

IBSA GOALBALL RULES IN ENGLISH

2010 – 2013

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 Association (IBSA).

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

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

SECTION A PREPARATION FOR THE GAME

1 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 overtime.
- 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, in the same half, 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