



IBSA Goalball Procedures

For rules 2018-2021



International Blind Sports Federation
Goalball Sub Committee

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1. Competition procedures

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

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

List of abbreviations used in this document:

- LOC - Local Organization Committee
- Venue - building where the game takes place
- FOP, Field of play - inside the venue outside of the court
- Court - playing area of Goalball 9.0 x 18.0 meters
- **bold** text in the boxes are the referee calls/sayings
- TD - technical delegate
- ATD - assistant technical delegate

1.1. Coin toss procedures before the game

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

- 30 minutes before the start of the game

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

One team doesn't show-up in coin toss	Remaining team have all the options	Team present in coin toss, winner and can choose throw/defend and left/right. If team chooses throw and left, referee circulates winner's throw and loser right. Referee writes in remarks; name of the team that didn't show-up.
Both teams don't show-up in coin toss.	Referee marks throw/ defend and left/right according to the rules.	Team A, referee circulates throw, team B right.
0 minutes	Referees ready to start the game	No details

1.2. **March-in procedures** (applies more for Paralympics and World Championships) Referees, ITOs, NTOs

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

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

1.3. Before the game procedures

Timing and/or process	Activity	Details
'five (5) minutes' before the start of the game	Horn or signal from the table.	The game starts after 5 minutes, teams have time to warm-up on the court or put on the patches, referees prepare themselves for the game (microphones) and watch the warm-up, check the court.
90 seconds	Horn, call or signal from the table! Referees start the eye patch and shade checking of the on-court players. Players must be ready <u>on court</u> .	Referees shake hands and leave the table at the same time, ask the players to turn their faces against their own goal, check the patches and eyeshades (on court) one by one, table-side referee with the starting team. Players must be ready for checking.
'time' , 0 second	Horn or signal from the table; game is about to start.	Table-side referee checks that everybody is in their positions.

1.4. Pregame penalty procedures (personal penalty)

Timing and/or process	Activity	Details
<p>Personal penalty before the game starts.</p> <p>If 10 second timers notice someone to touch the eye shades during the 90 seconds, they signal and show time-out sign after all players are checked and before the game starts.</p>	<p>Before the game starts personal penalties might happen: eyeshades, unsportsmanlike conduct...</p> <p>Normal start procedure; ask to switch off the mobile phones and keep quiet while the ball is in play.</p> <p>The player who committed the penalty, will defend the throw.</p>	<p>The game is started by table side referee in a normal way by saying: 'This game is between USA on my left and BRA on my right'.</p> <p>I'd like to remind everyone to switch off your mobile phones and keep quiet while the ball is in play. Thank you!</p> <p>Because a personal penalty occurred, the referee continues by saying:</p> <p>This game starts with penalty throw, eyeshades, number five (5), USA</p>
		<p>Table side referee approaches the thrower and says: 'quiet please', 'centre', throws the ball, waits until in control, whistles <u>once</u>, says 'play'</p>
If a goal is scored	Far side referee	Blow the whistle twice, call goal BRA one-zero
Other outcomes	Thrower makes a personal penalty, high ball, long ball, short ball...)	Referee whistles once and calls e.g.: "high ball" , "number 6" , BRA . There will be another penalty to the thrower.
Other outcomes	Ball is out, blocked, blocked out	No whistles, just corresponding call

1.5. Pregame penalty procedures (team penalties)

Timing and/or process	Activity	Details
Team penalty before the game (time) starts.	<p>Before the game starts, team penalties might happen: delay of game (not correct uniforms in major tournaments, wrong numbering/size, wrong number of team members), unsportsmanlike conduct.</p> <p>Normal start procedure; ask everyone to switch-off your mobile phones and keep quiet when the ball is in play.</p> <p>For team penalties. the coach of the throwing team will select the defending player from in Score sheet - Game information (ask the coach 5 minutes before the start of the game in Paralympics and WC).</p>	<p>The game is started by table side referee in a normal way by saying: ‘This game is between FIN on my left and SWE on my right’.</p> <p>I’d like to remind everyone to switch off your mobile phones and keep quiet while the ball is in play. Thank you!</p> <p>Because a team penalty occurred, the referee continues by saying:</p> <p>This game starts with penalty throw, team penalty, delay of game, FIN, number five (5)</p>
If a goal is scored and other outcomes		See before: personal penalty 1.4

1.5.1. Pregame penalty for both teams

Timing and/or process	Activity	Details

<p>Personal or team <u>penalty for both teams</u> (e.g. eye shades or delay of game...)</p>	<p>Order of penalty throws in case of penalty for <u>both</u> teams.</p>	<p>“This game is between SWE on my left and FIN on my right.” I’d like to remind everyone to switch off your mobile phones and keep quiet while the ball is in play. Thank you!</p> <p>The referee announces the two (2) penalties, one for each team. We start this game with two penalty throws, one for both teams, “team penalty, delay of game, SWE, number 5”, second penalty eyeshades, number 3, FIN. In case of team penalty referee asks the defending player in advance.</p>
<p>Throwing order</p>	<p>Team A on the score sheet - game information – throws first, no matter if personal or team penalty</p>	<p>FIN throws first penalty, Table referee starts the penalty by approaching the throwing team and says; ‘quiet please’, ‘centre’, throw the ball, (wait until in control) whistle once, say ‘play’ (Far side referee) Normal call procedure after the throw; whistle twice for goal or out or blocked out... (no whistle)</p>
	<p>Second penalty</p>	<p>Table referee starts the second penalty by approaching the throwing team and saying; ‘quiet please’, ‘centre’, throw the ball, wait until in control, whistle once, say ‘play’</p>
<p>Start of the game</p>		<p>Normal starting procedure as 1.6, with the addition (after "thank you"): "At the start of the game the score is SWE 1, FIN 0" and before "FIN starts with the ball." no more announcement, which teams are playing.</p>

1.6. Start of the game procedures

Timing and/or process	Activity	Details
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Start of the game	Introduction of the game, table side referee by saying e.g.	‘This game is between JPN on my left and KOR on my right’ . I’d like to remind everyone to switch off your mobile phones and keep quiet while the ball is in play. Thank you!
		JPN starts with the ball’ .
	Start of the game	Table referee starts the game by approaching the starting team and saying; ‘quiet please’ , ‘centre’ , throw the ball, wait until in control, whistle 3 times, ‘play’
If there is a penalty before the start of the game and teams are already introduced.	<u>No more</u> team introduction and switch off...	Table side referee starts the game by saying <u>only</u> who starts with the ball.

1.7. Referee’s calls during regulation time

1.7.1 Scoring a goal procedure

Timing and/or process	Activity	Details
When a goal is scored in regulation time or in Overtime.	A referee whistles twice, says the name of the team that scored and current score	Call procedure: referee whistles twice and says: ‘goal’ , ‘SWE ‘one – zero’ Observe 0 goal = zero
Extra throws or sudden death extra throws	Far side referee	Far side referee announces the goal and current score only when a goal is scored.

1.7.2 Out procedures

<i>Out</i>	Activity	Details/to continue
When the ball is thrown out	Referee blows the whistle and says ‘out’	The ball is given to the other team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court, referee says quiet please , blows the

		whistle and says 'play'
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1.7.3 Blocked out procedures

<i>Blocked out</i>	Activity	Details/to continue
When the ball is blocked out	Referee blows the whistle and says 'blocked out'	The ball is given to the defending team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court, referee says quiet please , blows the whistle and says 'play'
When the ball is blocked out and goes over the goal.	Referee blows the whistle and says 'blocked out' .	The ball is given to the defending team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court and referee says quiet please , blows the whistle and says 'play'

1.7.4 Infractions procedures

<i>Infractions</i>	Activity	Details/to continue
<i>Premature throw</i>		
When the ball is thrown before the referee says 'play'	If time is stopped referee closest to the throwing team says 'premature throw' , otherwise referee blows the whistle and says 'premature throw'	The ball is given to the other team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court, referee says quiet please , blows the whistle and says 'play'
<i>Ball over</i>		

When the ball is blocked and goes over the centre line or over the side line in neutral area, the referee blows the whistle and says ' ball over '	The referee at that end where the ball goes to blows the whistle and calls ' ball over ' in case the ball exits the side line in neutral area, the referee on that side blows the whistles and calls " ball over "	The ball is given to the throwing team and put back into play at the side line 1.5 m in front of the goal post, wait until the ball touches the court, referee says quiet please , blows the whistle and says ' play '
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1.7.5 Personal penalties procedures

<i>Personal penalty</i>	Activity	Details/to continue
If any of the personal penalties occur, the referee blows the whistle and says the name of the personal penalty, player's number and name of the team.	The referee's action is e.g.: <ul style="list-style-type: none"> • blow the whistle • say 'short ball' • number of the player • name of the team 	Call procedure: Whistle, ' short ball ', ' number seven (7) ', ' FIN ' After the penalty throw, the play continues, the ball is given to the correct team, the referee says ' quiet please ', blows the whistle, ' play '

Eyeshades or illegal coaching penalty noticed by ten second timer

<i>Eye shades</i>	Activity	Details/to continue
Ten second timer can draw the attention of table side referee, when they notice a player touching their eye shades before the game starts, during the game and during extra and sudden death throws.	Ten second timer signals and shows the time-out sign. Table side referee clarifies the situation and checks the eye patches and eye shades by taking them into your hands and examining them.	Call procedure: Whistle, " official's time-out – clarification ", talk with ten second timer, after clarification: " Equipment check " After checking the eye patches and eye shades the referee makes the decision If it is an eyeshades penalty then the call is eyeshades, number 2 SWE . But if it a serious eye patch manipulation the call is unsportsmanlike conduct, number 2 SWE (player can be ejected from the game).

The same concerns the illegal coaching.	See above	<p>Call procedure:</p> <p>Whistle, “official’s time-out – clarification”</p> <p>Table side referee clarifies the situation with 10 sec timer and says, team penalty, illegal coaching, TUR, asks the opposing team’s coach the number of the player, who will defend. Calls number seven (7) to defend.</p>
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1.7.6 Team penalties procedures

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

1.7.7 Substitution / time out procedures

<i>Substitution / time out</i>	Activity	Details/to continue
A team can request a substitution or time-out by saying, showing or both, when they have the ball under control or there is a whistled stoppage in play	<p>A referee (who sees or hears first) blows the whistle and says ‘substitution USA’, (far-side referee says): name of the team, number of the outgoing player and number of the incoming player.</p> <p>In case of team time-</p>	<p>Call procedure is:</p> <p>Whistle, ‘substitution’, ‘USA’, ‘out number one (1)’, ‘in number six (6)’</p> <p>In case of team time-out, a call procedure is: whistle, ‘time out’, RUS</p> <p>After substitution or team time-out normal starting procedure.</p>

	out, a referee blows a whistle and says time out and the name of the team.	
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A team may request the team time-out and substitution at the same time. In case of team time-out referees should wait until the 45 seconds (=coaching time) is at the end and then make the substitution. Team cannot be penalized, when they indicated the substitution during the time-out. Teams might also request several substitutions at a same time.

1.7.8. Ejection of a player or other team member

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

(coach) ejection	<p>second illegal coaching leads the team member to be ejected from the game.</p> <p>Scorer to check/inform the unsportsmanlike conducts.</p>	<p>official's time-out, clarification.</p> <p>Talk to scorer and/or check the score sheet.</p> <p>Referee call: second team penalty, illegal coaching, SWE (coach/coach/another member ejection)</p> <p>Coach or another team member must leave the FOP.</p>
Team penalty procedure	Coach of the other team selects the player to defend.	Normal team penalty procedure.

1.7.9. Official's time-out procedures

<i>Official's time out</i>	Activity	Details/to continue
Any time the referee sees it necessary they can have an official's time-out. If time is running, blow the whistle, make a call.	Official's time-out is called when the intention is fix a small issue, e.g. when a goal judge accidentally gets the ball in the goal.	Ball is put at the 1.5 m line as soon as possible. After official's time-out, normal starting procedure.
Equipment check, If time is running, blow the whistle, make a call.	Official's time-out – equipment check includes all team/player related reasons: eyeshades, patches, shoe laces, tape correction, wet floor	Ball is taken away from the team which caused the official's time-out. After official's time-out, normal starting procedure.
Clarification, If time is running, blow the whistle, make a call.	Official's time-out – clarification includes all team/player <u>non</u> -related reasons: referees/ITO/table talks, clock adjustment	The team having the ball, can keep it. After official's time-out, normal starting procedure.

Noise, If time is running, blow the whistle, make a call.	Official's time-out – noise includes all noise coming from anyone other than the playing teams, e.g. alarm, spectators ...	The team having the ball, can keep it. After official's time-out, normal starting procedure.
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1.7.10 Medical time out procedures

<i>Medical time out</i>	Activity	Details/to continue
Only a referee can call a medical time-out.	A referee blows the whistle (if not official stoppage in play), says ' medical time-out ', player number and the team. Ten seconds timer measures the 45 seconds and announces when 15 seconds are left.	Call procedure: " medical time-out, number five (5), USA " Only one person can enter the court from team bench area. If more, penalty will follow immediately. See that player is playable condition. After or within medical time-out: player continues or medical substitution (see substitution) or normal starting procedure.

1.8. End of first half procedures

Timing and/or process	Activity	Details
Horn signals, the game time is at the end.	End of half time after referee blows the whistle and says ' half time ', which ends this half.	<u>Table referee</u> blows the whistle and says ' half time '
End of half	Ball control	Far-side referee is responsible to pick up the ball and bring it back to the table.
Court boundaries	Referees check the court lines	Referees check the lines and repair (if needed)

	NTOs	NTOs assist referees in boundary repair, mop the court if needed, return back to goal posts
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1.9. Half time procedures

Timing and/or process	Activity	Details
Half time	Teams change the ends. Observe possible team substitutions.	Team member must tell the scorer of possible half time substitutions (referees might be checking the eyeshades on court). Table-side referee, ask the scorer, if any substitution have been announced: team/numbers out/in on post-it
90 seconds, horn or signal	Referees start to check the patches and eye shades of players on court.	Referees shake hands and leave the table at the same time, ask the players to turn their faces against their own goal, check the patches and eyeshades (on court), table-side referee with the starting team. Players must be ready for checking.
'time' 0 seconds	Horn or signal from the table; game is about to start	Follow the start procedure, Remember the substitutions!

1.10. Start of the second half procedure

Timing and/or process	Activity	Details
Start of the second half	<p>Table referee informs that the second half starts by saying:</p> <ul style="list-style-type: none"> • half time score • half time substitutions • which teams is to start/side <p><u>No more switching off the mobile phones...</u></p>	<p>Introduction of the game, table side referee by saying e.g.;</p> <p>'Second half of the game between SWE on my left and FIN on my right.</p> <p>Half time score is FIN 5, SWE 2</p> <p>Half time substitution, FIN out number two (2), in number seven (7).</p> <p>SWE starts with the ball'.</p>

	Start of the game	Table referee starts the game by approaching the starting team and saying; ' quiet please ', ' centre ', throw the ball, wait until in control, whistle 3 time, ' play '
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1.11. End of the game procedure

Timing and/or process	Activity	Details
End of game, horn signals game time is at the end	<u>Table referee blows the whistle.</u>	Table side referee whistles and calls: ' game '
	Ball control	Far-side referee is responsible to pick up the ball and bring it back to the table.
Game sheet completion. Check the end of game time.	Referees meet at the table, sign the game sheets after coaches, scorer is the last one.	Table referees checks the game sheet correctness (end of game time!) In case of protest ask TD or ATD to accept the protest form and deposit. After all signatures TD/ATD verify and accept the documents, LOC personnel takes copies of the game sheets, originals in TD/ATD office.
	Referees	Exit the FOP
	ITOs and NTOs	Table officials stay at table, NTOs prepare themselves for next assignments

1.12 Ten goals difference

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

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

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

1.13 Overtime procedures

- Three (3) minutes break

Timing and/or process	Activity	Details
At the end of regulation time	Call procedure	Table side referee ends the regulation time by whistling once and saying ' overtime '
At the end of regulation time	ITOs and NTOs	ITOs and NTOs stay in their positions.
	New coin toss by table referee, LOC to provide the coin	Referees invite the coaches close to table to make a new coin toss; home team (A on score sheet) selects the side of the coin. Winner chooses the throw/defend or left/right, loser has the remaining choice. Table side referee informs the scorer, who prepares the game sheets accordingly. Teams move into their bench areas.
90 seconds, horn, call or signal	Referees start to check patches and eye shades, 10 second timer watches the players on court.	Referees shake hands and leave the table at the same time, ask the players to turn their faces against their own goal, check the patches and eyeshades (on court), table-side referee with the starting team. Players must be ready for checking.

'time', 0 seconds	Horn, call or signal from the table; overtime is to start	Table side referee checks that everybody is in their position. Table side referee starts the overtime with correct calls; teams/side, score, approach the starting team; ' quiet please ', ' centre ', throw the ball and wait until in control, whistle 3 times, ' play '
During overtime	Referees, normal call procedures	If no goals, at the end of first half, whistle and call: ' half time '
Golden goal	First goal during overtime	After the goal: whistle twice, call ' goal ', ' FIN, 6-5 ' <u>Table side</u> referee whistles and says ' game '
Half time	3 minutes break, team can have substitutions.	Teams change the ends/benches
90 seconds, horn, call or signal	Referees start to check of patches and eye shades	Referees shake hands and leave the table at the same time, ask the players to turn their faces against their own goal, check the patches and eyeshades (on court), table referee with the starting team. Players must be ready for checking.
'time', 0 second	Start of the 2. half of the overtime	Follow the normal start procedure
Second half	If no golden goal	Normal game procedures
Golden goal	First goal during second half	After the goal: referee whistles twice, call ' goal ', ' CHN, 1-0 ' Table side referee whistles and says ' game '
At the end of second overtime period, if no goals	Call procedure	Table referee, whistle once and call ' extra throws '

1.14 Extra throws procedures

Timing and/or process	Activity	Details
Coin toss	Referees: new coin toss	Referees take the coaches close to official's table. Teams give the line-up sheets to referees. Table side referee makes the new coin toss; home team selects the side of the coin. Winner chooses <u>only</u> to throw or to defend. Teams stay at their existing ends. Table referee informs the scorer of the result of coin toss.
Table	Game sheets	Scorer prepares the game sheets after the coin toss accordingly.
Checking the eye patches and eye shades during the coin toss	Back-up referees (during the coin toss)	Back-up referees (first in the referee list takes the left side team) go to bench to check every player's patches and eye shades. Table referee gives the correct line-up sheet (players are <u>not</u> put in throwing order on the bench) to back-up referees. Check with table referee each team's number of players for the correct procedure.
Officials	ITOs and goal judges	Stay in their position
Start of extra throws	Start of the extra throws Back-up referees	Table-side referee gives the back-up referees the permission to take the first players on the court, player position: centre position in goal line. Co-ordinate your movements. Back-up referees return close to team bench.
Starting call procedure, first thrower team, that selected the first throw in coin toss	Table side referee	Table side referee, call procedure: Extra throws, FIN number 5 on my left, SWE number 3 on my right, SWE starts with the ball. 'quiet please', 'centre' (throw the ball, control), whistle, 'play'

	Far side referee (table referee)	Controls the defending team, call procedure (whistle twice, call goal, FIN, one-zero or call out, blocked, blocked out) Far side referee announces the score situation, <u>only</u> when goal is scored. Table side referee calls on his/her side: <u>only out or blocked out</u> . Far side referee returns the ball after the throw to table side referee.
Second throw (first pair)	FIN	' quiet please ', ' centre ' (throw the ball, control), whistle, ' play '
Outcome	Goal, out, blocked, blocked out	Corresponding call by referees
	Back-up referees	After both players have thrown, take the players back to bench, take second players on the court according to the line-up sheet
Second pair, first thrower FIN	Table side referee	Procedure: ' quiet please ', ' centre ' (throw the ball, control), whistle, ' play '
Next pairs of players, observe starting team/player	Table side referee	
Extra throw procedure	Order of throws <u>Remember</u> : if a defensive penalty occurs then the penalty is retaken (unless the goal is scored) but if an attacking penalty occurs then there is no action. The moment when the teams change from being one to the other is deemed to be as soon as the far side referee has made their call following a throw.	Throws are started by one team which has been decided by a coin toss. First pair throwing order: throwing team A1, defending team B1, throwing team B1, defending team A1. Second pair: throwing B2 - defending A2, throwing A2 - defending B2 Third: A3 - B3, B3 - A3 etc.

Extra throws procedure	How many throws and end of game	The sequence is repeated until the minimum number of players has had a chance to throw and defend. A winner will be declared when one team is more goals ahead than there are throws remaining.
Extra throws end with tie situation	<u>Table referee</u>	Whistle and call: ' sudden death extra throws '.

1.15 Sudden death extra throws procedures

Timing and/or process	Activity	Details
Coin toss	New coin toss	Table-side referee makes a new coin toss. Home team selects the side of the coin. Winner chooses <u>only</u> to throw or defend. Table referee informs the scorer of the result.
Sudden death extra throw procedure	Order of throws	First pair throwing order: throwing team A1, defending team B1, throwing team B1, defending team A1 Second pair: throwing B2 - defending A2, throwing A2 - defending B2 Third: A3 - B3, B3 - A3 etc. The order of throws will be repeated until one team has established a lead after having an equal number of throws.
Procedure	Referees	Procedures as in extra throws
End of sudden death extra throws, when winner is known	Table side referee	After equal number of throws one team is leading by one goal. <u>Table-side</u> referee whistles and says: ' game '

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

1.16 Players injured during extra throws/Sudden death extra throws

Timing	Action	Process
Player is injured during extra throws. Throwing order?	The first throwers (1. pair) of the teams are throwing.	To start the process: referee calls: USA on my left no 1 to throw, BRA on my right no 2 to defend.
	2. pair, BRA 2 throws, USA2 defends, USA hits the head into goal post, unable to continue.	Referee:” medical time-out, USA2, USA ”. Medical substitution, USA2 out, USA3 in.
USA2 substituted, USA3 comes to throw.	BRA2’s throw was accepted, USA3 completes the throws of this pair.	USA3 to throw, quiet please, center, (under control) whistle, play
Next pair BRA3, USA4, both teams have 6 players.	BRA6 doesn’t throw.	

USA has 4 players, BRA has 6 players. Game goes to sudden death extra throws. Depending on the coin toss.	Only three throws, while USA has only three (3) players USA2 is non-participating player, injured.	BRA 1, 2, 3, 4, 5, 6 USA 1, 3, 4, (2) injured
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2. IBSA goalball protest handling procedure

2.1. Before the tournament

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

2.2. After the game

Timing and/or process	Activity	Details

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

2.3. Call for the meeting

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

2.4. Protest handling

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

2.5. Protest committee meeting

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

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

2.6. Resolution to the teams

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