

# GAME RULES OF WHEELCHAIR HANDBALL

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## FOREWORD

The Rules Text, the Comments, the Signs of IWHF, the Clarification of the game rules and the Regulation of Substitution Area are all components of the General Rules.

Not apply, however, in the Guide to Building Blocks and Beacons, which are simply included in the rule book for the convenience of users of that text.

NOTE: In order to simplify, this rule book generally uses the male form of words to meet the players, team officials, referees and others. However, the rules also apply to female participants, with the exception of the rules on the size of the balls to be used (see Rule 3).





## RULE 1 - THE PLAYING FIELD

1:1 The playing field (see Fig. 1), is a rectangle 40 m. long and 20 m. wide, consisting of two goal areas (see Rule 1:4 and 6) and a play area. Longer lines that limit are called sidelines, while the shorter ones are called goal lines (between the goalposts) or bottom lines (on either side of the arches).

There should be a safety zone around the field, with a width of at least 1 meter along the sidelines and 2 meters behind the bottom line.

The characteristics of the field should not be changed during the match as a team to win such an advantage.

1:2 The arc (see Fig. 2a and 2b) is placed at the center of each bottom line. They measure 2.00meters high and 3.00meters wide.

The goal posts should be attached securely to the floor or the walls behind them and they are connected by a horizontal crossbar. The rear side of the poles is aligned with the rear side of the goal line. The goal posts and crossbar must have an 8-cm square. Except in the top bar where you should put a steel plate that reduces the height of the arc to 1.60 meters and can also be used as a place to disclose sponsors.

The three faces visible from the playing field must be painted in bands of two contrasting colors that contrast well with the background of the field.

The arches must be equipped with a network that should be secured in such a way that the ball thrown into the goal normally remains within it.

1:3 All field lines are part of the area they enclose. The goal lines possess 8 cm. wide arc between poles (see fig. 2a), while all other lines measured 5 cm. wide.

The lines between two adjacent areas can be replaced using different colors on the floor to be distinguished from adjacent areas.

1:4 In front of each goal is the goal area (see fig. 5). Goal area is limited by the goal area line (6-meter line), which is marked as follows:

a line of 3 meters long, drawn directly in front of goal. This line is parallel to the goal line and is 6 meters away from it (measured from the rear edge of the goal line to the front edge area of the arc line);

two quarter circles, each with a radius of 6 meters (measured from the inner rear corner of the goal posts) connecting line 3 meters long with the bottom line (see fig. 1 and 2).

1:5 The free throw line (9-meter line) is a broken line, marked 3 meters outside the goal area line. Both segments of the line and the spaces between them measure 15 cm. (See fig. 1).

1:6 The 7-meter line is a line of 1 meter in length, marked directly in front of goal. Is parallel to the goal line and is at a distance of 7 m from it (measured from the rear edge of the goal line to the front edge line 7 meters) (see fig. 1).



1:7 The goalkeeper's restraining line (4-meter line) is a line of 15 cm. long, drawn directly in front of the arc. Is parallel to the goal line and is at a distance of 4 meters of it (measured from the rear edge of the goal line to the front edge line 4 meters) (see fig. 1).

1:8 The center line connects the midpoint of the two side lines (see fig. 1 and 3).

1:9 The substitution line (a segment of the lateral line) for each team extends from the center line to a point at least 4.5 m. away from it. This endpoint of the change line is delimited by a line parallel to the center line, extending 15 cm. inward side lines and 15 cm. out of the same (see fig. 1 and 3).

1:10 The end goal area is a continuous line of 3 meters, which began at the end of the 9-meter line (dotted) on the sideline and completed in the 6-meter line. (Its projection should end at the foot of the pole of the arc on the same side of the court)

1:11 The table to the scorekeeper and timekeeper and banks for substitutes must be placed so that the table officials can see the lines change. The table should be placed closer to the sideline than the banks, but at least 50cm from the sideline.



Figure 1: The Field of Play (dimensions in inches). Also check Figure 5.

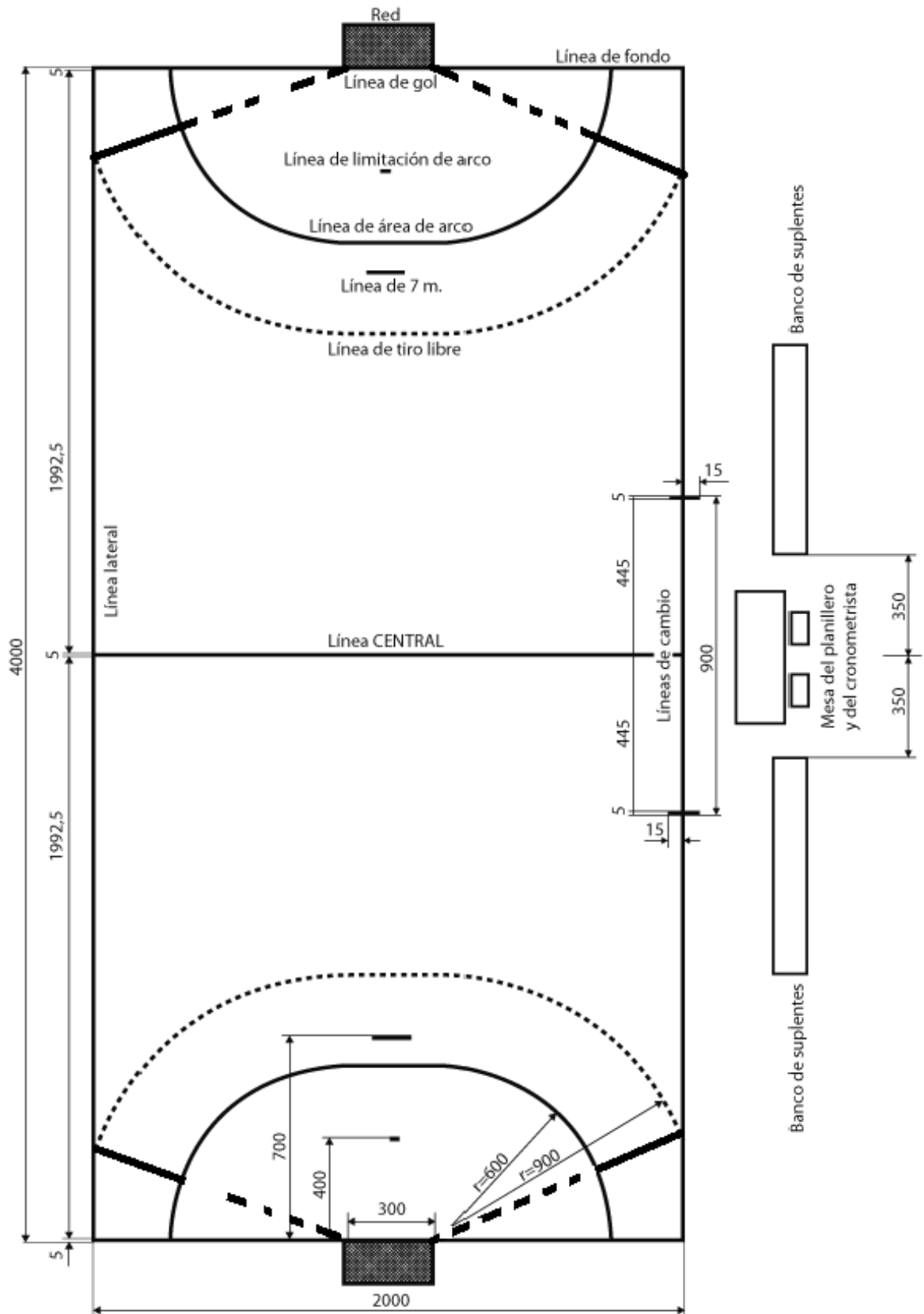




Figure 2: ARC



Figure 2b: The arch side view

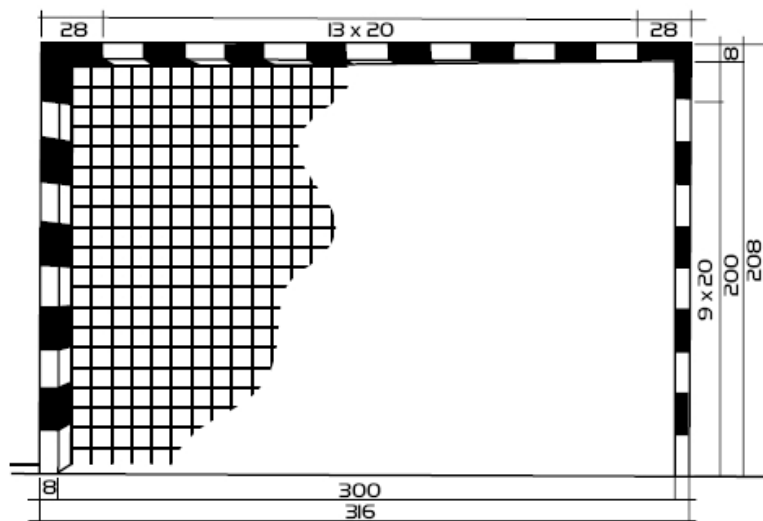
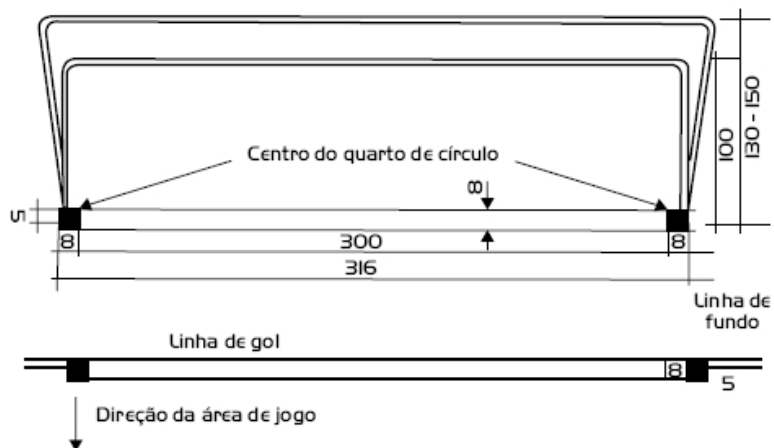


Figure 3: Lines substitutions and substitution area





## **RULE 2 - GAME TIME, END SIGN AND TIME - OUT**

### **GAME TIME**

2:1 The duration of regular playing time for all teams with players 16 or older is two periods of 20 minutes. The break between them is regularly 10 minutes.

The duration of regular playing time for youth teams in the age group between 12-16 years is 2 x 15 minutes, while for children aged between 8-12 years is 2 x 10 minutes. In both cases, rest is regularly 10 minutes.

2:2 An extension will be played, after an interval of 5 minutes, if a match was tied at the end of the regular playing time and should be determined a winner. The extension consists of two periods of 5 minutes each, with one minute rest in between.

If the score is still tied after this first overtime, a second overtime will be played after 5 minutes in between. This extension also consists of two periods of 5 minutes each, with one minute rest in between.

If the score remains tied, the winner will be determined according to the regulations of the competition. If you decide to use 7-meter throws as a tiebreaker to determine a winner, you should follow the procedure below.

Comment: If used 7-meter throws as a tiebreaker, the players who were not excluded or disqualified at the end of playtime are allowed to participate (See also Rule 4:1, 4th paragraph).

Each team nominates 5 players. These players run a pitch each, alternating with players from the other team. No teams are required to predetermine the sequence of its performers. Archers can be freely chosen from the players allowed to participate and can be replaced by any of them. Players can participate in the 7-meter throws in both functions, i.e. as performers and as archers. The referees decide which goal will be used. The referees make a draw, and the winning team chooses whether to throw first or last. If the procedure should continue because the result is still a tie after the first five shots from each team, using the reverse order for the other releases.

To this then each team will nominate five players again. All or some of them, may be the same that were nominated in the first round. This method of nominating five players continues many times as necessary. However, this time, the winner is decided as soon as you get one goal difference after both teams have taken the same amount of shots.

Players can be disqualified from further participation in the 7-meter throws should maintain a significant or repeated unsportsmanlike conduct (16:6 e). If this involves a player who had been nominated in a group of five performers, the team must nominate another performer.

### **END SIGNAL**

2:3 The playing time begins with the referee's whistle that signals the initial kickoff and ends with the completion signal automatically given by the scoreboard clock or the timekeeper. If the signal does not ring, the referee blows his whistle to indicate that playtime is finished (17:9).





Comment: In the absence of a scoreboard clock with automatic completion signal, the timekeeper shall use a table clock or a manual, and end the game giving a completion signal (18.2, 2nd paragraph).

2:4 Infractions and unsportsmanlike occurring before completion signal or simultaneously with it (either for the first period or the end of the game, also the end of the periods extensions), must be punished even when the resulting free kick (in accordance with Rule 13:1) or 7-meter throw can not be taken until after the signal.

Similarly, the release must be rerun if the completion signal (for the first period or the end of the game and in overtime) sounded just as it was running a free kick or a 7 meters, or while the ball was already in the air.

In both cases, the referees will only end the game after the execution (or repetition) from the free throw or 7-meter throw and once its immediate result has been established

2:5 During the free throws taken (or retaken) under Rule 2:4, some restrictions apply special with respect to the positions and changes of players As an exception to the normal flexibility for changes indicated in Rule 4:4, the only change of players allowed is that of a team player performer. A Violation to this rule is enacted pursuant to Rule 4:5, 1st paragraph. Moreover, all partners player's team performer must be located at least 3 feet away from the performer, in addition to being outside the free-throw line of the opposing team (13:7, 15:6, see also Clarification No. 1). The player positions defenders are indicated in Rule 13:8.

2:6 The players and team officials are liable to receive disciplinary action for infractions or unsportsmanlike that occur during the execution of a free kick or a 7-meter throw is done under the circumstances described in Rules 2 :4-5. An offense committed during the execution of this release may not, however, imply a free-throw for the opposing team.

2:7 If the referees determine that the timekeeper has given the final signal before it (either for the first period or the end of the game, also in overtime) must retain players in the field and play the remaining time.

The team that was in possession of the ball at the time of premature signal will remain in possession of it when the game resumes. If the ball was not in play, the match is restarted with the throw that corresponds to the situation. If the ball was in play, then the game is restarted with a free throw under Rule 13:4 a-b.

If the first period of the game (or an extension) finished later than for the second period should be reduced accordingly. If the second period of the game (or an extension) is finished later than appropriate, referees are no longer able to change anything that happened.

## **TIME-OUT**

2:8 A time-out is required when:

- 1) Indicates a 2 minutes or a disqualification or expulsion.
- 2) Allow a team time-out.
- 3) There is a signal from the timekeeper or the technical delegate.
- 4) It is necessary to consult the arbitrators under Rule 17:7
- 5) When a player raises his arm while on the ground and needs the help of the coaching staff at the



time that the ball is not in play.

Depending on the circumstances, also normally granted a time-out in other situations (see Clarification No. 2).

The violations occurred during a time-out have the same consequences as those that occurred during the time game (16:10).

2:9 In principle, the referees decide when to stop the timer and when it should be started again in connection with a time-out. The interruption of the playing time should be given to the timekeeper by three short whistles and hand signal No. 15.

However, in the event of a mandatory time-out when the game was interrupted by a whistle signal from the timekeeper or Delegate (2:8 b-c) requires that the timekeeper official timer stops immediately, without waiting confirmation of the referees.

The referee should always blow the whistle to signal the resumption of the game after a time-out (15:5 b).

*Comment: A whistle signal from the timekeeper / Delegate effectively stops the game. Even if the referees (and players) have not noticed immediately that the game is stopped, any action on the field after the whistle is invalid. This means that if a goal was converted after the whistle from the table, must be annulled. Similarly, the decision to grant a release to a computer (a 7-meter throw, free throw, a throw, a throw or a corner arc) is also invalid. The game will resume, however, the way that corresponds to the situation that existed when the timekeeper / Delegate blew the whistle. (Please note that the typical reason for this intervention is a team time-out or a bad change).*

However, any disciplinary sanction given by the arbitrators between the time the whistle signal from the timekeeper / Delegate and when the referees stop the action, is valid. This applies regardless of the type of offense and regardless of the severity of the sanction.

2:10 Each team has the right to a break of 1 minute duration ("team time-out") in each period of regular playing time, but not in overtime (A Declaration No. 3).



## RULE 3 - THE BALL

3:1 The ball is made of leather or synthetic material. It should be spherical in shape. The surface should not be shiny or slippery (17:3).

3.2 The size of the ball, i.e. the circumference and weight to be used in the different categories of play is as follows:

- 58 to 60 cm. and 425 to 475 gr. (IHF Size 3), for men and male youth teams (over 16 years).
- 54-56 cm. and 325 to 375 gr. (IHF Size 2) Ladies, ladies youth teams (over 14 years) and youth teams of men (aged between 12 and 16 years).
- 50-52 cm. and 290 to 330 gr. (IHF Size 1), to youth teams of ladies (aged between 8 and 14 years) and men (aged between 8 and 12 years).

*Comment: The technical requirements for the balls to be used in all official international competitions are contained in the "Regulations of the IHF Ball".*

3:3 Each party must have at least five balls available. During the game, the balls must be immediately available reserves on side of the goal (one izquierda and another to right). The balls must meet the requirements specified in Rules 3:1-2

3:4 Gatekeepers decide when to use a reserve ball. In such cases, you should wear to put the ball in play backup quickly to minimize disruption and avoid the time - out.



## RULE 4 – THE TEAM, SUBSTITUTIONS AND EQUIPMENT

### THE TEAM

4:1 A team consists of up to 14 players.

No more than 7 players may be present in the pitch simultaneously. The remaining players are alternates.

At all times during the match, the team must have one of their players identified as goalkeeper on the field of play. A player who is identified as an archer can become player at any time (see, however, Rule 8:5 Commentary, 2nd paragraph). Similarly, a player may become goalkeeper at any time (see, however, 4:4 and 4:7).

At the start of the match, a team must have at least 7 players on the field.

The number of players on a team can be increased up to 14 at any time during the match, including extensions.

The game may not continue if the number of players on a team in the field drops below 7. It is based on the referees to judge whether the match should be permanently suspended and choose when this should happen (17:12).

4:2 A team is allowed to use a maximum of 6 team officials during the game. These team officials may not be replaced during the course of the meeting. One of them must be designated as the “responsible team official”. Only this officer is allowed to proceed to scorekeeper - timekeeper and possibly the referees (see, however, Clarification No. 3: Team time-out).

Normally, a team official is not allowed to enter the field of play during the match. A violation of this rule will be penalized as unsportsmanlike conduct (see Rules 8:4, 16:1c, 16:3d and 16:6a). The game is restarted with a free-throw for the opponents (13:1 a-b; See, however, Clarification No. 9).

Once the game has started, the “responsible team official” shall ensure that changes in the not remain any person besides the team officials who are enrolled and maximum 6 players are allowed to participate (see 4:3). A violation of this rule implies a progressive punishment for the “responsible team official” (16:1c, 16:3d and 16:6a)

4:3 A player or team official is authorized to participate if present at the beginning of the game and is enrolled in the docket.

Players and team officials arriving after the start of the game, the scorekeeper must obtain - timekeeper authorization to participate in it and must be entered in the docket

A player may be allowed to participate in principle in any time on the field through the changes line his own team (see, however, 4:4 and 4:6).

The “responsible team official” shall ensure that only enter the field of play the players who are allowed to participate. A violation of this rule will be penalized as unsportsmanlike committed by the “responsible team official” (13:1a-b, 16:1c, 16:3d and 16:6a; see, however, Clarification No. 9).





## CHANGES OF PLAYERS

4:4 The substitute players may enter the field of play at any time and repeatedly, without notifying the scorekeeper - timekeeper (see, however, Rule 2:5), as soon as the players they are replacing have abandoned (4:5).

The players involved in the change must always enter and exit the field through the changes line their own equipment (4:5). These requirements also apply to the change of keeper (see also 4:7 and 14:10).

The rules concerning players' changes also apply during a time-out (except during a team time-out).

*Comment: The purpose of the concept of "line changes" is to ensure that changes are made to players in a sport and orderly. This concept was not intended to cause disciplinary action in other situations where a player goes over the sideline or end line in a careless manner and without any intention of gaining an advantage (eg, to fetch water or towel on the bench just beyond the line changes, or to leave the field in a sport when it receives an exclusion and crosses the line side to the bank, but just outside the line of 15cm). Tactical and illegal use of the area outside the field of play is addressed separately in Rule 7:10*

4:5 A bad exchange shall be punished with a 2 minutes for the offending player. If more than one player from the same team commits a bad change in the same situation, should be sanctioned only the player who committed the offense in the first instance.

The game is restarted by a free kick for the opponents (13:1 a-b; see, however, Clarification No. 9)

4:6 If an additional player enters the field of play without a change occurs, or if a player illegally interferes with the game from the substitution area must sancionárselo with a 2 minutes. Thus, the team must reduce by one the number of players on the field of play during the next 2 minutes (plus the additional player must leave the field entered).

If a player enters the playing field while serving time exclusion for 2 minutes, you will again be penalized by additional exclusion for 2 minutes. This exclusion will begin immediately, so that the team will again reduce the number of players on the field during the overlap time between the first and the second exclusion.

In both cases, the game is restarted by a free-throw for the opponents (13:1 a-b; see, however, Clarification No. 9).

## SPORTS EQUIPMENT

4:7 All players on a team must wear identical uniforms. The color combinations and designs for both teams should be clearly distinguishable from each other. All players used in the position goalie on a team must wear the same color. The color should be such as to distinguish it from the field players of both teams and the goalkeeper (s) of the opponents (17:3).

4:8 Players must use numbers that measure at least 10 cm. high in the back of the shirt and, at least 10 cm. on the front. In addition the numbers shall be placed on the shoulders of the players for quick reading. It should also have a number of at least 20 cm at the rear of the wheelchair. Used are numbers 1 to 20.



A player who changes his position between field player and goalkeeper must wear the same number in both positions.

The color of the numbers must contrast clearly with the colors and design of the shirts.

4:9 The players must wear athletic shoes.

Do not carry objects that may be dangerous to the players. This includes, for example, head protection, face masks, bracelets, watches, rings, objects of “piercing” visible, necklaces or chains, rings, glasses without protective elastic or solid frames and any other object that can be dangerous (17:3).

The flat rings, earrings and small objects “piercing” may be permitted, provided that they are covered with tape, so that it can no longer be deemed as dangerous to other players. The headbands, bandanas and armbands captain are permitted, provided they are made of a soft elastic material.

Players who do not meet these requirements will not be allowed to participate in the game until they have corrected the problem

4:10 A player who is bleeding or has blood on his body or clothing must leave the field immediately and voluntarily (by changing regular players), to allow the bleeding is stopped, the wound covered and cleaned blood your body and clothing. The player must not return to the field until this has been done.

A player who does not comply with the instructions of the referees regarding this aspect, should be found guilty of committing an unsportsmanlike conduct (8:4 16:1c 16:3 c).

4:11 In case of injury or that a player needs assistance, the player lifts his arm and referees must give permission (through gestures No. 16 and 17) for two people who are allowed to participate (see Rule 4:3) to enter the field of play during a time-out, with the specific purpose of attending to the injured player from his own team or assist the player to settle into his wheelchair.

If additional people entering the field of play after two people had already made, including people not affected team, the fact should be sanctioned as an entry offside under Rule 4:6 and 16:3a in the case of players, and under Rules 4:2, 16:1 c, 16:3 d and 16:6 a in the case of team officials.

A person who has been authorized to enter the court under Rule 4:11, 1st paragraph, but rather to assist the injured player gives instructions to players, approaches opponents or referees, etc., Will be considered guilty of unsportsmanlike conduct (16:1 c, 16:3 c-d and 16:6 a).

4.12 A player must be securely attached to the wheelchair sports because the chair is part of the player. For this option to be used velcro strips and / or abdomen to avoid moving up from the chair. If a player goes out of his chair on a voluntary basis, it should sanction progressively.



## RULE 5 - THE ARCHER

### THE GOALKEEPER IS ALLOWED:

5:1 Touch the ball with any part of the body and its chair, provided it is done with intent defensive within the goal area.

5.2 Moving the ball inside the goal area without being subject to the restrictions that apply to the court players (Rules 7:2-4, 7:7). However, the goalkeeper is not allowed to delay the execution of the goalkeeper-throw (6:4-5, 12:2 and 15:5 b).

5:3 Abandoning the goal area without the ball and take the party into the playing area. In doing so, the goalkeeper becomes subject to the same rules that apply to players in the playing area.

It is considered that the keeper has left the area of arc from the point at which any part of the body touches the ground line outside the area of arc.

5:4 Abandoning the goal area with the ball, if it has failed to control it, and play it back into the playing area.

### THE GOALKEEPER IS NOT ALLOWED:

5:5 Endangering opponents in any defensive action (8:2, 8:5,).

5:6 Abandoning the goal area with the ball under control. This implies a free throw (in accordance with Rules 6:1, 13:1 a and 15:7, 3rd paragraph), if the referees had already blown his whistle for the execution of the goalkeeper-throw. In other cases, the goalkeeper-throw is simply repeated (15:7, 2nd paragraph). See, however, the interpretation of advantage in Rule 15:7 when the goalkeeper had lost the ball out of the goal area line after crossing this line with the ball in his hand).

5:7 Touch the ball that is stationary or rolling on the floor outside the goal area, while the goalkeeper within the same (6:1, 13:1 a).

5:8 Bring the ball into the goal area when it is stationary or rolling on the ground outside the goal area (6:1, 13:1 a).

5.9 Re-enter the goal area with the ball, from the playing area (6:1, 13:1 a).

5:10 Playing ball with the wheelchair, when she stands on the floor in the goal area or are moving towards the playing area (13:1 a)

5:11 Cross goalkeeper's restraining line (4-meter line), or its projection to the sides, before the ball has left the hand of the enemy that is running a 7-meter throw (14:9).

*Comment: While goalkeeper maintain contact with the ground, either on the boundary line (line 4 meters) or behind it, you can move any part of his body in the air above the line.*



## RULE 6 THE GOAL AREA

6:1 Only the goalkeeper is allowed to enter the goal area (see, however, 6:3). The goal area line includes the goal area and it is considered entered when a field player touches it with any part of the body.

6:2 When a court player enters the goal area, it must make the following decisions:

a) goal kick when a player of the team in possession of the ball enters the goal area with the ball in his possession or enter without the ball, but gains an advantage by doing so (12:1);

b) free kick, when a player of the defending team enters the goal area without the ball and win some advantage in doing so, but does not prevent a clear chance of scoring (13:1 b,) see also Clarification No. 5:1.

c) 7-meter throw when a player of the defending team enters the goal area and because it prevents a clear chance of scoring (14:1 a).

6.3 The entrance to the goal area is not penalized when:

a) a player enters the goal area after playing the ball, provided that this does not create a disadvantage for the opponents;

b) a player of either team enters the goal area without the ball and gains no advantage in doing so.

c) A player receives the ball outside the goal area, enters the goal area and makes a tip shot on goal (see 7:2, 5:5 and clarification No. 10) When entering the area of the arc to run the drawbar pull the player in possession of the ball can not propel her chair and can not pass the ball to another player. The player with the ball bouncing that this can also enter the area of the arc after stopping dribble.

6:4 The ball is considered “not in play” when the goalkeeper controls the ball with his hands inside the goal area (12:1). The ball must be put back into play through a goalkeeper-throw.(12:2)

6:5 The ball remains in play while rolling on the ground inside the goal area. He holds the team and only the goalkeeper can touch. The goalkeeper may pick up the ball, which is considered as “not in play”. In this case, the goalkeeper put back into play, according to the Rules 6:4 and 12:1-2 (see, however, 6:7 b). Be sanctioned free throw (13:1 a) if the ball is touched by a teammate of the goalkeeper while rolling (see, however, 14:1 a, along with explanations 8c), however, the game will continue through a goalkeeper-throw (12:1) if it is touched by an opponent.

The ball is no longer in play when it is stationary on the ground inside the goal area (12:1). He holds the team and only the goalkeeper can touch. The goalkeeper must put the ball back into play according to 6:4 and 12:2 (see, however, 6:7 b). Continued resumed the game by a goal kick if the ball is touched by another player of one of the two teams (12:1, 2<sup>o</sup> paragraph; 13:3).

It is allowed to touch the ball while in the air over the goal area.

6:6 The game will continue (through a goalkeeper-throw, as indicated in Rules 6:4-5), if a defending player touches the ball in its defensive actions and is then controlled by the goalkeeper or is in the arch area.





6:7 If a player plays the ball into his own goal area, you must make the following decisions:

- a) goal, if the ball enters the goal.
- b) free kick, if the ball goes over the goal area or if the goalkeeper touches the ball enters the goal, not (13:1 a-b).
- c) side kick, if the ball crosses the end line (11:1).
- d) The game continues if the ball crosses the goal area back to the playing area, without being touched by the goalkeeper.

6:8 The ball returns to the playing area from the goal area, remains in play.



## RULE 7 - THE BALL GAME, SET PASSIVE

### PLAYING THE BALL

#### PERMITTED:

7:1 Throw, catch, stop, push or hit the ball using hands (open or closed), arms, head, trunk.

7:2 Retaining the ball for 3 seconds maximum, also when in the floor (13:1 a).

7:3 Give up to 3 propulsion (strokes)

*Comment: Not violate any rule when a player in possession of the ball, falls to the ground and playing the ball from that position.*

7:4 Standing or in Movement

Chop the ball once and pick it up with one or both hands.

Chop the ball repeatedly with one hand (dribble) and then catch it or pick it up again with one or both hands.

Roll the ball on the floor repeatedly with one hand and then grab or lift again with one or both hands. As soon as the ball is then grasped with one or both hands, the player must play within three seconds or after giving 3 propulsion maximum (13:1 a).

It considers that the ball has been chopped, or that has been started dribbling when the player touches the ball with any part of your body and toward the ground.

Then it has touched another player or the goal, the player is allowed to touch the ball or chop and pick again. (See, however, 14:6).

7:5 Pass the ball from one hand to the other.

#### NOT ALLOWED:

7:6 Touch the ball more than once after it has been checked, unless in the meantime, the ball touched the ground, another player or arch (13:1a). However, touching more than once is not penalized if the player has committed a "failure of receipt", i.e. when the player fails in his attempt to control the ball while trying to catch it or stop it

7:7 Touch the ball with the wheelchair, except when an opponent he has thrown the ball (13:1 a-b).

7:8 Play continues if the ball touches an arbitrator that is within the field.

7:9 If a player in possession of the ball moves with his wheelchair outside the field of play (while the ball is still in the field), for example to surround a defensive player, will be penalized a free kick for the opponents (13:1 a).

If a player of the team in possession of the ball occupies a position outside the field of play until he has



the ball in his possession, the referees will indicate to the player that should be within the field. If the player does not, or if the action is subsequently repeated by the same team, it should sanction a free-throw for the opponents (13:1 a) without the need to perform any further warning. Such actions do not involve disciplinary action under Rules 8 and 16

7:10 Carrying the ball on the lap, on your legs!

### **PASSIVE PLAY**

7:11 It is not allowed to keep the ball in possession of a computer without performing any recognizable attempt to attack or shot on goal. Similarly, it is not permissible to delay repeatedly running a kickoff, a free throw, a throw-in or a goal kick for the team itself (see Clarification No. 4). This situation is considered passive play and must be penalized with a free kick against the team in possession of the ball, unless the passive trend is over (13:1 a).

The free kick is taken from the spot where the ball was at the time of stoppage.

7:12 When recognizing a tendency to passive play, should display warning gesture (hand signal n° 18).

This gives the team in possession of the ball the opportunity to change the way they attack in order to avoid losing possession. If the form of attack does not change from the time the warning sign is displayed, or if the team does not make a shot on goal in a maximum of 3 passes, should be decided on a free throw against the team that was in possession of the ball (see Clarification No. 4).

In certain situations, the referees may choose a free throw against the team that has the ball without first conducting the forewarning. For example, when a player intentionally discarded a clear chance to score a goal.



## RULE 8 - FOULS AND UNSPORTSMANLIKE

### 8:1 PERMITTED ACTIONS

- 1) Use arms and hands to block or gain possession of the ball;
- 2) Use an open hand to remove the ball from the hand of another player;
- 3) Use the trunk or the wheelchair to block the opponent, even when the opponent without the ball;
- 4) Make body contact with an opponent, being in front of him and keep in touch in order to control and monitor the adversary.
- 5) Lock the movement of the wheelchair the opponent without the ball, without compromising the opponent's equipment and not use the hands and arms in this action.

Comment: Block means preventing an opponent from moving to an empty space. Block, maintain the locking block in and out must, in principle, be accomplished passively in relation to the adversary (see, however 8:2 b).

### 8:2 Is not allowed:

- 1) Grab or hit the ball that is in the hands of the enemy;
- 2) Blocking or pushing the opponent with arms, hands, or legs;
- 3) Stop or grab (the body or uniform), pushing, hitting or jumping on an opponent;
- 4) Endanger the opponent (with or without the ball)
- 5) Contact from behind.
- 6) Touch the ball with the bottom of the wheelchair (under the seat).
- 7) Holding the wheelchair of an opposing player and punishable as a serious unsportsmanlike, 2-minute or disqualification.

8:3 8:2 Rule Violations can occur in the fight for the ball, but the offenses where the action is mainly or exclusively directed to the opponent and not the ball, will be punished "progressively". This means that besides the free throw or 7-meter throw, also requires a personal punishment, beginning with a warning (16:1 b), followed by an increase to more severe sanctions such as exclusions (16:3 b) and Disqualifications (16:6f).

However, the arbitrators have the right to determine when a particular violation leads to an immediate exclusion of 2 minutes, even if the player did not have a prior admonition.

8:4 Physical and verbal expressions that are incompatible with good sportsmanship are considered





unsportsmanlike conduct (for examples, see Clarification No. 5). This applies to players and team officials, on or off the playing field. Progressive punishment also applies in the case of unsportsmanlike conduct (16:1c, 16:3c-d and 16:6a)

8:5 A player who attacks an opponent in a manner that could be dangerous to your health, should be disqualified (16:6 b). Particularly if he:

from the side or from behind, knocks or pulls back the throwing arm of the player who is ready for release or passing the ball;

perform any action that results in a blow to the head or neck of the opponent;

deliberately patted in the body of the opponent;

push the opponent who is running, or attack so that the opponent loses control of his chair; This also applies when the goalkeeper leaves his goal area under a counterattack opponents;

hit a defending player in the head at the time of a direct free kick on goal if the defender was not moving, or likewise hit the goalkeeper in the head in a 7-meter throw, and not argue was moving.

Even a foul with a very small physical impact can be very dangerous and result in severe injury if committed when the opponent is moving and, because of this, he is unable to protect himself. In such situations, the risk to the opponent and not the intensity of physical contact which is considered the basis for judging whether a disqualification is justified

8:6 seriously unsportsmanlike conduct committed by a player or team official, on or off the field of play (examples, clarification n ° 6), shall be punished by disqualification (16:6c)

8:7 A player who is guilty of aggression during game time shall be disqualified (see 16:9-11) aggression outside of game time (see 16:13) also leads to a disqualification (16:6 d, 16 : 14b). A team official who is guilty of assault also be disqualified (16:6 e).

Aggression is, for purposes of this rule, defined as a forceful and deliberate attack against the body of another person (player, referee, scorekeeper / timekeeper, team official, delegate, spectator, etc.). In other words, it is only the reflex action or results of involuntary movements. Spitting on another person, so to impact on it, is considered an aggression.

8:8 Violations of the rules 8:2 to 8:7 lead to a 7-meter throw (14:1), if the fault is directly or indirectly related to an interruption of the game, which prevented a clear chance to score a goal for the opponents. Otherwise, the lack takes a free kick to the opponents (see rules 13:1a-b, see also 13:2 and 13:3)



## RULE 9 - THE GOAL

9:1 A goal is scored when the ball completely crosses the goal line (see fig. No. 4), provided that no violation of the rules has been committed by the thrower or any other player or team official, before or during launch. The arc referee confirms the validity of the goal giving two short whistles while making the hand signal no 12.

Should be given a goal when a defender commits a violation of the rules, but even so, the ball enters the goal.

Should not be a goal if a referee, the timekeeper or the delegate has stopped play before the ball has completely crossed the goal line.

It shall give the opposing team a goal when a player enter the ball into his own net, except in situations where the goalkeeper is executing a goalkeeper-throw (12:2 2o paragraph).

It should give a goal when an object or a person not participating in the game (spectators, etc.) Stop the ball from entering the arc and the referees are satisfied that the ball had entered the same in the absence of such intervention.

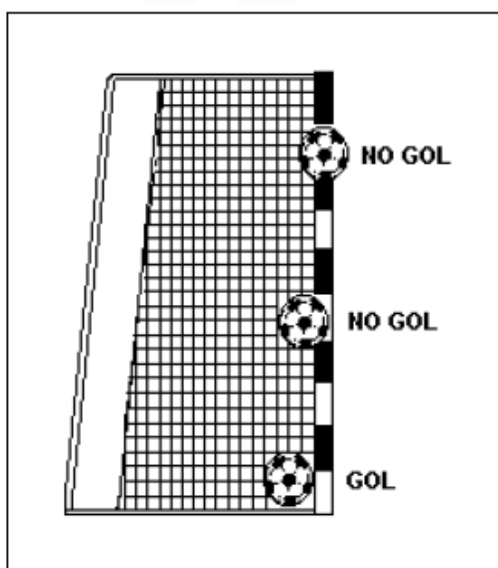
9:2 A goal that has been granted can not be canceled once the referee blows his whistle to run the corresponding kickoff (see, however, Rule 2:9 Comment)

If the signal sounds end of a period immediately after having achieved a goal, but before the kick-off to be executed, the referees must indicate clearly that they have awarded the goal and the kick-off shall not be made .

A goal should be noted on the marker board as soon as it has been awarded by the referees.

9.3 The team that has scored more goals than the opponent is the winner. The match is considered tied when it equals the number of goals scored by each team, or when you have not scored any goals (see 2:2).

Figura 4: The goal





## RULE 10 - THE KICKOFF

10:1 At kickoff, the kickoff is taken by the team that has won the toss and elected to start in possession of the ball. The opponents then have the right to choose the field. Alternatively, if the team that wins the coin toss prefers to choose ends, then the opposing team must run the kickoff.

The teams change courts to contest the second period of the game. The kickoff to start the second period is taken by the team that does not run to begin the game.

Before each extension should be a fresh lot and all regulations covered by the Rule 10:1 also apply to extensions.

10:2 After becoming a goal, play is restarted by a kickoff by the team that has suffered the goal (see, however, Rule 9:2, 2nd paragraph).

10:3 The throw-off is taken in any direction from the center of the field (with a tolerance sideways of about 1.5 m.). It is preceded by a whistle signal and should be performed within 3 seconds of the signal (13:1 a, 15:7 3rd paragraph). The player taking the throw must occupy a position with at least one wheel of his chair in touch with the center line and the other wheel behind the line (15:6), the player must remain in that position until the ball has left his hand (13:1 a, 15:7 3rd paragraph). (See also Clarification No. 7).

Fellow performer player is not allowed to cross the center line before the whistle signal (15:6).

10:4 For the kickoff that starts each period (including any period of overtime), all players are in their own half of the field.

However, in the kickoff running after becoming a goal, players of the opposing team that performs the kickoff allowed to remain in both halves of the field.

In both cases, however, the opponents must be at least 3 feet away from player kickoff performer (15:4, 15:9, Clarification No.5:2b ).



## RULE 11 - THROW-IN

11:1 was decided a throw when the ball completely crosses the sideline, or when a player of the defending team was the last to touch the ball before it crossed the end line of his own team.

Also choose a throw when the ball has touched the ceiling or a fixture above the playing field.

11:2 The throw-in is executed without the whistle from the referees (see, however, 15:5 b), by an opponent the team whose player last touched the ball before it touched the line or pierce the ceiling or fixed object.

11:3 The throw-in is taken from the spot where the ball passed the sideline, or if the ball crossed over the end line from the intersection of the lateral line and the bottom line on that side. For a throw awarded after the ball touched the ceiling or a fixture above the playing field, the release is executed from the nearest place on the sideline nearest relative to where the ball touched the ceiling or fixed object.

11:4 The performer must keep his chair wheel in contact with the lateral line (15:6) and remain in position until the ball has left his hand (15:7 - 2nd and 3rd paragraph, 13: 1a).

11.5 While running a throw, the opponents can not come within three meters of the performer (15:4, 15:9 n ° clarification 5.2b).

However, this does not apply if they are placed immediately outside the goal area line.



## RULE 12 – THE GOAL KICK

12:1 It is decided a goal kick when:

a player from the opposing team has entered the goal area committing a violation of Rule 6:2 a;

the goalkeeper has controlled the ball in his goal area or the ball is stationary on the floor of the goal area (6:4-5);

a player of the opposing team has touched the ball while it was rolling on the floor inside the goal area (6:5 1st paragraph), or the ball has crossed the end line after being touched ultimately by the goalkeeper or a player of the opposing team.

This means that, in all these situations, it is considered that the ball is out of play and the game is restarted with a goalkeeper-throw (13:3) whenever there is a breach after the goal kick has been decided, but before being executed.

12.2 The goal kick is taken by the goalkeeper, no whistle from the referees (see, however, 15:5 b) and from the goal area, passing over the goal area line.

The goalkeeper-throw is considered taken when the ball thrown by the goalkeeper has completely crossed over the goal area line.

The other team's players are allowed to be placed immediately outside the goal area line, but not allowed to touch the ball until it has completely crossed the line (15:4, 15:9, clarification No 5.2b).





## RULE 13 - THE FREE KICK

### FREE KICK DECISIONS

13:1 In principle, the referees must stop play and restart play with a free kick to the opposing team if: The team with the ball commits a violation of the rules involving the loss of possession of the same (see 4:2-3, 4:5-6, 5:6-10, 6:5 1st paragraph, 6:7b, 7:2-4, 7:7-8, 7:10, 7:11, 8:8, 10:3, 11:4, 13:7, 14:4-7 and 15:7 1st paragraph, and 15:8).

2) The opponents commit a breach of the rules that causes the team in possession of the ball loses (see 4:2-3, 4:5-6, 5:5, 6:2 b, 6:7 b, 7 : 8, 8:8).

13:2 The referees should allow continuity and avoid interrupting the game prematurely with a free-kick decision.

This means that, under Rule 13:1 a, the referees should not decide a free throw if the defending team gains possession of the ball immediately after the offensive team commits a foul. Similarly, in accordance with Rule 13:1 b, the referees should not intervene because of a foul committed by the defending team until it is clear that the attacking team has lost possession of the ball or is disabled to continue the attack.

When a rules violation occurs meriting disciplinary, umpires can stop play immediately decide if doing so does not cause a disadvantage for the opposing team when he committed the offense. Otherwise, the penalty should be delayed until the end of the game action.

Rule 13:2 does not apply in respect of offenses against 4:2-3 or 4:5-6, where the match will be stopped immediately, usually due to the intervention of the timekeeper.

13:3 If, while the ball is not in play, a violation that would normally involve a free throw under Rule 13:1 a-b, the game is restarted with the throw that corresponds to the reason that led to the interruption.

13:4 In addition to the cases referred to in Rule 13:1 a-b, also used a free throw as a way of restarting the game in those situations where the game is interrupted (i.e., while the ball is in play) without having committed any violation of the rules:

a) If a team is in possession of the ball at the time of the interruption, this team shall maintain such possession.

b) If neither team has possession of the ball, the last team that has had will have possession again. The advantage rule 13:2 does not apply in situations specified by Rule 13:4

13:5 When deciding free throw against the team in possession of the ball, the player who has it in his power to blow the whistle of the referees should support or dropping immediately to the ground, so that it can be move (16:3 e).

### RUNNING A FREE THROW

13:6 The free kick is executed normally without the whistle from the referees (see, however, 15:5 b)



and, in principle, from the place where the infringement occurred. The following are exceptions to this principle:

In the situations described in Rule 13:4 a-b, runs the free throw after whistle signal and, in principle, from the place where the ball was at the time of the interruption.

If a referee or technical delegate (of the IHF or a continental or national federation) interrupts the game because of a violation by a player or official of the defending team and this results in a verbal warning or disciplinary action, then the kick should be run from the spot where the ball was when the game was stopped, if this place turns out to be more favorable than the position in which the infringement took place.

The same exception to the previous paragraph applies if the timekeeper interrupts the game because of a violation under Rule 4:2-3 or 4:5-6.

As indicated in Rule 7:10, free throws resulting from the decision to passive play should be run from the spot where the ball was when the game was interrupted.

Although the basic principles and procedures set out in the preceding paragraphs, you can never take a free kick from inside the goal area of the equip itself or from within the free-throw line of the opposing team in any situation where the place of performance specified in any of the preceding paragraphs involve some of the areas mentioned, the place of performance is to be transferred immediately to the nearest point on the outside of the restricted area.

If the correct position for the implementation of free throw is on the free throw line of the defending team must be running essentially from that spot. However, the farther the place of performance of the free throw lane of the opposing team, the greater tolerance exists for the free throw to run from a site close to exactly where it should be. This margin gradually increases to 3 meters, which applies where the free kick should be executed just outside the goal area own team performer.

The margin just mentioned does not apply when there is a violation of Rule 13:5, if it has been enacted in accordance with clarification 5:3 a. In such cases, the performance should always be made from the exact place where the infringement occurred.

13:7 performer team players must not touch or cross the free-throw line of the opposing team before the kick is executed. See also the special restriction under Rule 2:5.

Referees must correct positions performer team players who are among the free-throw line and the goal area before executing the kick, if the wrong position influences the game (15:3, 15:6). Subsequently, the kick must be executed following a whistle signal (15:5 b). The same procedure applies (Rule 15:7, 2nd paragraph) if some team players from entering the restricted area performer during the performance from the free throw (before the ball has left the hand of the performer), provided that the execution of the launch not preceded by a whistle.

In cases where the execution of a free kick has been authorized by a whistle, a free throw should be decided in favor of the defending team if the players of the attacking team touched or crossed the foul line before the ball has left performer's hand (Rule 15:7, 3rd paragraph; 13:1 a).

13:8 When you're running a free kick, the opponents must remain at least 3 feet away from the performer.



They are allowed, however, placed just outside the goal area line if the kick is being taken at their own free-throw line. Interfere with the implementation of the free throw is penalized in accordance with the Rules 15:9 and clarification 5.2b





## RULE 14 - THE 7-METER THROW

### DECISIONS OF 7-METER THROW

14:1 A 7 meters throw happens when:

a clear chance of scoring is destroyed as offside, anywhere in the field, by a player of the opposing team or official;

2) there is an unwarranted whistle on a clear chance on goal;

3) a clear chance of scoring is destroyed by the intervention of a person not participating in the game. For example, when a viewer enters the field of play or when you stop the players through a whistle signal (except when applying Rule 9:1 Comment). By analogy, this rule also applies in cases of “force majeure”, such as a sudden power cut that stops the game precisely during a clear scoring chance.

4) When the archer hits the player who came through the tip region within the goal area. RULE 1:10.

Defining clear chance can be observed in Clarification No. 8.

14.2 If the attacking player retains full control of the ball and body despite having suffered a breach as typified in Rule 14:1 a, there is no reason to point a 7 m. even when the player failed in his attempt to use the clear opportunity to score a goal.

If there is a potential situation to decide a 7-meter throw, the referees should always hold off on intervening until they can clearly determine whether the sanction of the launch is actually justified and necessary. If the attacking player manages to score a goal despite the illegal intervention of the defenders, there is obviously no reason to grant the 7-meter throw. By contrast, if as a result of the infringement is clearly evident that the possibility of goal no longer exists because the player has lost control of the body or the ball, should be punished a 7 meters.

14.3 The arbitrators may request a time-out when they decide a 7 meters, but only if there is a substantial delay. For example, due to a change of the archer or the performer and the decision to apply the time-out would be consistent with the principles and criteria contained in Clarification No. 2

### Implementation of the 7-meter throw

14.4 The 7-meter throw must be executed as a shot on goal, within three seconds of the referee's whistle signal (15:7, 3rd paragraph; 13:1 a).

14.5 The player who is taking the 7-meter throw must be located behind the 7-meter line and no more than a meter behind her (15:1, 15:6). After the referee's whistle, the performer must not touch or cross the 7-meter line before the ball has left his hand (15:7, 3rd paragraph; 13:1 a).

14:6 After executing a 7-meter throw, the ball must not be played again by the performer or by one of his companions, until an opponent has touched or arc (15:7, 3rd paragraph; 13:1 a ).

14.7 When you are running a 7-meter throw, fellow performer should be located outside the free-throw



line and remain there until the ball has left his hand (15:3, 15:6). If they did not do so well, they decide on a free kick to the opposing team performer 7-meter throw (15:7, 3rd paragraph;13:1 a).

14.8 When you are running a 7-meter throw, the players of the opposing team must remain outside the free-throw line and at least 3 meters away from the 7-meter line until the ball has left the hand of performer. If they did not do so well, it will run the 7-meter throw in those cases had not achieved a goal, but it should not apply any disciplinary sanction.

14.9 If the goalkeeper crosses the boundary line, i.e. the 4 meters (1:7, 5:11), before the ball has left the hand of the performer, repeat the 7-meter throw in those cases not a goal has been achieved. However, should not apply to disciplinary goalkeeper.

14.10 It is not permitted to change goalkeepers once the performer is ready to run the 7-meter throw, standing in the correct position and with the ball in hand. Any attempt to effect change in the right situation, should be penalized as unsportsmanlike conduct (8:4, 16:1 c 16:3 c).





## **RULE 15 - GENERAL INSTRUCTIONS FOR COMPLETION OF SHOOTING**

**(KICK-OFF, THROW-IN, GOAL KICK, FREE KICK AND SHOT FROM SEVEN METERS).**

### **THE PERFORMER**

15:1 Before the performance, the performer must be in the correct position indicated for release in question. The ball must be in the hand of the performer (15:6).

At run time, except for the case of a goal kick, the performer must have a part of his wheelchair in constant contact with the ground until the ball has been released. (See also Rule 7:6). The player must remain in the position until the throw has been executed (15:7, 2nd and 3rd paragraph)

15:2 A throw is considered taken when the ball has left the hand of the performer (see, however, 12:2). The player must not touch the ball again until it has touched another player or arch (15:7, 15:8). See also other situations restrictions under Rule 14:6.

A goal can be achieved directly from any throw, except that you can not get yourself a "goal" directly through a goalkeeper-throw (for example, by dropping the ball into his own net).

### **FELLOW PERFORMER**

15:3 Fellow performer should occupy the positions indicated for release in question. (15:6). The players must remain in the correct positions until the ball has left the hand of the performer, except indicated in Rule 10:3, 2nd paragraph.

During execution, the ball must not be touched by a teammate or hand delivered to the latter (15:7, 2nd and 3rd paragraph)

### **DEFENDING PLAYERS**

15:4 The defending players must occupy the positions indicated for the throw and must remain in position until the ball has left the hand of the performer (15:9)

Incorrect positions on the part of the defending players in connection with the execution of a throw, a throw-in or a free throw must not be corrected by the referees if the attacking players are not disadvantaged by the throw immediately. If there is a disadvantage, then the positions must be corrected.

### **WHISTLE TO RESUME PLAY**

15:5 The referee must blow the whistle to restart play:  
Whenever, in the case of a throw-off (10:3) or a 7-meter throw (14:4).  
In the case of a throw-in, goal kick or free kick:

- To resume after a time-out;
- To continue with a free kick decided under Rule 13:4;
- When there has been a delay in the execution;
- After a correction in the position of the players;
- After a verbal warning or reprimand;



For clarity, the referee may judge it appropriate to blow his whistle to restart play in any other situation. In principle, the referee must blow the whistle to restart the game, unless and until the requirements for the positions of the players listed in 15:1, 15:3 and 15:4 are met (see However, 13:7 2nd paragraph and 15:4 2nd paragraph.). If the referee blows his whistle for a throw despite the incorrect position of the players, they are fully authorized to intervene.

After the whistle, the player must play the ball within 3 seconds.

## **SANCTIONS**

15:6 Violations by the performer or his teammates prior to the execution of a release, typically in the form of occupying wrong positions or touching the ball by a teammate, lead to a correction. (See, however, 13:7, 2nd paragraph).

15:7 The consequences of the offenses committed by the performer or by his teammates (15:1-3) during the execution of a throw depend primarily on whether the execution was preceded by a whistle ordering the resumption.

In principle, any violation occurred during an execution that is not preceded by a restart signal is treated by a correction of the situation and a repeat of the previous release whistle. However, the concept applies here ahead in analogy with Rule 13:2: If the team loses possession performer immediately after an incorrect execution, is simply considered that the launch has been executed and the game continues.

In principle, any violation occurred during an execution to take place after a restart signal should be penalized. This applies, for example, if the performer jumps while running, if you hold the ball for more than 3 seconds, or moving to the correct position before the ball has left his hand. It also applies if the teammates move and illegal positions after the whistle, but before the ball has left the hands of the performer (Note to Rule 10:3, 2nd paragraph). In these cases, the original release was lost and decided by a free-throw for the opponents (13:1 a) from the place of the infringement (see, however, 2:6). The advantage law indicated under Rule 13:2 applies here, ie, if the performer team loses possession of the ball before the referees have an opportunity to speak, the game continues.

15:8 In principle, any offense related to the execution to occur immediately after it, should be penalized. This refers to violations of 15:2, 2nd paragraph, i.e., the performer plays the ball a second time before it has touched another player or arch. It can take the form of a dribble, or touching the ball again after it is in the air or has been placed on the floor. This is penalized with a free throw (13:1 a) for the opponents. As in the case of 15:7 3rd paragraph, the advantage rule also applies here.

15:9 Except as indicated in Rules 14:8, 14:9, 15:4 2nd paragraph and 15:3 3rd paragraph, defending players who interfere with the execution of a throw for the opponents, for example by not taking correct position initially or subsequently move into the wrong position, should be penalized. This applies regardless of whether the offense occurs before or during execution (before the ball has left the hand of the performer).

This also applies regardless of whether the launch was preceded by a whistle or not ordering the resumption. Clarification No 5.2b apply with Rules 16:1c and 16:3c.

A release that was adversely affected by interference from a defender should, in principle, be repeated.



## RULE 16 - DISCIPLINARY SANCTIONS

### WARNING

16:1 A warning can be given by:

- fouls and similar infractions against an opponent (5:5 and 8:2), which do not fit into the category of progressive sanctions of Rule 8:3.

A warning should be given by:

- operations to be punished progressively (8:3);
- unsportsmanlike conduct by a player or a team official (8:4; clarification No 5.1-2).

A player, individually, should not get more than a reprimand and a team player should not receive more than 3 warnings in total. After that, the penalty should be at least a 2-minute

A player who has already been banned for 2 minutes then it should not be shown.

It should not be more than a reprimand in total to a team official.

16:2 The referee shall communicate the warning to the offending player or official and scorekeeper - timekeeper showing a yellow card (hand signal no 13).

### EXCLUSION

16:3 An exclusion (2 minutes) should be given by:

a bad hand, if an additional player enters the field or if a player illegally interferes with the game from the substitution area (4:5-6); for violations of the type indicated in Rule 8:3, if the player and / or his team had already received the maximum number of warnings (see 16:1, Comment);

for repeated unsportsmanlike conduct by a player, on or off the field (see 8:4, 16:1 comment), if the player and / or his team had already received the maximum number of warnings for unsportsmanlike conduct from a team official, as indicated in Rule 8:4 and 16:1c (See Rule 16:1, Comment) if an officer of that team had already received a warning;

for unsportsmanlike conduct on the part of a player, as indicated in Rule 8:4, Clarification n° 5.3. See also Rule 16:3, Comment.

following the disqualification of a player or a team official (16:8, 2nd paragraph; see, however 16:14 b); For a player unsportsmanlike committed before the game has been restarted, but after that it has been declared a 2 minutes (16:12 a).

You cannot, punish the officials of a team with more than a 2 minutes total.

When sanctioning a 2 minutes against an officer, in accordance with Rule 16:3 d-e, the officer is allowed to remain in the area of change and fulfill their functions. However, the team reduced by one the number of players on the field for 2 minutes.



16:4 After requesting time-out, the referee should clearly communicate the offending player exclusion and scorekeeper - timekeeper, using prescribed hand signal for such a circumstance, ie one arm raised with two fingers extended (hand signal no 14).

16:5 The exclusion is always done by two minutes of playing time, the third suspension of the same player also always involves disqualification (16:6 f).

The player is not allowed to participate in the party during the period of their exclusion and his team is not allowed to replace in the field.

The exclusion time begins when the game resumes with a whistle. The remainder continues to the beginning of the second. This same rule applies to situations ranging from regular playing time, to overtime and between the extensions. A 2-minute suspension that has not been met by the end of the extensions, means that the player is not entitled to participate in the ensuing tiebreaker as 7-meter throws, in accordance with Rule 2:2 Comment.

## **DISQUALIFICATION**

16:6 A disqualification is should be given by:

violations of the types listed in Rules 8:4, 16:1c and 16:3d;

for offenses that endanger the health of the opponent (8:5);

for unsportsmanlike serious or extremely serious unsportsmanlike conduct committed by a player or a team official, whether on the field or off it (8:6, Clarification N° 6); or in the special case of significant or repeated unsportsmanlike conduct during a tie-breaking procedure execution as 7-meter throws (2:2, Commentary and 16:13).

for unsportsmanlike conduct of any of the team officials, before, during or after a tie-breaking (2:2, Comments, 8:7, 16:14b) due to an aggression of an official of the team (8:7) due to the third exclusion to the same player (16:5);

16:7 After requesting a time-out, the umpires shall report the disqualification to the offending player or official and scorekeeper - timekeeper showing a red card (hand signal no 13).

16:8 The disqualification of a player or an official is always for the rest of the playing time. The player or official must immediately leave the playing field and the substitution area. After leaving her, not allowing the player or official keep any contact with the team.

The disqualification of a player or team official during playtime, either on the field or off it, is always accompanied by a 2 minutes to the team. This means that the number of players on the field is reduced by one (16:3 f). The reduction in the last field, however, 4 minutes if the player was disqualified under the circumstances indicated in Rule 16:12 b-d.

The disqualification reduces the number of players or officials available to the team (except in the case referred to in 16:14 b). The team is allowed, however, again increasing the number of players on the field of play when time expires exclusion for 2 minutes.





A disqualification applies, in principle, only for the rest of the game was noted. She is considered one of the arbitrators decision based on their observations and facts. There should be greater consequences of disqualification after the game, except in case of disqualification due to aggression (16:6 d-e), or in an unsportsmanlike serious player or team official (16:6 c) mentioned in the clarification No. 6 a), d) or g). Such disqualifications must be reported on the score sheet (17:10).

### **MORE THAN ONE OFFENSE IN THE SAME SITUATION**

16:9 If a player or team official committed, simultaneously or successively, more than one offense before the game has been restarted and if, moreover, these offenses require different types of disciplinary sanctions should be applied only in principle the most serious of those sanctions. This is always the case when one of the violations is an aggression.

There are, however, the following specific exceptions where, in all cases, the team must reduce the amount of players on the field for 4 minutes:

a) if a player excluded for 2 minutes just commits unsportsmanlike before the resumption of the game, shall be punished with an additional 2-minute (16:3 g). (If the additional 2-minute suspension is the third, then the player will be disqualified);

b) if a new player disqualified (directly or through a third suspension for 2 minutes) commits unsportsmanlike before the match has restarted, your team will receive an additional sanction so that the reduction will last 4 minutes (16: 8, 2nd paragraph);

c) if a player fresh excluded for 2 minutes unsportsmanlike commits serious or extremely serious before the match has restarted, shall be disqualified (16:6 c). These sanctions are causing a reduction combined for 4 minutes (16:8, 2nd paragraph);

d) if a new player disqualified (directly or through a third suspension) commits an unsportsmanlike serious or extremely serious before the match has restarted, your team will receive an additional sanction so that the reduction will last 4 minutes (16 : 8, 2nd paragraph).

### **VIOLATION DURING PLAYTIME**

16.10 Penalties for actions that occurred during playtime are contained in the Rules 16:1, 16:3, 16:6 and 16:9. In the concept "game time" are included all the breaks, time-outs, the team time-outs and periods of extensions. In all other tie-breaking procedures (such as 7-meter throws), the rule applies only 16:6. In this case, any form of significant or repeated unsportsmanlike prevents further participation of the player involved (see Rule 2:2, Comment).

### **OFFENCES OUTSIDE PLAYTIME**

16.11 unsportsmanlike attitudes, unsportsmanlike serious, extremely serious unsportsmanlike or any form of particularly reckless actions committed by a player or team official to take place within the enclosure where the match is being played, but outside of the playing time, should be sanctioned as follows:

#### **BEFORE THE GAME:**

a) a reprimand is the penalty in the case of unsportsmanlike under the rules 16:1c.





b) a disqualification of the guilty player or official will be the penalty in the case of unsportsmanlike aggression or serious, but the team is allowed to start with 14 players and 4 officials. Rule 16:8 - 2nd paragraph, is valid only for infringement occurring during playtime. Accordingly, the disqualification is not accompanied with a 2-minute.

Disciplinary penalties due to infringements committed before kickoff can be given at any time during the game, as soon as it is discovered that the guilty person is a participant in the game, if it could not be possible to establish this fact in the time of the incident.

**AFTER THE GAME:**

- Written report.



## RULE 17 – REFEREES

17:1 Two referees with equal authority will be responsible for every game. They are assisted by a timekeeper and a scorekeeper.

17:2 The referees control the behavior of the players and team officials from the moment they enter the premises until they leave.

17:3 Before the game starts, the referees are responsible for inspecting the playing field, arches and balls, designating which will be used (Rules 1 and 3:1).

The arbitrators also note the presence of both teams with appropriate uniforms. They check the score sheet and examine the players' sports equipment. Also, make sure that the number of players and officials in the substitution area is within regulatory limits and establish the presence and identity of the "responsible team official" of each of the teams. Any irregularities must be corrected (4:1-2 and 4:7-9).

17:4 The draw (10:1) must be performed by one of the referees in the presence of the other referee and the "responsible team official" of each of the teams, or in the presence of an official or a player (for example, a team captain) acting on behalf of the "responsible team official".

17:5 In principle, the entire match must be led by the same referees.

It is your responsibility to ensure that the game is played according to the rules, have the duty to penalize any infringement (see, however, 13:2, and 14:2).

If an arbitrator is unable to finish the game, the other will continue the game alone. (For events organized by the IHF and Continental Federations, this situation will be resolved in accordance with current regulations).

Note: The IHF and Continental and National Federations have the right to apply different regulations in their areas of responsibility, with respect to the application of paragraphs 1 and 3 of Rule 17:5

17:6 If both referees make whistle to signal a violation and agree to the side that should be penalized, but have differing views as to the severity of the penalty, the most severe of the two penalties is to be applied.

17:7 If both referees make whistle to signal a violation, or if the ball has left the field of play, but the two referees show different opinions as to which team should have possession of the ball, the decision applies together they reach the referees after a brief consultation between them. If the arbitrators fail to reach a joint decision, the opinion of the central referee will take place.

A time-out is required. After consultation between them, the referees must make clear the corresponding hand signal and the game resumed after a whistle signal (2:8,d 15:5).

17:8 Both referees are responsible for the account of the goals. Recorded further warnings, exclusions and disqualifications.

17:9 Both referees are responsible for control of the playing time. If in doubt about the accuracy of timing, both referees should reach a joint decision (see also 2:3).



17:10 After the game, the referees have the responsibility to verify that it was properly drafted the score sheet.

Disqualifications of the types indicated in Rule 16:8 4th paragraph, should be explained in the score sheet.

17:11 Decisions of the referees on their observations of facts or their judgments are final.

Only an appeal may be lodged against decisions that are not in accordance with the rules.

During the match, only the respective “responsible team officials” are allowed to address the referees.

17:12 The referees have the right to suspend a game temporarily or permanently. Before definitively abandon the match, the referees should make every effort to continue.



## **RULE 18 - THE SCOREKEEPER AND THE TIMEKEEPER**

18:1 In principle, the timekeeper has the main responsibility for playtime, time-outs and exclusion times of players excluded.

The scorekeeper has the main responsibility for the list of players, the score sheet, the entry of players who arrive after the game has started and the entry of players who are not allowed to participate.

Other tasks, such as controlling the number of players and team officials in the substitution area and the exit or entry of substitute players, are regarded as shared responsibility.

Generally, only the timekeeper (and, where appropriate, the technical delegate of the Federation responsible) is the one who should stop the game when it becomes necessary.

See also Clarification No. 9 to observe the proper procedures for interventions scorekeeper - timekeeper when you must perform some of the functions listed above.

18:2 If there is no scoreboard clock, the timekeeper must keep informed the “responsible official” of both teams about time played or how much is left, especially after a time-out.

If there is no scoreboard clock with automatic final signal, the timekeeper is responsible to signal completion of the first period and the game (see 2:3).

If the scoreboard is not able to indicate also the suspension time (at least three per team during competitions IHF), the timekeeper must write the end of exclusion time, along with the player’s number on a card be placed on the timekeeper’s table.



## RULE 19 – WHEELCHAIR

The chair must fit certain criteria to ensure the safety and competitiveness. The chair can have five or six wheels, two largest being on the side, two on the front and one or two small wheels in the rear. The side wheel tires must have a maximum diameter of 66cm and must have a stand for hands on each wheel.

The maximum height of the seat can not exceed 53cm from the floor and the footrest can not have more than 11 cm from the floor, when the front wheels were routed to the front. The bottom should be adequate to prevent damage to the surface of the court and in the front should be a guard bar semi-circular.

The player can use a flexible material pillow on the seat of the chair. She must have the same dimensions of the seat and can not have more than 10 cm thick, except for players of grade 3.5, 4.0 and 4.5, where the thickness should be 5 cm high. The measure from the ground to the lower end of the seat player cannot exceed 53 cm.

Players must wear belts and brackets that fix to the chair or bands to keep your legs together. Orthotics can be used. Black tires, steering and braking systems are prohibited. The umpires should check the chairs of the players at the start of the game, to confirm if the chairs are in accordance with established standards. If during the game suffers a broken chair, the player must leave the field for repair or change and chair player, if the player is challenged shall be punished progressively.





## **RULE 20 – SYSTEMS OF PLAYER RANKINGS**

The Wheelchairs Handball is a sport for people with permanent disable lower limbs. The system ranks players based on the observation of their movements during a handball skills test as pushing the wheelchair, dribbling, passing, receiving, throwing and rebounding.

Classes or Grades are: 0.5, 1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0, 4.5 and 5.0. Each player is assigned a point value equal to its classification.

In the category of HANDBALL WHEELCHAIR ADAPTED FROM HSR7 points of the 7 players are summed to form a team to reach a total of points. For the World Championships, the IWHF, competitions for Olympic qualifying tournaments and local tournaments for those events the equipment can not exceed 18 points.



## **CLARIFICATIONS MANUAL GESTURES SCORE SHEET BEHAVIOR**

### **CLARIFICATION N° 1.**

#### **IMPLEMENTATION OF A FREE KICK THEN SIGNAL END GAME TIME (2:4-6)**

In many cases, the team that has the opportunity to take a free kick after playtime is finished is not really interested in trying to score a goal, either because the result of the match is set or because the position it should run this release is too far from arch rival. Although technically the rules require that the kick is executed, the referees should show good judgment and consider that the launch has been made if a player who is in approximately the correct position, just drops the ball on the floor or delivery hand of arbiters.

In those cases where it is clear that the team wants to try to score a goal, the referees must try to find a balance between allowing this opportunity (albeit very small) and ensure that the situation does not deteriorate ending in lost time and “ theatrical actions. “ This means that the referees should put the players in their respective positions firmly and quickly, so that the kick can be executed without delay.

Should be enforced new restrictions in Rule 2:5 regarding player positions and changes (4:5 and 13:7). The referees should also be alert to punish other offenses committed by any of the two teams. Repeated overtaking the defending players must be punished (15:4, 15:9, 16:1 c, 16:3 c).

It should also be noted that the attacking players often violate the rules at runtime, for example, when one or more players cross the free-throw line after the whistle has sounded, but before the throw has been executed (13:7 - 3rd paragraph), or when the performer moves or jumps to throw (15:1, 15:2, 15:3). It is very important not to allow them validated as goals from offside.



## CLARIFICATION N° 2. TIME - OUT (2:8)

In addition to the matters referred to in Rule 2:8, where it is mandatory to give a time-out, the referees should judge whether to apply in other opportunities. Some typical situations in which, although not mandatory, is often requested a time-out in normal circumstances are:

- a) There are external influences, such as when to clean the field.
- b) A player appears to be injured.
- c) A team is clearly wasting time, i.e when delay the execution of a formal launch or when a player throws the ball away or not let go.
- d) If the ball touches the ceiling or a fixture above the playing field (11:1) and falls very far from where it should execute the throw-in, causing an unusual delay.

When determining the need to request a time-out, in these and other circumstances, the referees should consider first whether the interruption, without prompting, could result in an unsportsmanlike advantage for one team. For example, if a team is winning by a wide margin late in the game, it might not be necessary to indicate a time-out before a brief interruption necessary to dry the floor. Similarly, if the team that would be harmed by not request time-out is somehow to blame for the loss of time, there is no reason not to grant it.

Another important fact to consider is the length expected for the interruption. The duration of the interruption caused by the injury of a player is often difficult to estimate, it might be safer to apply directly for a time-out. Conversely, the referees should not rush to apply just because the ball has left the field of play. In such cases, the ball is usually returned and the match can resume quickly. From not happen so, the referees should be concentrated to put the ball into play quickly reserve (3:4), precisely to avoid unnecessary requests for time-out.

The obligation to give a time-out in connection with the launch of seven meters has been removed. Still, sometimes it may be necessary to give a time-out based on a subjective judgment according to the principles just discussed. This may involve situations where one team clearly delay the execution, including for example a change of goalkeeper or performer.



### **CLARIFICATION N° 3. TEAM TIME - OUT (2:10)**

Each team has the right to receive a team time-out of one (1) minute in length in each period of regular playing time (but not in overtime).

The team would like to request a team time-out must do so by an officer who put a “green card” on the table in front of the scorekeeper control - timekeeper (It is recommended that the green card holds about 15 x 20 cm., And have a great letter T on each side).

A team may request their team time-out only when you have possession of the ball (whether it is in play or during a break). Teams will be guaranteed that the team time-out will be granted immediately, whenever the computer that requested not lose possession of the ball before the timekeeper has time to whistle (in which case the green card should be given back to the team).

The timekeeper then interrupts the game by blowing the whistle and stops the clock (2:9). He does the hand signal for time-out (No. 16) and points with outstretched arm the team that requested the team time-out.

(If necessary, due to ambient noise and confusion, the timekeeper should stand up while doing it). The green card is placed on the table, on the side of the computer that requested the team time-out and must remain there for the duration of the time-out.

The referees acknowledge the team time-out and then the timekeeper starts to control the duration of the interruption with additional timer. The scorekeeper records the team time-out in the return game and the team that has requested and the time of game that has been requested.

During the team time-out, players and team officials remain at the level of their areas of change, either in the field or in the substitution area. The referees stay in the center of the field, but one of them may briefly scorekeeper’s table - timekeeper for queries.

For the purpose of sanctions under Rule 16, a team time-out is defined as part of the playing time (16:10), so that both unsportsmanlike and other offenses are sanctioned in the normal way. In this context, it is irrelevant whether the player or official involved are inside or outside the court (Rule 8:4 and 16:3c).

After 50 seconds, the timekeeper sounds a beep indicating that the game should resume in 10 seconds. Teams are required to be ready to resume play when the team time-out expires. The game is restarted by launching that existed when the interruption was granted or, if the ball was in play, using a free-throw for the team that requested the team time-out, to run from the place where the ball was at the moment of interruption.

When the referee blows his whistle, the timekeeper starts the clock.



## CLARIFICATION N° 4. PASSIVE PLAY (7.11-12)

### GENERAL GUIDELINES

The application of the rules relating to passive play aims to prevent unattractive methods of play and intentional delays during the course of the meeting. This requires that the arbitrators deem recognize and passive methods in a consistent manner during the match.

Passive methods of play can occur at all stages of a team attack, for example, when the ball moves through the transition from defense to attack, during the organization phase of an attack or during the definition phase of the same .

Passive forms of play are often relatively more frequently used in the following situations:

- a team wins narrowly near the end of the game;
- a team has a player suspended;
- When a team's ability is higher, especially in defense.

The criteria mentioned in the following specifications apply rarely alone, but generally should be judged entirely by the referees. In particular, it should be taken into account the impact of an active defensive work performed in accordance with the rules.

### USING FOREWARNING

The forewarning signal should be used particularly in the following situations:

A. Forewarning when changes are made slowly or when the ball is moving slowly in the transition from defense to attack:

The typical indicative of this situation are:

- players are standing in near the center of the field waiting for the changes have been made;
- a player is delaying the execution of a free kick (playing with the ball or pretending not to know the right place), a kickoff (through a slow recovery of the ball by the goalkeeper, a bad pass to medium, or walking slowly with the ball towards the center), a goal kick or a throw-in, after the machine has been previously warned by the use of such tactics to delay;
- a player is standing in a stinging the ball;
- the ball is played back towards his own half of the field, even when the opponent is not exerting any pressure.

B. Forewarning regarding a late change during the organizational phase of the attack:

The typical indicative of this situation are:





- all players have taken their position and attack;
- the team organization phase begins with a preparatory stage passes;
- only after this stage has started, the team makes the change of players.

*Comment: A team has attempted a rapid counterattack from his own half of the field, but has failed to achieve an immediate scoring opportunity after reaching the opponent's half, should have allowed a rapid change of players at that time.*

#### C. During a phase of organization too long:

In principle, a team always is allowed to perform a phase organization passes a preparatory stage before it can be expected to begin an attack action.

The typical indicative organization phase is too long:

- the offensive team does nothing to attack.

*Comment: An "attack action" exists particularly when the attacking team uses tactical methods to move in a way that his players gain a space advantage over the defenders, or when the rate of attack increases compared with the phase of organization:*

- his players repeatedly receiving the ball while standing or moving away from the goal;
- repeatedly biting the ball while standing; • when, confronted with an opponent, the attacking player turns his body prematurely waiting for the referees to interrupt the game, or gains no spatial advantage over the defender;
- active defensive actions: the existence of active methods of defense to prevent attackers increase the pace as the defenders block the ball trajectories, or prevent movements attempted by players;
- a special approach to organizational phases is too long when the offensive team fails to clearly increase the pace to move from the stage of organization to the definition phase.

#### D. How should I use the forewarning

After showing the forewarning signal, the referees passive play charge if not end the attack on a maximum of three passes. If the team suffers a foul for offensive action it will have three more passes to finish, a situation that is repeated whenever there is a violation of Defense.

*Comment: Referees must be careful not to collect passive play precisely at the moment when the attacking team is actually trying to launch or moving toward the opposite goal.*

If a referee (either the referee or the arc) recognizes the occurrence of passive play, he lifts his arm (hand signal no 18) to indicate that, in his opinion, the team that has possession of the ball is not trying reaching a shot on goal position. The other referee should also show the same gesture.

The forewarning reports that the team in possession of the ball is not making any attempt to create a scoring chance, or is repeatedly delaying the restart of play.



The hand signal is maintained until:

1. The attack is over
2. The forewarning is no longer valid (see below)

If a team in possession of the ball do the fourth pass, one of the referees whistle for passive play and awards a free-throw for the opponents.

An attack begins when the team takes possession of the ball and is considered to have ended when the team scores a goal or loses possession.

The forewarning normally applies for the rest of the attack. However, during the course of an attack there are two situations in which the trial of passive play is no longer valid, so the warning gesture should stop immediately:

- a) the team in possession takes a shot on goal and the ball returns to the team after hit in the bow or the archer (directly or as a throw), or
- b) A player or a team official defender receives a progressive punishment under Rule 16 due to an infraction or unsportsmanlike conduct.

In these situations, the team in possession should have allowed a new phase of organization.

After showing the forewarning signal, the referees should allow the team in possession of the ball to have some time to change their actions. In this regard, the arbitrators must consider skill levels according to different ages and levels of the game.

The team should have warned thus the possibility of preparing an attack action towards goal.

If the team in possession of the ball does not make a recognizable attempt to reach a position from which to make a shot on goal, then an arbitrator decides is failing passive play (Rules 7:11-12). (See also, below, the “decision-making criteria after showing the forewarning signal”)

*Comment: Passive play should not be called for a forward movement with the potential to throw the opponent's bow, or the player with the ball show that is trying to make a pitch.*

Decision-making criteria after showing the forewarning

D1. The attacking team

- No clear increase in the rate
- No attack actions toward goal
- Actions 1 vs. 1 where no spatial advantage is achieved
- Delays to play the ball (for example, because the trajectory of the passes is being blocked by the defending team)



## D2. The defending team

- The defending team tries to prevent an increase in the pace attack or action by regulatory assets and defensive methods.
- The game should not be called passive aggressive defense interferes if flow through constant attack breaches

## E. Appendix

### INDICATIONS OF A SLOWING

- sideways action and not in depth towards the bow
- frequent diagonal runs in front of the defenders without exerting any pressure on them
- no deep actions such as confront the opponent 1 vs. 1 or pass the ball to players located between the goal area line and the free throw
- repeated passes between two players with no clear increase in pace or actions toward goal
- pass the ball among all positions involved (ends, pivots and owners) with no clear increase in pace or recognizable actions towards goal.
- Indications 1 vs. stock. One where you do not gain spatial advantage
- actions 1 vs. 1 where it is obvious that there is no room for penetration (some opponents block the way to for that insight)
- actions 1 vs. 1 without the purpose of penetrating into the goal
- actions 1 vs. 1 where the goal is to simply get a free shot (eg, deciding to stay still or action ending 1 vs. 1 even if it had been possible to penetrate).

### Indications of active defensive methods in accordance with the rules

- try not to commit offenses to avoid interrupting the game
- obstruct the paths of the attackers, perhaps using two defenders
- moves forward to block paths pass
- advocates moving forward, to force the attackers to move back into the field.
- cause the attack passes the ball back towards harmless positions.



## **CLARIFICATION N° 5. UNSPORTSMANLIKE (8:4, 16:1 C, 16:3 E)**

For purposes of sanctions under Rule 16 misconduct falls within one of the three categories we see examples below.

Suspended progressively if the action is repeated (16:1c).

Suspended progressively from the first time (16:1c)

Whenever specifically sanctioned two minutes (16:3e)

The following specific situations are indicative of when the three categories should be applied.

5.1 When defending players are using the goal area as their basic positions of defense (that is, not just as a sudden reaction, not an isolated situation, when faced with a player is in position to score a goal).

5.2 a) Cause an opponent or a teammate using words or gestures provocatively, a specific example: shouting the opponent that is running a 7-meter throw.

b) delay the execution of a normal shot of the opponents, leaving 3 meters or for example when the goalkeeper keeps the ball to the pitcher's release of 7 meters (see, however, rules 14:8, 14: 9, 15:4, 2nd paragraph, and 15:5, 3rd paragraph).

c) Using false actions (theater), trying to fool the referees with respect of the action of the adversary (ie, pretending that a foul was committed).

When you block a shot or pass using a foot or leg below the knee, with the foot or leg out of the wheelchair.

5:3 a) When there was a decision against the team with the ball and the player who has not released or placed on the floor immediately, the same happens if the ball was already in the ground and the player pushes her away .

b) Interference in the game committed by players or team officials in the substitution area, ie intervene on the side line on the inside of the court or release the ball that went for zone changes.



## **CLARIFICATION N° 6. SERIOUS UNSPORTSMANLIKE (8:6, 16:6 C)**

Certain forms of misconduct are considered so serious that justify a direct disqualification (16:6c). The following are examples of such behavior:

Offensive behavior (through words, facial expressions, gestures or physical contact) directed at another person (referee, timekeeper / scorekeeper, delegate, team official, player, spectator, etc.);

b) throw or hit the ball far, so demonstrative, after a decision of the arbitrators;

c) if a goalkeeper demonstratively refrains from trying to stop a 7 meters;

d) revenge after receiving a foul

e) deliberately throwing the ball to an opponent during a stoppage in play (If this is done with great force and at close range is more appropriately considered as an aggression). Rule 8:6 cited above;

f) prevent a clear chance to score a goal through the interference of a team official or an additional player entered the field (4:2, 4:3, 4:6), or a team official involved inside of the field being in the substitution area)

g) if during the last minute of the game a player uses methods that could be violations, according to 8:5 or 8:6 rules, just so as to prevent the opponent from having time to get into a clear position to score a decisive goal (to win or tie the game or to a difference obtner necessary) or enter a position where the 7-meter throw is punishable.

h) grasp or manipulate the opponent's chair

*Comment: In the case of a 7-meter throw or a free kick, the performer has a responsibility not to endanger the health of the goalkeeper or defender.*





## **CLARIFICATION N° 7. KICKOFF (10:3)**

For the interpretation of Rule 10.3, as a normative principle, the referees should take into account the objective of encouraging teams to run the kickoff quickly. This means that the referees should avoid being pedantic and should not find reason to interfere or punish teams who try to run fast.

For example, the referees should avoid scoring the goals in your card or perform other tasks that prevent them from quickly verify the position of the players on the field. The referee must be prepared to blow the whistle at the time that the performer reaches the correct position, assuming that there is no clear need to correct the position of other players. The referees should be aware that fellow performer player can move and cross the center line as soon as the whistle blows. (This case is an exception to the basic principle of the execution of the formal launch).

Although the rule states that the player must place one foot on the center of the center line, with a tolerance of 1.5 meters from the center, the referees should not be too demanding on this point and worry about a few centimeters or less. The main thing is to avoid unfairness and uncertainty of the adversary regarding where and when you run the kickoff.

Also, most do not have playing fields marked central point and in some cases have the center line interrupted by advertising at the center. In these situations, both the performer and the referee will need to estimate the correct position and any insistence on accuracy would be unrealistic and inappropriate.



## **CLARIFICATION N° 8. DEFINITION CLEAR CHANCE OF SCORING (14:1)**

For the purposes of Rule 14:1, a clear chance exists when:

a) A player who has control of the body and the ball is located at the edge of the goal area of the opposing team with the ability to launch the arc, and no player is able to stand in front of him to prevent the release of legal means.

This also applies if the player does not have control of the ball, but is ready for an immediate receipt of the same, as long as there is an opponent in a position to avoid receiving the ball through legal means.

b) A player who has control of the body and the ball is running (or dribbling runs) only counter to the keeper, no player from the opposing team is able to stand in front of him and stop the counterattack.

c) This also applies if the player does not have control of the ball, but is ready for an immediate receipt of the same, as long as the opponent goalkeeper by a collision as described in Rule 8:5 Comment preventing the receiving of the ball. In this special case, the positions of the defending players are irrelevant.

d) A player is in a situation as described in points a) or b), except that the player does not have control of the ball, but is ready for an immediate reception of it. Referees must be convinced that any opposing player will be able to avoid receiving the ball through legal means.

e) A goalkeeper has left his goal area and an opposing player who is in control of the ball and body, has a clear and unimpeded opportunity to throw the empty net. (This also applies even though some defending players are located between the player and the arc launcher, but then the arbitrators shall take into account the possibility that these players to intervene through legal means).



## **CLARIFICATION N° 9. INTERVENTION FROM THE TIMEKEEPER OR DELEGATE (18:1)**

If the timekeeper (or delegate) intervenes when the game is already paused, the game is restarted with the throw that corresponds to the reason for the interruption.

If the timekeeper (or delegate) stops the match when the ball is in play, the following rules apply:

A. Mal change or illegal entry of a player (4:2-3, 5-6). The timekeeper (or delegate) must stop the game immediately, regardless of the concept of “benefit” as indicated in Rules 13:2 and 14:2. If this disruption prevents a clear scoring chance, and if the interruption was due to an offense committed by the defending team, play is restarted by running a 7 meters under Rule 14:1 a. In all other cases, the game is restarted with a free kick.

The offending player is penalized under Rule 16:3 a. However, in the case of illegal entry under Rule 4:6 during a clear scoring chance, the player is penalized under Rule 16:6 b in conjunction with Rule 8:10 b

B. Discontinuation for other reasons, for example, unsportsmanlike conduct in the changes

a. Statement by timekeeper

The timekeeper should wait until the next stoppage in play and only then inform the referees.

If despite this the timekeeper interrupts the game while the ball is in play the game is restarted with a free-throw for the team that had the ball at the time of the interruption. If the interruption was caused by a foul committed by the defending team and if the intervention prevented a clear scoring chance, then he should be granted a 7 meters under Rule 14:1 b.

(The same applies if the timekeeper interrupts the game because of a requirement for a team time-out, and the arbitrators rejected because the timing is wrong. If a clear chance of scoring is avoided by this disruption, should be granted a 7 meter.)

The timekeeper does not have the right to take disciplinary action against a player or team official. The same applies to the referees if they have not personally observed the violation. In such cases, can only give an informal warning. If the reported violation falls under Rules 8:6 or 8:10, must submit a written report.

b. Statement by CEO

Technical Delegates of the IWHF, a continental federation or a national federation, who are on duty during the game, have the right to inform the referees on a decision that is in contradiction with the rules (except an arbitration award based on his observation of facts) or the existence of an infringement in the changes.

The delegate can stop the game immediately. In this case, the game is restarted with a free kick to the team that did not commit the offense that led to discontinuation.

If the interruption was caused by a foul committed by the defending team and originates such intervention to prevent a clear scoring chance, then he should be granted a 7 meters under Rule 14:1 a.



The arbitrators are required to apply a disciplinary sanction in accordance with the instructions of the delegate.





## CLARIFICATION N° 10. SHOOTING AREA OF PUNTA

The applications of the rules related to the shooting area of Punta aims to increase the speed of the game and make teams occupy all areas of the court tactically. The umpires must consider if a player touches or passes the line of the goal area and then PUNTA enters the goal area, in this way, the player would be making a move irregularly and Referees should penalize invasion arc area and receivable goal kick for the defending team.

Just as the arbitrators must be aware of the defending players. If a defending player fouls a player who is on a clear chance to score a goal and is about to enter the shooting area of Punta, this may lead to a 7-meter throw for the attacking team, but the umpires should have the conviction that there was no defensive player in legal conditions prevent score a goal. While the player receiving the ball and enters the goal area arc tip area has more than three seconds to launch, if the release was not made at that time, be sanctioned goal kick for the defending team.

If two players enter the goal area while the area of drawbar pull should not be penalized unless one of them is causing a clear disadvantage for the defending players or if there was an exchange of passes after they are in. the goal area. If a player enters the goal area by the area of drawbar pull and returns the ball to a teammate who was not a clear chance to score a goal, the referee must understand that as passive play and charge free throw against the team attacker without the need for hand signal warning passive game.

The referees should have reference to the four-meter line goalkeeper so there is no clash between the attacking player and the defending goalkeeper, but if the crash occurs and both players are facing each other that should be considered normal shock, however if the attacking player has an advantage in that collision and reaches the goalkeeper on the side of the chair, pushes or grabs, it should be considered unsportsmanlike by the attacking player, being subject to progressive sanctions pursuant to Rule 16.

Likewise if the defending goalkeeper puts the attacker in danger Referees must point to a launch of seven meters and penalize the offensive team goalkeeper progressively according to the severity of the offense.





## **CLARIFICATION NO. 11 WHEELCHAIR**

As a guide to principles and for the interpretation of the referees and teams, the wheelchair should be the responsibility of each team therefore is expressly clear that it is the responsibility of each referee check and correct any irregularities in the wheelchair.

A player can not in any way take advantage of the other arrangements for the issue of wheelchair, but a player has the right to arrange for the wheelchair to be more comfortable in the chair always obey the rules described in Rule 19. where the chair is not within the standards established in Rule 19 referees make the player must correct the defects and only after making that correction will be eligible to play.

The player who refuses to make such arrangements in the wheelchair, shall be punished progressively.

The cardboard player rankings must report on the use of prostheses, belts and others. And indicate all adjustments in the player's position in the chair. The cardboard will be the responsibility of the classifier classification and only he can change that information. Referees should verify that the information is seen by all, not to give an advantage to any player, but if the non-compliance of these rules makes it clear that you do not get any benefit, then the referees should understand that you are committing any irregularity. However, if the player has an advantage in non-compliance with the rules and refuses to comply, shall be punished progressively according to Rule 19.



## **CLARIFICATION NO. 12 FOR MATCHES OF MIXED HCR4 CATEGORY**

According to Functional Classification it is only permitted men's category B to 2.0 points.

The ball that will be used is N° 2 (see Rule N° 3), strengthening women's participation in International Championships.



## GAME RULES OF WHEELCHAIR HANDBALL

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