



IBSA Goalball Referee Manual

For rules 2018-2021



International Blind Sports Federation
Goalball Sub Committee

TABLE OF CONTENTS

IBSA GOALBALL REFEREE'S PROGRAMME OVERVIEW	4
Eligibility to move up to the next level (Level I-III)	4
Certification Maintenance	4
CHARACTERISTICS OF A GOOD REFEREE	4
GOALBALL RULES	7
SECTION A - PREPARATION FOR THE GAME	7
1. Court	7
2. Team Bench Area	8
3. Goals	8
4. Ball	9
5. Uniforms	9
6. Eyeshades / Eye Patches / Eyeglasses and Contact Lenses	11
7. Competition Categories and Classification	12
8. Team Composition	12
9. Officials	13
SECTION B – BEFORE THE GAME	13
10. Coin Toss	13
11. Warm Up	14
12. Length of the Game	15
SECTION C – DURING THE GAME	16
13. Game Protocol	16
14. Scoring	18
15. Team Time Out	19
16. Official's Time Out	20
17. Medical Time Out	22
18. Blood Rule	23
19. Team Substitution	23

20.	Medical Substitution	26
SECTION D – INFRACTIONS		26
21.	Premature Throw	27
22.	Ball Over	27
SECTION E - PERSONAL PENALTIES		28
23.	Short Ball	28
24.	High Ball	29
25.	Long Ball	29
26.	Eyeshades	29
27.	Illegal Defence	30
28.	Personal Delay of Game	31
29.	Personal Unsportsmanlike Conduct	31
30.	Noise	33
SECTION F - TEAM PENALTIES		33
31.	Ten Seconds	33
32.	Team Delay of Game	34
33.	Team Unsportsmanlike Conduct	35
34.	Illegal Coaching	36
35.	Noise	37
SECTION G - END OF THE GAME		37
36.	Overtime	37
37.	Extra Throws	38
38.	Sudden Death Extra Throws	39
39.	Signing the Score Sheet and Protest Procedures	40
SECTION H - REFEREES' AUTHORITY AND ABUSE OF OFFICIALS		41
40.	Referees' Authority	41
41.	Abuse of Officials	42

IBSA GOALBALL REFEREE'S PROGRAMME OVERVIEW

This booklet gives information about the referee manual and is a short summary of referees' levels, development as a referee from level I to level III, annual requirements to keep the level and requirements to be selected for major tournaments, below short summary.

Eligibility to move up to next level

Referee's programme	Time Period	Requirements
Level I referees	One (1) year national experience	Acting as a table official or goal judge
Level II referees	Two (2) years (730 days) of practical national and international experience	Annual passport data to prove refereeing
Level III referees	Three (3) years (1095 days) of practical national and international experience	Annual passport data to prove refereeing

Certification maintenance

Keeping Level	National or international events (min)	International event (min)	Total games (min)
Level I referees	8 games	N/A	8 games
Level II referees	8 games	4 games	12 games
Level III referees	8 games	10 games	18 games

CHARACTERISTICS OF A GOOD REFEREE

There are many characteristics of a good referee, other than having a complete knowledge of the rules, which contribute to excellence in refereeing; some of these aspects will be reviewed in this section.

A referee must always be aware of what their job is, but it is sometimes difficult to define what makes good referees good. What qualities set them above the others? A good referee always makes a difficult match look easy. They do this through skilful application of their personality and good use of knowledge. The bellow points try to outline some of the characteristics that all referees should strive to:

1. First and foremost it is important that referees have a strong knowledge of the rules and procedures. You don't want to find yourself in a situation where players and / or coaches and/ or fans are questioning you and you don't have an answer! A strong knowledge of the rules lends to a referee's credibility.
2. Good referees are conscious of their appearance. It is important to present yourself in a professional manner, rested and up to the task of refereeing the game. The uniform is dictated by the association or by the organiser, but the appearance of a referee is their own responsibility, and they take pride in it.

3. Good referees are punctual. They realize that the game management, coaches and players have enough on their minds without worrying about whether or not a referee will appear. But more important is the simple fact that punctual arrival will set the tone for all pre-game introductions and, indeed, the first moments of the game itself. Punctuality doesn't mean arrive just in time to start the game. Good referees allow themselves enough time to change, discuss situations with fellow officials, and approach the court professionally. Nothing looks worse than the one-minute-before-the-game sprint from the locker room.
4. Good referees know that they are not working alone. They realize there are not two, but three, teams in every game, and one of these teams is their own. They make a point of the pre-game discussion period, are conscious of their companions throughout the game, and never hesitate to give or to receive constructive, friendly, private criticism when they feel it to be necessary.
5. Good referees do not engage in animated conversation with players and coaches. They know that this can cause more problems than it can prevent. Treat coaches and players in a courteous way. If they ask you a question reasonably, answer them in a polite way. If they get your ear by saying 'hey ref I want to ask you something' and then start telling you off, interrupt and remind them of the reason for the discussion. Be firm but relaxed.
6. Good referees are not showboats, instead their voices are clear, serious, and confident. As the players in Goalball are blind, ensure that all calls are loud enough for both teams to hear and understand, and always make your decisions with confidence. Players and coaches will always question the referee's calls if they are not made with confidence. Their whistle is crisp, and they waste no more time than is necessary in getting the game moving again. They realize that most undesirable conduct situations occur during play stoppages, and the best cure for hurt pride or wounded egos, is to get the game going again.
7. Good referees are not an extension of the rule book and case book. They realize that every rule has an intent behind it that reflects a consistent philosophy of how the game should be played. Each game is different. Good referees can feel this difference. Concentrate on the reactions of the players. Take note if the tempo of the game changes. An inconsistent game calls for a different style of refereeing from a smooth one.
8. If, twenty minutes after the game is over, the fans can't remember who the referees were; those referees did a good job. Good referees know this, and although it's an ideal that may be difficult to reach, they do not complicate matters by half-time shows and time-out demonstrations.
9. Good referees keep their cool. They never lose their temper with players, coaches or fans. At the same time, they are in control without being arrogant. They know they are in charge, and when their authority is challenged, there is recourse within the letter and the intent of the rules to cope with that challenge without making a fool of themselves. They are not only courteous; they are controlled. At the same time, good referees realize that the two most important phrases in their vocabulary are 'please' and 'thank you'. When

someone does them a favour by retrieving a ball or preventing a delay, there's nothing wrong with a courteous response.

10. Finally, good referees know they are not infallible. They will make a mistake. And when they do, they will never feel uncomfortable admitting it. When it's correctable, they will correct it; and when it's beyond correction, they will carry on. Their goal will always be to officiate to the best of their ability, and the day they decide they are perfect will be the day to quit.

A good referee is always open to dialogue and looking to benefit from experience of others. While it is always easy to accept congratulations and praise, it can be very difficult to accept criticism and advice. It is essential for referees to have the humility to recognise that while they don't have all the answers, they will attempt to find them.

Negative criticism usually comes from the participants in the game – the players, coaches and fans. They are naturally biased as their goal is to win. For them, a good call is one in their favour. Players usually cause the least trouble as they are more interested in playing the game. Sometimes they make remarks that are related to their own mistakes and are not intended as a criticism of you. Coaches are the usual source of criticism. They must remain on the bench and are limited in their ability to work out frustrations by moving around as can you and the players. Give them some leeway to blow steam.

There is no place for criticism from any source before the game. Think about how you will manage the game ahead rather than rehashing old mistakes. During the game, comments from participants may be tolerated within limits which each referee must set for himself. After the game is when comments are the most emotional. It is easier for the loser to direct their frustration at a scapegoat than at their own weaknesses. In a close game they may blame everything on your last few calls and lose sight of many earlier calls that had equal effect on the outcome of the game.

Confrontations with participants in the gym should be minimized. If you feel it is necessary to talk to someone, then get away from the crowd. Coaches have no place in the referees' room.

You will have to react to all criticism in some fashion. Sometimes the best response is no response at all. If you do answer, be sure the response is appropriate, professional, and premeditated. Be prepared to listen for a while; the critic may become responsive to your reply if they have cooled off. But don't delay the game. Consider your own emotions and their effect on your reply. Be tactful, professional, and considerate of the other person's feelings.

After receiving any criticism, whether positive or negative, ask yourself what you can learn from the experience. Don't be too quick to pass off remarks as being only expressions of emotion. What might you have done differently to prevent them from becoming frustrated? Is there anything in your manner that could have unintentionally provoked them?

GOALBALL RULES

SECTION A - PREPARATION FOR THE GAME

1 Court

- 1.1 The dimensions: The court will be a rectangle 18.0 m long by 9.0m wide (+/- 0.05m). Measurements are to the outside edges. Nothing except the court markings will be allowed as markings on the court. (See diagram at Appendix 1 for markings and measurements). The court is divided every 3.0m along its length to give six areas.
- 1.2 In front of the goals at each end of the court are Team Areas, 6.0 m, (+-0.05 m) long by 9.0 m (+-0.05 m) wide. The Team Areas are divided in to two equal sections (3.0 m (+-0.05 m) long and 9.0 m (+-0.05 m) wide). These sections will be called the Orientation Area and the Landing Area. The Orientation Area is closest to the goal and the Landing Area is furthest from the goal. The team areas have player orientation lines as per the court diagram listed in Appendix 1.
- 1.3 The Neutral Area is the middle area of the court. It is 6.0m (+-0.05m) long by 9.0m (+-0.05m) wide and is divided in two by the centre line. (see Appendix 1)
- 1.4 All lines will be 0.05m in width (+/- 0.01m) and will be marked with tape. They will have string under them to assist with player orientation. The string will be 0.003m (+/- 0.0005m thickness) and will be placed under the top layer of tape. A tape colour should be used that provides contrast with the floor and ball, and improves the ability of referees and sighted spectators to better observe the ball and court markings.
- 1.5 The floor of the court must have a smooth surface, and be approved by the IBSA Technical Delegate (for IBSA sanctioned competitions). For Paralympic Games, World Championships and all other Championships, a wood, plastic or synthetic resilient flooring surface will be used.

Referee's observations and procedures

There is no longer a line-out line. There are no tape markings or other materials are allowed on the net, post or crossbar. 'Out of bounds' is any area outside of the court. A ball is considered 'in bounds' when any part of the ball is touching the line.

*Any time the ball crosses the side-line, the referee blows the whistle, calls out or blocked out. Game and ten second clocks are stopped and restarted at **play** call. When the ball is in play, referees should stay outside but in proximity of the court area. They should pay attention to the position of the ball and make sure to always be in proper position to make the needed call and observe the field of play.*

The referee should ensure the court markings are as they should be (i.e. the tape is fixed to the floor properly) before the start of every half. If a repair of the court markings is required (e.g. if a tape comes off and players are not able to orientate themselves anymore) the referee should call for an official's time out and supervise the repair of the markings.

2 Team Bench Area

- 2.1 Each team will have a team bench area which will be positioned on either side of the officials' table, a minimum of 3.0m from the court's side line. It will be 4.0m long (+/-0.05m) and 3.0m (+/-0.05m) deep and will be marked all around by a tape line with string. (See Appendix 1)
- 2.2 The team bench areas will be at the same end of the court as the players. The bench will be in line with the goal line. (See Appendix 1)
- 2.3 At half time, teams will change bench areas as teams change ends.
- 2.4 All members of the team must remain in their designated bench area and must have some part of their body on or behind the tape line during play. Failure to comply will result in a team penalty for delay of game.
- 2.5 If a player who has been injured or has left the competition wishes to sit on the team bench they must wear an identifying jersey provided by the tournament organising committee. The player will be considered a non-participant. Failure to comply will result in the player leave the field of play.

Referee's observations and procedures

Bench areas are in line with goal-line. All members of a team – except the three on-court players - must remain in the bench area during play. Teams must inform referees at the coin toss, if they have players on bench, who do not participate in that game. Referee should write this remark in Score sheet - Game information. Check for an identifying jersey before start of game.

Referees shouldn't step in to the team bench area, when the ball is in play (exception substitution).

3 Goals

- 3.1 The goals will extend across each end of the court. The internal measurements will be 9.0m across (+/- 0.05m) and 1.3 m high (+/- 0.02m) and at least 0.5m deep (measured from the front of the crossbar to the closest rear part of the goal).
- 3.2 The cross bar will be rigid.

- 3.3 The goal posts and cross bar will be round or elliptical and must not exceed 0.15m in diameter.
- 3.4 The goal posts will be positioned with the inside front edge of the post outside the side line and in alignment with the goal line.

Referee's observations and procedures

See the goal positions in drawing (training material). Inform the goal judges about proper goal position before the start of the game. Ask goal judges to fix the goal positions regularly if the goals move.

4 Ball

4.1 The ball will conform to the following specifications:

- Diameter: 24-25 cm
- Circumference: 75.5 cm-78.5 cm
- Weight: 1.250 gr. (+/- 50 gr).
- Sound holes: 4 holes in upper hemisphere staggered from 4 holes in lower hemisphere
- Bells: 2 pieces
- Elastomer: Natural Rubber (NR)
- Hardness according to Norm DIN 53505: 80-85 °Shore A
- Colour: blue
- Surface: knobbed
- No toxicological components

4.2 For major championship tournaments (Paralympic Games, IBSA Goalball World Championships and all IBSA Goalball Regional Championships), a ball determined by the organising committee and approved by the IBSA Goalball Sub-Committee is used.

5 Uniforms

5.1 All players must wear a team jersey.

5.2 Each player must have a number permanently fixed on the front and back of the jersey. The numbers will be 20 cms high (+/- 1cm) or approved by the Technical Delegate. Numbers must be 1,2,3,4,5,6,7,8 or 9. The number must not be tucked into the shorts, covered by padding, or otherwise obscured from the view of the referees or table officials. Failure to comply with any of these requirements will result in a team penalty for delay of game.

5.3 Players can have their nationality and name written on the back of the jersey either above or below the number. The size of letters cannot exceed 7cms (+/- 0.5cm).

- 5.4 Clothing, equipment and padding must not extend more than 10 cms in any direction from the body.
- 5.5 At the Paralympic Games the game jersey, trousers and socks worn by all competitors on a team must be identical and meet all advertising standards as required by the International Paralympic Committee. Due to the contractual nature of advertising requirements, non-compliant uniform items will not be permitted on the court. Failure to comply with this requirement will result in a team penalty for delay of game and the player will not be permitted to play.
- 5.6 At the IBSA Goalball World Championships the game jersey, trousers and socks worn by all competitors in a team must be identical and meet all advertising standards as required by the International Blind Sports Federation (IBSA). Due to the contractual nature of advertising requirements, non-compliant uniform items will not be permitted on the court. Failure to comply with this requirement will result in a team penalty for delay of game and the player will not be permitted to play.
- 5.7 Any padding or other external items placed on the head may not interfere with eyeshade positioning or function. Failure to comply with this will result in a delay of game penalty.
- 5.8 Teams must have additional uniforms available in case of blood. Teams will replace blood stained uniform items with one that has the same design and colours as the part of the uniform that is replaced. Failure to comply with this will result in a team penalty delay of game.
- 5.9 Teams must also have two sets of jerseys to serve as their home team jersey and their visitor team jersey. The two jerseys will be clearly different in their colour combinations.

Referee's observations and procedures

*Check all player's equipment and uniforms before the start of the game. If they do not comply with 5.2, 5.3 or 5.4 the players are allowed to play but the team is penalised with a delay of game team penalty. This applies to each game in the competition. If it's possible to fix the issue (e.g. padding too large, number obscured from vision) this should be done, otherwise the player is **not** allowed to play.*

If a uniform does not comply with 5.5 or 5.6 the player is not allowed to play and their team is penalised with a delay of game team penalty.

If the opponent team is requesting the measures of numbers or padding and they fulfil the requirements the requesting team will be penalised with delay of game team penalty. They are only allowed to request this up to 5 minutes before the start of the game and not later.

6 Eyeshades/Eye Patches/ Eyeglasses and Contact Lenses / Hearing Aids

- 6.1 Players will not wear eyeglasses or contact lenses.
- 6.2 Eyeshades must be worn by all players on the court from the time of the eyeshade check at the start of the half until the end of the half. Additionally, a player being substituted can remove their eyeshade once their substitution has been announced and they are leaving the court. Failure to comply will result in a personal penalty – Eyeshades.
- 6.3 Eyeshades must also be worn during Overtime by all players on the court. All players must wear eyeshades during extra throws, whether they are on the court or not. Failure to comply will result in a personal penalty – Eyeshades.
- 6.4 At all major championship tournaments, all players participating in the game must have their eyes covered by gauze patches, or an equivalent material under the supervision of the IBSA Goalball Technical Delegate or by a person designated for each team, who is known by the Technical Delegate. The Local Organising Committee (LOC) must announce the type, mark or brand of the patches sixty (60) days before the start of the tournament allowing all teams to know which type and brand will be used. Teams must provide a medical certification to the Technical Delegate (TD) two (2) weeks in advance, if a player needs to use different patches. If the alternative patches are approved, the team will cover the extra cost for the purchase of the new patches.
- 6.5 If the act of repairing an eyeshade or if the request from a player to substitute an eyeshade takes longer than forty-five (45) seconds to complete, a personal penalty for delay of game will be called. The ten second timer who is not presently timing the ten seconds will time the 45 second official time out.
- 6.6 Any eyeshades provided by a tournament organiser must be approved by the IBSA Technical Delegate and must be worn by all players. Failure to comply without prior written approval from the Technical Delegate will result in removal of the player from the game. That player can be substituted.
- 6.7 Players cannot wear or use any hearing aids whilst in the Field of Play. Failure to comply will result in a personal unsportsmanlike conduct penalty and the player will be removed from that game. That player can be substituted.

Referee's observations and procedures

If the team has requested to use different patches than organizer is providing, they have to ask for permission from TD two (2) weeks in advance. When TD has approved them, this must be announced in technical meeting. Doctor's medical certification may be needed.

Referees must start to check eyepatches and eyeshades 90 seconds before the start of each half. Starting players must be available on the court for the check. The referee will ask the starting players to face the goal on the court and then perform the check. Table side referee checks the team that will throw first.

Only eyepatches and approved eyeshades are allowed over the eyes (i.e. no other material will be allowed).

Each referee must ensure that the players' eyeshades of each team are physically checked before the start of the game, before the second half, before overtime, before the second half of overtime and when players enter the court as substitutions. Use Officials' Time-Out if you believe that a player's eyeshades have become dislodged at any point during the game. Do not hesitate to check.

Make sure that organiser has all of the required materials available and organise the players to do the patching as quickly and as correctly as possible. If this is done incorrectly it can delay the start of the game. However never start the game until you are completely satisfied that the patching is done correctly and none of the players can see through the gauze patches.

If the eyeshades are NOT correct and they need any fixing, ask the coach or any team member from the bench for a replacement. Referees are not fixing the eyeshades. If this takes too long, delay of game penalty can be given. This only concerns the fixing of the eyeshades and not the fixing of the patches. If the player needs to be re-patched this can take longer than 45 seconds.

7 Competition Categories and Classification

- 7.1 Competition will be divided into two categories, male and female.
- 7.2 For IBSA sanctioned competition all players must satisfy the IBSA sport class of B1, B2 or B3.

8 Team Composition

- 8.1 At the beginning of every game each team will consist of three (3) players on court with a maximum of three (3) substitutes. A team will be forced to forfeit the game if they cannot start that game with three (3) players on court.
- 8.2 In addition each team may have up to 3 escorts on the bench during the game. The total number of individuals allowed in the team bench areas must be not more than nine, including the three starting players. Failure to comply with this will result in a team penalty delay of game.
- 8.3 The referees must be notified in writing at the coin toss, of any player(s) in the team bench area who are not involved in the game. The player(s) must wear an identifying jersey provided by the organising committee of the tournament, otherwise, they will not be permitted to sit in the Team Bench. Failure to comply will result in the player being required to leave the bench area.

Referee's observations and procedures

It is important for the referee to check that the players on the team bench are all on the team line-up sheet before the game starts. If this is not the case the organiser must give the player a different jersey and/or referee will remove that player from the team bench area. If a team has more than 3 escorts at the start of the game and the referee has to remove any escort on the bench it will result in a delay of game penalty. Referees should always check that the number of team members at the start of each game matches the number of members on the score sheet (there should not be too few or too many).

9 Officials

- 9.1 In Paralympic Games and for all IBSA sanctioned events, each game will have 2 referees, 4 goal judges, 1 scorer, 1 timer, 2 ten second timers and 1 back-up timer.
- 9.2 Officials duties can be found in the IBSA Goalball ITO Manual. Referees and the technical officials' duties can be found in the Referee manual.

Referee's observations and procedures

Before the start of any half, check that all officials are in their places. If the delay is too long make sure to inform the players about what is going on like Officials' time-out, clarification.

SECTION B – BEFORE THE GAME

10 Coin Toss

- 10.1 A team representative will be present at the correct time and place for the coin toss. Failure to comply will result in a loss of choice of throwing or defending the ball or the choice of court ends left or right of the official's table. If neither team appears for the coin toss, the first team in the scoresheet game information (Team A) will start on the left side of the official's table with the ball.
- 10.2 Before a team can enter the Field of Play, a team representative will be required to validate the score sheet-game information to ensure that correct player names and numbers are recorded as well as the list of coaches and/or escorts who will be permitted on the bench during the game. If the score sheet-game information is not provided, the score sheet-game information from the previous game will be used. If no previous score sheet-game information exists, team names and functions as presented in the entry form provided to the organising committee for the tournament will be used.
- 10.3 For games that must have a winner, the team representative will complete a line-up sheet, which will be provided by the referee in the first coin toss and must be returned to the referee at the time of the extra throws coin toss.

Failure to comply will result in loss of choice to throw or defend, Score sheet - Game information order will be used to determine the player's order. If neither team provided a line-up sheet, Team A will start with the ball.

- 10.4 The coin toss will be conducted by an official approved or appointed by the Technical Delegate for the tournament.
- 10.5 The winner of the coin toss will have the choice of either throwing or defending the ball first, or they may instead choose which end of the court they would like to start play in (left or right). The remaining choice will be decided by the other team.
- 10.6 At the end of the first half, the teams will change ends. The first throw of the second half will be thrown by the team that defended the first throw at the start of the game.
- 10.7 Only players listed on the line-up sheet used for the actual game will be allowed to play that game. All team members listed on the Goalball Score Sheet – Game Information for the actual game must be on the court or on the team bench at the start of play. Failure to comply will result in one team penalty for Delay of Game.

Referee's observations and procedures

Table referee is responsible for the coin toss procedure, if no other person has been designated for this by the TD. It is recommended that both referees are present in the coin toss.

Team representatives don't need to be present in coin toss, but the referees need to get confirmation from the coaches/team representative that the information on the Game Information Sheet is correct before the teams enter the court, It is important to have the correct numbers and names of those on court.

For all coin tosses the team on the left side (team A) of the score sheet is always the team selecting the side of the coin. Ask the team, which side of the coin they select and show it to the other team to avoid language problems.

11 Warm Up

- 11.1 The players will be allowed a warm up on court at the end of the court that they will defend. Teams will not be allowed to throw the ball in the direction of the other team's half of the court.
- 11.2 If, during the warm up, a team throws the ball into the other team's half of the court, they will be given a warning by the referee. If the same team throws a second ball into the other team's half of the court they will be given a team penalty – Unsportsmanlike Conduct. Every subsequent throw to the other team's half of the court will lead to a further team penalty for Unsportsmanlike Conduct and may result in a player or coach being ejected from the game.

Referee's observations and procedures

Referees must watch the warm-up also during any half. If the ball is thrown to other team's area, give the warning to the coach.

At least one of the referees must always pay attention to the warm up of teams and make sure that one team is not disturbing the warm up of the other team.

TD is responsible for the organizing the eye patching procedure and informing the referees at their meeting.

12 Length of the Game

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

Referee's observations and procedures

When the time expires and the horn sounds the game time is over regardless of the ball's position. Silence must be enforced until the end of the game, as spectator noise (in a close game) could distract the players from hearing the ball, thus putting them at a disadvantage. If a goal is scored at the end of the game and there is crowd noise a judgment must be made to determine if the crowd noise distracted the player. If it is determined that this is the case the goal will be disallowed.

A referee must determine at the end of a half or game, if the ball entered the goal before time expired. If time had expired before the entire ball entered the goal the score will not count. This can be a very difficult call so always watch the ball and listen for the end of the game. Time is stopped during all penalty situations.

The game is finished by the referee by whistling once and saying 'half time', 'game', 'over time', 'extra throws' or 'sudden death extra throws'.

If a penalty occurs prior to the horn sounding the penalty must be played through. Make sure the players do not touch their eyeshades until the referee blows their whistle and finishes the half.

SECTION C – DURING THE GAME

13 Game Protocol

- 13.1 The referee starts the game by asking everyone to switch off mobile phones and remain quiet while the ball is in play. The referee will call “quiet please” before calling “centre”, and throwing the ball to the team who is to throw first. The referee will throw the ball to the player who is closest to the centre position. The referee will then blow their whistle three times and call “play”.
- 13.2 The main clock and the ten second clock will start on the call “play”.
- 13.3 The referee will complete any half by whistling once and calling “half time”, “game”, “overtime”, “extra throws” or “sudden death extra throws”. This is a signal that players may touch their eyeshades and is to ensure that a penalty situation did not occur before the end of the half. During extra throws and between extra-throws and sudden-death extra throws players are not allowed to touch their eyeshades.
- 13.4 The game clock and the ten second clock will be stopped whenever the referee blows their whistle and started again on the call “play” except during a penalty situation. The game clock is stopped during a penalty situation.
- 13.5 At a time, the ball needs to be put back into play it will be dropped by a referee or goal judge at the side line 1.5 m in front of the goal post closest to the side it exited the court. The referee will then call “quiet please”, blow their whistle once and call “play”. The game and ten second clock will restart on the call “play”. In case of the ball goes over the centre line and after the goal the team can keep the ball.
- 13.6 If, in the act of throwing, a ball is thrown out over the side line without touching the defending team, the referee will blow their whistle once and call “out”. The game clock will stop. The ten second clock will also be stopped and reset. Any time the ball needs to be put back into play it will be dropped by a referee or goal judge (See rule 13.5). The referee will say “quiet please”, whistle and say “play”. The game clock and the ten second clock will both restart on the call “play”.
- 13.7 If a ball is blocked out over the side line within the Team Area, the referee will blow their whistle once and call “blocked out”. The game clock and the ten

second clock will stop. Any time the ball needs to be put back into play it will be dropped by a referee or goal judge (See rule 13.5). The referee will say “quiet please”, whistle and say “play”. The game clock and the ten second clock will both restart on the call “play”.

- 13.8 Any time the game clock is stopped and the ball is dropped back into play by a referee or goal judge at the 1.5m line in front of the goal post, the referee will call “quiet please”, blow their whistle once and call “play” even if no team member is attempting to pick up the ball.
- 13.9 No additional orientation aids are permitted on court. Failure to comply will result in personal penalty – Delay of Game.
- 13.10 Following a penalty situation, players may be re-orientated to the goal post by a referee or goal judge. If at any other time a referee must re-orientate a player, a personal Delay of Game penalty will be called.
- 13.11 When a thrown ball comes to rest in the Team Area of the defending team, without a defending player touching it, this will be called a ‘Dead Ball’. The referee will blow the whistle and call “dead ball.” The ball will be given to the defending team by an official as per rule 13.5. A “dead ball” will also be called if the thrown ball hits the goal post/crossbar without touching a defending player and comes to rest in either the Team Area or first half of the Neutral Area. The whistle will not be blown until the ball has completely stopped its motion.
- 13.12 A team member will only be allowed to leave the field of play (FOP), regardless of the reason (i.e., medical attention or equipment adjustment), during an official stoppage in play after receiving permission from the referee. That team member may not return until the end of that half of the game. Failure to comply will result in a team penalty – Delay of Game.
- 13.13 To ensure the game flow smoothly, an official time-out to wipe the floor will only be taken when the referee determines that the safety of the players may be compromised. Floor wiping will only take place during an official stoppage in play.

Referee’s observations and procedures

At the start of the game table side referee asks everyone remain quiet while the ball is in play and to turn off their mobile phones. The referee will always start the game with the following procedure:

Say ‘This game is between Team A on my left and Team B on my right. I’d like to remind everyone to keep quiet while the ball is in play and switch off your mobile phones. Thank you!’

Team A/B will start with the ball. Quiet, please! Centre!’

Throw the ball towards the centre player. When the player has the ball under control whistle three times and say 'Play!'.

Do not hesitate to say 'play' and start play and the ten seconds clock regardless of the player's reaction to the ball being put into play or a player's reaction on the court. The referee should not wait until a team is 'ready'.

After a penalty situation, only the referee or goal judge or an on-court teammate are allowed to re-orientate a player. If it is necessary to re-orientate a player at any other time during the game regardless of the person doing the re-orientation a personal delay of game penalty will be assessed. It is important to be careful not to penalise a player for a mistake made by the goal judge.

If the ball is placed in the correct place by a referee or a goal judge and the player causes the ball to touch the ground outside of the court after the referee says 'play' this is an out.

Members of the team must be in the team bench area (or starting players on court) at the start of any half. If not, team penalty delay of game will be given. If a member of a team leaves the team bench area during the game, a team penalty delay of game will be given. They can leave the team bench area after having a permission from the referee when there is a whistled break in game. They are not allowed to return until the end of that half.

14 Scoring

14.1 At any time where the game clock is running and the ball is in play and completely crosses a goal line, (see Appendix 1), a goal is scored. The referee will whistle two times and announce the goal. The game clock will stop on the referee's first whistle. A goal cannot be scored by an official passing the ball into play.

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

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

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

Referee's observations and procedures

A referee must determine if at the end of a half or game the ball entered the goal before time expired. If time had expired before the entire ball entered the goal the score will not count. This can be a very difficult call and must be made without hesitation. Do not react to a player's eyeshade being dislodged until you have determined whether or not the throw will score. The player whose eyeshades are dislodged in this manner is allowed to visually track and control the ball.

Referee can consult with goal judges, but the final call is made by the referee.

15 Team Time-Out

- 15.1 Each team will be allowed four (4) time-outs of 45 seconds during the game. At least one of these time-outs must be taken during the first half or this time-out will be lost. Once one of the teams has called a time-out both teams may use the time-out.
- 15.2 Each team will be allowed one time-out during the entire overtime. All time-outs not used at the end of regulation time will be lost.
- 15.3 The team that has control of the ball may request a time-out. Either team may request a time out when there is a whistle stoppage in play.
- 15.4 A time-out may be indicated to the referee by any member of the team, using the “time-out” hand signal (see Appendix 1) and / or by saying “time-out”. Any member of the team can ask for the time-out by hand signal before their team has control of the ball but must wait for the ball to be controlled before requesting the time-out verbally. Failure to comply will result in a team penalty – Illegal coaching.
- 15.5 The time-out starts when the referee announces it and the requesting team by name. Any person in the team bench area is then allowed to enter the court.
- 15.6 A ten second timer will record the 45 second time-out, giving an audible signal 15 seconds before the time-out is finished and again when the time-out expires. At the expiration of the time-out all team members must be in the team bench area. Failure to comply will result in a team penalty – Delay of game
- 15.7 When the 15 second audible signal sounds, the referees will call out “15 seconds”.
- 15.8 A substitution may be called before the end of a time-out by the team that requested the time out. If the team that requested the time out signals for a substitution before the end of the time-out, that team will be charged with both a time-out and a substitution. At the end of the 45-second time-out, the referee will call the substitution and the substitution will then be processed. If the team that requested the time out signals for a substitution after the end of the time-out, that team will be charged with a Team Penalty – Delay of Game.
- 15.9 After a team calls a time-out at least one throw must take place before the same team can call another time-out or a substitution.
- 15.10 If a team takes more than four (4) time-outs during regulation time or more than three (3) time-outs during the second half or more than one (1) time-out

during overtime, the request will be rejected and an immediate team penalty for Delay of Game will be called.

15.11 When the referee says “quiet please” all coaching from the bench must stop or a Team Penalty – Illegal Coaching will be called.

15.12 Any team will be allowed to use one of their allotted time-outs before the start of any half of the game. Any time-out used before the game will count as a time-out.

Referee’s observations and procedures

The far side referee should always scan both team areas to be sure if teams want to request a time-out. The table side referee should also pay attention to verbal requests for time-outs.

Any team member can request a time-out using non-verbal hand signals. After the ball is under control a team member can also request a time-out by saying ‘time out.’ A time-out can only be acknowledged by a referee during an official break in play or when the ball is under control of the team requesting the time-out. The ball is also considered under control once it has crossed the side-line after being ‘blocked out’ or thrown ‘out’ (while whistled stoppage in play). The ball is also considered under control while being passed between team members, after control has already been established.

Ensure that at least one throw has taken place before allowing the same team to take another time-out or substitution. In the last minute of a half or game always be aware of the coaches and their desire to call a time-out. Always say ‘quiet please’ at the end of the time-out to prevent continued coaching.

When the table calls ‘time’, or, time is signalled by a horn it is too late for that team to ask for substitution; team delay of game penalty.

Eye shades can be checked during the team time-out, observe your positions so that the players of both teams can be seen. If eye shades checking ends before the time-out, the team can keep the ball.

Any member of the team is allowed to enter the court during time-out. This includes all staff members as well as the bench players. During the time-out bench players DO NOT have to wear their eyeshades.

Teams have to inform the scorer any half-time substitution (not referee, while they might be on the court checking the eyeshades 90 sec procedure). Referee, ask the scorer before starting any half of the possible half-time substitutions.

16 Official’s Time-Out

16.1 A referee may call an official’s time-out at any time.

16.2 If a referee has whistled for an official’s time-out as the result of the actions of the team in possession of the ball, the ball will be controlled by the goal judge.

At the end of the official's time-out the goal judge will drop the ball 1.5 meters in front of the goal post (as per Rule 13.5).

16.3 There is no time limit on an official time-out.

16.4 During an "official's time-out", any member of the team on the bench may coach the players on the court until the referee calls "quiet please". All coaching from the bench must then stop. Failure for a team to become quiet will result in a Team Penalty as per Rule 15.11.

Referee's observations and procedures

Be careful about calling an 'Official's Time-Out' as this will have the effect of resetting the ten seconds clock. Always say 'quiet please' at the end of an 'official's time-out' to prevent continued coaching.

Anytime the referee is in doubt about a situation that may change the outcome of a game they should call an 'official's time-out' and discuss with the other referee to rectify the problem. This should be done as quickly as possible to allow the flow of the game to continue.

If an official's time-out is called for anything other than just stopping the clock and fixing a minor issue (e.g. if a goal judge accidentally puts the ball in the goal, etc.), a referee must give a reason for it. Reasons (calls) can be:

- *Equipment check - includes eyeshade checking, shoe laces, player equipment, court repairs, wiping of the floor, etc.*
- *Clarification – includes any clarifications needing discussion, either between the referees a referee and an ITO, or, between a referee and a coach, or, there is a clock malfunction*
- *Noise – includes any noise not caused by the teams that are playing, e.g. alarm, ventilation, spectators, etc.*

*If a referee whistles for an official time out as the result of the actions of the team in possession of the ball, the ball is controlled by the goal judge. This includes any adjustment of players' equipment as well as court repairs being directly caused by that team (e.g. wet floor or re-taping lines on the **end** of the team that has the ball). For neutral events (e.g. fixing the goals, problems with game clock, noise from spectators, etc.) the team keeps possession of the ball for the duration of the official's time-out.*

If a referee whistles for an official's time-out to adjust broken eyeshades after a player's request, the player/coach will only have 45 seconds to do it. Referee doesn't fix the eyeshades, but brings them to coach for re-placement or fixing. The 10 seconds timer opposite from the ball is responsible to time the 45 seconds. If a player requests an eyeshade repair during a time out / substitution the 45 seconds will only start after the end of the time out / substitution. If a player asks for eyeshades repair during an official's time-out for another issue the 45 seconds start when the referee acknowledges the player's request for eyeshades repair.

17 Medical Time-Out

- 17.1 Medical time-out is a maximum of forty-five (45) seconds. In the event of an injury or illness a “medical time-out” may be called by a referee. The referee will consult and determine whether the player is able to continue to play at the conclusion of forty-five (45) seconds.
- 17.2 The ten second timer who is not presently timing the 10 seconds will time the 45 second medical time-out.
- 17.3 An audible signal will be given 15 seconds before the medical time-out is due to expire and also when the medical time-out expires.
- 17.4 If the referee determines that the injured player is not ready to play at the end of the medical time-out they must be medically substituted but may return if the coach uses a regular substitution to return the player to the game.
- 17.5 No more than one person from the team bench area is allowed to enter the court during a medical time-out. That person must be in their team bench area by the end of the medical time-out. A 15 second signal will be provided. If more than one person from the team bench area enters the court or if the person who entered the court is not in their team bench area by the end of the medical time-out, a team delay of game penalty will be assessed. If more than one person from the team bench area enters the court, team delay of game penalty is given immediately and the team is not allowed to use the whole 45 seconds of the medical time-out. In case the injured player is not able to continue the player must be medically substituted before conducting the penalty throw and in this case the player cannot be selected by the opposing coach to defend the penalty.

Referee's observations and procedures

Referees can take medical time-out, when they see player to be injured. They make a call: Medical time-out, number five, SWE. On medical time-outs one member of the team can enter the court to consult with the player, but must be back on bench area before the end of Medical Time-Out (team delay of game). The referee must make the decision during the Medical Time-Out, if the player can continue or there will be a medical substitution. A coach may call a team time-out before the medical time-out is over. This means that the medical time-out stops and a team time-out begins, which can be used by both teams.

Medical time-out can be shorter than 45 seconds, if the player is able to continue or if the team takes team time-out or normal substitution.

If more than one person from the team bench area enters the court, team penalty delay of game penalty is given immediately and the team is not allowed to use the whole 45 seconds of the medical time-out. In case the injured player is not able to continue the player must be medically substituted before conducting the penalty

throw and in this case the player cannot be selected by the opposing coach to defend the penalty.

18 Blood Rule

18.1 If a player receives an injury where blood is observed by the referee, a medical time-out will be called. The player will be removed from the court and may not return to the court until bleeding has stopped, the wound is covered, and if necessary, the uniform changed. If the bleeding has not stopped, the wound is not covered and the uniform hasn't been changed within the medical time out period, a medical substitution is required.

18.2 If the injured player is substituted because of a blood issue, this will be considered a "medical substitution". The player may return if the coach uses a regular substitution and only if the referee determines that the player has met the requirements of rule 18.1.

18.3 All contaminated surfaces must be appropriately cleaned before play restarts.

18.4 If the player does not have an additional game shirt with the same number as their original one, they will be allowed to wear a shirt with a different number (not already in use by the team) as long as this is indicated to the referee who will announce the change.

Referee's observations and procedures

If the blood is observed the referee calls a 'Medical Time-Out, number five, SWE' and takes the player to the bench area and ask the team members to stop the bleeding and clean the player.

The player will be permitted to return to the court if the situation can be fixed within the 45 seconds medical time-out.

It is not the referee's responsibility to stop the bleeding. NO official medical personnel are asked to enter the court (the player is taken outside of the court or close to bench area, if possible).

If the jersey has blood on it, ask the team to give a new jersey, even if it has a different number. Inform the table and the other team of the change of numbers. Ask the goal judges to clean the court and ball. Organising committee should provide a cleaning kit (gloves, disinfectant ...) at the table.

19 Team Substitution

19.1 Each team will be allowed four (4) substitutions during a game. At least one substitution must be taken during the first half of the game or this substitution will be lost.

- 19.2 Each team will be allowed one (1) substitution during the entire overtime. All substitutions not used at the end of regulation time will be lost.
- 19.3 The same player may be substituted more than once.
- 19.4 A team that has control of the ball may request a substitution. Either team may request a substitution when the game clock is stopped.
- 19.5 A substitution may be indicated to the referee by any member of the team, using the “substitution” hand signal (See Appendix 1) and / or by saying “substitution”. Any member of the team can ask for the substitution by hand signal before their team has control of the ball but must wait for the ball to be controlled before requesting the substitution verbally. Failure to comply will result in a team penalty – Illegal coaching.
- 19.6 The substitution starts when the referee announces it and the requesting team by name.
- 19.7 Once the substitution has been announced by the referee, the requesting team will hold up the substitution boards with the number of the player first-to come off the court followed by number of the player to go on the court. Failure to comply will result in a team penalty – Delay of game.
- 19.8 In a tournament requiring patching, the player to be substituted into the game must be patched and ready for eyeshade inspection when the referee announces the substitution. Any delay caused by a coach or a player to be substituted will result in a penalty. Team Penalty – Delay of Game.
- 19.9 A time-out may be called before the end of the substitution. If the team that requested the substitution signals for a time-out before the end of the substitution, the team will be charged with both a substitution and a time-out.
- 19.10 A team may have more than one substitution at the same time however after a team completes a substitution, at least one throw must take place before the same team can call another substitution or time-out. A substitution is considered completed, when the player steps on court. Failure to comply will result in a team penalty – Delay of game.
- 19.11 As soon as the referee has announced the team name and the number of the outgoing player, the outgoing player is then allowed to remove their eyeshades, eye patches and go to the team bench area. The goal judge shall be available to help the outgoing player off the court and then take the incoming player to the goal post nearest the team bench area. If the outgoing player touches their eyeshades before their team name and number has been announced by the referee, they will be assessed an eyeshade penalty.

- 19.12 During a penalty situation, substitutions will be allowed, except for the penalised player.
- 19.13 Coaching from the bench of either team is allowed during a substitution until the referee says “quiet please”. If a team continues to coach after the call for ‘quiet please’, that team will be given a Team Penalty – Illegal Coaching.
- 19.14 Any player substitutions during half time, between regulation and overtime and half time during overtime will not count as one of the team’s potential remaining substitutions. During the half times, teams must indicate any substitutions to the scorer. Table side referee will then announce the substitution(s) at the beginning of the next period of play. If a team fails to inform the scorer of their substitution before the expiration of the half, that team will be charged with a Team Penalty – Delay of Game.
- 19.15 If a team requests more than four (4) substitutions during regulation time or more than three (3) substitutions during the second half or more than one (1) substitution during overtime, the request will be rejected and a team penalty for Delay of Game will be called.

Referee’s observations and procedures

The far side referee should always scan both team areas to be sure if teams want to request a substitution. The table side referee should also pay attention to verbal requests for substitutions.

Any team member can request a substitution using non-verbal hand signals. After the ball is under control a team member can also request a substitution by saying ‘substitution.’ A substitution can only be acknowledged by a referee during an official break in play or when the ball is under control of the team requesting the substitution. The ball is also considered under (whistled stoppage in play) control once it has crossed the side-line after being ‘blocked out’ or thrown ‘out’. The ball is also considered under control while being passed between team members, after control has already been established.

Ensure that at least one throw has taken place before allowing a team to take another time-out or substitutions. In the last minute of a half or game always be aware of the coaches and their desire to call a substitution. Always say ‘quiet please’ at the end of the substitution to prevent continued coaching.

When the player enters the court stepping on side line, it is too late for that team to ask for team time-out; team delay of game penalty.

Table side referee should check before the beginning of each half (second half of regulation, first half of overtime and second half of overtime) that the players who finished the previous half are still on the court. This is to make sure that no unannounced half time substitutions have happened. All half time substitutions must be communicated to the referee. Any half time substitution which is not indicated to a scorer will result in a team delay of game penalty.

For exception regarding medical substitution during a penalty situation refer to referee observations and procedures under rule 20.

20 Medical Substitution

- 20.1 A medical substitution will not count as one of the four (4) substitutions allowed during regulation time or the one (1) substitution allowed during overtime.
- 20.2 Two medical time-outs called during regulation time and overtime for the same player will, at the decision of the referee, result in that player's removal from the court for the remainder of that half of the game. Any new medical stoppage for the same player in any remaining half will result in an immediate medical substitution and that player will not be able to return for the remainder of that half of the game.
- 20.3 After a medical time out has been announced, the referee will determine whether the player is able to continue to play. At the conclusion of forty five (45) seconds, if the referee determines the player cannot continue, the player must be substituted but may return if the coach uses a regular substitution to return the player to the game.
- 20.4 The team may communicate with the players on court during a medical substitution until the referee says "quiet please". Failure to comply will result in a Team Penalty for illegal coaching.

Referee's observations and procedures

Medical Substitutions will not count as one of the team's allowable substitutions. Be fair but firm in enforcing the two stoppages portion of this rule.

Referee should verify with the scorer's table that all medical time-outs and substitutions are properly recorded. Scorer should inform the referee, if a second medical time-out has been called for a given player.

Medical substitution is a matter of safety and as set by rule 41.1 the referee is allowed to make a decision when to conduct the medical substitution. In accordance with this a medical substitution is allowed during a penalty situation including the injured player. The coach of the team throwing the penalty throw would then choose the player to defend from the three players on the court.

SECTION D – INFRACTIONS

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

Referee's observations and procedures

Always use the goal judges for assistance in directing the ball to the correct team and be aware of which team should have possession of the ball.

In some situations, the ball will already be with the correct team so the referee can just blow the whistle, announce the infraction, say 'quiet please', blow the whistle and say 'play'.

21 Premature Throw

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

Referee's observations and procedures

No goal can be scored on this play, the ball will be given to the defending team.

*Observe that if there is a whistled stoppage in play, referees don't blow the whistle. In normal situation, the referee close to the team making the premature throw, whistles and/or says '**premature throw**'.*

A throw can only occur when the game clock is running or in the following cases:

- *During time-out: after the person measuring the time out says 'time' or indicates by horn.*
- *During substitution: after the player being substituted in steps on the court.*
- *During any other whistle stoppage in play: after the referee says 'quiet, please'.*

22 Ball Over

22.1 If a ball is blocked by a defending player and the ball rebounds; (a) over the centre line or (b) over the side line in the neutral area, the referee will whistle and call "ball over". The ball will then be dropped back into play and to the opposing Team Area from which it was blocked out. See rule 13.5. The referee will then call "quiet please" and blow their whistle and say "play".

22.2 If the ball hits a goal post or cross bar and rolls back over the centre line or over the side line in the neutral area, the referee will whistle once and call "ball over".

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

22.4 If a player carries the ball completely over the centre line the referee will whistle once and call "ball over".

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

Referee's observations and procedures

IBSA Goalball Rules and Regulations 2018-21

The referee must blow the whistle as soon as the ball crosses the centre line or the side line in neutral area and say 'ball over'. The referee, who is on the end of defending team calls the ball over (centre line). When the ball goes over the side line in neutral area, the referee on that side where the ball exits makes the call.

SECTION E - PERSONAL PENALTIES

In the case of a "Personal Penalty" the referee will blow the whistle, name the penalty, the number of the player and the team. The penalised player will defend the penalty throw. If, due to injury, the penalised player is unable to defend the penalty, the throwing team will select the defending player from the remaining players on court. The rules of the game apply to all penalty throws being that if a penalty occurs on the thrower, the throw cannot score and the throwing team will be charged with a personal or team penalty. If a defensive penalty occurs then the throw will be repeated unless that throw scored. If during the act of throwing, the ball finishes in to the thrower's own goal it will not be counted as a score but as a loss of possession of the ball. If another penalty is awarded during a personal penalty situation, the first penalty will be completed before the second penalty is played. If the team awarded the penalty shot decides to decline the penalty throw, they should indicate by using the hand signal (see Appendix 1) and/or by saying "penalty declined". The team declining the penalty will have possession of the ball when play starts again. The game clock is stopped during all penalty situations.

Referee's observations and procedures

Time is stopped during all penalty situations and the referee is responsible to ensure that the scorer's table does not make a mistake. If a mistake is made and time has been deducted, the clock will be reset to the correct time. If a penalty occurs prior to the horn sounding the penalty must be played through and game time re-started after the penalty throw. Make sure teams do not touch their eyeshades until the referee blows their whistle and finishes the half. After the referee has started the procedure and the ball goes (after 'play') into the own goal by thrower, this is not a goal. The ball is given to the other team.

If the thrower gets the ball into their own goal call 'out' and give the ball to the other team.

23 Short Ball

23.1 Any time a thrown ball stays on the court but forward motion of the ball stops before the defending team's Team Area, the player who threw the ball will receive a short ball penalty.

Referee's observations and procedures

For the purpose of this rule the penalty throw will be awarded to the team that would receive the ball if it had not stopped before the team area. The whistle will be blown to stop time when the ball has stopped its forward motion.

Observe the new definition for team area and difference between the dead and short ball.

24 High Ball

- 24.1 If the ball does not touch the court at least once on or before the High Ball (6 meter) Line at the front of the thrower's Team Area when the ball is released from the thrower's hand, the thrower will receive a high ball penalty.

Referee's observations and procedures

The referee must be correctly positioned to call this penalty and should be in a position that allows the referee to clearly see the front limitation line of the landing area. As the ball can move very fast, positioning is very important. Do not hesitate to make the call immediately. On close calls listen for the ball striking the tape/string of the front limitation line as it will make a distinct sound.

25 Long Ball

- 25.1 Notwithstanding the rule in paragraph 24, during the throw, the ball must also touch the floor at least once in the Neutral Area or the thrower will receive a long ball penalty.

Referee's observations and procedures

The referee at the defending end should track the ball in the air and call long ball immediately. The touch must occur within the neutral area which does not include high ball lines. However, any touch of the high ball line is not automatically a long ball, as it is possible the ball is touching the neutral area as well as the high ball line.

26 Eyeshades

- 26.1 During the game any player on the court who intentionally touches their eyeshades or the eyeshades of any other player without the referee's permission will receive an eyeshades penalty.
- 26.2 A player removed from the court during a penalty situation may not touch their eyeshades or they will receive an eyeshades penalty.
- 26.3 If a substituted player leaving the court touches or removes their eyeshade and/or eye patches before the referee has announced the substitution by team name and outgoing player number. They will receive an eyeshades penalty.
- 26.4 The Eyeshades penalty may be called by either referee or can be drawn to the referees' attention by ten second timer. If called by the latter, the ten

second timer will signal the referee by using the sound used to indicate a ten second penalty. The table referee will confirm the details of the Eyeshades penalty with the ten second timer before checking the eyeshades and/or eye patches concerned and taking the appropriate action.

Referee's observations and procedures

Once the referee has granted permission to adjust the eyeshades, the player will be asked by the referee to face towards his/her goal net and then make the necessary adjustments. The referee must then recheck the eyeshades to ensure they are correctly in position. The referee must continually watch for the correct position of the eyeshades. Do not allow players to request eyeshades adjustments to take a rest from play. Do not acknowledge an eyeshades request if a ten seconds penalty will be called against that team. If a player continues to make requests, which are not needed give the player a personal delay of game penalty.

Allow the flow of the play to continue, do not allow a player to ask for eyeshades to stop the play. When a player asks for eyeshades, and it is not deemed immediately necessary, allow the play to continue until a whistle stoppage or when the team of the player not asking for eyeshades has control of the ball, and then allow the player to adjust their eyeshades.

Remember, if an official's time-out is called for an eyeshades adjustment for the team in possession of the ball, the ball must be taken away from the team and play restarted after the eyeshades adjustment. Be aware that 10 seconds clock is reset.

*The ten second timers may get referees' attention, when they see players to touch their eyeshades. They will give a signal by horn and show time-out sign. Table side referee blows the whistle and calls **official time-out, clarification**. After clarification referee calls "**equipment check**" and goes to check the eyeshades. Out-come is eyeshade or unsportsmanlike penalty, even ejection.*

27 Illegal Defence

- 27.1 The first defensive contact with the ball must be made by a player who has at least any part of their body in the Team Area (Orientation and Landing Areas).
- 27.2 When a defending player has committed an illegal defence, play will be allowed to continue until the ball is controlled, blocked out or scores. If the ball scores, the penalty will not be called.

Referee's observations and procedures

It is important that the referee is in the correct position near the team area to make this call based on the tendencies of the players. This is an advantage situation and referees must wait until a goal is scored, the player has control of the ball, the ball is blocked out or until the ball is over.

28 Personal Delay of Game

- 28.1 Players must be prepared to play at the start of any half, on the referee's command.
- 28.2 Players must not be re-orientated by anyone other than an on-court team member unless they are being assisted by the referee or goal judge after a penalty situation (as per rule 13.11).
- 28.3 Any action taken by a player in the opinion of the referee to deliberately delay the game will receive a delay of game penalty.

Referee's observations and procedures

Judgment must be used to ensure a player is not penalised due to a mistake by a goal judge and that a language problem is not preventing the player from starting/continuing the game.

Players must be ready for eyeshades check 90 seconds before any half, start the checking procedure in time.

It is not referees' duty to fix the eyeshades of players, ask the coach or any team member for assistance.

29 Personal Unsportsmanlike Conduct

- 29.1 If the referee determines that a player is not behaving in a sportsmanlike manner, the player will be given a personal unsportsmanlike conduct penalty. Any personal unsportsmanlike penalty received by a single player during a game may result in ejection from that game. Any player ejected from a game as the result of an unsportsmanlike conduct penalty will receive an automatic suspension from their next game in the same tournament. Any further unsportsmanlike conduct may result in ejection from the venue or tournament.
- 29.2 If a player is ejected, the referee must report this action to the Technical Delegate. The Technical Delegate, together with Protest Committee will then, without delay, decide if a player will be suspended from further competition in that tournament. This incident and the Protest Committee's decision must be documented by the Technical Delegate in a written report submitted to the IBSA Goalball Subcommittee before the conclusion of that tournament. If the Protest Committee is unable to convene and make a decision on this matter, the player in question will not be able to participate in any further games in that tournament until that decision is made by the Protest Committee.
- 29.3 A player ejected from the game for personal unsportsmanlike conduct can be substituted. This substitution will count as one of the allowable substitutions.
- 29.4 Before or during a game, any intentional physical contact with an official, caused by a player or any other member on the team's line-up sheet, will result in immediate ejection of that person from the game and the field of play.

The team to throw the penalty will choose the defending player from the remaining players on court. If the penalty is awarded before the game has commenced, the throwing team will be able to choose any player from the score sheet to defend the penalty.

- 29.5 The ball must be round immediately after leaving the thrower's hand or an unsportsmanlike conduct penalty will be called.
- 29.6 No foreign substance will be allowed as an enhancement aid in the sport of Goalball. The use of resin/"stick'em", perspiration or any other foreign substance that increases or decreases the adhesion of the surface of the ball to that of a player will be strictly prohibited. Such conduct will result in a personal unsportsmanlike conduct penalty.
- 29.7 Any player intentionally making the ball wet by rubbing it on any surface will be given a penalty for unsportsmanlike conduct.
- 29.8 After first contact any intentional kicking of the ball in standing position will be given a personal unsportsmanlike conduct penalty.
- 29.9 Any throwing of the ball out of play, if referee determines, that ball thrown off the court could harm anyone, a personal unsportsmanlike conduct penalty will be given to the thrower.
- 29.10 A player may not intentionally interfere with the eye patches under their eyeshades in any way. Otherwise, that player will be given an unsportsmanlike conduct penalty and removed from the rest of the game. That player can be substituted. This substitution will count as one of the allowable substitutions.

Referee's observations and procedures

If a player is eliminated from the game, the player can be substituted. If the team has used all their allowable substitutions, they have to continue with two players. Do not hesitate to use this penalty to keep control of the game. No physical contact by a player against a referee will be tolerated.

Kicking can take place when a player is standing and kicking the ball. Observe the blocked out when player is laying on court and/or sweeps the ball with foot.

When the ball is intentionally altered (roundness) by a player the play will be stopped and personal unsportsmanlike conduct will be given. If the ball's shape is unintentionally altered by a player's actions, such as falling on the ball, the play will be stopped until the ball has regained its shape with no penalty to the player or team. The ball must be round (not pressed in or deformed) when it leaves the player's hand for a throw, however changing the shape of the ball when picking it up or preparing for a throw is allowed, as long as the ball regains its shape when it is thrown.

When the ball is intentionally made wet by a player (e.g. by rubbing it against his shirt or sleeve) the play will be stopped and personal unsportsmanlike conduct will be given.

30 Noise

- 30.1 Any unnecessary noise made by a player during their act of throwing until the ball touches the defensive team, will be penalised.
- 30.2 Any unnecessary noise will be defined as animal noises, excessive stomping (with the feet), excessive punching or slapping on the court by hand, excessive clapping, whistling, singing, continuous excessive or unrelated conversation and unnecessary shouting.

Referee's observations and procedures

This is a judgement call and must be based on the fact that the player throwing the ball is making noise (intentionally or not) to distract the defending team. The silence period starts when the act of throwing takes place until the thrown ball hits for the first time the defending player. Do not let teams pressure / intimidate you into making this call, always use your judgment.

SECTION F - TEAM PENALTIES

In the case of a Team Penalty the referee will blow the whistle, announce 'team penalty', announce the penalty and announce the team. The team awarded the penalty throw will choose the player that will defend the penalty throw from among the on-court players. If the Team Penalty is awarded before the start of the game, the team awarded the penalty throw will choose the player that will defend the penalty throw from any player listed on the Score sheet - Game Information. The rules of the game apply to all penalty throws, and if a penalty occurs on the thrower, the throw cannot score and a Personal or Team Penalty will be charged to the throwing team. If a defensive penalty occurs, the throw will be repeated unless that throw scored. If the throwing player puts the ball into their own goal it will not be counted as a score but as a loss of possession of the ball. If the team awarded the penalty shot decides to decline the penalty throw, they should indicate declination of the penalty by using the hand signal (see Appendix 1) and/or by saying "penalty declined". The team declining the penalty will have possession of the ball when play starts again.

Referee's observations and procedures

Be aware that the team/coach throwing the penalty throw can select the defending player from the on-court players, ask immediately the player number from the coach.

If the thrower gets the ball into their own goal call 'out' and give the ball to the other team.

31 Ten Seconds

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

- 31.2 If a time out, substitution or blocked-out occurs after defensive contact is made, and the team has the ball under control (in a player's physical possession or the ball is clearly being passed between players) the 10 seconds clock will be stopped/paused on the referee's whistle and be restarted when the referee calls "play". The team will have the remaining time left on the clock to ensure the ball crosses the court centre line or side-line.
- 31.3 When a defensive contact is followed by a whistle and a "blocked out" call, the 10 second clock will be stopped. After returning the ball to the court the referee will call "quiet please", blow the whistle and call "play". The 10 second clock will restart from the call "play".
- 31.4 The 10 seconds clock will be reset if an "official's time out" is called.
- 31.5 The 10 seconds clock will be reset after a goal.
- 31.6 The 10 seconds clock will be reset at the end of any half.
- 31.7 The 10 seconds clock will be reset in penalty situations.
- 31.8 The 10 seconds clock will start from first defensive contact regardless of whether or not the team has control of the ball.
- 31.9 The 10 seconds timer at the table will indicate to the referee when the clock reaches 10 seconds and the team is still in possession of the ball from first contact or before the ball has crossed the court centre line or side-line from that team's half of the court.

Referee's observations and procedures

If a referee calls for an official's time-out before the team has thrown the ball, the ten seconds clock will be reset.

The ten seconds clock will be controlled by the 10 seconds timer(s) and indicated by making a distinctive sound (as agreed before the competition) and holding up a sign with the number 10 on it. Referee must always blow a whistle as soon as any sound comes from the scoring table, as only the whistle stops the game clock.

Do not allow players to call for an eyeshade check as this would result in an official's time-out and a re-setting of the ten seconds clock.

32 Team Delay of Game

- 32.1 The team must be ready to start play at the start of any half on the instruction of the referee.
- 32.2 Any action of a team preventing the continuation of the game.

- 32.3 The scorer must be notified before the completion of half time or the period between the end of the game and overtime, of any substitution(s) that are made during those periods.
- 32.4 A team may not request more than four (4) time-outs during regulation time or more than three (3) time-outs during the second half or more than one timeout during overtime.
- 32.5 A team may not request more than four substitutions during regulation time, or more than three (3) substitutions during the second half or more than one substitution during overtime.
- 32.6 When acknowledged by the referee, the coach must be ready to show the substitution boards in a proper sequence. When announced, player to be substituted must be ready for eye patches and eye shade checking.

Referee's observations and procedures

Always check with the scorer's table at the start of the second half to ensure that the players on the court for both teams are the same as those at the end of the first half. If they are not the same and you have not been notified by a coach about a substitution at half time a penalty must be called. Coaches must tell the scorer about the substitution before the table calls time. Make sure to announce all substitutions at the beginning of the any subsequent half.

33 Team Unsportsmanlike Conduct

- 33.1 Any violation of warm-up protocol (See rule 11.2).
- 33.2 All members of the team and its delegation that are present at the game must behave in a sportsmanlike manner.
- 33.3 Any further unsportsmanlike conduct may result in elimination from the game or the premises and/or further participation in the tournament if a referee feels the situation deserves it. The referee has to report the incident to the Technical Delegate for further decision. If the Technical Delegate feels it is necessary, a team may be ejected from further games in the tournament. The Technical Delegate has to send a written report to IBSA Goalball Subcommittee.

Referee's observations and procedures

This is a very serious penalty, so be certain that your call is well-justified and award a penalty only after other resolution actions have failed. Be very cautious with this call. Unsportsmanlike conduct from team members not on the court or spectators will not be tolerated and that person will be ejected immediately.

34 Illegal Coaching

- 34.1 The illegal coaching penalty may be called by either referee or can be drawn to the referees' attention by either ten second timer. If called by the latter, the ten second timer will signal to the referee by using the sound used to indicate a ten second penalty. The table referee will check the details of the Illegal coaching penalty with the ten second timer before confirming the penalty has been made and taking the appropriate action.
- 34.2 Members of the team listed on the line-up sheet and not on court may only communicate with the players on the court during an official break in play (whistle stoppage), and only until the referee says 'quiet please'. If a team is still communicating after 'quiet please' is called the team will receive an illegal coaching team penalty.
- 34.3 Coaches, team members and non-playing players may not communicate with on-court players during extra throws.
- 34.4 If there is a second incident of illegal coaching during the same game, that person will be removed from the field of play (FOP) and a team penalty will be given.
- 34.5 E-coaching by the use of any electronic devices is allowed from the 'spectators' area to members on team bench. Players cannot use any hearing devices as in rule 6.7. If an E-coaching device is making any sound or noise that will disturb the game, a team penalty will be called for illegal coaching and the device(s) will be switched off, removed from the bench area and given to table official.

Referee's observations and procedures

Always say 'quiet please' at the end of substitutions, time-outs, official's time-outs, medical time-outs and any whistled stoppage in play, where coaching is permitted to prevent continued coaching. If team members on the bench continue to communicate instructions to the players on the court after the 'quiet please' command an illegal coaching penalty will be assessed.

Observe that two illegal coaching for the same team in a game leads to removal of a person from the FOP. It does not have to be the same person both times. Always remove the person that committed the second act of illegal coaching. If you are not certain which person is guilty of illegal coaching eliminate persons based on the data on the score sheet in the following order:

- *Head coach or first person listed on the score sheet*
- *Assistant coach or second person listed on the score sheet*
- *Any other team member on the bench*
- *Players on bench in ascending order of player number*

*The ten second timers may get referees' attention, when they see hear/notice someone to talk or by other means communicate to on-court players, when it is not allowed. They will give a signal by horn and show time-out sign. Table side referee blows the whistle and calls **official time-out, clarification**. After clarification referee calls "**team penalty illegal coaching** and name of the team" to ask the other team's coach, who will defend the penalty throw. Table side referee, check that scorer writes that down in the score sheet.*

35 Noise

- 35.1 Any unnecessary noise made by any member of the throwing team during the act of throwing until the ball touches the defensive team, will be penalised.
- 35.2 Any unnecessary noise will be defined as animal noises, excessive stomping (with the feet), excessive punching or slapping on the court by hand, excessive clapping, whistling, continuous excessive or unrelated conversation and unnecessary shouting.

Referee's observations and procedures

This rule will be used if any other player on the throwing team other than the player throwing is making noise (intentionally or not) to distract the defending team. The penalty can be called also when the act of throwing takes place to the point until the first defensive contact is made with the ball. Do not let teams pressure / intimidate you into making this call, always use your judgment.

Some teams will try to distract the defending team by making a lot of movements before actually throwing the ball (e.g. one player starting a run and afterwards another player throwing the ball, or players talking to each other) which is allowed as long as they don't make noise in the act of throwing.

SECTION G - END OF THE GAME

36 Overtime

- 36.1 If a winner is needed in the case of a tied score at the end of regulation play, the teams will play two (2) additional three (3) minute halves if needed.
- 36.2 There will be a three (3) minute break between the end of regulation time and the first overtime half. During this time, there will be a coin toss to determine which team throws and defends and which end the teams will start play.
- 36.3 The first team to score a goal is the winner.
- 36.4 If a second overtime half is required, the teams will change ends and bench areas during the three minutes' break between overtime halves.

Referee's observations and procedures

The table side referee makes the new coin toss. Let the team on the left of the score sheet select the side of the coin.

Remind the coaches to have line up sheets ready in case extra throws are needed.

See the call procedure.

37 Extra Throws

- 37.1 If the score is still tied at the end of overtime, extra throws will decide the winner. The rules of the game apply to all extra throws.
- 37.2 When the winner of a game needs to be determined, the coach will be provided with a line up sheet for extra throws at the coin toss before the game. The line-up sheet must include all players on the information score sheet.
- 37.3 The number of extra throws per team will be determined by the minimum number of players listed on either line up sheet.
- 37.4 There will be a coin toss at the beginning of extra throws to determine which team throws first. At this coin toss, the coach must submit the line-up sheet that was provided to them at the first coin toss. Players will throw and defend in the order submitted on the line up sheet.
- 37.5 All players will wear eyeshades and they will remain in the team bench area until taken on to the court by a referee. Eyeshades will remain on until all extra throws have been concluded.
- 37.6 The first person on the line-up sheet from each team will enter the court assisted by a referee to be placed at back centre, and each player will throw once. The referee will present the player by team name and number and state which thrower will throw first.
- 37.7 Any players injured during extra throws will be deleted from the line up sheet, the remaining players will move up in order of line up sheet and the extra player of the opposite team will be removed from the bottom of the sequence.
- 37.8 The team winning the coin toss will choose to either throw or defend in the first pair or throws. The order will be reversed in the second pair of throws and this procedure will continue until a winner has been decided.
- 37.9 If a Personal or Team penalty occurs on the throwing team, the throw counts but cannot score and that throw will not result in a further penalty. If a Personal or Team penalty occurs on the defending team then the throw will be repeated unless that throw scored.

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

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

Referee's observations and procedures

The coaches, escorts and non-participating player(s) can stay on the team bench area. New coin toss takes place at the scorer's table.

Back-up referees will check before the start of extra throws that all players have been patched properly and are wearing eyeshades. Players must not be put in any order before the start of extra throws.

During extra throws back-up referees are responsible for bringing the players to the back centre of the goal line for each pair of throws.

Table side referee is responsible for putting the ball into play before each throw. The ball must be passed to the player that will throw. Table side referee is observing the throwing team and far side referee is responsible for observing the defending team. The table side referee must announce the numbers of the players on court before each pair of throws. (See procedures)

Any penalty on the throwing team means that the throw cannot score and they lose the throw. Any penalty on the defending team means that referee must wait to see what happens with the throw before calling the penalty. If the throw scores the goal counts and no penalty is assessed. If the throw does not score a penalty is assessed and the throw is repeated.

Referees should make sure that communication between referees, back-up referees and table is fluent and everybody knows what their duties are. Scorer should inform the referee if one team is more goals ahead than there are throws remaining.

See the procedure for extra throws.

38 Sudden Death Extra Throws

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

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

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

38.4 The first person on the line up sheet from each team will enter the court assisted by a referee to be placed at back centre, and each player will throw

once. The referee will present the player by team name and number and state which thrower will throw first.

- 38.5 The team winning the coin toss will choose to either throw or defend in the first pair of throws. The order will be reversed in the second pair of throws and this procedure will continue until a winner has been decided.
- 38.6 The sequence is repeated until a winner has been declared. A winner will be declared when one team is ahead at the conclusion of any pair of throws.
- 38.7 If injury occurs (See rule 37.8)
- 38.8 If a Personal or Team penalty occurs on the throwing team, the throw counts but cannot score and that throw will not result in a further penalty. If a defensive penalty occurs then the throw will be repeated unless that throw scores.

Referee's observations and procedures

During Sudden Death Extra Throws remember that teams must have had an equal number of throws before the game is declared finished and that the team that throws first, changes after each pair of throws.

See the procedure for extra throws.

39 Signing the Score Sheet and Protest Procedures

- 39.1 Immediately after the game a coach of each team, both referees and the scorer will sign the score sheet at the table. If a coach does not sign the score sheet immediately after the end of the game, the coach cannot protest the results of that game.
- 39.2 The coaches are required to indicate whether or not they will protest the game. Any protest must be submitted in writing to the IBSA Technical Delegate or their representative, within 30 minutes after the end of the game that is being protested and the protest fee will be due at that time. The protest fee will be decided by the Organising committee, but must not be less than one hundred (100) Euro or the equivalent.
- 39.3 Protests must be submitted on IBSA protest forms and written in English. The protest forms must list the rule number(s) protested. The protest must specifically involve the incorrect use of a rule and cannot be about playing venues and the appointment of referees.
- 39.4 The Technical Delegate, tournament director, or designated representative will inform the protestor of the time and place where the protest committee will

review the protest. All participants will be given time for a short presentation with arguments for the protest that are relevant and supplement the written protest. Any information to support the protest must be provided at the time the protest form is submitted. Video or other digital recordings can be accepted, but only when recorded by the Organising Committee's equipment.

- 39.5 The protest committee's decision is final. Both teams must be informed of the committee's decision in writing no later than 30 minutes after the protest committee meeting concludes. All parties mentioned in the protest will receive written notification. The written decision shall include rationale for the committee's decision. All results of the protested game will be put on hold until a determination is made by the protest committee.
- 39.6 If a protest is upheld, the protest fee will be returned to the protestor. If the protest is dismissed the protest fee will be credited to (a) IBSA, if the tournament was sanctioned by IBSA or (b) the tournament organising committee, if the tournament was not sanctioned by IBSA.

Referee's observations and procedures

*Make sure that the end of game time is recorded on the score sheet **first** and make a remark in the comments section if the coaches do not sign the score sheet.*

Follow the protest procedure.

SECTION H - REFEREES' AUTHORITY AND ABUSE OF OFFICIALS

40 Referees' Authority

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

Referee's observations and procedures

Do not become involved in any long, animated conversations with coaches. Clarify the dispute only once to a coach and quickly start the game. Do not allow the coach to use clarifications as a method to get a rest period for their players.

Observe that only head coach can talk to the referee during game.

41 Abuse of Officials

- 41.1 Any action by a participant in a game, that is reported by an IBSA official, in writing, to the IBSA Goalball Subcommittee, will be dealt with at the next Subcommittee meeting. Sanctions against that participant(s) will be decided by the Subcommittee as per paragraph 52.