



# **INTERNATIONAL BLIND SPORTS FEDERATION**

## **GOALBALL RULES 2010-2013**

*January 1, 2010*

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

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

**If there is any misunderstanding, the English version will be used.**

## TABLE OF CONTENTS

### GOALBALL RULES

#### SECTION A PREPARATION FOR THE GAME

- 1 The court
- 2 The team bench area
- 3 Goals
- 4 The ball
- 5 Uniforms
- 6 Eyeshades / patches / glasses and contact lenses
- 7 Classification
- 8 Team composition
- 9 Officials

#### SECTION B BEFORE THE GAME

- 10 The coin toss
- 11 The warm up
- 12 Length of the game

#### SECTION C DURING THE GAME

- 13 Game protocol
- 14 Scoring
- 15 Team time out
- 16 Official's time out
- 17 Medical time out
- 18 Blood rule
- 19 Team substitution
- 20 Medical substitution

#### SECTION C i INFRACTIONS

- 21 Premature throw
- 22 Pass out
- 23 Ball over

#### SECTION C ii PERSONAL PENALTIES

- 24 Short ball
- 25 High ball
- 26 Long ball
- 27 Eyeshades
- 28 Third time throw
- 29 Illegal defense
- 30 Personal delay of game
- 31 Personal unsportsmanlike conduct

32 Noise

**SECTION C iii TEAM PENALTIES**

33 Ten seconds  
34 Team delay of game  
35 Team unsportsmanlike conduct  
36 Illegal coaching  
37 Noise

**SECTION D AT THE END OF THE GAME**

38 Overtime  
39 Extra throws  
40 Sudden death extra throws  
41 Signing the Score Sheet and Protest

**SECTION E REFEREES' AUTHORITY AND ABUSE OF OFFICIALS**

42 Referees' authority  
43 Abuse of officials

**SECTION F COURT DIAGRAMS AND SIGNALS**

**Appendix 1 PART B – TOURNAMENT REGULATIONS**

**Appendix 2 PART C REFEREE'S PROGRAM**

**Appendix 3 GLOSSARY OF TERMS**

# GOALBALL RULES

## SECTION A

## PREPARATION FOR THE GAME

### The court

- 1.1 The dimensions: The court will be a rectangle 18m long by 9m wide (+/- 0.05m). Measurements are to the outside edges. Nothing except the court markings will be allowed as markings on the court. (See diagram Section F). The court is divided every 3m along its length to give six areas.
- 1.2 The team area is the area in front of the goal at either end and has player orientation lines as per the diagram and its measurements. (see Section F)
- 1.3 The landing area is the area of the court in front of the team area. It is 9.00meter (+-.05m) wide by 3.00m (+-.05) long. (see Section F)
- 1.4 The neutral area is the middle area of the court. It is 6m. (+-.05) long by 9.00m (+-.05m) wide and is divided into two by the centre line. (see Section F)
- 1.5 All lines will be 0.05m in width (+/- .01m) and will be marked with tape. They will have string under them to assist with player orientation. The string will be 0.003m (+/- 0.0005m thickness) and will be placed under the top layer of tape
- 1.6 Around the entire court there will be a tape line (no string) 1.5m (+/- 0.05m) from the side line and goal lines. This is called the 'line out line'. If the ball goes over this line the referee will whistle and call 'line out'.
- 1.7 The floor of the court must have a smooth surface, and be approved by the IBSA Technical Delegate. For Paralympic Games, World Championships and Continental Championships, Taraflex, wooden or plastic floors can be used.

### 2. The team bench area

- 2.1 Each team will have a team bench area which will be positioned on either side of the officials' table, a minimum of 3.00m from the court's side line. It will be 4.00m long (+/- .05m) and at least 1m deep and will be marked by a tape line (no string) - (See Section F)
- 2.2 The team bench areas will be at the same end of the court as the players, close to the officials' table so that the bench is not in line with the team area. (See Section F)
- 2.3 At half time the team bench areas will change ends as the players do.
- 2.4 All members of the team will remain in their designated bench area during play. Team Penalty –
- 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 as provided by the organising committee of the tournament and will be considered a non-participant. Team Penalty –.

### 3 Goals

- 3.1 The goals will extend across each end of the court. The internal measurements will be 9.00m across (+/- 0.05m) and 1.30m high (+/- 0.02m).
- 3.2 The cross bar will be rigid.
- 3.3 The goal posts and cross bar will be round and not exceed 0.15m in diameter
- 3.4 The goal posts will be outside the court and in line with the goal line.
- 3.5 They must be of a safe construction.

## **4 The Ball**

4.1 The ball will conform to the following specifications:

- Diameter: 24-25cm
- Circumference: 75.5cm-78.5cm
- Weight: 1.250gr. +/- 50gr.
- Sound holes: 4 holes in upper hemisphere staggered from 4 holes in lower hemisphere
- Bells: 2 pcs
- 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 championships, the ball will be approved by the Technical Delegate appointed by the IBSA Goalball Subcommittee

## **5 Uniforms**

5.1 All players must wear a team shirt.

5.2 Each player must have a number permanently fixed to the front and back. The numbers will be at least 20 cms high and must be either 1, 2,3,4,5,6,7,8 or 9.

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

5.4 At the Paralympics and World Championships, the game jersey, pants and socks worn by all competitors on a team must be identical and meet all advertising standards as required by the organizing committee – Team penalty –

## **6 Eyeshades / eye patches / glasses and contact lenses**

6.1 Players will not wear glasses 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.– Personal Penalty - Eyeshades

6.3 Eyeshades must also be worn during over time. During extra throws ALL players must wear eyeshades.– Personal Penalty – Eyeshades.

6.4 At all major Championships all players participating in the game, will have their eyes covered by gauze patches or equivalent under the supervision of the IBSA Goalball Technical Delegate or a designated person for each team.

6.5 If during a time out bench players enter the court they do not need to wear their eyeshades.

## **7 Classification**

7.1 Competition will be divided into two groups, male and female.

7.2 For international competition all players must satisfy the IBSA sight classification of being a B1, B2 or B3.

## **8 Team composition**

- 8.1 At the beginning of the tournament a team will consist of 3 players with a maximum of 3 substitutes.
- 8.2 In addition each team may have up to 3 escorts on the bench during the game. The total number of individuals allowed in the team bench areas will be nine, including the three starting players
- 8.3 The referees must be notified in writing at the coin toss, of any player(s) in the team bench area who are not involved in the game. This player(s) must wear an identifying jersey provided by the organising committee of the tournament.  
- Team penalty –
- 8.4 Any player who has been eliminated will also be listed on the 'line up sheet' as non participants.

## **9 Officials**

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

## **SECTION B**

## **BEFORE THE GAME**

### **10 The coin toss**

- 10.1 A representative of a team must be present at the correct time and place for the coin toss. – Team Penalty – Delay of Game.
- 10.2 They are required to fill in a line up sheet showing players names, their numbers and the coaches/escorts who will be on the bench.
- 10.3 They must also list non-participants who are going to be on the bench and who must wear an identifying jersey provided by the organising committee.
- 10.4 The coin toss will be conducted by an official.
- 10.5 The winner of the coin toss will have the choice of throwing or defending the ball first, or may choose which end of the court they would like to start play. The remaining choice will be decided by the other team.
- 10.6 At the end of any first half, the teams will change ends and benches. The first throw of the second half will be thrown by the team that defended the first throw at the start of the game.

### **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 teams half of the court.
- 11.2 If, during the warm up, a team throws the ball into the other teams half of the court, they will be given a warning by the referee. If the same team throws a second ball into the other teams half of the court they will be given a penalty before the start of the game. Team Penalty – Unsportsmanlike Conduct.

### **12 Length of the game**



- 12.1 A game will be a total of 20 minutes divided into 2 halves of 10 minutes each. \*(Effective January 01, 2011 – A game will be a total of 24 minutes in duration, 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 Paralympics and World Championships there will be a minimum of 15 minutes between the end of a game and the start of the next game.
- 12.3 An audible warning will be given 5 minutes before the start of the game.
- 12.4 The players who are going to start any half must be ready for eye patching/eyeshade check by the referees, 90 seconds before the start of each half.
- 12.5 There will be an audible warning 30 seconds before the start of each half.
- 12.6 Half time will be 3 minutes.
- 12.7 All teams, and players, should be ready to start any half 30 seconds after the audible warning sounds (SEE rule 12.5) - Team or Personal Penalty – Delay of game.
- 12.8 Any half will be considered complete at the end of time.

## **SECTION C**

## **DURING THE GAME**

### **13 Game protocol**

- 13.1 The referee starts the game by asking for quiet and reminding everyone to remain quiet while the ball is in play. The referee then calls 'centre', and throws the ball to the team who is to throw first and the player who is closest to the centre position. The referee will then blow their whistle three times and say 'play'.
- 13.2 The main clock will be started on the third whistle.
- 13.3 The referee will complete any half by whistling and calling 'half time', or 'game'. This is a signal that the half is complete and the players may touch their eyeshades and is to ensure that a penalty situation did not occur before the end of the half. Personal Penalty - Eyeshades
- 13.4 The main time clock will be stopped whenever the referee blows their whistle and start again on the next whistle except during a penalty situation. The game clock is stopped during a penalty situation.
- 13.5 Any time the ball needs to be put back onto the court it will be dropped by a referee or goal judge at the sideline 1.5 m in front of the goal post closest to the side it exited the court.
- 13.6 Any time a ball is thrown out over the side line, the referee will call 'out'. The ball will be dropped back into play at the opposite end of the court it was thrown from, by a referee or goal judge at the sideline 1.5 m in front of the goal post closest to the side it exited the court. The referee will then call 'play'.
- 13.7 If a ball goes out over the side line and the line out line, the referee will call "out", blow their whistle and call 'line out'. The ball will be dropped back into the defending team as above. The referee will then blow their whistle and call 'play'. The ten second clock will be stopped on the first whistle and be restarted on 'play'.
- 13.8 Any time 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 blow their whistle and call "play" even if no team member is attempting to pick up the ball.
- 13.9 No additional aids of orientation are permitted on court. – Team or Personal Penalty – Delay of Game.

- 13.10 Following a penalty situation, players may be re-orientated by a referee. At any other time a referee must reorientate 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 a dead ball. The referee will blow the whistle and call "dead ball." The ball will be put back in 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, landing area or first half of the neutral zone. The whistle will not be blown until the ball has completely stopped its motion.
- 13.12 If a team member needs to leave the field of play (FOP) for any reason (ie. medical attention, equipment adjustment) this will only be allowed during an official stoppage in play and they may not return until the end of that half of the game.
- 13.13 To ensure the flow of the game, an Official Time-out to wipe the floor will only be taken when the referee determines that the safety of the players may be compromised. Wiping of the floor will only take place during an official stoppage in play.

## **14 Scoring**

- 14.1 At any time the ball is in play and completely crosses a goal line, (see Section F), a goal is scored.
- 14.2 A goal cannot be scored by an official passing the ball in to play.
- 14.3 If a defending player's eyeshades are moved or come off when hit by a thrown ball, the play will be allowed to continue and if the ball completely crosses the goal line it will be considered a goal.
- 14.4 The team with the most goals at the end of time will be the winner.
- 14.5 At any time during the game one team leads by 10 more goals than the other team, the game is finished.

## **15 Team time out**

- 15.1 Each team will be allowed 3 time outs of 45 seconds during the game. Once one team has called a time out both teams may use the time out.
- 15.2 Each team will be allowed one time-out during the entire overtime.
- 15.3 A team that has control of the ball may request a time out, or when there is a whistle stoppage in play, either team may request a time-out.
- 15.4 A time out may be indicated to the referee by any member of the team, using the "time-out" hand signal (see Section F) and/or by saying time out.
- 15.5 The timeout starts when the referee announces the requesting team by name.
- 15.6 A ten second timer will record the 45 second time-out, giving an audible warning signal 15 seconds before the time-out is finished and again when the time-out expires.
- 15.7 When the 15 second audible signal sounds, the referees will call out "15 seconds".
- 15.8 A substitution may be called before the end of the time out. If the team that requested the time-out signals for a substitution before the end of the time-out, that team will be charged with both a time-out and a substitution. - 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 three time-outs during regulation time, or more than one time-out during overtime, a Team Penalty – Delay of Game will be called.
- 15.11 When the referee says 'quiet please' all coaching from the bench must stop. Team Penalty – Illegal Coaching.

## **16 Official's time out**

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

## **17 Medical time out**

- 17.1 In the event of an injury or illness a 'medical time out' may be called by a referee.
- 17.2 The ten second timer who is not presently timing the 10 seconds, will time the 45 second medical time out.
- 17.3 An audible warning will be given to the referee at 30 seconds and again at 45 seconds.
- 17.4 If the referee determines the injured player is not ready to play at the end of the medical time-out they must be medically substituted but may return if the coach uses a regular substitution to return the player to the game.
- 17.5 If any team member from the team bench enters the court during a medical time-out, the injured player must be medically substituted.
- 17.6 During a medical time-out, coaching is permitted from the bench until the referee calls 'quiet please'. – Team Penalty

## **18 Blood rule**

- 18.1 If a player receives an injury where blood is observed by the referee 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.
- 18.2 If the injured player is substituted because of a blood issue, this will be considered a 'medical substitution' and the player may return if the coach uses a regular substitution and only if the referee determines the player has met the requirements of rule 18.1.
- 18.3 Before play restarts all contaminated surfaces must be appropriately cleaned.
- 18.4 If the player does not have an additional game shirt with the same number available they will be allowed to wear a shirt with a different number as long as this is indicated to the referee who will announce the change.

## **19 Team substitutions**

- 19.1 Each team will be allowed 3 substitutions during regulation time.
- 19.2 Each team will be allowed 1 substitution during over time.
- 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, or when there is a whistle stoppage in play, either team may request a substitution.
- 19.5 A substitution may be indicated to the referee by any member of the team, using the “substitution” hand signal (See Section F) and/or by saying ‘substitution’.
- 19.6 The substitution starts when the referee announces the requesting team by name.
- 19.7 Once the substitution has been announced by the referee, the coach will hold up the substitution boards with the number of the player to come off court, and the number of the player to go on the court.
- 19.8 In a tournament requiring patching, the player to be substituted into the game must be patched and ready for eyeshade inspection when the referee announces the substitution. Any delay caused by a coach or a player to be substituted will result in a penalty. Team Penalty – Delay of Game.
- 19.9 A time-out may be called before the end of the substitution. If the team that requested the substitution signals for a time-out before the end of the substitution, the team will be charged with both a substitution and a time-out.
- 19.10 After a team completes a substitution, at least one throw must take place before the same team can call another substitution or time-out.
- 19.11 A goal judge will bring the outgoing player off the court and then take the incoming player to the goal post nearest the team bench. The player coming off the court may not touch their eyeshades until they are completely off the court. –Unsportsmanlike Conduct
- 19.12 During a penalty situation, substitutions will be allowed, except for the penalised player.
- 19.13 Coaching from the bench is allowed during a substitution until the referee says ‘quiet please’. Team Penalty – Illegal Coaching.
- 19.14 Any player substitutions during half time will not count as one of the team’s three substitutions. During half time, teams must indicate any substitutions to the referee who will then announce it at the beginning of the second half of play. Team Penalty – Delay of Game.
- 19.15 If a team takes more than three substitutions during regulation time, or more than one substitution during overtime, a Team Penalty-Delay of Game will be called.

## **20 Medical substitution**

- 20.1 When an injured player needs to be substituted this will not count as one of the three substitutions allowed in the game.
- 20.2 Two stoppages during regulation time for the same player who is temporarily injured will result in that player’s removal from the court for the remainder of that half of the game.
- 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 or if any one from the team bench area enters the court during the medical time-out, 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 bench may communicate with the players on court during a substitution until the referee says ‘quiet please’. – Team Penalty

## **SECTION C i**

## **INFRACTIONS**

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

### **21 Premature throw.**

- 21.1 If a player throws the ball before the referee has given the 'play' command, this is a premature throw.
- 21.2 The throw counts but cannot score.

### **22 Pass out**

- 22.1 When the ball goes over the side line or centre line, in the act of passing the ball between team members
- 22.2 When the ball hits an object above the court
- 22.3 When there is an intentional action by a defending player not to control the ball and the ball goes over the side line.

### **23 Ball over**

- 23.1 If a ball is blocked by a defending player and the ball rebounds over the centre line.
- 23.2 If the ball hits a goal post or cross bar and rolls back over the centre line.
- 23.3 This rule does not apply to extra throws and penalty throws.

## **SECTION C ii**

## **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 penalized player will defend the penalty shot.

If the team awarded the penalty shot decides to decline the penalty throw, they should indicate by using the hand signal (see Section F) and/or by saying "penalty declined". The rules of the game apply to all penalty throws. The team declining the penalty will have possession of the ball when play starts again. The game clock is stopped during all penalty situations.

### **24 Short Ball**

- 24.1 Any time a thrown ball stays on the court but the forward motion stops before the defending team's team area. The player that threw the ball will be penalized.
- 24.2 The throw counts but cannot score.

### **25 High Ball**

- 25.1 After a thrown ball has left the player's hand, it must touch the court at least once on or before the highball (6m) line in their own end.
- 25.2 The throw counts but cannot score.

### **26 Long Ball**

- 26.1 Any time a player throws the ball it must touch the floor at least once in the neutral area.
- 26.2 The throw counts but cannot score.

## **27 Eyeshades**

- 27.1 During the game any player on the court who touches their eyeshades without the referee's permission, will be penalized.
- 27.2 A player removed from the court during a penalty situation may not touch their eyeshades.
- 27.3 A substituted player coming off the court may not touch their eyeshades until they are off the court.

## **28 Third time throw**

- 28.1 A player may only throw the ball two consecutive times.
- 28.2 The third and any other consecutive throws before a team-mate has thrown, will be a penalty.
- 28.3 The throw counts but cannot score.
- 28.4 The number of consecutive throws will be carried over from any first half to any second half but not from regulation time to overtime. A throw during a penalty shot will be recorded as a throw.
- 28.5 Scoring an own goal against your own team will not count as a throw.
- 28.6 The table official will indicate this penalty to the referee.

## **29 Illegal defence**

- 29.1 The first defensive contact with the ball will be made by a player who has any part of their body touching the floor in the team area.

## **30 Personal delay of game**

- 30.1 Players must be prepared to play at the start of any half, on the referees command.
- 30.2 Players must not be re-orientated by anyone other than an on court team mate.
- 30.3 Any action taken by a player in the opinion of the referee to deliberately delay the game may receive a warning or a delay of game penalty.

## **31 Personal un-sportsmanlike conduct**

- 31.1 If the referee determines that a player is not behaving in a sportsmanlike manner, the player may be given a personal penalty.  
Furthermore, any unsportsmanlike conduct may result in elimination from the game or ejection from the premises. If the referee feels it is necessary, a player may be ejected from further competition in the tournament.
- 31.2 A player so eliminated will not be replaced during that game.
- 31.3 Any intentional physical contact with an official, caused by a player, will result in immediate ejection of that player from the game and the field of play.
- 31.4 Players must not intentionally change/alter the shape of the ball.
- 31.5 No foreign substance will be allowed as an enhancement aid in the sport of Goalball. The use of Resin/"Stick'em" 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

## **32 Noise**

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

## **SECTION C iii**

## **TEAM PENALTIES**

In the case of a Team Penalty the referee will blow the whistle, announce team penalty, announce the penalty, announce the team and then ask the table for the number of the player with the last recorded throw. That player will defend the penalty shot. If the team awarded the penalty shot decides to decline the penalty throw, they should indicate by using the hand signal (see Section F) and/or by saying "penalty declined". The team declining the penalty will have possession of the ball when play starts again. In the event that a team penalty is awarded before a throw has been taken, the player to remain on the court to defend the throw will be selected by the coach of the team throwing the penalty shot.

## **33 Ten seconds**

- 33.1 A team must throw the ball within 10 seconds of the team's first defensive contact with the ball.
- 33.2 If a time out, substitution or line-out occurs after defensive contact has been made, the ten second 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 throw the ball
- 33.3 The 10 seconds clock will be reset if an "official's time out" is called.
- 33.4 The 10 seconds clock will be reset after a goal.
- 33.5 The 10 seconds clock will be reset at the end of any half.
- 33.6 The ten second timer at the table will indicate to the referee if the team is still in possession of the ball when the clock reaches 10 seconds from first contact.
- 33.7 The ten second clock will start from first defensive contact regardless of whether or not the team has control of the ball.

## **34 Team delay of game**

- 34.1 A representative of the team must be at the coin toss at the scheduled time.
- 34.2 The team must be ready to start play at the start of any half on the instruction of the referee.
- 34.3 Any action of a team preventing the continuation of the game.
- 34.4 The referees must be notified between halves, of any substitutions made at half time.
- 34.5 A team may not request a fourth time out.
- 34.6 A team may not request a fourth substitution.
- 34.7 A player to be substituted must be ready to play when announced and the coach must be ready to indicate the player numbers coming out and going in.

## **35 Team un-sportsmanlike conduct**

- 35.1 All members of the team and it's delegation that are present at the game must behave in a sportsmanlike manner

35.2 Any further unsportsmanlike conduct may result in elimination from the game or the premises and/or further participation in the tournament if a referee feels that the situation deserves it.

### **36 Illegal coaching**

36.1 Members of the team on the bench 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'.

36.2 Coaches may communicate with players after the result of a penalty shot has been announced by the referee.

36.3 Coaches may NOT communicate with players during extra throws.

36.4 If there is a second incident of illegal coaching during the same game, that person will be removed from the field of play (FOP) and a team penalty will be assessed

### **37 Noise**

37.1 Any excessive noise made by any member of the throwing team while another player is throwing or after the ball has been released; that prevents the defending team from tracking the ball, will be penalised.

## **SECTION D**

## **AT THE END OF THE GAME**

### **38 Overtime**

38.1 If a winner is needed in the case of a tied score at the end of regulation play, the teams will play 2 additional 3 minute halves if needed.

38.2 There will be a 3 minute break between the end of regulation time and the first overtime half.

38.3 During this time there will be a coin toss to determine which team throws and defends and which end the teams will start play

38.4 During the second overtime half, the starting situations will be reversed and the teams will change benches during a three (3) minute break between halves.

38.5 The team to score the first goal is the winner and the game will be over.

### **39 Extra throws**

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

39.2 When a winner needs to be determined, the coach must submit a line up sheet for extra throws at the coin toss. This must include all players on the game line up sheet.

39.3 The number of extra throws per team will be determined by the minimum number of players listed on either line up sheet.

39.4 Players eliminated from the competition, injured or considered unfit to play will be deleted from the line up sheet and players will move up in order.

39.5 There will be another coin toss to determine which team throws first throughout each pair of extra throws.



- 39.6 The coaches and escorts will be removed to the opposite side of the court immediately at the end of overtime and no coaching will be allowed.
- 39.7 All players will wear eyeshades and remain in the team bench area until taken on to the court by a referee and all extra throws have been concluded.
- 39.8 The first person on the line up sheet from each team will enter the court assisted by a referee to be placed at back centre, and each player will throw once.
- 39.9 If a penalty occurs on the thrower, the throw counts but cannot score. If a defensive penalty occurs then the throw will be repeated unless that throw scored.
- 39.10 The sequence is repeated until the minimum number of players have had a chance to throw and defend. A winner will be declared when one team is more goals ahead than there are throws remaining.
- 39.11 The team with the greatest number of goals will be declared the winner.

#### **40 Sudden death extra throws**

- 40.1 If the game is still tied after extra throws, the game will be decided by sudden death extra throws.
- 40.2 Another coin toss will decide which team throws first and after each pair of throws, the team to throw first will change.
- 40.3 The order of throws will be repeated until one team has established a lead after having an equal number of throws.

#### **41 Signing of the score sheet and protests**

- 41.1 Immediately after the game the coach of each team, both referees and the scorer will sign the score sheet at the table. If a coach does not sign the score sheet immediately after the end of the game, the coach cannot protest the results of that game.
- 41.2 The coaches are required to indicate whether or not they will protest the game. Any protest will be submitted in writing to the tournament director or his representative, within thirty minutes after the end of the game that is being protested and the protest fee will be due at that time. The protest fee will be decided by the Organizing committee, but must not be less than fifty (50) USA dollars or equivalent. Protests must be submitted in English, on IBSA protest forms. The protest forms must list the rule number(s) protested. Playing venues and the appointment of referees cannot be protested. If the protest is upheld, the deposit will be refunded to the team protesting. Otherwise the deposit will be credited to IBSA. Both teams will be informed in writing of the decision of the protest committee. All results of the protested game will be put on hold until a determination is made by the protest committee.

### **SECTION E REFEREES' AUTHORITY AND ABUSE OF OFFICIALS**

#### **42 Referees' Authority**

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

- 42.2 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.
- 42.3 The referee will explain the issue to the head coach.
- 42.4 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 form provided by the organising committee.
- 42.5 If a coach continues to argue the matter with the referee after the first explanation has been given, a penalty will be awarded. Team Penalty – Delay of Game.

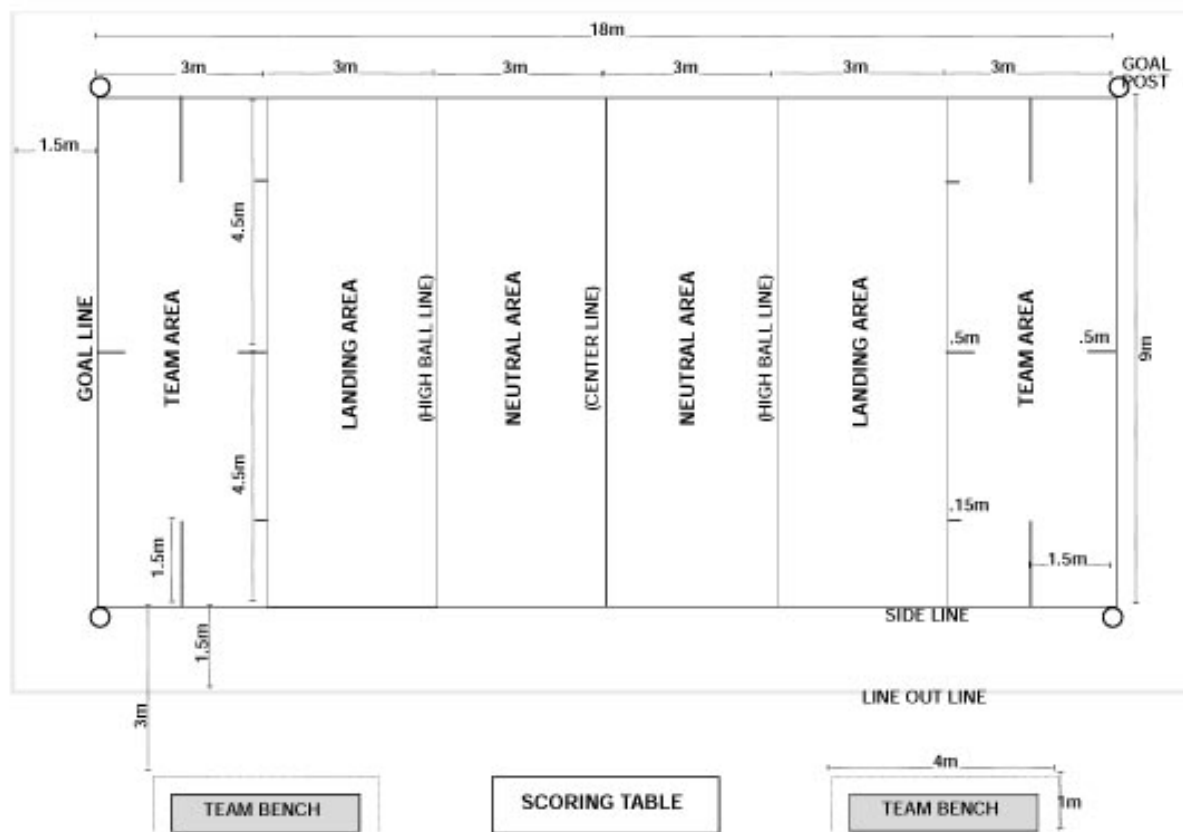
### **43 Abuse of Officials**

- 43.1 Any action by a participant in a game, that is reported by an IBSA official, in writing, to the IBSA Goalball Sub-committee, will be dealt with at the next scheduled Sub-committee meeting. Sanctions against that participant(s) will be decided by the Sub-committee.

# SECTION F

# COURT DIAGRAMS AND SIGNALS

## GOALBALL COURT LAYOUT



## **PART B – TOURNAMENT REGULATIONS**

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

44. The IBSA Goalball Committee reserves the right to change or modify tournament regulations as needed, provided they present 30 days written notice on the Goalball Committee website. Regulations take effect January 01, 2010.

#### 44.1 SANCTIONING OF EVENTS - General

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

#### 44.2 Information Required

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

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

#### 44.3 Penalties

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

## 45 FACILITIES AND EQUIPMENT

### 45.1 Playing Venue (Sports Hall)

### 45.2 Dimensions

The venue for a Goalball competition must have minimum floor dimensions of 21.00 X 30.00 metres, and a minimum height of 5.00 metres.

### 45.3 Floor

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

### 45.4 Spectators Area

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

### 45.5 Equipment

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

### 45.6 Score Board

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

### 45.7 Clock

There will be two clocks. The first clock is the official time/game clock and must be visible at all times from the team bench area. The second, is a back up clock, which is not official unless required by the referee who can then designate it as official. For the Paralympics and World Championships the main clock shall be a basketball type clock with a 100<sup>th</sup> of second count down during the last minute. At the Paralympic Games a second "March In" clock is required.

### 45.8 Official Game Sheets

The following official game sheets will be used.

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

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

### 45.9 Substitution Boards

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

#### 45.10 New Balls

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

#### 45.11 Practice on the Competition Court

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

#### 45.12 Eyeshades

At Paralympic and World Championships, the eyeshades must not let in any light and they should be of a size and form so that it is not possible to see. Eyeshades are to be provided by the Organising Committee and only certified equipment can be used.

#### 45.13 Certification

All equipment and playing facilities to be used for any IBSA sanctioned international event must be certified in accordance with the Goalball certification policy.

### 46 ACCOMMODATION

#### 46.1 Housing

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

#### 46.2 Catering

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

#### 46.3 Transportation

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

### 47 OFFICIALS

#### 47.1 Referees

#### 47.2 Number

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

#### 47.3 Appointment

For Paralympic Games, World Championships and Regional Championships, referees will be appointed using the existing referee selection process and subject to approval by the IBSA Goalball Subcommittee. For all other sanctioned events, organisers can contact the Referees Registrar to find a list of certified referees and the Organising Committee in conjunction with the Technical Delegate/Head Referee can then choose and invite referees from the list.

#### 47.4 Certification

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

#### 47.5 Nationality

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

#### 47.6 Ten (10) Seconds Timers

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

### 48 FINANCES (Non Paralympic Events)

#### 48.1 Participants

The following costs will be borne by the participants:

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

## 48.2 Organisers

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

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

## 49 QUALIFYING STANDARDS

The following criteria is in place for the 2012 Paralympics and the 2014 World Championships. The four regions will be Europe, Africa, Americas and Asia/Pacific. Regional Championships must be approved by the IBSA Goalball Committee and must be open to all member nations within the region. Tournaments must have a minimum of four (4) teams to qualify as a Regional Championship tournament with a Technical Delegate appointed by the IBSA Goalball Committee. IBSA Level II referees or higher must officiate. Regional

Championships must be held within two (2) years of the Paralympic Games/World Championships, but not within the Paralympic or World Championship year.

If no Regional Championship is held; that regional Paralympic slot will be lost and a slot will be allotted to the Paralympic qualifying tournament.

### 49.1 World Championships

### 49.2 World Championship Qualifying Criteria - Men's Competition

At World Championships, the maximum number of participating men's teams will be sixteen (16).

- 1- Host Country
- 2- Paralympics Champion
- 3- Paralympics 2nd Place
- 4- Paralympics 3rd Place
- 5- Host of next Paralympic Games
- 6- Regional Champion
- 7- Regional Champion
- 8- Regional Champion
- 9- Regional Champion
- 10- Regional 2nd or can be appointed by the Regional IBSA Chairman
- 11- Regional 2nd or can be appointed by the Regional IBSA Chairman
- 12- Regional 2nd or can be appointed by the Regional IBSA Chairman
- 13- Regional 2nd or can be appointed by the Regional IBSA Chairman
- 14- Ratio formula
- 15- Ratio formula
- 16- Ratio formula



Regional Champion for this process is defined as the highest available team within that Region that has not already qualified.

#### 49.3 World Championship Qualifying Criteria - Women's Competition

At World Championships, the maximum number of participating women's teams will be twelve (12).

- 1- Host Country
- 2- Paralympics Champion
- 3- Paralympics 2nd Place
- 4- Paralympics 3rd Place
- 5- Host of next Paralympic Games
- 6- Regional Champion
- 7- Regional Champion
- 8- Regional Champion
- 9- Regional Champion
- 10- Ratio formula
- 11- Ratio formula
- 12- Ratio formula

#### 49.4 Ratio Formula

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

The total number of teams in the Regional Championships of the previous two years divided by the number of teams from that region already qualified for the World Championships.

#### 49.5 Paralympic Games

Qualifying criteria and procedures will be posted a minimum of 30 months prior to the Paralympic Games

#### 49.6 Paralympic Qualifying Criteria - Men's Competition

At the Paralympic Games, the maximum number of participating men's teams will be twelve (12).

- 1- Host Country
- 2- World Championships 1st Place
- 3- World Championships 2nd Place
- 4- World Championships 3rd Place
- 5- Regional Champion
- 6- Regional Champion
- 7- Regional Champion
- 8- Regional Champion
- 9- Qualification Tournament 1st Place
- 10- Qualification Tournament 2nd Place

- 11- Qualification Tournament 3rd Place
- 12- Qualification Tournament 4th Place

#### 49.7 Paralympic Qualifying Criteria - Women's Competiton

At the Paralympic games, the maximum number of participating women's teams will be ten (10).

- 1- Host
- 2- World Championships 1st Place
- 3- World Championships 2nd Place
- 4- World Championships 3rd Place
- 5- Regional Champion
- 6- Regional Champion
- 7- Regional Champion
- 8- Regional Champion
- 9- Qualification Tournament 1st Place
- 10- Qualification Tournament 2nd Place

#### 49.8 Paralympic Qualifying Tournament

A maximum of four (4) men's teams will be appointed by the regional IBSA Chairman to represent that region in the qualifying tournament.

A maximum of four (4) women's teams will be appointed by the regional IBSA Chairman to represent that region in the qualifying tournament.

### 50 CONDUCT OF TOURNAMENTS

#### 50.1 Drawing and Seeding

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

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

a) Two Pools:

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

Seeding of teams that did not attend the relevant earlier tournament will be done by a draw from a hat and posted 60 days before the start of the competition and the schedule will be approved by the IBSA Technical Delegate, at least seven (7) days before the start of the tournament.

## 50.2 Type of Tournament

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

- a) in case there are no more than six (6) teams, a double round robin system will be used. After this double round robin, the top four (4) teams will play against each other in a single elimination type competition. The first place finisher will play the fourth, the second the third. The winners will play for the championship, the losers for third and fourth place respectively.
- b) in case there are more than six (6) but no more than nine (9) teams, a single round robin system will be used. After this round robin, the top four (4) teams will play against each other in a single elimination type competition. The first place finisher will play the fourth, the second the third. The winners will play for the championship, the losers for third and fourth place respectively.
- c) in case there are more than nine (9) but no more than sixteen (16) teams, teams will be equally divided into two pools. In each pool, a single round robin system will be used.

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

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

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

## 50.3 Men's World Championships

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

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

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

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

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

If the number of teams in one pool exceeds by one the number of teams in the other pool, the two (2) lowest placed teams in the larger pool and the last placed team in the smaller pool will play a round robin to determine the last three places in the tournament overall.

The result of the match between the two lowest placed teams in the larger first round pool will carry over into this round robin.

#### 50.4 Women's World Championships

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

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

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

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

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

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

## 50.5 Men's Paralympics

Format will be published 30 months prior to the competition.

## 50.6 Women's Paralympics

Format will be published 30 months prior to the competition.

## 51 Ranking of Teams in a Round Robin

The final ranking of teams in a round robin, will be determined by the number of points earned. Each team will earn three (3) points for a win, one (1) point for a tie score, and zero (0) points for a loss. If there is a tie at any ranking, the determination will be how each team did against each other in that round robin. If a tie still exists, the teams will be separated by subtracting goals scored against from goals scored in that round robin.

Lastly a tie can be further broken by extra throws. In this case, new line-up cards are to be filled out by the coaches.

## 52 Paralympic and World Championship Ranking

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

## 53 Forfeits

A forfeit counts as a loss with the winning team getting three (3) points but a zero (0) goal score. If a team leaves the competition for any reason, all teams get three (3) win points and zero (0) goals; previous results are automatically cancelled. For a game time forfeiture this rule may be waved by the Technical Delegate or his Assistant based on circumstances out of the control of the team and caused by the Organization Committee. Rescheduling of the game can be permitted.

## 54 Maximum Number of Games per team per Day

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

## 55 Expulsion

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

## 56 GAME PROTOCOL

### 56.1 Check in of Teams

Before the start of the game, a representative of both teams will report to the designated check in area, in order to fill out the score sheets and line-up sheets and to perform the coin toss. All participating players and coaches that will be in the team bench area must be listed on the line-up sheets. At the expiration of the final thirty (30) seconds that indicates the beginning of the game, if there are any team members in the team bench area that are not listed on the line-up sheet, the team will be penalized and those individuals will be removed from the FOP.

#### 56.2 Warm Up

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

#### 56.3 March In

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

#### 56.4 Introduction of the Teams

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

#### 56.5 Protest Committee

At international championships, all protests concerning the tournament will be dealt with by a protest committee, whose decision is final. The protest committee will consist of the IBSA Technical Delegate, a Tournament Referee appointed by the IBSA Referees Committee, the Tournament Director (Competition Manager), and two (2) extra persons appointed or approved by the IBSA Goalball Subcommittee.

### 57 TECHNICAL DELEGATE

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

#### 57.1 Responsibilities of Technical Delegate

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

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

## 58 EXCEPTIONS

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

## **PART C REFEREE'S PROGRAM**

### **59 PROGRAM COMPONENTS**

Every four (4) years the IBSA Goalball Subcommittee will hold referee's clinics or examinations to introduce the new rules and recertify all referees. All Level III referees must attend a full clinic including theoretical instruction, examinations and practical evaluations. Any individual attempting a new level of certification must also attend a full clinic including theoretical instruction, examinations and practical evaluations. An individual who is attempting to recertify at his/her existing level, may choose to bypass the theoretical component of the clinic and challenge the theoretical exam before having their practical examinations.

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

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

#### **59.1 Level I Referees**

Level I referees are eligible to officiate at National and IBSA sanctioned events, with the exception of Paralympics, World or Regional Championships. Candidates must attend a two/three-day course and pass an open book written exam of 13 multiple choice and 7 true and false questions; minimum pass is 15 out of 20. In addition to the written exam the candidate must referee two games and pass a practical exam. The grading for the practical exam is based upon a 10 point scale, with 1 as unacceptable, 5 as adequate, and 10 being excellent. To pass this section a candidate must score a 5.0 average for the various components.

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

#### **59.2 Level II Referees**

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

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



### 59.3 Level III Referees

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

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

### 59.4 Eligibility

One year (365 days) of practical experience is required between Level I and Level II. Two years (730 days) of practical experience is required between Level II and Level III. The programme must be taken in order from Level I to Level III.

### 59.5 Course Conductor

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

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

### 59.6 Certification Maintenance

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

Level I Referees must in each year:

- 1) Whistle at two different local events: minimum of 5 games. Games must be played under IBSA rules.
- 2) Remit a validated "Officials Passport: to the IBSA Goalball Referees Registrar by December 31<sup>st</sup> of the year it is being submitted for.
- 3) Pay a fee of \$25.00 U. S. Dollars for passport maintenance.

Level II and Level III Referees must in each year:

- 1) Whistle at two (2) different national sanctioned events: a minimum of three (3) games each for a total of six games. The games must be played according to IBSA Rules.
- 2) Whistle five (5) IBSA International games or whistle an additional three (3) games at each of two (2) different national events and three IBSA international games.
- 3) Remit a validated "Officials Passport" to the IBSA Goalball Referees Registrar by December 31st of the end of the year it is being submitted for.
- 4) Pay a fee of \$25.00 U. S. Dollars for passport maintenance.

#### 59.7 Special Circumstances for Certification Maintenance

If a certified referee does not meet the annual tournament certification requirements but still pays their maintenance fees, he/she will lose their certification in the following manner.

Level I      If one year missed, must re-qualify as Level I

Level II      If one year missed, drop to Level I

Level III      If one year missed, status maintained.  
Two years consecutively, drop to Level I

If a referee cannot meet his/her certification requirements in a given year, they may submit their passport and maintenance fees with a written letter explaining the reasons preventing them from achieving their requirements to the Goalball Referee Registrar. Upon reviewing the letter, the Registrar, in consultation with the Goalball Committee, will make a determination as to whether or not their certification will be maintained. If a referee does not pay their fees by the December 31<sup>st</sup> deadline, they will be dropped from the referee program and lose their IBSA Referee certification.

#### 59.8 Registration Fees

The registration fees for the 2010 – 2013 period will be in US Dollars.

Level I	\$25.00
Level II	\$50.00
Level III	\$100.00

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

#### 59.9 Appointment of Referees and ITOs

The appointment of referees and ITOs to the Paralympics and World Championships will be done by the Technical Delegate in consultation with the IBSA Goalball Subcommittee

and referee's selection committee. All selections must be approved by the IBSA Goalball Subcommittee or its Chairman.

### GLOSSARY OF TERMS

Acknowledgement	When the referee verbally announces the requesting team by name.
Ball Across Line	See Diagram
Championships	Paralympic, World or IBSA Regional Tournaments
Coaching	Any communication from the team bench area to the players on the court. Permitted under the rules and until the Referee calls quiet please
Court Markings	See "Tactile" markings
Defence	The act of preventing the ball from scoring.
Draw	A method of determining which teams go into which pools where teams have not taken part in previous tournament.
Extra Throws	A one player versus one player situation to decide a tie.
Eyeshades	Eye covering which fully covers the eyes to prevent a player using vision during play.
Eye Patches	Adhesive bandage or material under the eyeshade which further assists in covering up the eyes to prevent seeing during the game
Field of Play	The area within the venue where the Goalball game takes place
Forfeit	The loss of a game created when one team does not show up to play by the time the game is scheduled to begin or there is less than the minimum number of players to start or complete a game
Goal Judge	One of the International Technical Officials (ITOs). Duties described in the IBSA Goalball ITOs official's Manual.
Half	A period of ten (10) minutes in regulation time or three (3) minutes in overtime. Twelve (12) minutes beginning January 01, 2011
Half Time	A three (3) minute break between halves.

Hand Signals	Non-verbal signals used by coaches to request substitutions, time-outs and declined penalties as outlined in Section F.
High Ball	A penalty situation where the ball does not first touch the floor in the team area or the landing area after being thrown.
IBSA	International Blind Sports Federation
Infraction	Any violation of the rules which results in a loss of possession instead of a penalty.
International Blind Sports Federation Goalball Subcommittee	The sport governing body for Goalball
Line-out Line	A non-tactile line 1.5 meters from the court sideline that surrounds the court.
Long Ball	A penalty situation where the ball does not touch the floor at least once in the neutral area after being thrown.
Maximum Goal Difference	Any time one team has scored ten (10) goals more than the team it is playing.
Official Break in Play	Any time the referee stops the game with his/her whistle.
Out of Bounds	Any area outside the court.
Overtime	Two (2) halves of three (3) minutes play to determine a winner if a tie score exists at the end of regulation time.
Penalty	A violation of the rules which results in a penalty throw.
Pool	A group of teams who play each other on a 'round robin' basis.
Reorientation	When a goal judge or referee re-positions a player on the court.
Round Robin	A tournament system where each team plays against every other team in its group once.
Scorer	One of the ITOs. Duties described in the IBSA ITO Officials Manual.
Seeding	A method to divide teams into equally competitive pools on the basis of performance at previous tournaments.

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