimum of 5 games. Games must be played under IBSA rules.
- 2) Remit a validated "Officials Passport: to the IBSA Goalball Committee at the Registrar Office annually within sixty days of the end of the year it is being submitted for.
- 3) Pay a fee of \$25.00 U. S. Dollars for passport maintenance.

Level II and Level III Referees must in each year:

- 1) Whistle at two (2) different national sanctioned events: a minimum of three (3) games each for a total of six games. The games must be played according to IBSA Rules.
- 2) Whistle at five (5) IBSA International games or Whistle an additional three (3) games at each of two (2) different national events and three IBSA international games.
- 3) Remit a validated "Officials Passport" to the IBSA Goalball Secretariat office annually within sixty days of the end of the year it is being submitted for.
- 4) Pay a fee of \$25.00 U. S. Dollars for passport maintenance.

If a certified referee does not meet the annual certification requirements, he/she will lose their certification in the following manner.

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, status maintained.  
Two years consecutively, drop to Level I

## 22.7 Registration Fees

The registration fees for the 2006 – 2010 period shall be in US Dollars.

Level I            \$25.00

Level II	\$50.00
Level III	\$100.00

Any referee who attends the IBSA Goalball Subcommittee quadrennial recertification clinic and pays the registration fee for that clinic is not required to pay maintenance fees in that same year.

## 22.8 Appointment of Referees and ITOs

The appointment of referees and ITOs to the Paralympics and World Championships will be done by the Technical Delegate in consultation with the IBSA Goalball Subcommittee and a referee's selection committee. All selections must be approved by the IBSA Goalball Subcommittee or its Chairman.

## 23 GLOSSARY OF TERMS

Acknowledgement	When the referee verbally addresses the requesting team by name.
Ball Across Line	See Diagram
Championships	Paralympic, 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 quite please
Court Markings	See "Tactile" markings
Defence	The act of preventing the ball from scoring.
Draw	A method of determining which teams go into which pools where teams have not taken part in previous tournament.
Extra Throws	A one versus one player situation to decide a tie.
Eyeshades and Eyepatches	A means of preventing any player with vision from using that vision during play.
Forfeit	A loss by a team for non appearance at playing Time or misconduct.
Goal Judge	One of the International Technical Officials ITOs. Duties described in the IBSA Goalball ITOs official's Manual.

Half	A period of ten (10) minutes in regular play or three (3) minutes in overtime.
Half Time	A three (3) minute break between halves.
Hand Signals	To be used by coaches to request substitution and time out. See Diagram.
High Ball	In a throwing situation where the ball does not first touch the floor in the team area or the landing area.
IBSA	International Blind Sports Federation
Infraction	Any violation of the rules which does not result in a penalty situation.
International Blind Sports Federation Goalball Subcommittee	The Sport governing body for Goalball
Long Ball	The ball must touch the floor at least once in the neutral area. If not, the throw counts but can not score.
Maximum Goals Difference	Any time one team has scored ten (10) goals more than the team it is playing.
Non-verbal Hand Signals	See "Hand Signals" Diagram
Official Break in Play	Any occasion the referee stops the game.
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 at end of regulation play.
Penalty	A violation of the rules which results in a penalty throw.
Pool	A group of teams who play each other on a 'round robin' basis.
Reorientation	When a goal judge or referee repositions a player on his orientation line.
Round Robin	A tournament system where each team plays against every other team in its group once.
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.
Shot Recorder	One of the ITO's duties described in the IBSA ITO's Officials Manual
Substitute	A player on the team bench who available to enter the court in place of 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)	A raised line which must be raised down its Centre. Height shall not exceed 0.003 metres at any point.
Ten Seconds Timer	One of the ITOs. Duties described in the IBSA ITO's officials Manual.
Throw	Any time the ball leaves a player's hand with the intent to score.
Timer	One of the ITO's duties described in the ITO's Officials Manual
Unsportsmanlike Conduct	Any action by a player, team or member of their delegations that is contrary to the spirit of the game.

