
GOALBALL IS A SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE UNITED STATES ASSOCIATION OF BLIND ATHLETES RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN AND WOMEN'S TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **SCORING:** All Officials will keep the official score.
4. **TEAMS:** At the beginning of the game a team will consist of 3 players on the court with a maximum of 2 substitutes
5. **GAME BALLS:** The intramural sports staff will provide a game ball.
6. **UNIFORMS/PLAYER EQUIPMENT:** All players must wear a team color based off of Home (white) and Away (black).
7. **COIN TOSS:** A coin toss between team captains will begin each game. At the time of the coin toss, the team representative will be required to complete the lineup sheet to ensure that correct player names and numbers are recorded as well as the list of coaches/escorts who will be permitted on the bench during the game. The winner of the coin toss will have the choice of either throwing or defending the ball first, or they may instead choose which end of the court they would like to start play in. The remaining choice will be decided by the other team.
8. **JEWELRY/ACCESSORIES:** No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT

be permitted to participate. *Clarification: Medical alert bracelets are not considered jewelry; they must be taped down with the medical information visible.*

PLAYING THE GAME

9. **GAME TIME:** A game will be a total of 16 minutes divided into two 8 minute halves.
10. **HALF TIME:** Three (3) minutes will be allowed between halves. However, teams may agree to take less time.
11. **TIME-OUTS:** Each team will be allowed three (3) time outs of 45 seconds during the game. At least one of these time outs must be taken during the first half or this timeout will be lost. Once one of the teams has called a time out both teams may use the time out. The team that has control of the ball may request a timeout, or either team may request a timeout when there is a whistle stoppage in play.
12. **SUBSTITUTES:** A team that has control of the ball may request a substitution. Either team may request a substitution when the game clock is stopped. A substitution may be indicated to the referee by any member of the team, using the “substitution” hand signal and/or by saying “substitution”.
13. **PLAYING THE GAME “OFFENSE”:** To score, a player must roll or bounce the ball down the length of the court, past the opposing defenders, and into the opponents' goal. Typically, the player with the ball will stand, orient themselves using the tactile lines, sounds from teammates, and/or the crossbar of their own goal. The player will then stride forward, lean low, and roll or sidearm the ball down the court. The ball must hit in the player's own landing zone, and anywhere in the neutral zone. So long as it hits each zone, the style of throw is entirely up to the player in question. Many players will take several strides and release the ball as close to their own highball line as possible; leaning low to ensure a legal throw. Some players will throw after spinning; transferring the momentum of the spin into additional velocity. Others are able to throw the ball so that it will bounce just once in each of the required zones. Most elite players, are effective when using multiple types of throws.
14. **PLAYING THE GAME “DEFENSE”:** The defending players stay within the team area, generally in somewhat staggered positions to avoid collisions. When they hear the other team throw the ball, they 'lay out', that is slide on their hips and stretch their arms above their heads and extend their legs in order to cover as much distance as possible. The objective is simply to keep the ball from getting past with whatever part of the body the player can get in front of it. Some players prefer to block the ball with their chests and absorb the impact. Others like to block with their legs so that the ball will roll up their bodies into their hands. Regardless of method, the players will always try to make themselves as long as possible to block the greatest area.
15. **PENALTIES:** A penalty throw may be awarded for:
 - Ten second penalty – A team takes more than ten seconds to throw the ball back over the center line.

- Delay of game – This can be caused by many different things. A coach reporting the wrong numbers for substitutions, a team not arriving in time for the coin toss that precedes the game, or too many or too few players taking the court.
- Illegal defense – This is called if a defender makes contact with the ball while no part of their body is touching the team area.
- Short ball – The ball fails to reach the opponent's team area when thrown
- High ball – The ball does not touch the landing zone when thrown
- Long ball – The ball does not touch the neutral zone when thrown.
- Touching Eyeshades – Touching eyeshades without permission.
- [Unsportsmanlike conduct](#) - This can be a variety of things, from arguing with an official to pounding the floor and swearing
- Excessive noise – Unnecessary noise by the offensive team that prevents the defense from tracking the ball while the ball is traveling down the court.
- Illegal coaching – coaching from the bench during play or after an official has said 'Quiet please' with intentions of continuing or starting play. New rules in effect as of 2006 allow coaching from the bench during an 'official timeout' in the United States, to comply with more of IBSA's rules.

In a penalty situation a single player is required to defend the entire goal for one throw. The player chosen is determined by the penalty. For instance, a highball or illegal defense penalty is defended by the player who committed the penalty. On the other hand, an illegal coaching penalty is defended by the last player to throw.

SPORTSMANSHIP

16. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
17. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: Two (2) unsportsmanlike conduct penalties on the same player will result in an ejection. If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining. In addition, if a team receives three (3) unsportsmanlike conduct fouls the game will be ended as stated above.
18. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
19. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
20. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are

responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.