**Team Handball Rules**

**Villanova Intramurals**

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| Sport Type: | Tournament |  |
| Cost: | $20 per team |  |
| Location(s): | Nevin, St. Mary’s |  |

**GAME TIME IS FORFEIT TIME!**

**All decisions on forfeit times are at the sole discretion of the on-site Intramural supervisor.**

**Rules**

**Eligibility**

* Players are allowed to play on one (1) men’s or women’s and one (1) All-Gender team.

**Teams**

* Play will be 6-on-6 (five field players and a goalkeeper)
* A team must have five players to begin play, anything less is a forfeit.
* Teams must wear the same color shirt or IM pinnies. The goalie must wear a different color shirt or pinnie than the rest of the team.

**Court Dimensions**

* The boundaries are the basketball court. The 3-point line is the shot arc, and no offensive player may take a shot in this area.

**The Game/Timing**

* Two fifteen (15) minute halves. There will be a two-minute halftime after the first half. With 30 seconds left in the second half the clock will stop on dead ball situations (out of bounds, goals, and fouls).
* Possession will be determined by a coin toss during the captain’s meeting. The ball will begin with a throw in by the goalie to the team awarded possession.
* The clock will be a running clock and will only be stopped for official’s timeouts.
* Each team will receive two 30-second timeouts per game.
* Overtime will consist of one three-minute time period in which the team with the most goals at the end wins. If the score is still tied at the end of this, the game will go to a five-minute sudden death where the first goal wins.

**Mercy Rule**

* If a team is winning by twenty-five (25) goals at half or anytime after half, it will be called a mercy and automatically end.
* If a team is winning by twelve (12) or more goals with five minutes left in the second half then the game will be called a mercy and automatically end.

**Substitutions**

* All substitutes are made on the fly at the center court substitution box. PLAYERS MUST HIGH FIVE AT CENTER LINE BEFORE ENTERING PLAY!
* Goalies can only sub on a dead ball.
* Substitutes must stay on the sidelines and must not interfere with play.

**General Rules**

* Players may not dribble.
* Players may not hold the ball for more than three seconds.
  + Result: Delay of game penalty and loss of possession.
* Players may only take three steps with the ball after gaining possession.
* A ball dropped by the offense results in a turnover.
* A player may not pass to him or herself. Consecutive possessions by the same player may only occur after a missed or blocked shot or a tipped ball by the defense.
* A throw in is awarded to a team when the ball is knocked out of bounds (sideline) by the opposing team at the sideline nearest to the spot of last touch.
* Defending players must remain five feet away from the throw in.
* If the goalie was last to touch while making a save, the goalie will remain in possession of the ball.
* Both feet must remain touching the ground on a throw in.
  + Result: Illegal throw in and change of possession.
* If the ball is knocked down by the opposing team, it is the defending teams’ ball at the spot it was hit.
* A goal is scored when the entire ball is across the goal line.
* No player may enter the arc. They may not dive, hold, or push a player into the arc. Result: Foul will be called, change of possession or penalty if interfering with a shot.

**Passive Play**

* Passive play is a situation where a team is not making an attempt to shoot/score a goal (delaying the game).
* The official will raise one hand and announce passive play, and the offense must make a shot attempt within 10 seconds of that call.

**Shooting**

* Field players may not enter the shooting arc (3-point line) unless their momentum carries them into the area. If this happens, they must immediately exit the shooting arc. If a player steps on the line during the shot, then the goal is removed.
* Field players may jump and shoot from outside the shooting arc; however, the ball must be released before touching the ground and the offensive player must leave the shooting arc immediately.
* If a rebound is gained by the offensive team, the player must pass to a teammate before a shot may be taken. If a pass is not made, then the goal is removed.
* Handball will not employ a shot clock. However, if a team fails to make forward progress (towards the opponent’s goal) they will be given a verbal warning (see passive play). This verbal warning will result in a delay of game penalty if the action persists. A delay of game will be called if the team is not attempting an offensive move.
* Goalies may not hold the ball for longer than ten seconds in the arc once a save or pass back has been made.

**Goalie Regulations**

* The goalie is allowed to leave the arc with the ball. Once the goalie leaves the arc, they are considered a field player and must follow all rules and regulations of a field player.
  + A goalie is allowed to leave the arc and act as a field player at any time. Field player rules overrule goalie regulations when acting as a field player.
* The goalie may receive a pass from a field player in the goal area.
* Goalie throws are not allowed to cross half court from inside the arc.
  + Result: Change of possession.
* A ball blocked by the goalie can be retrieved by either team. A ball that is blocked back behind the goal is a goalie throw regardless of whom, offense or defense, touched it last.
* During penalties, the goalie’s heels must remain on the goal line until the shot is taken.

**Fouls**

* A player may not pull, hit, or punch the ball out of the hands of an opponent. If a defensive player attempts to do so, a foul is called, and the offensive team will be granted a restart from the spot of the foul. If the offensive player was in the act of shooting, then a penalty shot will be awarded only if the shooter misses the shot. If the shooter made the shot, the goal is awarded and there is no penalty.
* The player fouled must be the player to shoot the penalty shot.
* Penalty shots will be taken from the top of the arc. The shooter must be square to the goal and both feet must remain planted during the entirety of the shot.
* Minor Fouls result from excessively rough play such as excessive hitting, pushing etc. Minor fouls will result in a 2-minute power play for the offended team.
* Minor fouls that are two minutes long will be killed if the power play team scores. Major fouls that are 5 minutes will not be killed in the event of a goal.
* All penalties will carry over after halftime.
  + Diving – suspension (2 minutes without contact/5 minutes with contact)
  + Sliding – suspension (2 minutes without contact/5 minutes with contact)
  + Too many men on court (2 minutes)
  + Pushing
  + Holding
  + Hitting
  + Roughing
  + Hitting the ball out of hands during a shot (penalty shot if shooter missed)
* Game Misconduct fouls refer to the intent to injure another player through pushing, tripping, hitting, throwing elbows. Technical fouls that accumulate may result in a game misconduct foul. In the event of a game misconduct the offending team will play down a player for the remainder of the game
  + Flagrant foul (game expulsion)
  + Fighting (game expulsion)

**Yellow and Red Cards**

* Yellow and red cards will be issued for the following (treated like soccer).
* Yellow Cards
  + Unsportsmanlike behavior.
    - Excessive arguing with opposing team or officials.
    - Multiple physical foul calls.
    - Taunting.
  + Dissent by word or action.
  + Delaying the restart of play.
  + Consecutive infractions related to improperly substituting on-the-fly.
  + Any of the fouls related to suspensions above.
* Red Cards
  + Serious foul play
  + Violent conduct such as punching, hitting, OR fighting.
  + Denying the opposing team a goal or an obvious scoring opportunity with illegal contact.
  + Using offensive, insulting, or abusive language and/or gesture towards players or staff.
  + Flagrant checking.
  + Receiving a second caution (yellow card) in the same match.
* **The offending player must leave the vicinity of the court if he/she is sent off.**
* **Results in the ejection of the offending player and an automatic sportsmanship rating of 2 for their team and team forfeit for the remainder of the tournament.**
* The individual ejected **will not be able to participate in ANY Intramural event** until they meet with the IM Director and/or IM Intern to further discuss the matter.

**All-Gender Team Handball Rules**

**Players**

* In All-Gender play, the teams will consist of 6 players with a maximum 3 men.
* During penalty shots, shot takers of the same gender cannot take consecutive shots. Any gender can take the first shot and any gender can play in goal.