



Information for Technical Officials



International Blind Sports Association
Goalball Sub Committee
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about goalball...

Goalball was invented in Austria after the 2nd World War to help in the rehabilitation of blinded war veterans. The game was introduced to the world in 1976 at the Paralympics in Toronto and has been played at every Paralympic Games since. World Championships are held every four years; the first was in Austria in 1978. Goalball is now played competitively in over 100 countries.

As its name suggests, GOALBALL is a ball game; it is also a team game. It has three characteristics that distinguish it from all team ball games played by people who are sighted: (1) it is played with a ball that is audible so that players can hear it when it is in motion; (2) it is played on a court with tactile markings so the players can find their positions; and (3) players wear eyeshades to completely block out all sight. Goalball is a very interesting spectator sport from two perspectives. First, spectators must close their eyes for only a moment to appreciate the sport skill that the athletes have to be able to track a ball thrown over 45 km/hr and to throw it with accuracy and speed. Secondly, fans must cheer silently during the game because noise interferes with the athletes' ability to hear the ball.

Goalball is a tournament sport. Games usually take between 30 and 40 minutes to play; there are two 10 minute halves and three minutes at half time. A goalball court is the same size as a volleyball court, 18 metres x 9 metres. The goal is 9 metres wide, the full width of the court, and 1.3 metres high. A goalball weighs 1.25 kg and has bells inside it.

Goalball teams may have up to six players, with three players on the court at any time. Although the rules do not require them to adopt specific positions, the three players usually play center, right wing, and left wing. Players throw the ball from end to end trying to score. Defending players may block the ball, block the ball out of bounds, block the ball over center or allow a goal. The offensive team may score a goal, throw the ball out, or pass the ball out of bounds. Goal judges, who are technical officials, are an integral part of the game because if the ball leaves the court, they pass the ball back in to the players to maintain the flow of the game.

As in all sports, there are rules of play. A player who commits a penalty must defend one shot as the only player on the court. There are four major penalties. When a player throws the ball, it must touch the floor on the court before crossing the highball line. Failure to do so will result in a high ball penalty. The ball must touch the court before the opposing team's high ball line, or a long ball penalty will be called. There is a 10 second shot clock in goalball, timed by referees. The team must throw the ball before 10 seconds expires. Failure to do so is a ten seconds penalty and the last offensive player to shoot must defend alone. Players may take only two consecutive shots; the third one will be a third time throw penalty.

technical officials...

In order to respect the athletes who have trained for competition, specific officials must be in place to effectively manage each game. Referees and technical officials are usually volunteers who have received appropriate training or certification to ensure consistent high quality officiating. The actions of the referees and technical officials are equally important for the success of the sport at all levels, from local to international.

National and international competitions including the Paralympic Games, World Championships and IBSA Qualifying Tournaments must have the following officials:

- Head Referee
- Game Referee
- Game Referee
- Scorer
- Shot Recorder
- Game Timer
- Back Up Timer
- 10 Second Timer
- 10 Second Timer
- Goal Judge
- Goal Judge
- Goal Judge
- Goal Judge
- Chair of the Protest Committee

At Local Competitions, scorer and shot recorder duties may be combined and there may only be one game timer.

- Head Referee
- Game Referee
- Game Referee
- Scorer/Shot Recorder
- Game Timer
- 10 Second Timer
- 10 Second Timer
- Goal Judge
- Goal Judge
- Goal Judge
- Goal Judge

At major competitions, each technical official should be assigned one position and should have this position for the duration of the tournament. This will ensure consistent, competent officiating. Technical officials should be organized into teams so that all team members are clear about when and where they should be for their assigned games.

Technical officials

- must be on time
- may be required to march on to the field of play before the teams are introduced
- must carry out the duties of their position with accuracy and confidence
- must be professional and impartial during the tournament
- should not speak to players, coaches, team staff or spectators for 15 minutes prior to, during, or for 15 minutes after a game
- may clap their hands for all teams as they are announced at the beginning of a game, but any other cheering is not permitted
- must be familiar with the rules of goalball
- must be familiar with calls made by the referees – see Appendix 1
- may ask for clarification from referees only at a whistle stop in play
- must not dispute any decisions made by the referees
 - for example, if a referee indicates that a goal has been scored, the goal judges and scorer must also indicate this
 - referees may direct the game timer and back up timer to add or delete time from the clock
- referees may consult technical officials, but the decision of the referee is final

referees...

The game referees are in full control of the game.

- there are two game referees, one on each side of the court
- both referees share equal responsibilities during the game
- the referee closest to the technical officials' table is referred to as the "table side referee"

goal judges...

General

- maintain the flow of the game by anticipating where the ball will go, picking it up at the correct time, and putting the ball in play quickly and in the correct place
- anticipate where players may go and stay out of the way at all times
 - players may choose to control a ball that is out, blocked out, or line out
 - players may be in or out of the field of play
- do not touch players with the following two exceptions
 - during a penalty shot when players are standing in front of the goalpost, they must move back behind the goalposts

- during a substitution, the referee may direct the goal judge to take a player to the bench or on to the court

Before the game

- report to your team of officials a minimum of 15 minutes prior to the start of the game
- go to your position on the court a minimum of 5 minutes prior to the start of the game

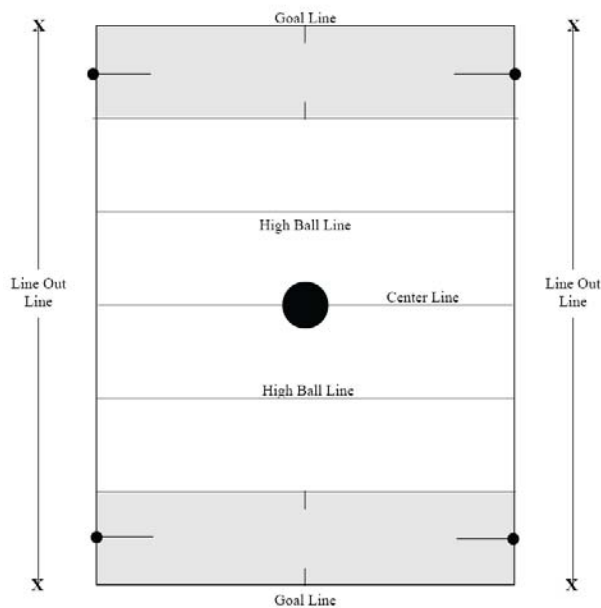
Position on the court

- stay at the same goalpost for the duration of the game
- stand where the goal line meets the line out line – see diagram 1, area “x”
- return to this position after every action
- put your hands behind your back when you are not handling the ball or performing duties as directed by the referee

During the game

1. always be in the correct position to clearly see the ball and the goal line – see diagram 1, area “x”
2. judge when the ball has completely crossed the goal line, either intentionally or accidentally, and then raise one arm quickly and confidently to indicate a goal
 - a ball that is touching a goal line in any part is not a goal
3. a goal may be scored in one of three ways
 - a regular goal
 - a goal scored accidentally by a team on itself, often as a result of an inaccurate pass between players
 - a goal scored by a player in the act of shooting where the ball completely crosses the goal line
4. get the ball after a goal is scored (go in to the net if necessary) and pass it to player at the correct place – see diagram 1, area “●”
5. put the ball in play after the referee calls blocked out / out / line out
 - quickly pick up the ball after the referee has made the call and drop it where the wing line meets the side line – see diagram 1, area “●”
 - drop / bounce the ball so that all players can hear the bells in the ball
 - the bounce should be 15-25 centimetres high
6. on a call of “ball over”, put the ball in play correctly
7. during penalties, ensure that players on the defending team are completely off the court, behind the goalpost and not touching the goal

Diagram 1
Goalball Court



“X” where the goal judge stands

“●” where the goal judge puts the ball in play

8. during a substitution, take the “out” player to the team bench area as requested by the referee
9. the referee may request that a goal judge take the “in” player on to the court
 - take the player directly to the crossbar and put her/his hand on the crossbar so that the player may then find her/his own position on the court
10. during an official time out, take the ball from the player and hold it only if the official time out is caused by the team in possession of the ball
 - put the ball in play correctly at the end of the official time out
11. during a team time out, the team may choose to keep possession of the ball
12. when goalposts are not fixed to the floor, position the goalposts so that they are always correctly lined up at the goal line
13. goal judges may be requested by the referee to wipe the floor

game timer...

General

- manage the game clock accurately

Before the game

- report to your team of officials a minimum of 15 minutes prior to the start of the game
- the clock will be placed at the officials' table by the tournament organizers
- depending on the type of tournament, the clock may be portable or connected to the electronic score clock
- most clocks have an automatic buzzer sound that the timer will use
- start the clock with the number of minutes remaining before the official start of the game
- provide an audible sound (buzzer) 5 minutes before the start of the game
- provide an audible sound (buzzer) 30 seconds before the start of the game

During the game

1. start / stop the game clock when the referee whistles
2. time does NOT run during penalties
3. sound the buzzer at the end of a half of play
4. at the end of the half, start the clock with 3 minutes for half time and sound the buzzer 30 seconds before the start of play
5. sound the buzzer at the end of the end of a game
6. because the game clock and scoreboard are usually combined, the game timer will also put the score on the scoreboard
 - the "home" team is usually the first team listed on the tournament schedule
 - the "guests" team is usually the second team listed on the tournament schedule
 - the official record of the score is the responsibility of the scorer
 - the score on the scoreboard must be accurate because the referees refer to this to announce the score

During overtime

1. at the end of the game where there is overtime, start the clock with 3 minutes
2. sound the buzzer with 30 seconds before the start of play for the first overtime half
3. time the overtime the same as regular play
4. sound the buzzer at the end of the first overtime half

5. at the end of the first overtime half, start the clock with 3 minutes for half time
6. sound the buzzer with 30 seconds before the start of play in the second overtime half
7. sound the buzzer at the end of the second overtime half

During Extra Throws

1. the game timer has no responsibilities during extra throws

back up timer...

General

- carry out all the same duties as the game timer
- the back up timer uses a stop watch
- if the clock and scoreboard stop working during a game, the back up timer will continue the duties of the game timer until otherwise directed by the referee

ten second timers...

General

- accurately manage the ten second clock
- at international competitions, the ten second timers are referees
- there are two ten second timers, one at each end of the officials' table
- the ten second timer is responsible for the team at her/his end of the court

During the game

1. the ten second timers will usually have a manual type of buzzer and a sign with "10" on it to indicate to the referee that ten seconds has expired
2. the ten second timer starts the stopwatch as soon as the ball makes contact with the player on the defensive team
 - contact is defined as the moment the defensive player first touches the ball, regardless of the player's position on the court
3. if the ball leaves the court after contact with a player, the 10 second timer will stop time only if the referee whistles "line out", "substitution" or "time out"
 - time starts again when the referee says "play"
4. time is reset to 0 when the ball is thrown or when the referee calls an "official time out"

5. if a team takes more than ten seconds from when the ball first contacts a defensive player to when the ball leaves the hand of the player who is throwing, the ten second timer will sound the buzzer immediately, and hold up the “10” sign to notify the referee
 - the referee may request to see the time on the stopwatch
 - note that the ball can be passed from player to player, but as a team, the ball must be thrown before 10 seconds has expired

6. the ten second timers also time 45 seconds for time outs and medical time outs
 - the ten second timer whose team is not in control of the ball will time 45 second for time outs and medical time outs
 - the 45 seconds starts immediately after the referee says “time out” and the name of the team (“Time Out Canada”)
 - the ten second timer will sound the buzzer when 30 seconds has passed

scorer...

General

- keep the score of the game accurately
- each square on the team area of the score sheet is a record of what happened during that team’s offensive possession of the ball – throw, goal, penalty, loss of possession
- the score sheet is not a record of game statistics
 - at tournaments where statistics are prepared, different individuals should be assigned to record this

Before the game

- the scorer will receive a package containing the score sheets, the shot record sheet, a line up sheet for each team, and a protest form
- line up sheets
 - the information on the line up sheets – the names of the players and their numbers and the names of the team staff – will be filled in by the coaches
 - the order of the players names on these sheets must remain strictly confidential, as this becomes the throwing order for extra throws
- the score sheet consists of three parts
 - goalball score sheet – game information
 - goalball score sheet – regular time
 - goalball score sheet – overtime / extra throws

Diagram 2
Goalball Score Sheet – Game Information

Goalball Score Sheet – Game Information

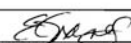
Date <u>Sept 20/08</u>	Time <u>11:00</u>	Game # <u>3</u>	Division / Pool <u>A</u>	M / F <u>M</u>	Venue <u>GOLD GYM</u>
Referee <u>A. WAREHAM</u>	Referee <u>J. LEASK</u>	Ten Second Timer <u>J. BINASSI</u>	Ten Second Timer <u>D. GREEN</u>		
Scorer <u>D. MURPHY</u>	Shot Recorder <u>L. SNOW</u>	Timer <u>H. FOSTER</u>	Back-up Timer <u>G. BROWN</u>		
Goal Judge <u>A. SMITH</u>	Goal Judge <u>B. JONES</u>	Goal Judge <u>C. WHITE</u>	Goal Judge <u>F. BLACK</u>		

Area 1 – the game information and the names of all the officials





TEAM A CANADA TEAM B USA

Number	Last Name	First Name	Number	Last Name	First Name
<u>2</u>	<u>TAYLOR</u>	<u>PAUL</u>	<u>1</u>	<u>SIMMER</u>	<u>TOM</u>
<u>3</u>	<u>GRAVES</u>	<u>BOB</u>	<u>2</u>	<u>SHAW</u>	<u>EARL</u>
<u>5</u>	<u>MURPHY</u>	<u>FRANK</u>	<u>3</u>	<u>DUNIGAN</u>	<u>LORNE</u>
<u>6</u>	<u>LUNN</u>	<u>GEORGE</u>	<u>5</u>	<u>ANDERSON</u>	<u>ALEX</u>
<u>7</u>	<u>CRAWFORD</u>	<u>BILL</u>	<u>6</u>	<u>ABEL</u>	<u>NICK</u>
Staff	<u>SNOW</u>	<u>DANNY</u>	Staff	<u>DELANCEY</u>	<u>BILL</u>
Staff	<u>DAWSON</u>	<u>JANICE</u>	Staff	<u>TARRANT</u>	<u>JASON</u>
Staff	<u>BLAIN</u>	<u>JANE</u>	Staff	<u>RIDLEY</u>	<u>RICK</u>

Area 2 – fill out the names and numbers of the players in ascending order and the names of all staff listed on the line up sheet

Coin Toss	Winner <u>CANADA</u>	<input checked="" type="radio"/> Throw	<input type="radio"/> Defend	<input type="radio"/> Left	<input checked="" type="radio"/> Right
	Loser <u>USA</u>	Throw / <input checked="" type="radio"/> Defend	Left / <input checked="" type="radio"/> Right		
Comments					Time <u>10:30</u>
Check in Official	<u>E. GRAVES</u>	Signature			

Area 3 – the coin toss information will already be filled in by the official at the check in area

Final Results :							
Team A	<u>CANADA</u>	Final Score	<u>4</u>	Team B	<u>USA</u>	Final Score	<u>5</u>
Coach		Protest	Y <input type="radio"/> N <input checked="" type="radio"/>	Coach		Protest	Y <input type="radio"/> N <input checked="" type="radio"/>
Referee				Referee			
Scorer	<u>D. Murphy</u>			End of Game Time	<u>11:55</u>		

Area 4 – this area is filled out at the end of the game

- goalball score sheet – game information
 - make sure that the page is filled in correctly with the names of the referees, ten second timers, scorer, shot recorder, timer, back up timer and the four goal judges – see diagram 2, area 1
 - Team “A” is the first team listed on the tournament schedule and is usually the “home” team on the scoreboard
 - Team “B” is the second team listed on the tournament schedule and is usually the “guests” team on the scoreboard
 - Write the names of the staff correctly as they appear on the line up sheets
 - write the names of the players correctly in ascending order from 1 to 9 as they appear on the line up sheets – see diagram 2, area 2

- goalball score sheet – regular time
 - the tournament organizing committee may have designated someone to prerecord the information on the first line of the score sheet – regular time – see diagram 3, area 1
 - make sure that this information is correct
 - the team on the “left” is to the left of the scorer; the team on the “right” is to the right of the scorer
 - put the correct team name on the “left” and “right” score areas based on the coin toss information; reverse the teams in the score areas for the second half – see diagram 3, area 2
 - write the numbers of the starting players in the area under the team name – see diagram 3, area 2

During the game

1. ensure that the players and team staff in the team area are the same as on the line up sheet
2. the following are the symbols used on the score sheet – see diagram 3, area 2
 - a circle around a number indicates a goal
 - a number followed by P indicates a personal penalty
 - T indicates a team penalty
 - BO indicates ball over
 - PO indicates pass out
 - a triangle indicates own goal – that a team scored a goal on themselves
3. for each throw, record the player’s number in one of the boxes corresponding with that team – see diagram 3, area 2
4. for each goal, circle the number of the player that made the goal and write the goal number and time of the goal in the goals area on the score sheet – see diagram 3, area 2
5. when a player scores a goal in her/his own goal, this does not count as a throw
 - mark a triangle in the box of the team scoring on themselves
 - mark the goal in the other team’s goals area
6. when a team loses possession of the ball without a throw being made, the referee will call either “ball over” or “pass out”; write either BO or PO in the box
7. when a player receives a personal penalty (short ball, high ball, long ball, eyeshades, third time throw, illegal defense, personal delay of game, personal unsportsmanlike conduct, noise), record “P” beside the player’s number in the box
8. when a team receives a team penalty (ten seconds, team delay of game, team unsportsmanlike conduct, illegal coaching, noise), record a “T” in the box

- the referee will ask the scorer for the number of the last player to throw for that team because this is the player who will defend the penalty
9. note about the 10 second penalty
 - 10 seconds expire before the player takes the throw so the shot will not count
 - the referee's whistle for a 10 second penalty often occurs after the throw is taken
 - erase the player's number from the box on the score sheet
 - the referee will ask the scorer for the number of the last player to throw for that team because this is the player who will defend the penalty
 - it is very important to remember to erase the player number for the shot that did not count, so that the correct player is defending the penalty
 10. when the referee announces a time out, record the time and circle either "1" or "2" to indicate the first or second half of the game – see diagram 3, area 1
 11. when the referee announces a medical time out, record the time and circle either "1" or "2" to indicate the first or second half of the game – see diagram 3, area 1
 12. when the referee announces a substitution, record the following
 - the number of the player going out
 - the number of the player going in
 - the time of the substitution
 - either "1" or "2" to indicate the first or second half of the game – see diagram 3, area 1
 - substitutions made at half time are not counted in the three substitutions a team is allowed to take per game
 13. coaches must tell the referee, not the scorer, about substitutions made at half time
 14. when the referee announces a medical substitution, record the following
 - the number of the player going out
 - the number of the player going in
 - the time of the medical substitution
 - either "1" or "2" to indicate the first or second half of the game – see diagram 3, area 1
 - medical substitutions are not counted in the three substitutions a team is allowed to take per game
 15. when a team asks for a 4th time out or a 4th substitution, notify the referee by sounding the buzzer
 - record the penalty on the score sheet using a "T"
 - the referee will ask the scorer for the number of the last player to throw for that team because this is the player who will defend the penalty

16. when the shot recorder indicates to the referee that a player has taken three throws, the referee will confirm with the scorer
17. note about the third time throw penalty
 - throws carry over from the first half to the second half of the game
 - for example, if a player took the last two throws of the first half and then takes the first throw in the second half, this is a third time throw penalty
 - to indicate the penalty, the shot recorder sounds the buzzer and holds up a “3” sign to indicate the penalty to the referee
18. if a shot is taken as the buzzer sounds at the end of a half of play, the referee will decide if the shot counts and the scorer/shot recorder will record this as directed by the referee
19. at the end of the first half, write the half time score in the correct area on the score sheet
20. at the beginning of the second half, check that the starting players are the same as the players that were playing at the end of the first half, unless substitutions were announced by the referee
 - if the referee was not informed of a half time substitution, notify the referee
21. immediately after the conclusion of the game – see diagram 2, area 4
 - fill in the final results section of the Goalball Score Sheet – Game Information
 - the coaches must sign the score sheet and indicate if they plan to protest the game
 - the referees must sign the score sheet
 - record the end time of the game after the referees have signed the score sheet
 - then the scorer signs the score sheet

Scoring Overtime

1. when the score is tied at the end of regular time and a winner must be declared in a game, there will be two three minute overtime halves
 - the game is finished when the first overtime goal is scored
 - the score continues from regular time to overtime
2. scoring is done the same as in the regular game, using the Goalball Score Sheet – Overtime and Extra Throws – see diagram 4
3. immediately after the conclusion of the game – see diagram 2, area 4
 - fill in the final results section of the Goalball Score Sheet – Game Information
 - the coaches must sign the score sheet and indicate if they plan to protest the game
 - the referees must sign the score sheet
 - record the end time of the game after the referees have signed the score sheet
 - then the scorer signs the score sheet

5. immediately after the conclusion of the game – see diagram 2, area 4
 - fill in the final results section of the Goalball Score Sheet – Game Information
 - the coaches must sign the score sheet and indicate if they plan to protest the game
 - the referees must sign the score sheet
 - record the end time of the game after the referees have signed the score sheet
 - then the scorer signs the score sheet

shot recorder...

General

- record all shots in the game
- the shot recorder will usually have a manual type of buzzer and a sign with “3” on it to indicate to the referee that a third time throw has occurred

Before the game

- fill in the information on the top of the Goalball Shot Record Sheet – see diagram 5, area 1
- write the team names on the sheet, according to table left and table right as indicated from the coin toss – see diagram 5, area 2

During the game

1. write the number of each player who throws – see diagram 5, area 3
 - it is important for the shot recorder to carefully watch the number of the player who is throwing rather than the player position on the court – players often change positions during the game
2. if a player throws for the third time in a row, the shot recorder sounds the buzzer and holds up the “3” sign to indicate the penalty to the referee
3. before calling a third time throw penalty, the referee may check with the scorer to ensure at the shot recorder and scorer agree
4. occasionally, the player who takes a third time throw will throw again and this will be an additional third time throw penalty
5. circle the number of the player who scores a goal – see diagram 5, area 3
6. if a player scores a goal in her/his own net, it does not count as a throw

Diagram 5
Goalball Shot Record Sheet

Goalball Shot Record Sheet

Date	Time	Game #	Division / Pool	M / F	Venue	Shot Recorder
Sept 20/08	11:00	3	A	M	GOLD	LORNA SNOW

<p>TEAM A <u>CANADA</u></p> <p>Regular Time – First Half</p> <p>Team (Left): <u>CANADA</u></p> <p>2 2 5 2 5 2 3 2 2 2</p> <p>5 2 ② 7 3 7</p>	<p>TEAM B <u>USA</u></p> <p>Regular Time – First Half</p> <p>Team (Right): <u>USA</u></p> <p>1 2 2 ③ 3 2 1 2 2 3 ③</p> <p>2 3 3 2 3 3 1</p>
<p>Regular Time – Second Half</p> <p>Team (Left): <u>USA</u></p> <p>1 1 5 2 ③ 5 5 2 3 3</p> <p>2 2 5 5 3 2 5</p>	<p>Regular Time – Second Half</p> <p>Team (Right): <u>CANADA</u></p> <p>7 ③ 5 7 7 5 3 3 ⑦ ⑦</p> <p>3 3 5 5 7 3 5 7</p>
<p>Overtime – First Half</p> <p>Team (Left): <u>CANADA</u></p> <p>7 7 5 3 3 5 7 7 3</p> <p>5 3</p>	<p>Overtime – First Half</p> <p>Team (Right): <u>USA</u></p> <p>5 5 2 3 3 2 2 5 2</p> <p>3 2</p>
<p>Overtime – Second Half</p> <p>Team (Left): <u>USA</u></p> <p>5 5 2 3 2 2 1 1 3</p> <p>2 2</p>	<p>Overtime – Second Half</p> <p>Team (Right): <u>CANADA</u></p> <p>7 7 5 3 5 7 7 3 5</p> <p>5 3</p>

Area 1 – information for this area is copied from the Goalball Score Sheet – Game Information

Area 2 – indicate which team is playing on table left and table right

Area 3 – record the number of the player who throws and circle the number of the player who scores a goal

Shots carry over from the first half to the second half. Note that USA #1 had one shot in the first half, and two shots starting the second half. The shot recorder would indicate this third time throw penalty to the referee

Shots do not carry over to overtime.

7. note about the 10 second penalty
- 10 seconds expire before the player takes the throw so the shot will not count
 - the referee's whistle for a 10 second penalty often occurs after the throw is taken
 - erase the player's number from the shot record sheet
 - the referee will ask the scorer for the number of the last player to shoot for that team because this is the player who will defend the penalty
 - it is very important to remember to erase the player number for the shot that did not count

8. note about the third time throw penalty – see diagram 5, area 3
 - throws carry over from the first half to the second half of the game
 - for example, if a player took the last two throws of the first half and then takes the first throw in the second half, this is a third time throw penalty
 - to indicate the penalty, the shot recorder sounds the buzzer and holds up a “3” sign to indicate the penalty to the referee
9. if a shot is taken as the buzzer sounds at the end of a half of play, the referee will decide if the shot counts and the scorer and will record this as directed by the referee
10. throws do not carry over from regular time to overtime

APPENDIX I
Calls Made by the Referees

Ball Over

- the ball rolled over the center court line without the players controlling it

Blocked

- the ball was blocked

Blocked Out

- the player blocked the ball that then went out of the court

Dead Ball

- the ball stops in the defense zone without being touched by a player

Eyeshades

- a player on the court touched his/her eyeshades

Game

- end of the game

Goal

- a team scores a goal

Half Time

- time has expired in the first half of play

High Ball

- on a throw, the ball makes its first contact with the ground after the high ball line

Illegal Coaching

- the coach speaks to the players when it is not permitted by the rules

Illegal Defense

- a defensive player defends the ball before the front line of the team defensive zone

Line Out

- the ball crosses the 1.5 meter line outside the court

Long Ball

- the ball fails to touch the court between the high ball lines

Medical Substitution

- this call is made at the discretion of the referee

Medical Time Out

- this call is made at the discretion of the referee

No Goal

- the referee determines that a goal was not scored

Noise

- the referee determines that noise interfered with play

Official Time Out

- this call is made at the discretion of the referee

Out

- the ball goes out of bounds without touching a defensive player

Pass Out

- a player's pass to her/his teammate was passed outside the court

Penalty Declined

- the team declines to throw a penalty shot

Play

- the ball is in play

Premature Throw

- the player throws the ball before the referee's whistle or before the referee says "play"

Personal Penalty

- a penalty on an individual player
- short ball, high ball, long ball, eyeshades, third time throw, illegal defense, personal delay of game, personal unsportsmanlike conduct, noise

Quiet Please

- the referee asks everyone to be quiet prior to starting play

Short Ball

- the ball does not reach the front line of the defensive team

Substitution

- the referee will call the name of the team and the player "in" and "out"

Team Penalty

- a penalty on a team
- ten seconds, team delay of game, team unsportsmanlike conduct, illegal coaching, noise

Ten Seconds

- the team took more than ten seconds from the time the ball first touched the defensive player to when the ball was thrown

Third Time Throw

- the same player threw the ball three times in a row

Time Out

- the referee calls “time out” and the name of the team

Goalball Score Sheet - Regular Time

Date _____ Time _____ Game# _____ Division _____ M/F _____ Venue _____

TEAM A:			
Time Out		Substitutions	
	1 2	out	in
		Time	
	1 2		1 2
	1 2		1 2
	1 2		1 2
● Medical	1 2		1 2
● Medical	1 2	●	1 2
		●	1 2

TEAM B:			
Time Out		Substitutions	
	1 2	out	in
		Time	
	1 2		1 2
	1 2		1 2
	1 2		1 2
● Medical	1 2		1 2
● Medical	1 2	●	1 2
		●	1 2

1st HALF

Goals	LEFT	RIGHT	Goals
	Starting Players	Starting Players	
	Half Score _____	Half Score _____	

2nd HALF

Goals	LEFT	RIGHT	Goals
	Starting Players	Starting Players	
	Final Score _____	Final Score _____	

Goalball Score Sheet - Overtime and Extra Throws

Coin Toss: Winner: _____ Throw / Defend Loser: _____ Left / Right

TEAM A:					
Time Out		Substitutions			
	1 2	out	in	Time	
● Medical	1 2			1 2	

TEAM B:					
Time Out		Substitutions			
	1 2	out	in	Time	
● Medical	1 2			1 2	

Goal	LEFT									
	Starting Players									

RIGHT										Goal
Starting Players										

Overtime Half Score _____

Overtime Half Score _____

2nd HALF

Goal	LEFT									
	Starting Players									

RIGHT										Goal
Starting Players										

Overtime Final Score _____

Overtime Final Score _____

EXTRA THROWS

Coin Toss: Winner: _____ Throw / Defend Loser: _____ Left / Right

TEAM _____

TEAM _____

EXTRA THROWS - SUDDEN DEATH

Coin Toss: Winner: _____ Throw / Defend Loser: _____ Left / Right

TEAM _____

TEAM _____

FINAL SCORE:

TEAM A: _____ SCORE _____ TEAM B: _____ SCORE _____

Final score needs to be transferred to the Game Information Sheet with signatures.

Goalball Shot Record Sheet

Date	Time	Game #	Division / Pool	M / F	Venue	Shot Recorder
------	------	--------	-----------------	-------	-------	---------------

TEAM A _____

TEAM B _____

Regular Time – First Half

Team (Left) : _____

Team (Right) : _____

Regular Time – Second Half

Team (Left) : _____

Team (Right) : _____

Overtime – First Half

Team (Left) : _____

Team (Right) : _____

Overtime – Second Half

Team (Left) : _____

Team (Right) : _____

GOALBALL LINE-UP SHEET

Date	Time	No	Pool	M / F
------	------	----	------	-------

The order of free throws shall be determined by the order of players as indicated on this line-up sheet.

TEAM: _____

Order	No	Last Name	First Name
1			
2			
3			
4			
5			
6			
Coach			
Coach			
Staff			

Coach Name: _____

Signature: _____

GOALBALL PROTEST FORM

GAME DATA

Date	Time	No	Pool	M / F	Venue
------	------	----	------	-------	-------

TEAM A _____

TEAM B _____

PERSONAL DATA

Name	Position
------	----------

PROTEST

SIGNATURE

FOR OFFICIAL USE ONLY

Time: _____ Paid: _____ Initials: _____

Remarks: _____
