

GRIFFITH UNIVERSITY GOLD COAST STUDENT GUILD
SOCIAL SPORT 8 WEEK COMPETITION
RULES AND INFORMATION

Mixed European Handball



All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game. All participants are also required to read and understand the **GUGC Social Sport Terms and Conditions** which contain information regarding uniforms, eligibility, wet weather, injury insurance and more. Unless otherwise stated in these rules, normal Handball rules apply as outline by International Handball Federation – Rules of the Game 2022. All rules are open to the interpretation of the referee and their decision is final.

GENERAL RULES

1. Team Composition & Player Requirements

- 1.1 The competition is open to GUGC students, staff, and all members of the general public above 17 years of age.
- 1.2 A team may have a minimum of five (5) players and maximum of eight (8) registered players.
- 1.3 Maximum five (5) players per team are allowed on the field at one time including the goalkeeper.
- 1.4 A maximum of four (4) males are allowed on the court per team at any time.
- 1.5 Four (4) is the minimum number of players that a team can have without a forfeit resulting.
- 1.6 In the event that the above rules (1.3 – 1.5) are broken a penalty will be awarded to the non-offending team at the position of the ball at the time the offence is identified.
- 1.7 All teams must adhere to the uniform requirements set out in the Griffith Social Sport Terms and Conditions, breaches of this will result in playing points penalty imposed at the start of the match. Uniform requirements consist of;
 - i) No offensive language, images, graphics, slogans, or innuendoes that may cause harm or offence to any person(s) present or not-present;
 - ii) No metal studs;

iii) No jewellery is to be worn. See Rule 7.

2. Finals Requirements

- 2.1 Once a player has played three games for their nominated team they are considered qualified for that team.
- 2.2 A player must play a minimum of three games to qualify to play in the finals series.

3. Competition

- 3.1 The competition will run for 8 weeks in total. Preliminary rounds will be conducted in the first 6 weeks. Semi Finals will be held in the seventh week. Finals will be held in the eighth week.
- 3.2 Fixtures will run in 45min timeslots, allowing for breaks in between sets and games.
- 3.3 Fixtures will be available online at gugcspawtz.com
- 3.4 No clock stoppages will be made except under exceptional circumstances at the discretion of the Referee and Sport Convenor.
- 3.5 No time outs are allowed.
- 3.6 If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Sport Convenor.
- 3.7 Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- 3.8 Any teams that are not ready to commence play with a minimum of 4 appropriate players (Rule 1), ten (10) minutes after the referee has signalled the game can start will incur a 0-3 forfeit loss. NB. The game may go ahead after 10 minutes; however the 0-3 loss will stand regardless of the actual score.
- 3.9 In all circumstances the game must finish at the scheduled time

4. Match Registration/Fees

- 4.1 Players must check-in with staff 10 minutes before each game.
- 4.2 Match fees by individual or team must be paid and complete prior to the competition to be allowed to play.

5. Competition Points

- 5.1 Competition Points towards the premiership ladder will be awarded as follows:
 - 3 points for a win
 - 3 points for an awarded forfeit
 - 2 points for a draw

- 1 point for a loss
- 2 points for a bye
- -1 points for a forfeit

5.2 In the event that 2 or more teams are tied on match points at the end of the preliminary rounds, positions will be decided by the difference in total points 'for', and total points 'against'.

5.3 The finals format will be dependent on the number of teams and will be confirmed once the competition is underway.

5.4 Teams that forfeit will be awarded a negative 0-5 match point difference.

6. Captain's Responsibilities

Each team must nominate one (1) captain. It is their responsibility to:

6.1 Ensure that team members have all registered prior to closing date.

6.2 Ensure that team members have all signed-in 10min prior to commencement of match and are ready to take the court on time.

6.3 Ensure all outstanding fees are paid by the closing date.

6.4 Control team behaviour both on and off the court.

6.5 Check the draw each week for game times and inform team members.

7. Jewellery & Nails

7.1 No jewellery is to be worn. If you are unable to take a piece of jewellery off, you must tape or cover it up.

8. Blood & Injury Time

8.1 If a player has blood on their body, they must leave the court immediately to remove or stop the bleeding and cover the affected area. Player's whether bleeding or injured have 1 (one) minute injury time. If the player takes any longer they will need to remove themselves from the court and play will resume.

9. Referees

9.1 The referee's decision is final. They may penalise the offending player or team with whatever is considered appropriate under the rules of the game. E.g. For dangerous play or misconduct the referee may warn the offending player, or send them from the game for a specified time.

9.2 The referee also has the right to warn against harassing from the sidelines - being either from players or spectators. The offending team may be penalised &/or player's or spectators can be asked to leave the centre.

- 9.3** Under no circumstances does the Student Guild tolerate the abuse of our referees. If a player or team has a problem with a referee, please speak to the social sport co-ordinator on duty. If a player continues to disregard the rules set down, they may be suspended or asked to leave the centre/field/court permanently.
- 9.4** The referee's decision is final in all matters relating to the game. At no time during a game should a player question a referee, however at a break, a player may ask for clarification of a rule.

10. Penalties/Sin Bin

- 10.1** This competition is social. Any rough play, abusive language, backchat or challenge to the referee's authority etc. will not be tolerated. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game.
- 10.2** Rough play includes any form of aggressive slide tackle, tackling a player from behind, shoulder charging, purposeful aim towards the head and any other act or omission that, in the referee's opinion, places the safety of players at risk. In most instances the following procedure will apply for the above infringements. The referee is entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game.
- I.** First Offence – Yellow Card Yellow Card to be given by the Referee. Player may stay on the field.
 - II.** Second offence – Red Card - Automatic Red Card and dismissal from the current game and next game.
- 10.3** If a player receives a red card during a match they are to leave the field immediately and are not allowed to play for the rest of the match, as well as the following scheduled match for their team. No substitute player is allowed to replace this player.
- 10.4** If a player receives a red card the week before a finals match this rule still applies, no lenience allowed.
- 10.5** The player awarded the red card must give their name to the referee who will record it on the scorecard and pass it onto the Sport Convenor.

HANDBALL GAME SPECIFIC RULES

11. Game Duration

- 11.1** Games consist of 2 by 18 minute halves with the half time break not exceeding four (4) minutes. Teams must change ends at half time.

12. Rules of Play

- 12.1** The buzzer will indicate start of game. The player initiating the throw-off must have one foot on the centre line and the ball must be played backwards. Opponents must be at least three (3) meters away from the thrower. Teams must be in their own half at the time of throw-off.
- 12.2** A goal may not be scored directly from throw-off.
- 12.3** For a ball to be out of play or a goal scored, 'ALL' of the ball must be over 'ALL' of the line.
- 12.4** If ball touches the referee, it is under referee's discretion to call 'play on' or 'drop-ball'.

Players *are* permitted to:

- 12.5** Stop, catch, throw, bounce (dribble) or strike the ball in any manner and in any direction using hands (open or closed), arms, head, torso, thighs and knees.
- 12.6** Play the ball when kneeling, sitting or lying on the ground.
- 12.7** Hold the ball for a maximum of 3 seconds (even when it is on the ground) and take a maximum of 3 step with the ball.
- 12.8** Play the ball out of another player's hands using only an open hand.

Players *are not* permitted to:

- 12.9** Intentionally touch the ball with any part of the body below the knee.
- 12.10** To keep the ball in the team's possession without making any recognisable attempt to attack or to shoot on goal. This is called Passive Play which is penalised with a free throw.
- 12.11** Pull the ball out of the opponent's hands nor hold, push or jump into opponents.
- 12.12** Enter the goal area. If an attacking player scores when in the goal area, the goal is disallowed. If a defending player enters this area, a penalty throw is awarded to the attacking team.
- 12.13** Dribble/bounce the ball, stop, then resume dribbling. This is deemed as a dribble fault and the opposing team will be awarded a penalty.

13. Interchange/Substitutions

- 13.1** Players can re-enter the game as many times without notifying the referee but it must occur only when the ball is out of play.
- 13.2** The exiting player/s must be completely off the field before the substitution can take place.
- 13.3** The goal keeper may also be substituted as many times as they like however, the referee must be notified and substitution of a goalie can only occur when play is stopped by the referee.

- 13.4** It is the responsibility of individual teams and team captains to ensure that they maintain the appropriate number of players on the field in accordance with Rules 1.3 – 1.5. It is NOT the responsibility of the referee to monitor this.

14. The Nets

- 14.1** There is no 'out'. The Side Line, End Line and Ceiling Nets shall form part of the court and the ball shall be in play off any net.
- 14.2** Players may use the nets to direct the ball to another player. They may bounce the ball off any of the Side Nets or the Ceiling Net.
- 14.3** The one exception is the throw-off pass: this pass must be a direct throw to their teammate behind the centre line. It may not be bounced off the nets in any circumstances.
- 14.4** Players may not use the net as a prop for their body. Example, using it as a spring like tool to move around the court to their advantage.

15. Goal Keeper Rules

- 15.1** Only the goal keeper is allowed inside the goal area.

Goalkeepers *are* permitted to:

- 15.2** Touch the ball with any part of their body while in act of defence inside the goal area.
- 15.3** Move the ball inside the goal area without being subject by court players restrictions.
- 15.4** Leave the goal area without the ball and participate in court play.
- 15.5** Leave the goal area with the ball only when not under control.
- 15.6** Throw the ball over the half-way line for a goalkeeper throw.

Goalkeepers *are not* permitted to:

- 15.7** Delay the goalkeeper throw.
- 15.8** Leave the goal area with the ball when under control. If done so, a free throw will be awarded.
- 15.9** Touch to the ball when it is rolling or stationary outside the goal area, while keeper is inside goal area.
- 15.10** Cross the goalkeeper's restraining line (4meter line) before the ball has left the hand of the opponent who is executing a 7-meter penalty throw.
- 15.11** Kick the ball to their teammates for a goalkeeper throw.

16. Penalties and Throws

- 16.1** Free Throw – awarded for slight infringements of the rules. All defenders must stay 3m away from free-throw player.
- 16.2** Penalty Throw – awarded for a defending player denying a clear scoring opportunity with an infringement. The attacking team will take the penalty throw at the 7 meter mark.

- 16.3** Yellow Card – disciplinary cards awarded under the discretion of the referee. Player is given a warning and may remain on field.
- 16.4** Red Card – disciplinary cards awarded under the discretion of the referee. Player is immediately expelled from the game. No substitute player is allowed to replace them.
- 16.5** ‘Foul’ – a player trips, pushes, hits, charges or holds another player.
- 16.6** ‘Walking’ – a player takes more than 3 steps without dribbling or holds the ball for more than 3 seconds without bouncing/passing.
- 16.7** ‘Double dribble’ – a player dribbles, then holds the ball, then resumes dribbling.
- 16.8** ‘Kicking’ – a player cannot use body part from the knee or below to direct the ball.

17. Finals

- 17.1** If a draw results, five (5) penalties will be taken by both teams.
- 17.2** The initial (5) penalties must be taken by the players on the field when the final siren sounds.
- 17.3** If only four (4) players are on the field due to a previous send-off then a substitute player may take the 5th throw.
- 17.4** Any player who is red carded cannot participate in the shootout.
- 17.5** Only if no substitute players are present can one of the previous four (4) kickers take the 5th throw.
- 17.6** In mixed competitions two (2) of the initial five (5) penalties must be taken by female players.
- 17.7** If the results are drawn after this then each team will take a single penalty until one team has missed and the other scored. The scoring team will be deemed the winner.
- 17.8** If extra penalties are needed, a player who did not take one of the initial 5 penalties must take them. No single player can take more than one penalty, unless every team member has taken a penalty already.
- 17.9** Penalty throw will be taken from a designated spot by the referee. This spot will be in the centre of the goal and seven (7) metres from the base goal line.

18. Wet Weather

- 18.1** Games will go ahead in wet weather. All courts are inside and under cover.
- 18.2** In the event of dangerous weather please contact the Sports Officer at the Student Guild on 5552 8724 to verify if games are still on or check your email registered to Spawtz.