

**European
Handball
Federation**

Beach Handball

Rules of the game

The Hand Signals

Clarifications to the rules of the game

Substitution Area Regulations

Table of contents

Page

Playing rules, hand signals, Clarifications and Substitution area regulations.

Foreword

Rule 1 – The Playing court

Rule 2 – The Start of the Game, Playing time, Final Signal, Time-Out and Team Time-Out.

Rule 3 – The Ball

Rule 4 – The Team, Substitutions, Equipment.

Rule 5 – The Goalkeeper

Rule 6 – The Goal Area

Rule 7 – Playing the Ball, Passive Play

Rule 8 – Fouls and Unsportmanslike Conduct

Rule 9 -- Scoring

Rule 10 – The Referee-Throw

Rule 11 – The Throw-In

Rule 12 – The Goalkeeper-Throw

Rule 13 – The Free-Throw

Rule 14 – The 6-m-Throw

Rule 15 – General Instructions for the Execution of the Throws

(Referee-Throw, Throw-In, Goalkeeper-Throw, Free-Throw and
6-m-Throw)

Rule 16 – The Punishments

Rule 17 – The Referees

Rule 18 – The Time-Keeper and the Score-Keeper

The Hand Signals

Clarifications to the rules of the game

Substitution Area Regulations

Foreword

These Rules of the Game will take effect on 2002

For the sake of simplicity, this rule book generally uses the male form of words with respect to female and male players, officials, referees, and other persons.

However, the rules apply equally to female and male participants, except Rule 3 (the size of the ball)

According to the Philosophy of Beach Handball (attractiveness of the game – two teams as much as possible with the same amount of players), the players as individuals have to be punished instead of the team in case of fouls or unsportmanslike conduct.

**<< The Philosophy of Beach Handball is based on the
Principles of „Fair Play“ – Every decision has to be
taken in accordance with these principles >>**

Rule 1 PLAYING COURT

- 1:1 The playing court (diagram 1) is a 27 meters long and 12 meters wide rectangle, consisting of a playing area and two goal areas.
The surface of the playing court must consist of a layer of sand that is at least 40 cm deep.
The characteristics of the playing court must not be altered during the game in such a way that one team gains an advantage.

There should be a safety zone with a width of about 3 meters surrounding the playing court.

- 1:2 The playing area is 15 meters long and 12 meters wide. The boundary lines have to be marked by an elastic, coloured band or rope, with a width of up to 8 cm.

- 1:3 All lines on the court are fully part of the area that they enclose.

The longer boundary lines are called side lines, and the shorter ones are called the goal lines.(between the goal posts) or outer goal lines (on either side of the goal)

The goal

- 1:4 A goal is placed in the center of each (outer) goal line. It has an interior width of 3 meters and a height of 2 meters. (Diagram 2a and 2b) The goals must be firmly anchored in the sand. The anchors have to be protected for safety reasons.

The goal posts are joined by a horizontal crossbar. The rear side of the goal posts shall be in line with the rear edge of the goal line. The goal posts and the crossbar must have an 8 cm square cross-section. On the three sides which are visible from the court they must be painted in bands of two contrasting colors, which also contrast clearly with the background.

The goals must have a net, that should be attached in such a way that a ball thrown into the goal normally remains in it.

Goal area

- 1:5 In front of each goal there is a goal area (Rule 6).
The goal area is defined by the goal-area line, which is created as follows: A band or rope is attached parallel to the (outer) goal line and 6 meters away from it.

The table of the timekeeper and scorekeeper.

- 1:6 The table of the timekeeper and scorekeeper shall have room for 3 to 4 persons and is placed in the middle of a sideline and at least 3 meters outside of it.

The table of the timekeeper and scorekeeper has to be placed in such a way that the timekeeper/scorekeeper can see the substitution areas.

Substitution areas

- 1:7 The substitution area for the court players is 15 meters long and about 3 meters wide. The substitution areas are situated on each side of the playing area outside the side lines
- 1:8 a) The goalkeepers must leave the court over the side line of the substitution area or over the side line of their own team's goal area from the side of their own team's substitution area. (4:13, 5:12)
- b) The goalkeepers must enter the court over the side line of their own team's goal area from the side of their own team's substitution area. (4:13, 5:12).

Diagram 1: The Playing Court

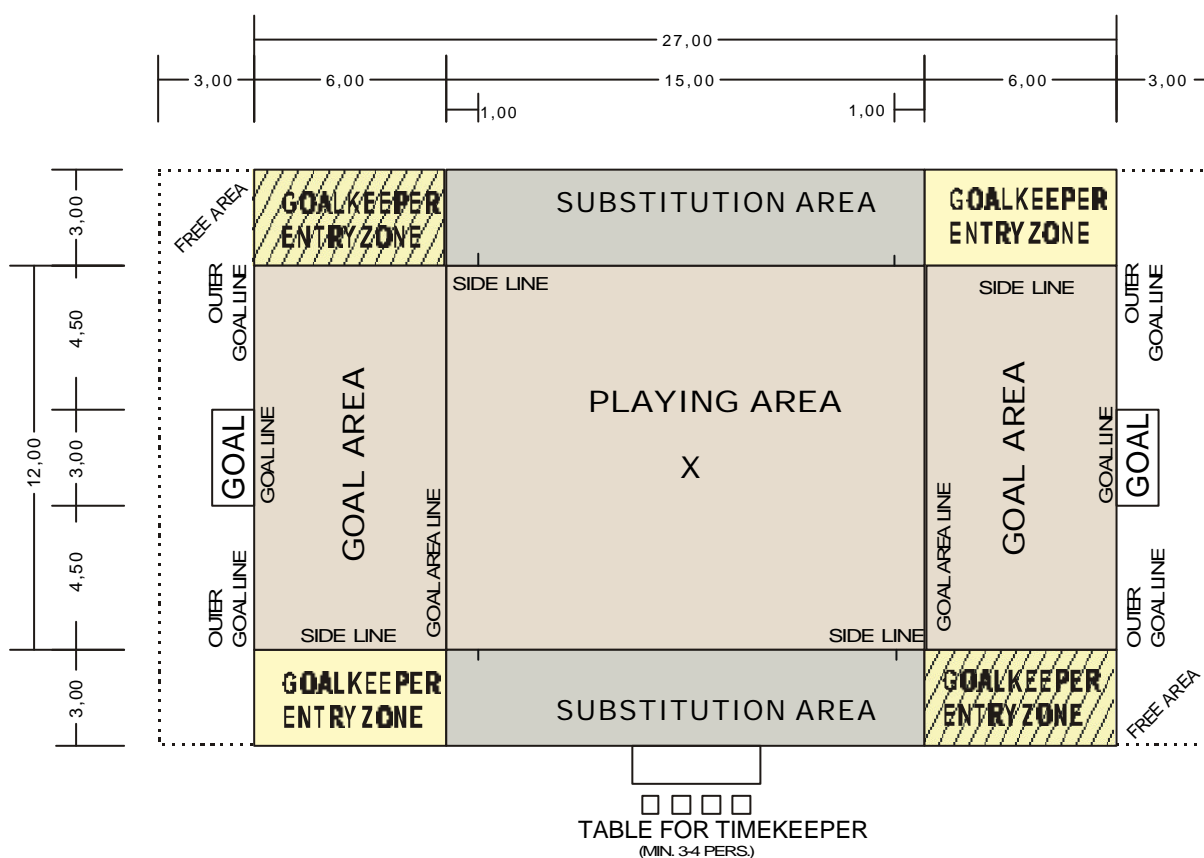


Diagram 2a: The goal

compare: IHF Rules of the Game updated 26.03.2001

Diagram 2b: The goal -- seen from the side

compare: IHF Rules of the Game updated 26.03.2001

Rule 2 THE START OF THE GAME, PLAYING TIME, FINAL SIGNAL, TIME-OUT AND TEAM TIME-OUT

The start of the game

- 2:1 Before the match the referees undertake a coin toss to determine the choice of ends and substitution areas.
The winning team shall then choose either one of the ends of the court or the respective side of the substitution area. The second team makes its choice in accordance with the first team's decision.
After the half-time the teams change ends. They do not change the substitution areas.
- 2:2 Each half of the game, and also the "Golden Goal," begins with a referee-throw (10:1-2), after a whistle signal from the referees (2:5).
- 2:3 The court players position themselves anywhere in the playing area.

Playing time

- 2:4 The game consists of two halves, which are scored separately. Each half lasts 10 minutes (but see Rule 2:6, 2:8 and 4:2). The half-time break lasts 5 minutes.
- 2:5 The playing time (execution of Referee-throw and start of the clock) begins with a referee's whistle.
- 2:6 If the score is even at the end of a half, the „Golden Goal“ is used, (9:7). Play restarts with a referee-throw. (Rule 10)
The winner of each half is awarded one point.
- 2:7 If both halves are won by the same team, this team is the overall winner, with the score 2:0.
- 2:8 If each team wins a half the result is a tie. As there must always be a winner, the „Shoot-out“ („One player against the goalkeeper“) is used. (Rule 9)

The final signal

- 2:9 The playing time ends with the automatic final signal from the public clock or from the timekeeper. If no such signal comes, the referee whistles to indicate that the playing time is over (17:10, 18:1, 18:2).

♦ Comment:

If a public clock with an automatic signal is not available, the timekeeper shall use a table clock or a stopwatch and end the game with a final signal. (18:2).

If a public clock is used, it should, if possible, be set to run from 10 to 0 to facilitate the spectators.

- 2:10 Infractions and unsportmanslike conduct that take place before or simultaneously with the final signal (for halftime or end of game) are to be punished, also if this cannot be done until after the signal. The referees end the game only after the necessary free-throw or 6-meter-throw has been taken and its immediate result has been established. (Clarification 3.)
- 2:11 The throw must be retaken, if the final signal (for half-time or end of game) sounds precisely when a free-throw or a 6-meter-throw is being executed or when the ball is already in the air. The immediate result of the retaken throw is to be established before the referees end the game.
- 2:12 Players and team officials remain subject to personal punishment for infractions or unsportmanslike conduct which take place during the execution of a free-throw or 6-meter-throw in the circumstances as described in Rules 2:10-11. An infraction during the execution of such a throw cannot, however, lead to a free-throw in the opposite direction.
- 2:13 If the referees determine that the timekeeper has given the final signal (for half-time or end of game) too early, they must keep the players on the court and play the remaining time.

The team that was in possession of the ball at the time of the premature signal will remain in possession when the game resumes. If the ball was out of play, then the game is restarted with a throw that corresponds to the situation. If the ball was in play, then the game is restarted with a free-throw in accordance with Rule 13:4 a-b.

If the first half of a game has been terminated too late, the second half must be shortened correspondingly. If the second half has been terminated too late, then the referees are no longer in a position to change anything.

Time-out

- 2:14 The referees decide when and for how long the playing time is to be interrupted. („Time-out“).

In the following situations, a time-out is obligatory:

- a. Disqualification or exclusion
- b. 6-meter-throw
- c. Team-Time-out,
- d. A whistle signal from the timekeeper or the technical delegate,
- e. Consultations between the referees in accordance with Rule 17:9
- f. A suspension of an official

Apart from the above indicated situations, where a time-out is obligatory, the referees are expected to use their judgement regarding the need for time-outs also in other situations. Some typical situations where time-outs are not obligatory but nevertheless tend to be given in normal circumstances are:

- a) A player seems to be injured,

- b) A team is clearly wasting time, e.g. when the team is delaying the execution of a formal throw, when a player is throwing the ball away or not releasing it, or when a player leaves the court too slowly after a suspension.
- c) A faulty substitution or when an ,additional' player enters the court (4:13-14).
- d) External influences e.g. the bands or ropes have to be reattached.

2:15 Infraction during a time-out have the same consequences as infractions during the playing time (16:16, comment 1).

2:16 The referees give the timekeeper a signal when the clock is to be stopped in connection with a time-out.

The interruption of the playing time is to be indicated to the timekeeper through three short blasts on the whistle and hand signal 16.

The whistle must always be blown to indicate the restart of the game after a time-out. (15:3b). With this whistle the time-keeper starts the clock.

Team Time-out

2:17 Each team has the right to receive a 1-minute team time-out in each half of the regular playing time

A team official of the team that wishes to request a team time-out must do so by showing clearly a „Green card“. Therefore he goes to the middle of the side line and holds up the „Green card“ in a clearly visible manner, so that it is immediately recognizable for the timekeeper.

(It is recommended that the „Green card“ measure about 30x20 cm and have a large „T“ on each side.)

A team may request their team time-out only when it has possession of the ball (when the ball is in play or during an interruption). Provided that the team does not lose possession of the ball before the timekeeper has time to whistle (in which case the team time-out will not be allowed) the team will be granted the team time-out immediately.

The timekeeper then interrupts the game by blowing the whistle, gives the hand signal for time-out ((Nr 16) and points with a stretched arm at the team that requested the team time-out. The „green card“ is placed in the sand in the middle of the sideline and about 1 meter outside it by the team official. It remains there during the rest of the playing time of the half concerned.

The referees gives a time-out and the timekeeper stops the clock. The referees acknowledge the team time-out and the timekeeper starts a separate clock controlling the duration of the team time-out. The scorekeeper enters the time of the team time-out, and the half, in the score sheet for the team that requested it.

During the team time-out, the players and officials remain at the level of their substitution area, either on the court or in the substitution area. The referees stay in the center of the court , but one of them may briefly go to the timekeeper's table for consultation.

Infractions during team time-out have the same consequences as infractions during playing time. It is irrelevant in this context whether the players concerned are on or off the court. Under rules 8:4, 16:1d and 16:2c., a suspension may be given for unsportmanslike conduct.

After 50 seconds the timekeeper gives an acoustic signal indicating that the game is to be continued in 10 seconds.

The teams are obliged to be ready to resume play when the team time-out expires.

The game is restarted with the throw that corresponds to the situation that existed when the team time-out was granted or, if the ball was in play, with a free-throw for the team requesting the team time-out from the place where the ball was at the time of the interruption.

When the referee blows the whistle, the timekeeper starts the clock.

♦ *Comment:*

„Possession of the ball“ also includes situations where the game has to be continued with a goalkeeper -throw, a throw-in, a free-throw or a 6-meter-throw.

„Ball in play“ means that the player has contact with the ball (holding the ball in his hands, shooting, catching or passing the ball to a teammate) or that the team is in possession of the ball.

Rule 3 THE BALL

- 3:1 The game is played with a round, non-slippery rubber ball. The men's ball weighs 350 to 370 g and has a circumference of 54 to 56 cm; the women's ball weighs 280 to 300 g and has a circumference of 50 to 52 cm. A smaller ball may be used for children's games.
- 3:2 Prior to each game at least 3 regulation balls must be available. The reserve balls should be kept in the middle behind each goal in a designated area
- 3:3 In order to minimize any playing time interruptions and avoid time-outs, the goalkeeper indicated by the referee should bring a replacement ball into the play as quickly as possible, when the ball has left the playing court.

⋮
♦ *Comment:*

The technical requirements for the balls, to be used in all official international games are contained in the „IHF ball regulations“.. .

Rule 4 THE TEAM, SUBSTITUTIONS, EQUIPMENT

The team

- 4:1 Beach Handball games and tournaments can be organized for male, female and mixed teams.
- 4:2 In principle a team consists of up to 8 players. At least 6 players must be present at the beginning of the game. If the number of players, eligible to play drops below 4, the game is discontinued and the team in question loses the match.
- 4:3 A maximum of 4 players per team (3 court players and 1 goalkeeper) may be on the playing court. The remaining players are substitutes who remain in their own substitution area.
- 4:4 A player or team official is entitled to participate if he is present at the start of the game and is included in the score sheet.

Players/team officials who arrive after the game has started must obtain their entitlement to participate from the timekeeper/scorekeeper and must be entered in the score sheet.

A player who is entitled to participate may, in principle, enter the court through the team's own substitution line at any time. (See, however, Rule 4:13)

A player who is not entitled to participate shall be disqualified if he enters the court. (16:6a). The game is restarted with a free-throw for the opponents. (13:1a-b; see, however, Clarification 8)

4:5 During the whole match, each must have one of the players on the court designated as goalkeeper. A player who is designated as goalkeeper may at any time take on the role of court player. Likewise a court player can take over the function of the goalkeeper (see, however, Rule 4:8).

4:6 A team is allowed to use a maximum of 4 team officials during the game. These team officials may not be replaced during the course of the game. One of them must be designated as the „responsible team official“. Only this official is allowed to address the timekeeper/scorekeeper and possibly the referees. (Except see Rule 2:17)

A team official is general not allowed to enter the court during the game. A violation of this rule is to be penalized as unsportmanslike conduct (Rules 8;4, 16;1d, 16;2c and 16:6b). The game is restarted with a free-throw for the opponents (13:1a-b, see, however Clarification 8)

4:7 In cases of an injury, the referees may give permission (through hand signals 16 and 17) for two of the persons who are „entitled to participate“ (see 4:4) to enter the court during a time-out, for the specific purpose of assisting an injured player from their team (16;2c, 16;6e)

Equipment

4:8 All the court players of a team must wear identical sleeveless shirts. The combinations of colors and design for the two teams must be clearly distinguishable from each other. A players who is entering the playing court as a goalkeeper must wear colors that distinguish him from the court players of both teams and the goalkeepers of the opposing team. Not more than two players of a team shall be marked as goalkeeper (17:3).

♦ *Comment.*

The goalkeepers shall wear transparent pullovers (e.g. in bright colors, through which the original numbers of the players remain visible)

4:9 The players must wear numbers that are at least 10 cm high in the front.

The colour of the numbers must contrast clearly with the colours and design of the shirts.

It is allowed to put the numbers on the upper arm and upper leg, with a material that does not endanger the health of the players.

4:10 .All players play barefoot.
It is permitted to wear socks or sport bandages.
Sport shoes and other types of footwear are not permitted.

4:11 It is not permitted to wear objects that could be dangerous to the players. This includes, for instance, head protection, face masks, bracelets, watches, rings, necklaces or chains, ear-rings, glasses without restraining bands or with solid frames, or any other objects that could be dangerous (17:3).

The wearing of headbands made of soft, elastic material is allowed.

Sun caps are permitted, if the hard visor is turned to the back side. (To avoid injuries)

Players, who do not meet this requirement will not be allowed to take part until they have corrected the problem.

:

♦ *Comment:*

Nose protector: The rule says that it is not permitted to wear a head protection or a face mask. This rule has to be interpreted as follows: A mask covers the major part of the face. A nose protector is much smaller in size and covers only the nose area. Therefore, it is permitted to wear a nose protection.

4:12 If a player is bleeding or has blood on the body or uniform, the player must leave the court immediately and voluntarily (through a normal substitution) in order to have the bleeding stopped, the wound covered, and the body and the uniform cleaned off. The player must not return to the court until this has been done.

A player who does not follow the instructions of the referees in connection with this provision is deemed guilty of unsportmanslike conduct (8;4, 16;1d and 16;2c).

Player Substitutions

4:13 Substitutes may enter the game, at any time and repeatedly, without notifying the timekeeper/scorekeeper, as long as the players they are replacing have already left the court (16:2a).

The players shall always leave and enter the court over their own team's substitution line (16:2a). These requirements also apply to the substitution of goalkeepers (5:12).

The substitution rules apply also during a time-out (except team time-out).

In case of a faulty substitution the game is restarted with a free-throw (Rule 13) or a 6-meter-throw (Rule 14) for the opponents, if the game has to be interrupted. Otherwise the game is restarted with the throw that corresponds to the situation.

The guilty player shall be penalized with a suspension (Rule 16). If more than one player from the same team is guilty of faulty substitution in the same situation, only the first player committing an infraction is to be penalized.

4:14 If an additional player enters the court without a substitution, or if a player illegally interferes with the game from the substitution area, there shall be a suspension for the player. Thus the team must be reduced by one player on the court.

If a player enters the court while serving a suspension, he shall be given an additional suspension which starts immediately and also causes a disqualification of the player. The team has to be further reduced on the court.

The game is in both cases restarted with a free-throw for the opponents (13:1a-b; see, however, Clarification 8).

Rule 5 THE GOALKEEPER

The goalkeeper is allowed to:

- 5:1 touch the ball with any part of his body while in the act of defense inside the goal area;
- 5:2 move with the ball inside the goal area, without being subject to the restrictions applying to court players (Rules 7:2-4, 7:7). The goalkeeper is not allowed, however, to delay the execution of the goalkeeper-throw (Rules 6:5, 12:2 and 15:3b);
- 5:3 leave the goal area without the ball and participate in the game in the playing area; when doing so, the goalkeeper becomes subject to the rules applying to players in the playing area;

The goalkeeper is considered to have left the goal area as soon as any part of the body touches the ground outside the goal-area line.

- 5:4 to leave the goal area with the ball and play it again in the playing area, if he has not managed to control it.

The goalkeeper is not allowed to:

- 5:5 endanger the opponent while in the act of defense (8:2, 8:5)
- 5:6 leave the goal area with the ball under control (free-throw under 13:1a, if the referees has whistled for the execution of the goalkeeper-throw; otherwise the goalkeeper-throw is simply repeated);
- 5:7 touch the ball again outside the goal area following a goalkeeper-throw, until after it has touched another player (13:1a);
- 5:8 touch the ball when it is stationary or rolling on the floor outside the goal area, while he is inside the goal area (13:1a);
- 5:9 take the ball into the goal area when it is stationary or rolling on the floor outside the goal area (13:1a);
- 5:10 re-enter the goal area from the playing area with the ball (13:1a);
- 5:11 touch the ball with the foot or the leg below the knee, when it is stationary on the ground in the goal area or moving out towards the playing area (13:1a);

Substitution for the goalkeeper

5:12 The goalkeeper is allowed to enter the playing court only over the side line of his own team's goalkeeper's area and only from the side of his own team's substitution area (1:8, 4:13).

The goalkeeper may leave the playing area over the side line of his own team's substitution area or the goal area. (1:8, 4:13). but only on the side of his own team substitution area.

Rule 6 THE GOAL AREA

6:1 Only the goalkeeper is allowed to enter the goal area (see, however, 6:3). The goal area, which includes the goal area line, is considered entered when a court player touches it with any part of the body.

6:2 When a court player enters the goal area, the decisions shall be as follows:

- a) free-throw, when a court player enters the goal area in possession of the ball (13:1a).
- b) free-throw, when a court player enters the goal area without the ball but gains an advantage by doing so (13:1a-b; see however, 6:2c);
- c) 6-meter throw, when a defending player enters the goal area and because of this destroys a clear chance of scoring (14:1a).

6:3 Entering the goal area is not penalized when:

- a) a player enters the goal area after playing the ball, as long as this does not create a disadvantage for the opponents;
- b) a player enters the goal area without the ball and does not gain an advantage by doing so;
- c) a defending player enters the goal area during or after an attempt to defend, without causing a disadvantage for the opponents.

6:4 The ball belongs to the goalkeeper when it is in the goal area (see, however, 6:5).

6:5 The ball may always be played when it is at rest or rolling, even in the goal-area. However, the court players are not allowed to enter the goal area to do so (free-throw).

It is allowed to play the ball which is in the air above the goal area, except in case of a goalkeeper's throw (12:2).

- 6:6 The goalkeeper shall put the ball back into play through a goalkeeper-throw (Rule 12), when it ends up in the goal area.
- 6:7 Play shall continue (through a goalkeeper-throw under rule 6:6) if a player of the defending team touches the ball when in the act of defense, and the ball is caught by the goalkeeper or comes to rest in the goal area.
- 6:8 If a player plays the ball into his own goal area, the decisions shall be as follows:
- a) goal, if the ball enters the goal;
 - b) free-throw, if the ball comes to a rest in the goal area, or if the goalkeeper touches the ball and it does not enter the goal (13:1a-b);
 - c) throw-in, if the ball goes out over the outer goal line (12:1).
 - d) play continues, if the ball passes through the goal area back into the playing area, without being touched by the goalkeeper.
- 6:9 A ball that returns from the goal area out into the playing area remains in play.

Rule 7 PLAYING THE BALL, PASSIVE PLAY

Playing the ball

It is permitted to:

- 7:1 throw, catch, stop, push or hit the ball, by using hands (open or closed), arms head, torso, thighs and knees;
- Diving for the ball when it is lying or rolling on the ground is also permitted.
- 7:2 hold the ball for a maximum of 3 seconds, also when it is lying on the floor (13:1a);
- The ball may not remain on the ground longer than 3 seconds and then be picked up again by the same player who last touched it (free-throw);
- 7:3 take a maximum of 3 steps with the ball (13:1a); one step is considered taken when:
- a) a player who is standing with both feet on the ground lifts one foot and puts it down again, or moves one foot from one place to another;
 - b) a player is touching the floor with one foot only, catches the ball and then touches the floor with the other foot;
 - c) a player after a jump touches the ground with one foot only, and then hops on the same foot or touches the ground with the other foot;

- d) a player after a jump touches the floor with both feet simultaneously, and then lifts one foot and puts it down again, or moves one foot from one place to another.

♦ *Comment.*

It counts as only one step, if one foot is moved from one place to another, and then the other foot is dragged next to the first one.

7:4 while standing or running:

- a) bounce the ball once and catch it again with one or both hands;
- b) bounce the ball repeatedly with one hand (dribble), or roll the ball on the ground repeatedly with one hand, and then catch it or pick it up again with one or both hands.

As soon as the ball thereafter is held in one or both hands, it must be played within 3 seconds or after no more than 3 steps (13:1a).

The bouncing or dribbling is considered to have started when the player touches the ball with any part of his body and directs it towards the floor.

After the ball has touched another player or the goal, the player is allowed to tap the ball or bounce it and catch it again.

7:5 move the ball from one hand into the other one.

7:6 play the ball while kneeling, sitting or lying on the floor.

It is not permitted to:

7.7 touch the ball more than once, unless it has touched the floor, another player, or the goal in the meantime (13:1a).

Fumbling the ball is not penalized

♦ *Comment.*

Fumbling means that a player fails to control the ball when trying to catch it or stop it.

If the ball has already been controlled, then the player may not touch it more than once after tapping or bouncing it.

7.8 touch the ball with a foot or leg below the knee, except when the ball has been thrown at the player by an opponent (13:1a-b);

7.9 Play continues if the ball touches a referee on the court.

Passive play

7.10 It is not permitted to keep the ball in the team's possession without making any recognizable attempt to attack or to shoot on goal (see Clarification No. 4). This is

regarded as passive play, which is to be penalized with a free-throw against the team in possession of the ball (13:1a).

The free-throw is taken from the spot where the ball was when play was interrupted.

- 7.11 When a possible tendency to passive play is recognized, the forewarning signal (Hand signal No.18) is shown. This gives the team in possession of the ball the opportunity to change its way of attacking in order to avoid losing possession. If the way of attacking does not change after the forewarning signal has been shown, or no shot on goal is taken, then a free-throw is called against the team in possession (see Clarification No 4).

In certain situations the referees can call free-throw against the team in possession also without any prior forewarning signal, (e.g. when a player intentionally refrains from trying to utilize a clear scoring chance).

Rule 8 FOULS AND UNSPORTSMANLIKE CONDUCT

It is permitted to:

- 8.1
- a) use arms and hands to block or gain possession of the ball;
 - b) use an open hand to play the ball away from the opponent from any direction
 - c) use the body to obstruct an opponent, even when the opponent is not in possession of the ball;
 - d) make body contact with an opponent, when facing him and with bent arms, and maintain this contact in order to monitor and follow the opponent.

It is not permitted to:

- 8.2
- a) pull or hit the ball out of the hands of an opponent;
 - b) block or force away an opponent with arms, hands or legs;
 - c) restrain, hold, push, run or jump into an opponent;
 - d) interfere with, impede or endanger an opponent (with or without the ball) in contravention of the rules

- 8.3 Violations of rule 8:2 where the action is mainly or exclusively directed at the opponent and not at the ball, are to be punished progressively. Progressive punishment means that it is not sufficient to penalize a particular foul solely with a free-throw or 6-meter throw, because the foul goes beyond the type of infraction which normally occurs in the struggle for the ball.

Each infraction that meets the definition for progressive punishment requires a personal punishment.

8.4 Physical and verbal expressions that are incompatible with the spirit of good sportsmanship are regarded as constituting unsportmanslike conduct. (For examples, see Clarification No. 5). This applies to both players and team officials, on or outside the playing court. Progressive punishment also applies in the case of unsportmanslike conduct (16:1d, 16:2c, 16:2d, 16:6b, h, i).

8.5 **A player who endangers the opponent's health when attacking him, shall be disqualified** (16:6c), particularly if he:

- a) from the side or from behind, either strikes or pulls back the throwing arm of a player who is in the process of throwing or passing the ball;
- b) takes any action resulting in the opponent being struck on the head or neck;
- c) deliberately hits the body of an opponent with his foot or knee or in any other way; this includes tripping;
- d) pushes an opponent who is running or jumping, or attacks him in such a way that the opponent loses control of his body; this also applies when a goalkeeper leaves his goal area in connection with a counterattack from the opponents;
- e) hits a defending player in the head with a free-throw taken as a direct shot on goal, assuming that the defending player was not moving; or similarly, hits the goalkeeper in the head with a 6-meter throw, assuming that the goalkeeper was not moving.

8.6 Seriously unsportmanslike conduct by a player or team official, on or outside the court (for examples, see Clarification No. 6), shall be punished with disqualification (16:6e).

8.7 A player who is guilty of "assault" during the playing time shall be excluded (16:11-13). Assault outside the playing time leads to a disqualification (16:6f; 16:16b,d). A team official who is guilty of assault shall be disqualified (16:6g).

♦ *Comment:*

Assault is , for the purposes of this rule, defined as a forceful and deliberate attack against the body of another person (player referee, timekeeper/scorekeeper, team official, delegate, spectator etc). In other words, it is not simply a reflex action or the result of careless and excessive methods. Spitting on another person is specifically regarded as assault.

8.8 Violations against rules 8:2-7 lead to a 6-meter–throw for the opponents (Rule 14:1), if the violation directly, or indirectly because of the interruption it causes, destroys a clear chance of scoring for the opponents.

Otherwise the violation leads to a free-throw for the opponents (Rules 13:1a-b, but see also 13:2 and 13:3).

Rule 9 SCORING AND DECIDING THE OUTCOME OF THE GAME

Scoring

- 9.1 A goal is scored when the entire ball has crossed the entire width of the goal line (see diagram 4), provided that no violation of the rules has been committed by the thrower or a teammate before or during the throw.

A goal shall be allowed, if there is a violation of the rules by a defender but the ball still goes into the goal.

A goal cannot be awarded, if a referee or the timekeeper has interrupted the game before the ball has completely crossed the goal line.

A goal shall be awarded to the opponents, if a player plays the ball into his own goal, except in the situation where a goalkeeper is executing a goalkeeper-throw (12:2, 2nd paragraph).

♦ *Comment.*

A goal shall be awarded, if the ball is prevented from going into the goal by someone or something not participating in the game (spectators etc), and the referees are convinced that the ball would otherwise have entered the goal.

- 9.2 Creative or spectacular goals are awarded with two points; in-flight goals are always awarded with two points.
- 9.3 A goal scored by a 6-m throw is awarded with two points.
- 9.4 After a goal is scored, the game is restarted with a goalkeeper-throw from the goal area (12:1)
- 9.5 A goal that has been awarded can no longer be disallowed, once the referee has allowed the goal and the goalkeeper-throw has been taken.

The referees must make clear (without a goalkeeper-throw) that they have allowed a goal, if the signal for the end of a half sounds immediately after a goal is scored and before a goalkeeper-throw can be taken.

Scoring by the goalkeeper

- 9.6 Two points are awarded when a goal is scored by the goalkeeper.

Deciding the outcome of the game

- 9.7 If the score is even at the end of a half, the “Golden goal method” is used, i.e. the winner is the team that scores the first goal (2:6).
- 9.8 If both teams have won a half, a “Shoot-out’ (One player against the goalkeeper) is used.
Five players who are eligible to play take throws alternating with the opposing team. If a goalkeeper is one of the throwers, he counts as a court player when he take his throw (4:8 comment).
The winner is the team that has scored more points after five throws.

If the outcome has not been decided after the first round, the “Shoot –out” is continued.

For this purpose the ends shall be changed first (without changing the substitution area - see comment).

Again five players who are eligible to play take throws alternatively with the opposing team. Now the other team goes first.

In this round and any subsequent round the match is decided as soon as one team takes the lead once there has been an equal number of attempts by each team.

♦ *Comment:* **Deciding the outcome of the game by the “Shoot-out ”**

In the “Shoot-out” the referees use a coin toss in order to determine the choice of ends and which team starts (see clarification 2).

If a team has won the coin toss and elects to start in the “Shoot-out”, then the opponents have the right to choose ends. Alternatively, if the team that wins the coin toss prefers to choose ends, then the opponents have the right to start in the “Shoot-out”.

Both goalkeepers start off standing on the goal line at least with one foot. The court player must stand in the playing area with one foot on the right or left point where the goal-area line and the side line cross. When the referee blows the whistle he plays the ball back to his goalkeeper on the goal line. During the pass the ball is not allowed to touch the ground. Once the ball has left the player’s hand both goalkeepers may move forward. The goalkeeper with the ball must remain in his goal area. Within 3 seconds he has must either take a shot at the opposing goal or pass the ball to his teammate, who is running towards the opponent’s goal. Also during this pass, the ball is not allowed to touch the ground.

The court player must catch the ball and try to score a goal, without any rule violation.

If the attacking goalkeeper or the court player commits a rule violation the attack is over.

If the defending goalkeeper leaves his goal area, then he is allowed to go back into his goal area at any time.

If the number of players drops below 5 in one round, the team in question will have correspondingly fewer throwing opportunities, because no player is allowed to throw a second time.

- 9.9 If the defending goalkeeper saves a goal in the “Shoot-out” by violating a rule, a 6-meter-throw has to be awarded.

♦ *Comment:*

Every player who is eligible to play is allowed to execute this 6-meter-throw.

- 9.10 During the “Shoot-out”, all the court players involved must remain in their substitution area. Players who have taken their throw go back to their substitution area.

Diagram 4 Scoring

compare: IHF Rules of the Game updated 26.03.2001

Rule 10 THE REFEREE-THROW

- 10:1 Each half, and also the “Golden Goal”, begins with a referee-throw (2:2).
- 10.2 The referee-throw is taken in the center of the court. One referee throws the ball vertically following a whistle signal from the other referee.
- 10.3 The other referee is positioned outside the side-line opposite the timekeeping desk.
- 10.4 With the exception of one player of each team, all players must remain at least three meters away from the referee while the referee-throw is being taken, but they are allowed to position themselves any place else on the playing court.
The two players who are jumping for the ball shall stand next to the referee each on the side nearest to his own goal.
- 10:5 The ball may be played only after it has reached its highest point.

Rule 11 THE THROW-IN

- 11.1 A throw-in is awarded when the ball has completely crossed the side line or when a court player on the defending team was the last one to touch the ball before it crossed his team's outer goal line.
- 11.2 The throw-in is taken without whistle signal from the referees (see, however, 15:3b), by the opponents of the team whose player last touched the ball before it crossed the line.
- 11.3 The throw-in is taken from the spot where the ball has crossed the side line, but at least 1 meter from the point where the goal area line and the side line intersect if the ball has crossed the outer goal line or side line within the goal area.
- 11.4 The thrower must stand with a foot on the side line until the ball has left his hand. The player is not allowed to put the ball down and then pick it up himself, or to bounce the ball and then catch it again himself (13:1a).
- 11.5 The defending players must be at least 1 meter away from the executing player during a throw-in.

Rule 12 THE GOALKEEPER-THROW

- 12:1 A goalkeeper-throw is awarded when:
- the opposing team has scored a goal
 - the goalkeeper controls the ball in his goal area (rule 6:6)
 - the ball crosses the outer goal line, after having been touched last by the goalkeeper or a player of the opposing team.

This means that in all these situations the ball is considered out of play.

Rule 13:3 applies if there is a violation of the rules on the part of the goalkeeper's team after a goalkeeper's throw has been awarded and before it has been executed.

- 12.2 The goalkeeper-throw is taken by the goalkeeper, without whistle signal from the referee (see, however, 15:3b), from the goal area out over the goal-area line.

The goalkeeper-throw is considered to have been taken, when the ball thrown by the goalkeeper has crossed the goal-area line.

The players of the other team are allowed to be immediately outside the goal-area line, but they are not allowed to touch the ball until it has crossed the line (15:7, 3rd paragraph).

- 12.3 The goalkeeper must not touch the ball again after a goalkeeper-throw, until it has touched another player (5:7, 13:1a).

Rule 13 THE FREE-THROW

Free-throw decision

13.1 In principle, the referees interrupt the game and have it restarted with a free-throw for the opponents when:

- a) the team in possession of the ball commits a violation of the rules that must lead to a loss of possession (see Rules 4:4, 4:6, 4:13, 4:14, 5:6-11, 6:2a-b, 6:4, 6:8b, 7:2-4, 7:7-8, 7:10, 8:8, 11:4, 12:3, 13:9, 14:5-7 and 15:2-5).
- b) the defending team commits a violation of the rules that causes the team in possession of the ball to lose it (see Rules 4:4, 4:6, 4:13, 4: 14, 6:2b, 6:4, 6:8b, 7:8, 8:8, 13:7)

13.2 The referees should allow continuity in the game by refraining from interrupting the game prematurely with a free-throw decision.

This means that, under Rule 13:1a, the referees should not call a free-throw if the defending team gains possession of the ball immediately after the violation committed by the attacking team.

Similarly, under Rule 13:1b, the referees should not intervene until and unless it is clear that the attacking team has lost possession of the ball or is unable to continue their attack, due to the violation committed by the defending team.

If a personal punishment is to be given because of the rules violation, then the referees may decide to interrupt the game immediately, if this does not cause a disadvantage for the opponents of the team committing the violation. Otherwise the punishment should be delayed until the existing situation is over.

Rule 13:2 does not apply in the case of infringements against rules 4:3, 4:4, 4:6, 4:13, 4:14 where the game shall be interrupted immediately, through the intervention of the timekeeper.

13.3 If a violation that would normally lead to a free-throw under rule 13:1 takes place when the ball is out of play, then the game is restarted with the throw that corresponds to the reason for the existing interruption.

13.4 In addition to the situations indicated in Rule 13:1a-b, a free –throw is also used as the way of restarting the game in certain situations where the game is interrupted (i.e. when the ball is in play), even through no violation of the rules has occurred:

- a) If one team is in possession of the ball at the time of the interruption, this team shall retain possession.
- b) if neither team is in possession of the ball, then the team that last had possession shall be given possession again;
- c) when the game is interrupted because the ball touched a fixture above the court, the team which did not last touch the ball shall be given possession.

- 13.5 If there is a free-throw decision against the team that is in possession of the ball when the referee whistles, then the player who has the ball at that moment must immediately drop it or put it down at the spot where he is (16:2e).

Free-Throw Execution

- 13.6 When a free throw is taken, the players of the attacking team are not allowed to position themselves closer than 1 meter from goal-area line of the opponents before the free-throw has been taken (15:1)
- 13.7 When the free-throw is being taken, the opponents must remain at a distance of at least 1 meter from the thrower.
- 13:8 The free throw is normally taken without any whistle signal from the referee (see, however 15:3b) and, in principle, from the place where the infraction occurred. The following are exceptions to this principle:

In the situations described under 13:4 a-b, the free-throw is taken, after whistle signal, in principle from the place where the ball was at the time of the interruption. In case of 13:4c, the free-throw is taken, also after whistle signal, in principle from the place below where the ball touched the fixture.

If a referee or technical delegate (from IHF or a continental/national federation) interrupts the game because of an infringement on the part of a player or team official of the defending team, and this results in a verbal caution or a personal punishment, then the free-throw should be taken from the place where the ball was when the game was interrupted, if this is a more favorable location than the position where the infringement took place.

The same exception as in the previous paragraph applies if a timekeeper interrupts the game because of a faulty substitution, or illegal entry under rules 4:3, 4:4, 4:6, 4:13, 4:14.

As indicated in rule 7:10 , free-throws called because of passive play shall be taken from the place where the ball was when the game was interrupted.

Notwithstanding the basic principles and procedures stated in the preceding paragraphs, a free-throw can never be taken inside the throwing team's own goal area. In any situation where the location indicated is inside the goal area, the location for the execution must be moved to the nearest spot immediately outside the goal area.

If the correct position of the free-throw is nearer than one meter from the defending team goal area line, then the execution must take place at least one meter away from the goal area line.

- 13.9 Once a player from the team that received the free-throw is in the correct position for taking the throw, with the ball in hand, he must not put it down on the floor and pick it up again, or bounce it and catch it again (13:1a).

Rule 14 THE 6-METER THROW

6-Meter Decision

- 14:1 A 6-meter throw is awarded when:
- a) a clear chance of scoring is destroyed anywhere on the court by a player or a team official of the opposing team;
 - b) there is an unwarranted whistle signal at the time of a clear chance of scoring.
 - c) a clear chance of scoring is destroyed through the interference of someone not participating in the game (except when Rule 9:1 Comment applies).

For the definition of “clear chance of scoring” see Clarification No.7

- 14:2 If attacking player retains full control of ball and body despite a violation as in 14:1a, there is no reason give a 6-meter throw, even if thereafter the player fails to utilize the clear scoring chance.

Whenever there is a potential 6-meter decision, the referees should always hold off on intervening until they can clearly determine if a 6-meter decision is indeed justified and necessary. If the attacking player proceeds to score a goal despite the illegal interference from the defenders, then there is obviously no reason to give a 6-meter throw. Conversely, if it becomes apparent that the player really has lost ball or body control because of the violation, so that a clear chance no longer exists, then a 6meter throw is to be given.

- 14:3 When awarding a 6-meter throw, the referees must give a time-out (2:14b).
- 14:4 If a goal is scored by a 6-meter throw two points are awarded (9:3.)

6-meter Execution

- 14:5 The 6-meter throw is to be taken as a shot on a goal, within 3 seconds after a whistle_signal from the court referee (13:1a)
- 14:6 The player who is taking the 6-meter throw must not touch or cross the 6-meter line before the ball has left his hand (13:1a)
- 14:7 The ball must not be played again_by the thrower or a teammate following the execution of a 6-meter throw, until it has touched an opponent or the goal (13:1a).
- 14:8 When a 6 meter throw is being executed, the goalkeeper and the other opponents of the thrower must remain at least 1 meter from the thrower until the ball has left the thrower’s hand. If they do not so, the 6-meter throw will be retaken if it does not result in a goal.
- 14:9 It is no longer permitted to change goalkeepers once the thrower is ready to take the 6-meter throw, standing in the correct position with the ball hand. Any attempt to make a substitution in this situation is to be penalized as unsportmanslike conduct (8:4, 16:1d and 16:2c).

Rule 15 GENERAL INSTRUCTIONS FOR THE EXECUTION OF THE THROWS (Throw-in, Goalkeeper-throw, Freethrow, 6 Meter Throw)

15:1 The ball must be in the hand of the thrower before a throw is executed.

All players must be in the positions prescribed for the throw in question. The players must remain in their correct positions until the ball has left the hand of the thrower.

An incorrect initial position is to be corrected (see, however, 15:7)

15.2 Except in the case of the goalkeeper-throw, the thrower must have one part of a foot in constant contact with the ground when a throw is taken (13:1a). The other foot may be lifted and put down repeatedly.

15.3 The referee must blow the whistle for the restart:

- a) always in the case of 6-meter throw
- b) in the case of a throw-in, goalkeeper –throw or free-throw:
 - for a restart after a time-out;
 - for a restart with a free-throw under Rule 13:4;
 - when there has been a delay in the execution;
 - after a correction of the player positions;
 - after a verbal caution.

After the whistle signal, the thrower must play the ball within 3 seconds (13:1a)

15.4 A throw is considered taken when the ball has left the hand of the thrower (see, however, 12:2).

The ball may not be handed over to, or touched by, a teammate of the thrower when the throw is being taken (13:1a),

15.5 The thrower must not touch the ball again until it has touched another player or the goal (13:1a)

15.6 A goal may be scored directly from any throw, except in the case of a goalkeeper-throw, where an “own goal” is not possible (12:2), and a referee –throw (because it is executed by the referee).

- 15.7 Incorrect positions on the part of the defending players in connection with the execution of throw-in or free-throw must not be corrected by the referees, if the attacking players are not at a disadvantage by taking the throw immediately. If there is a disadvantage, then the positions are to be corrected (15:3b)

If the referee blows his whistle for a throw to be taken, despite incorrect positions on the part of defending players, then those players are fully entitled to intervene.

A player is to be suspended if he delays or interferes with the execution of a throw by the opponents, by standing too close or through other infractions.

Rule 16 THE PUNISHMENTS

Suspension

- 16.1 A suspension **can** be given:
- a) fouls and similar infractions against an opponent (5:5 and 8:2), which do not fall under the category of "Punished progressively" in Rule 8:3.
 - b) such fouls which are to be punished progressively (8:3).
 - c) Infractions when the opponents are executing a formal throw (15:7).
 - d) Unsportmanslike conduct by a player or team official (8:4).
- 16.2 A suspension **must** be given:
- a) for a faulty substitution or illegal entering of the court (4:13, 4:14).
 - b) for repeated fouls of the type that they are to be punished progressively (8:3).
 - c) for repeated unsportmanslike conduct by a player, on the court or outside the court (8:4).
 - d) for repeated unsportmanslike conduct by any one of the officials of a team.
 - e) for failure to drop or put the ball down when a free-throw decision is taken against the team which is in possession of the ball (13:5).
 - f) for repeated infractions when the opponents are executing a formal throw (15:7).
 - g) as a consequence of a disqualification of a player or team official during the playing time (16:8 2nd paragraph).

h) for unsportmanslike conduct by a player, before the game has been restarted after he has just been given a suspension (16:12).

16:3 The referee shall clearly indicate the suspension to the guilty player and to the timekeeper/scorekeeper through the prescribed hand signal. (Hand Signal No 14).

16:4 The suspended player is not allowed to participate in the game during his suspension, and the team is not allowed to replace him on the court.

The suspension begins, when the play is restarted with a whistle signal.

The suspended player can be replaced or is allowed to enter the playing court as soon as there has been a change of possession between the two teams (See Rule 16 comment 2).

16:5 The second suspension of a player results in a disqualification.

In principle a disqualification resulting from two suspensions is only effective for the remainder of the playing time (Rule 16 Comment 3) and it has to be regarded as a referee decision based on facts. (Such disqualifications shall not be mentioned in the match report).

Disqualification

16:6 A disqualification **must** be given:

- a) If a player who is not entitled to participate enters the court (4:4)
- b) for the second (or subsequent) occasion of unsportmanslike conduct by any one of the officials of a team, after one of them has previously received a suspension under Rule 16:2d (8:4):
- c) for fouls which endanger the opponent's health (8:5):
- d) for fouls of the goalkeeper , leaving his goal area during a "Shoot out" (one player against the goalkeeper) and endangers the health of the opponent (8:5: Actions which are clearly directed at the body of the opponent and are not aimed at playing the ball).
- e) For seriously unsportmanslike conduct by a player or a team official, on or outside the court (8:6);
- f) For an assault by a player outside the playing time, i.e. before the game or during an intermission (8:7, 16:16b, d);
- g) For an assault by a team official (8:7);
- h) Because of a second suspension to the same player (16:5)
- l) For repeated unsportmanslike conduct by a player or team official during an intermission (16:16d).

- 16:7 After calling a time-out, the referees shall clearly indicate the disqualification to the guilty player or official, and to the timekeeper/scorekeeper, by holding up a red card. (Hand Signal No. 13; the “red card” should measure about 9x12cm).
- 16:8 A disqualification of a player or team official is always for the entire remainder of the playing time. The player or official must leave the court and the substitution area immediately. After leaving, the player or official is not allowed to have any form of contact with the team.
- A disqualification of a player or a team official always reduces the number of players or officials which is available to the team (except as in 16.16b). The team, however is allowed to increase the number of players on the court again after a change of possession between the teams (See Rule 16 Comment 2).
- 16:9 A disqualification (except because of the second suspension --16:6h) must be explained by the referees in the match report, to the relevant authorities.
- 16:10 If a goalkeeper or court player during “ Shoot out” (one against the goalkeeper) is been punished because of unsportmanslike or seriously unsportmanslike conduct, a disqualification must be given.

Exclusion

- 16:11 An exclusion **must** be given:

When a player is guilty of an assault (as defined in Rule 8:7) during the playing time on or outside the playing court.

- 16:12 After calling a time-out, the referees shall clearly indicate the exclusion to the guilty player and to the timekeeper/scorekeeper, through the prescribed hand signal, i.e., the referee crosses his arms above his head (Hand Signal No. 15)
- 16:13 An exclusion is always for the entire remainder of the playing time, and the team must continue with one player less on the court.

The excluded player must not be replaced and must leave both the court and the substitution area immediately. After leaving, the player is not allowed to have any form of contact with the team.

- 16:14 An exclusion must be explained by the referees in the match report to the relevant authorities (17:12).

More Than One Violation in the Same Situation

- 16:15 If a player or team official is guilty of more than one violation simultaneously or in direct sequence, before the game has been restarted, and these violations warrant different punishments, then in principle, only the most severe one of these punishments shall be given. This is always the case when one of the violations is an assault.

Infractions Outside the playing Time

- 16:16 Unsportmanslike conduct, seriously unsportmanslike conduct, or an assault on the part of a player or team official, taking place on the premises where a game is played but outside the playing time, shall be punished as follows:

Before the game:

- a) a verbal caution shall be given in the case of unsportmanslike conduct (16:1d).
- b) a disqualification shall be given in the case of seriously unsportmanslike conduct or assault (16:6 e-g), but the team is allowed to start with 8 players and 4 officials.

During an intermission:

- c) a verbal caution shall be given in the case of unsportmanslike conduct.
- d) a disqualification shall be given in the case of repeated or seriously unsportmanslike conduct or in the case of an assault (16:6 b, e-g-i); in the case of repeated unsportmanslike conduct this sets aside Rules 16:2 c-d, which apply during the playing time.

After a disqualification during an intermission the team is allowed to continue on the court with the same number of players as immediately before the intermission.

After the game:

- e) a written report.

◆ **Comment 1: the playing time**

The situations described in rules 16:1, 16:2, 16:6 and 16.11 generally include the infractions caused during the playing time.

The playing time includes the “Time-outs”, the “Golden Goal” and the “Shoot out” (one against the goalkeeper) but not the breaks.

◆ **Comment 2: the change of possession**

The term change of possession is to be used to signify that possession of the ball has passed from one team to the other.

Exceptions and clarifications:

- a) At the beginning of the second half, a “Golden goal” and the “Shoot out” (one against the goalkeeper), suspended players may be substituted or allowed to re-enter the playing court
- b) Suspending a defending player combined with awarding a 6-meter-throw:
 - If the attacking team scores a goal, the suspended player may be substituted or allowed to re-enter the playing court after the goalkeeper-throw.
 - If no goal is scored, the suspended player or his substitute shall wait till the next change of possession before he is allowed to re-enter the playing court.
- c) If there is a delayed suspension in an advantage situation:

- The suspension starts at the moment the sanction is imposed, i.e., as soon as the advantage situation has ended and the corresponding decision has been taken.
- ♦ **Comment 3:** “Effective until the end of the match” (16:5) includes the “Golden Goal” and the “Shoot-out”

Rule 17 THE REFEREES

- 17.1 Two referees with equal authority shall be in charge of each game. They are assisted by a timekeeper and a scorekeeper.
- 17.2 The referees monitor the conduct of the players from the moment they enter the premises until they leave.
- 17.3 The referees are responsible for inspecting the playing court, the goals, and the balls before the game starts; they decide which balls will be used (rules 1 and 3:1).
- The referees also establish the presence of both teams in proper uniforms. They check the score sheet and the equipment of the players. They ensure that the number of players and officials in the substitution area is within the limits, and they establish the presence and identity of the “responsible team official”, for each team. Any discrepancies must be corrected (4:2-3 and 4:8-10).
- 17.4 The coin toss is undertaken by one of the referees, in the presence of the other referee and both team captains (2:1).
- 17.5 At the start of the game, one referee positions himself outside the side line on the opposite side of the timekeeper table. The playing time starts on his whistle signal (2:5). The other referee positions himself in the center of the playing court. After the whistle signal he starts the game with a referee-throw (see Rule 10).

The referees must change ends with each other from time to time during the game

17:6 The referees position themselves in a way they can overview the substitution areas of both teams. (17:11, 18:1)

17:7 In principle, the entire game shall be conducted by the same referees.

It is their responsibility to ensure that the game is played in accordance with the rules, and they must penalize any infractions (see, however, Rules 13:2 and 14:2).

If one of the referees becomes unable to finish the game, the other referee will continue the game alone. (For IHF and Continental events, this situation is handled in accordance with the applicable regulations).

17:8 If both referees whistle for an infraction and agree about which team should be penalized but have different opinions as to the severity of the punishment, then the most severe of the two punishments shall be given.

- 17:9
- a) If both referees have different opinions on the awarding of points after a team has scored, a joint decision will apply (see comment)
 - b) If both referees whistle for an infraction, or the ball has left the court, and the two referees show different opinions as to which team should have possession, then the joint decision will apply. (see comment).

A time-out is obligatory. Following the consultation between the referees, they give clear hand signals and the game is restarted after whistle signal (2:8f, 15:3b).

♦ *Comment:*

The referees reach a joint decision by consulting each other briefly. If they do not manage to reach a joint decision then the opinion of the court referee will prevail.

17:10 Both referees observe and control the score, the playing time and the result of the game. They are responsible for controlling the playing time. If there is any doubt about the accuracy of the timekeeping, the referees reach a joint decision (see also 17:9 Comments).

17:11 The referees control with support of the timekeeper/scorekeeper the entry and the exit of the substitutes (17:6, 18:1).

17:12 The referees are responsible for ensuring after the game that the score sheet is completed in a correct way..

Exclusions (16:14) and disqualifications of the type indicated in rule 16:8, must be explained in the match report.

17:13 Decisions made by the referees on the basis of their observations of facts or their judgments are final.

Appeals can be lodged only against decisions that are not in conformity with the rules.

During the game, only the respective “responsible team officials” are entitled to address the referees.

17:14 The referees have the right to suspend a game temporarily or permanently. Every effort must be made to continue the game, before a decision is taken to suspend it permanently.

Rule 18 THE TIMEKEEPER AND THE SCOREKEEPER

18:1 In principle, the timekeeper controls the playing time and the time-outs. Generally, only the timekeeper should interrupt the game when this becomes necessary.

Similarly , the scorekeeper has the main responsibility for keeping the score, for the team rosters, the score sheet, the entering of players who arrive after the game has started, and the entering of players who are not entitled to participate.

Other tasks, such as the control of the number of players and team officials in the substitution area, are regarded as joint responsibilities.

Both support the referees in controlling the substitutions. (17:6, 17:11).

See also Clarification No. 8 regarding proper procedures for the interventions of the timekeeper/scorekeeper when fulfilling some of the responsibilities indicated above.

♦ *Comment:*

During I.H.F, Continental or National Championships the task distribution can be organized in another way.

- 18.2 If there is no public scoreboard clock available, then the timekeeper must keep the responsible team official for each team informed about how much time has been played or how much time is left, especially following time-outs.

If there is no scoreboard clock with automatic signal available, the timekeeper assumes the responsibility for giving the final signal at half-time and at the end of the game (see rule 2:9 comment).

When a player is suspended, the scorekeeper confirms this to the player and the referees by holding up a card. The card shows "1" for a player's first suspension and "2" for the second suspension.

The Hand Signals

Hand signals

1. If one or two points are credited when a goal is scored (rule 9, 14:4, clarification 1), then the court referee must indicate this by displaying one or two fingers. When two points are awarded, the goal referee does a full vertical arm swing additionally.
2. Hand signal 14: The referee indicates the rule violation and points to the offending player.
A bent arm, grabbed at the wrist by the other arm, indicates a suspension.
3. The referee uses a red card to indicate an “immediate” disqualification.
4. Disqualifications must be clearly confirmed by a red card being held in the air by the scorekeeper.
5. When a free-throw or throw-in is called, the referees must show **immediately** the direction for the throw that is to follow (signals 7 or 9).

Thereafter, as applicable, the appropriate obligatory hand signal(s) should be given, to indicate any personal punishment (signals 13-15).

If it seems that it would also be useful to explain the reason for a free-throw or 6 meter throw decision, then the applicable one of signals 1-6 and 11 could be given for the sake of information. (Signal 11 should however, always be given in those situations where a free-throw decision for passive play was not preceded by signal 18).

6. Signals 12,16 and 17 are mandatory in those situations where they apply.
7. Signals 8,10 and 18 are used as deemed necessary by the referees.

The List of the Hand Signals:

- 1 Entering the goal area
- 2 Illegal dribble
- 3 Too many steps, or holding the ball more than 3 seconds
- 4 Restraining, holding or pushing
- 5 Hitting
- 6 Offensive foul
- 7 Throw-in-direction
- 8 Goalkeeper-throw
- 9 Free-throw -direction
- 10 Keep the distance of 1 meter
- 11 Passive play
- 12.1 One point
- 12.2 Two points
- 13 Disqualification (red card)
- 14 Suspension
- 15 Exclusion
- 16 Time-out
- 17 Permission for two persons (who are "entitled to participate) to enter the court during time-out
- 18 Forewarning signal for passive play

Clarifications of the playing rules.

Contents:

1. Special circumstances
2. Free-throw execution after the final signal (2:10-12)
3. Passive play (7:10-11)
4. Unsportmanslike conduct (8:4, 16:1-d)
5. Seriously unsportmanslike conduct (8:6, 16:6-e)
6. Definition of a “clear chance of scoring” (14:1)
7. Interruption by the timekeeper (18:1)

1. Special circumstances

When external circumstances (wind, position of the sun, etc.) so require, the referees may decide to use only one of the goals for the "Shoot out" (One player against the goalkeeper).

2. Free-Throw Execution after the Final Signal (2:10-12)

In many cases, the team that has the opportunity to execute a free-throw after the playing time has expired is not really interested in trying to score a goal either because the outcome of the game is already clear or because the position for the free-throw is too far away from the goal of the opponents. Although technically the rules require that the free-throw be executed the referees should show good judgment and consider the free-throw taken, if a player who is in the approximately correct position simply lets the ball drop or hands it to the referees.

In those cases where it is clear that the team wants to try to score a goal, the referees must try to find a balance between allowing this opportunity (even though it is a very small one) and ensuring that the situation does not deteriorate into a time-consuming and frustrating "theater". This means that the referees should get the players from both teams into correct positions firmly and quickly, so that the free-throw can be executed without delay. The players of the throwing team must be admonished and monitored so that only one player holds the ball. If players want to leave the court to be substituted, they must do so at their own risk. The referees have no obligation to wait with their execution signal until the substitutes are in their correct positions.

The referees must also be very alert to punishable violations by both teams. Persistent encroachment by the defenders must be punished (15:7, 16:1c, 16:2f). Moreover, the attacking players often violate the rules during the execution, e.g. one or more players cross the free-throw line after the whistle but before the throw, (13:8 paragraph 3) or the thrower actually moves or jumps when throwing (15:2). It is very important not to allow any goals scored illegally.

3. Passive Play (7:10-11)

General Guidelines:

The application of the rules regarding passive play has the objective of preventing unattractive methods of play and intentional delays in the game. This requires that the referees throughout the game recognize and judge passive methods in a consistent manner.

Passive methods of play may arise in all phases of a team's attack, i.e., when the ball is moved down the court, during the build-up phase, or during the finishing phase.

Passive ways of playing may be used relatively more frequently in the following situations:

- a team is narrowly in the lead towards the end of the game;
- a team has a player suspended;
- superiority of a team, especially in the defense

The utilization of the forewarning signal:

The forewarning signal should be shown particularly in the following situations:

1) When substitutions are made slowly or when the ball is moved slowly down the court.

Typical indications are:

- players are standing around in the middle of the court waiting for substitutions to be completed;
- player is standing still bouncing the ball;
- the ball is played back into the team's own half of the court, even though the opponents are not putting on any pressure;
- Delays in the execution of the Goalkeeper-throw or any other throw.

2) In connection with a late substitution after the build-up phase has already started.

Typical indications are:

- all players have already taken up their attacking positions;
- the team starts the build-up phase with a preparatory passing play
- not until this stage does the team undertake a substitution

Note: the team which has attempted a rapid counterattack from its own half of the court, but has failed to get to an immediate scoring opportunity after reaching the opponents half of the court, must be allowed to undertake a quick substitution of players at that stage.

3) During an excessively long build-up phase.

In principle, the team must always be allowed a build-up phase with a preparatory passing play, before they can be expected to start a targeted attacking situation.

Typical indications of an excessively long build-up phase are:

- the team's attack does not lead to any targeted attacking action;

Note: "targeted attacking action" exists particularly when the attacking team uses tactical methods to move in such way that they gain spatial advantage over the defenders, or when they increase the pace of the attack in comparison with the build-up phase);
- players are repeatedly receiving the ball while standing still or moving away from the goal;
- repeated bouncing of the ball while standing still;
- when confronted by an opponent, the attacking player: turns away prematurely, waits for the referees to interrupt the game, or gains no spatial advantage over the defender;
- active defensive actions: active defensive methods preventing the attackers from increasing the pace, because the defenders block the intended ball movements and running paths;
- the attacking team achieves no clear increase in pace from the build-up phase to the finishing phase.

4) After showing the forewarning signal

After showing the forewarning signal, the referees should allow a build-up phase of at least 5 seconds. (The referees should recognize that younger players and teams at lower levels may require more time). If after this build-up phase there is no clear increase in pace and no targeted attacking action can be recognized, then the referees must conclude that the team in possession of the ball is guilty of passive play.

Note: The referees must be careful not to take action against passive play precisely at the moment when the attacking team is actually trying to shoot or undertake a move against the goal of the opponents.

How the Forewarning Signal should be shown:

If a referee (either the court referee or the goal-line referee) recognizes the emergence of passive play, he lifts the arm (Hand Signal 18) and keeps it up until the next interruption of the game to indicate the judgment that the team in possession of the ball is not trying to get to a scoring opportunity. The other referee should also give the forewarning signal. (The referees should give the signal with the arm that is closest to the team benches).

If the team in possession does not make a recognizable attempt to get into position to take a shot on goal, then one of the referees whistles for passive play and awards a free-throw to the opponents.

During an attack (which begins when the team gets into possession of the ball and ends when it either scores a goal or loses possession) the forewarning signal should be given only once.

However, at the first interruption of the game after the forewarning signal has been shown, the referees should show the forewarning signal briefly again as a reminder before the game is restarted.

If the attacking team were to request a team time-out after the forewarning signal has been shown, then the forewarning signal should be shown again when the game is being restarted after the team time-out, in order to emphasize that the warning is still in effect.

4. Unsportmanslike conduct (8:4, 16:1d)

Examples of unsportmanslike conduct are:

- a) shouting at the player who is taking a 6-meter throw;
- b) kicking the ball away during a stoppage, so that the opponent cannot immediately execute the throw that has been awarded;
- c) verbally abusing an opponent or a team-mate;
- d) when a player or team official does not give up the ball when it has ended up outside the side line;
- e) delaying the execution of a formal throw;
- f) holding on to an opponent by grabbing the uniform;
- g) if a goalkeeper does not give up the ball when a 6 meter throw has been awarded to the opponent;
- h) if a court player is repeatedly blocking shots with a foot or lower leg;
- l) if defending players repeatedly enter their goal area;
- j) if a player tries to create the (incorrect) impression that an opponent committed an infraction.

5. Seriously unsportmanlike conduct (8:6, 16:6-e)

Examples of seriously unsportmanslike conduct are:

- a) insulting behavior (through speech, facial expressions, gestures or body contact) directed at another person (referee, timekeeper/scorekeeper, delegate, team official, player, spectator etc.);

- b) throwing or pushing the ball away after a decision by the referees, if the ball goes so far that the action cannot be seen as just unsportmanslike conduct;
- c) If the goalkeeper demonstrates such a passive attitude when a 6-meter throw has been awarded to the opponent, that the referee must assume that he is not trying to stop the shot.
- d) taking revenge after having been fouled (hitting back in a reflex action);
- e) deliberately throwing the ball at an opponent during a stoppage in the game, unless it is done in such a way that it must be regarded as an assault.

6. Definition of a “clear chance of scoring” (14:1)

For the purposes of Rule 14:1, a “clear chance of scoring” exists when:

- (I) a player who already has ball and body control at the goal-area line of the opponents has the opportunity to shoot on goal, without any opponent being able to prevent the shot with legal methods;
- (II) a player who has ball and body control is running (or dribbling) alone towards the goalkeeper in a counterattack, without any other opponent being able to come in front of him and stop the counterattack;
- (III) a player is in a situation which corresponds to (I) or (II) above, except that the player does not yet control ball but is ready for an immediate reception of the ball; the referees must be convinced that no opponent will be able to prevent the reception of the ball with legal methods;
- (IV) a goalkeeper has left his goal area and an opponent with ball and body control has a clear and unimpeded opportunity to throw the ball into the empty goal; (this applies also if defenders are in positions between the throwing player and the goal, but the referees must then take into account the possibility for these players to intervene in a legal manner).

7. Interruption by the timekeeper (18:1)

If a timekeeper interrupts the game due to a faulty substitution or illegal entry under rules 4:4,4:6,4:13, 4:14 the game is restarted with a free-throw for the opponents, normally at the place of the infringement. If, however, the ball was at a more favorable position for the opponents at the time of the interruption, then the free-throw should be taken from that place (see rule 13:8, 3rd and 4th paragraphs).

In the case of such infringements, the timekeeper shall interrupt the game immediately, without regard for the general 'advantage rules' in 13:2 and 14:2. If a clear scoring chance is destroyed because of such an interruption, when it is caused by an infringement on the part of the defending team, then a 6- meter throw shall be awarded on accordance with rule 14:1 a.

In the event of other types of infringements that need to be reported to the referees, the timekeeper should generally wait until the next interruption in the game. If the timekeeper nevertheless interrupts the game, such an intervention

cannot lead to a loss of possession. The game will be restarted with a free-throw for the team which had possession at the time of the interruption. If, however, the interruption was caused by an infringement on the part of the defending team, and the referees judge that the premature interruption destroyed a clear chance of scoring for the opponents, then a 6-meter throw shall be awarded in analogy with rule 14:1b. As a general principle, infringements observed and reported by the timekeeper/scorekeeper (except as under Rules 4:4, 4:6, 4:13, 4:14) do not lead to personal punishments.

The provision for awarding a 6-meter-throw in accordance with Rule 14:1a, as indicated in the second paragraph above, applies also if a referee or technical delegate (from the IHF or a continental/national federation) interrupts the game for an infringement leading to a verbal caution or a punishment against a player or an official of the defending team, at a moment when the team in possession has a clear chance of scoring.

European
Handball
Federation

**Substitution area
regulations**

1. Each team has a substitution area for the court players that is 15 meters long and 3m wide. These areas are positioned on both sides of the playing court outside the sideline. (1:7).
2. No objects of any kind may be placed in the substitution areas.
3. Only the players and team officials entered in the score sheet are allowed to be in the substitution area (4:2, 4:6).
4. Both teams are in the substitution area on their respective sides (1:7, 2:1)
4. The team officials in the substitution area must be dressed in sportswear.
6. If an interpreter is needed, he must take up a position *behind* the substitution area.
7. The timekeeper and scorekeeper shall support the referees in monitoring the occupancy of the substitution area before and during the game.

If before the game there are any infringements of the rules as regards the substitution area, the game may not start until the infringements have been remedied. If these rules are infringed during the game, the game may not be continued after the next interruption until the matter has been resolved.

- 8 a) The team officials have the right and duty to guide and manage their team also during the game, in a fair and sporting spirit within the framework of the rules. In principle, they should sit or kneel in their substitution area.

However, one of the officials is **permitted** to move around within the substitution area, specifically in order to:

- manage the substitution of players.
- give tactical advice to players on the court and in the substitution area.
- Give medical care.
- request a team time-out.
- communicate with the timekeeper/scorekeeper; this applies only to the "responsible team official" and only in unusual situations (rule 4:6).

At any given point in time, the permission to move around applies to only one official per team. Moreover, the team official who is moving must respect the limits of the substitution area as defined in point n°1 above. Similarly, the team official must also respect the need for unrestricted vision on the part of the timekeeper/scorekeeper.

- b) In principle, players in the substitution area should sit or kneel. The substitute players are, however, permitted to move around in the substitution area, as long as it is not done in a disturbing manner.
- c) It is **not permitted** for team officials or players to:
- interfere with or insult referees, delegates, time keeper/scorekeeper, players, team officials, or spectators, by behaving in a provocative, protesting, or otherwise unsportsmanlike manner (speech, facial expression or gestures);
 - leave the substitution area in order to influence the game;
 - stand or move along the side line while warming up.
9. If the Substitution Area Regulations are infringed, the referees are obliged to act in accordance with rules 16:1d, 16:2c-d or 16:6 b,e,h (verbal caution, suspension, disqualification).
10. If the referees fail to notice an infringement of the substitution area regulations, they must be informed about it by the time keeper/scorekeeper during the next interruption of the game.
11. Technical Delegates of the IHF (or the Continental Federation or National Federation) who are on duty at a game are allowed to draw the attention of the referees (at the next interruption of the game) to a possible violation of the rules or a failure to comply with the substitution area regulations (except in the case of decisions made by the referees on the basis of their observations of facts).

In such cases the game must be restarted with the appropriate throw depending on the game situation.

However, if the Technical Delegate has found it necessary to interrupt the game immediately because of an infringement by one team, then the game is resumed with possession of the ball for the opponents (free-throw or, in the case of a clear scoring opportunity, 6-meter throw).

The player or official who committed an infringement shall be punished by the referees. The details shall be recorded in the score sheet.

If the referees do not take action regarding an infringement of the substitution area regulations, even after they have been made aware of it, then the Technical Delegate of the IHF (or Continental Federation or National Federation), must submit a report to the appropriate authority (e.g. disciplinary committee). This authority shall rule on the events in the substitution area and on the attitude of the referees.