

Laurier Intramurals

European Handball Winter 2016 Rules

- 1) Teams must have a maximum of 5 players plus a goalie (6 players total)
- 2) A minimum of 3 players and a goalie must be present in order to compete (4 players total)
- 3) Each team must have at least 1 player of each gender in order to compete (not in goal)
- 4) A team that fits the requirements above must be present to play within 5 minutes of the scheduled starting time. **Penalty:** forfeit with a score of (30-0)
- 5) Substitutions can be made at any time during game play or at whistles (the player must leave the court before the sub can come in)
- 6) Running shoes must be worn on the playing surface
- 7) Playoff rankings are based on the following:
 - a. Points, wins, goals for/against, head-to-head results
- 8) All players must be willing to present their student ID before **EVERY GAME** in order to participate

Game Play Rules

- 1) The objective of Handball is to score more points by throwing the ball into the goal of the opposing team. The team with the most goals after two 20-minute halves wins.
- 2) The first half begins with a jump ball by the referee similar to the format of a basketball game.
- 3) Players on the team in possession of the ball can only hold the ball for **three seconds** and take a maximum of **three steps** before passing or shooting
 - If either of these are not followed, the ball is given to the defending team's goalkeeper
- 4) No offensive player is allowed in the defending goalkeeper's area. Goalkeepers are allowed outside their area.
- 5) Players are allowed to jump into the goalie's crease, as long as the ball has been released prior to landing (this normally occurs for shots). **It is important to make sure their foot is outside of the crease when the player takes off.**
- 6) The ball is out of play once it leaves the boundary line (or a player touches the line while holding the ball). Possession goes to the team opposite the one who touched it last and they can inbound the ball from where it went out of bounds.
- 7) **Change in possession:** The ball will be taken at midcourt or from the goalkeeper depending on the area of the incident (they have three seconds to pass the ball).
 - If the change in possession is a result of the player holding the ball for longer than three seconds or taking more than three steps:
 - The ball goes to the opposing goalkeeper
 - If the change is a result of the ball going out of play
 - The ball goes to the opposing team and is inbounded from the location that it went out of play
 - If the offensive player goes in the crease and makes contact with the ball
 - The ball goes to the opposing team's goalkeeper
 - If the defensive player (besides the goalie) make contact with the ball in the crease
 - The ball stays with the offensive team at half court

- 8) **Fouls** are given to players when excessive contact is made between players not involving a play on simply the ball. Fouls are called at the referee's discretion for plays that are outside of the context of the game according to the referees' discretion.
- **Shooting fouls** are a result of a player being fouled (i.e. hit on the wrist) while in the shooting motion
 - This results in a breakaway penalty shot where all the players must remain behind the midcourt line besides the player who was fouled (and is taking the shot)
 - The ball is live after the shot is taken, and players can come from midcourt to rebound (as well as the goalkeeper and shooter)
 - **Common fouls** are fouls that occur when a player who is passing, holding, or running with the ball is fouled
 - They result in the offensive team that was fouled receiving the ball at midcourt (the ball goes to the goalkeeper if the foul is in the backcourt)
 - **Offensive fouls** are the result of an offensive player pushing off with their free hand or dropping their shoulder into a defender
 - This results in a goalie ball for the opposing team
 - **Off-the-ball fouls** occur when excessive contact is made between players away from the ball that is not incidental
 - The team that did not commit the foul receives the ball in the appropriate location on the court depending on where the foul occurs (goalkeeper or midcourt)
- 9) **Technical fouls** can be given to a player if they display unsportsmanlike conduct towards another player or a referee. Technical fouls are given at the referee's discretion
- The first technical foul results in a penalty shot for the opposing team
 - The second technical foul (to the same player) will result in that player being removed for the remainder of the game, and a penalty shot for the opposing team
 - Any subsequent action by the player can result in them getting kicked out of the gym, and can result in subsequent consequences
 - Technical fouls can be given to players who are in the game or on the bench
- 10) **Length of Games:** 5 minute warm up, two 20-minute run-time halves with a 5 minute intermission
- Games can be shortened due to late starts (i.e. the second half can be limited to 15 minutes if the game starts late)
 - If the score is tied at the end of the second half, a 2 minute overtime period will be played
 - If the score remains tied after the overtime period a three round shootout will take place
 - Teams will alternate shooters with the home team shooting last
 - After the three rounds, single rounds will follow until the game is completed
 - All players must shoot before a player shoots for a second time

Playoffs

- 1) Players must participate in at least three regular season games to be eligible for playoffs.
- 2) All players must present their student ID before EVERY GAME in order to participate.
- 3) Playoffs will be a one game elimination.

Eligibility Considerations

- 1) To be eligible to play, a player must either be a student of WLU or a member of the Athletics Complex.
- 2) Any eligibility violations (ie: playing while under suspension, playing under an assumed name, playing without a membership etc.) will bring about immediate suspension, pending a Spirit of Competition Committee session. Everyone wishing to participate in Intramurals Sports must be a current athletic member and comply with Intramural eligibility.
 - a. See Rec Guide for more details.
 - b. Violators will be suspended from all Intramurals Sports, pending a review by the Rec Coordinator.