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INTERNATIONAL BLIND

SPORTS FEDERATION

TORBALL LAWS OF THE GAME

2017-2021

IBSA TORBALL RULES

(valid from January the 1st, 2014, extended to 2021)

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THE IBSA TORBALL RULES

(valid from January the 1st, 2014)

0. GENERALS

0.1. Characteristics of the game:

Torball is a game for the blind and visually impaired men and women. Each team consists of 3 players. The game is played in a gymnasium.

There a goal is erected at each of the narrower sides of a rectangular court. The ball used has to be audible when it is moved. For a rule conformity throw the ball must be thrown underneath the three cords tightened across the court. The aim of the game is to throw the ball in such a way that it passes the opponent's goal line while the other team tries to prevent this. The next move is that the defending team becomes the attacking one and the former attackers becoming the defenders.

0.2. Scope of the application:

These rules apply for all IBSA world- and regional championships and for all other competitions approved by the IBSA like world- and regional Cup events and to all associations within the IBSA.

They consist of the rules plus five appendices:

- Appendix I - Technical Details (diagrams)
- Appendix II - Referee's Verbal Announcements
- Appendix III - Game Record
- Appendix IV - Settlement of a Protest
- Appendix V - Examples

0.3. Decision - making:

In case of different interpretations of the rules the English version shall prevail. Should there be no exactly applicable rule for one specific incident, the most closely corresponding rule applies. The subcommittee of Torball collects examples and their treatment according to the rules which are catalogued in appendix V.

1. COURT, GAME EQUIPMENT AND EQUIPMENT OF THE PLAYERS

1.1. Court

1.1.1. Measurements:

The court is a rectangle 16 m long and 7 m wide. The border lines have to be 4 to 6 cm in width. Measurements must be taken from the outer corners of the lines. The court is divided by a centre line into two halves of 8 x 7 m each (see diagram in app.1).

1.1.2. Team area:

The team area stretches from the goal line to the first cord. It is 7 m wide and 6 m deep.

1.1.3. Neutral zone:

The neutral zone is the remaining area of the court between the two team areas. It is 4 m deep and divided by the centre line into two halves of 2 x 7 m each.

1.1.4. Coach area:

Two coach areas have to be placed close to the centre line and opposite the referee's side. Each coach area is a marked zone 4 m long and 3 m wide, at a distance of 2 to 4 m from the court. Each coach area has to be equipped with six seats (team bench).

1.1.5. Spectators' area:

The tournament organizer has to provide an area for the spectators. This area has to be at least 2 m away from the court and the coach area. The referee has to take care that the spectators are not too close to the court, the goals or the coach areas.

1.1.6. Prohibition of changes:

After the inspection of the court by the technical delegate / chief referee it is forbidden to make any changes or supplements on the markings and equipments or on the playing floor unless ordered by the referee. Besides, it is not allowed to place objects on the court or near the playing area (e.g. water bottles, towels, mascots, etc.). An infringement of this rule is penalized as an unsportsmanlike conduct.

1.2. Game Equipment

1.2.1. Ball:

The ball is made of a synthetic material and it must be able to be heard when it is moved. At the beginning of a tournament the ball has to have a weight of 500 g (plus/minus 10 g) and a circumference of 65 to 67 cm. The decision on whether a certain type of a ball is admitted in the game lies with the subcommittee for Torball. The subcommittee is also entitled to decide on the type of ball to be used in a specific competition.

1.2.2. Cords and bells:

Across the court there are to tighten three cords, the centre cord just above the centre line and the other two cords 2 m to the left and right of the centre cord. The distance of the cords from the floor has to be 40 cm in the centre with a tolerable leeway of up to 2 cm at the sides of the court. At a distance of a ball's width from the side lines outside the court bells have to be fixed to each of the three cords on both sides of the court so that movements of a cord caused by the ball or by a player are heard. Racks for fixing the cords must be erected at least a ball's width outside of the court. For technical specifications of the cords and racks see appendix I.

1.2.3. Orientation mats:

The orientation mats are 2 m long, 1 m wide and must not be thicker than 1 cm. In each team area three orientation mats have to be laid in such a way that their longer sides run parallel to the goal line. The centre mat is placed with equal distance to the side lines and 20 cm in front of the goal line. The two outer mats are placed in such a way that their back edges are in line with the front edge of the centre mat (1.20 m in front of the goal line). The narrow side of the side mats must lie in line with the outer edge of the side line (see diagram app. I). All the mats must be fixed so that they are not able to slip.

1.2.4. Goals:

The goal is 7 m wide, 1.30 m high (lower edge of the crossbar; plus/minus 2 cm at the sides) and must have a depth of at least 25 cm at any height of the goal (see diagram appendix.I). The goals stretch over the entire width of the court (base line is equal to the goal line). The colour of the goal line has to be in clear contrast to the floor. The goal posts must not be more than 10 cm in diameter (diagonal) and have to be erected outside the court touching the side line and the outer edge of the goal line. All parts of the goals (posts, crossbar, supports etc.) must be constructed in such a way that there is no danger to the players being injured.

1.2.5. Officials' desk:

An officials' desk for at least 3 persons has to be placed on the level of the centre line at a distance of 2 m from the court.

1.3. Equipment of the Players

1.3.1. Outfit:

The clothes should have a loose fit and must not be off the body more than 5 cm including padding. All players of a team have to wear a uniform shirt with an individual Arabic number of one figure for each player on the front and back. The numbers must be clearly visible and easily recognizable for the officials. One player of each team must be recognizable as captain.

1.3.2. Protective padding:

Padding for protection are admitted up to a maximum thickness of 5 cm (see also rule 1.3.5.).

1.3.3. Eye-pads; light-proof goggles or eye-shades:

1.3.3.1. All players on the court have to use eye-pads on both eyes, which have to be self-adhesive and which have to have a minimal size of 7 cm x 5 cm, and, in addition, they have to wear light-proof goggles or eye-shades. Eye-pads and eye-shades have to be fixed in such a way so that the player cannot see anything; his actual visual faculty is not taken into consideration.

1.3.3.2. Shortly before the start of each half time the referee has to check whether the eye-pads and eye-shades used are regular and whether each player is wearing his/her eye-pads and eye-shades properly. After this check, nothing may be changed with respect to eye-pads and eye-shades until the end of the half time without the referee's permission (see rule 1.3.3.5. and 1.3.3.6.).

1.3.3.3. If a referee assumes that a player can see even with eye-pads and eye-shades/goggles, he can take necessary measures to correct this, e.g. changing of eye-pads or eye-shades/goggles, the additional use of tapes, etc. It is not necessary to take the actual eyesight of the player into consideration.

1.3.3.4. Substitutes have to wear properly eye-pads and eye-shades from the moment the substitution is indicated from the team bench. An infringement of this rule penalized with a bench penalty. If the substitution is indicated by the team captain, or demanded by the referee, the substitute must immediately put on eye-pads and eye-shades. An infringement of this rule is penalized with a penalty against the substitute.

1.3.3.5. If a player wants to adjust his eye-pads or eye-shades, he has to inform the referee of his intention. After being given permission, the player has

to turn his back to the court before adjusting his eye-pads or eye-shades. A player who has to leave the court in a penalty situation must neither touch nor adjust his eye-pads or eye-shades without informing the referee. A rule infringement is penalized with a penalty.

1.3.3.6. If a referee realizes that a player is not wearing his eye-pads or eye-shades properly, he has to interrupt the game and instruct the player to adjust them. Should a player be suspected of an unsportsmanlike conduct, the referee has to proceed according to rule 6.4.

1.3.3.7. The organizer is obliged to provide substitute eye-pads and goggles or eye-shades whenever necessary.

1.3.4. Prohibition of visual aids and artificial limbs:

The wearing of optical glasses, contact lenses as well as artificial limbs during the game is not allowed.

1.3.5. Special protective clothing:

The chief referee must be informed about any special protective clothing in the team captains meeting. In certain cases he may approve.

1.4. Control of the Equipment:

Before the tournament the coach may ask the chief referee to check the equipment of his players or the game equipment (court, goals, ball, etc.). If the request is justified, the chief referee has to comply and make a binding decision. If a request concerning control of the equipment is made after commencement of a tournament, this is regarded as a protest and the protest fee has to be paid.

2. CLASSIFICATION, QUALIFICATION

2.1. Classification and Divisions

2.1.1. Classification of the players:

Players regarded as blind or visually handicapped according to the IBSA classification are qualified.

2.1.2. Divisions:

Tournaments are organized in two divisions: male and female.

2.2. Qualification:

Before a tournament each player has to furnish proof of a) the degree of the visual disability according to the IBSA classification (B1, B2, B3);

b) being entitled to play in the national team of the respective country (according to the IBSA regulations) or, in case of a club competitions, being entitled to play in the team of the respective club (according to the regulations on world or regional cup participation). In case one of these proofs cannot be furnished, the player has no right of participation.

3. OFFICIALS AND DUTIES OF THE OFFICIALS

3.1. Officials

3.1.1. Number of the officials:

For each game there is a referee, four goal judges, at least one scorer and a timer.

3.1.2. Position of the officials:

- a) The referee is positioned along the line opposite the officials' desk;
- b) the goal judges are positioned at the corners of the court, i.e. in line with the goal line;
- c) the scorer and timer sit at the officials' desk.

3.2. Duties of the Officials

3.2.1. Referee:

The referee supervises the entire game and ensures that all the rules are respected. In case of an interruption of the game the referee has to explain the interruption, making basically use of the verbal announcements according to appendix II.

Announcements always have to be made clearly and loudly so that they can be heard by all participants, especially the players and team members.

The referee has the following main tasks:

- a) to check the equipment of the game and the players for correctness;
- b) to ensure that no unauthorized person is found near the court, the goals, or the coach areas;
- c) to check the eye-pads and the eye-shades or light-proof goggles and to check the correct fit of them for each player on the court and to supervise this during the entire game;
- d) to announce the teams before the game and also announce which team has the first throw;
- e) before starting the game he has to instruct all people present to be silent, if necessary, more than once. He has to do so in a language understandable to the spectators.
- f) in case of disturbing bustle or noise he has to interrupt the game immediately and re-establish silence. Applause and cheers are allowed during interruptions of the game;
- g) he has to supervise the offensive and defensive actions as well as the passing of the ball within the team with regard to their rule conformity;
- h) he indicates the beginning of each half by calling "ready", rolls the ball to the entitled team and blows the whistles three times;
- i) he has only to blow the whistle at the beginning or to continue a game if the ball is under control by one of the players;
- j) he decides whether a goal has been scored and indicates this by a double whistle;
- k) he has to indicate any other interruption of the game (except a scored goal or the end of a half time) by a single whistle and to explain the reason for interruption; continuation of the game is again indicated by a single whistle;
- l) he has to stop each half of the game by 3 whistles. The end of actual playing time is indicated by the timer through a clearly audible signal;
- m) he has to announce the result after the end of each game and to check and to sign the official game record after the coaches;

n) in all matters during a game the referee takes the final decision.

3.2.2. Goal judges:

The goal judge assists the referee in controlling offensive and defensive play informing him at once of any violation of the rules. The goal judge has the following main tasks:

- a) He shows the referee by raising one hand that the ball has fully crossed the goal line;
- b) he signals the referee when a ball is out or when it touches the floor outside the court;
- c) he has to pass the ball:
 - to the nearest player of the defending team if the ball goes out before the centre line as a direct consequence of a defensive action;
 - to one of the goal judges of the opposing team if the ball goes out when being passed within a team or in offensive action;
- d) if instructed by the referee he has to assist players with regard to orientation, in particular after penalty situations;
- e) he accompanies players from court to coach area and vice versa in case of a substitution;

3.2.3. Scorer:

The scorer has the following main tasks:

- a) Before the start of the game he has to check all data concerning the tournament and the players written down in the game record or complete them if missing;
- b) he has to record the goals scored by each team and indicate the current score;
- c) he has to record the time-outs of each team and the number of substitutions. The referee has to be informed about any violation of these rules at once;
- d) he has to record each throw of the players and to inform the referee at once about the fourth or any further successive throw by one single player by calling out "fourth throw";
- e) he has to record the penalties of each team and to inform the referee of each third penalty of one team by calling out "third penalty";
- f) after the game he must present the game record to the referee and the coaches/captains for their signatures and then sign it personally. Should a coach/captain neither sign the game record, nor enter a protest, the record will be considered as accepted.
- g) he has to record any announcement of a protest as well as its time, receive the protest fee and execute the protest according to appendix IV.

3.2.4. Timer:

The timer has the following main tasks:

- a) He has to keep the overall time of the game and to signal the end of each half time by a loud signal discernible from the referee's. With the start of the time signal the game is interrupted and any current or subsequent action is invalid;
- b) he has to keep the time as an actual playing time which means, the clock has to be stopped whenever the game is interrupted; during the entire penalty situation, the clock is stopped.

- c) he has to announce the last minute of a game (second half time or over time) loudly and clearly but never while an action is carried out;
- d) he has to keep time of each throw according to the 8-second rule and to inform the referee of a violation of that rule by calling "eight seconds";
- e) he has to stop the time of each dead ball in the defence according to the rule 5.4.5. and to announce the referee an exceeding the time limit;
- f) he has to announce the end of a team time-out ten seconds before its expiration good audible for the teams and to inform the referee about the end of the time-out;
- g) he has to announce the beginning of each half 30 seconds before by a loud signal and by calling: "30 seconds".

4. TEAM, SUBSTITUTION, COACHING, TIME-OUT

4.1. Team

4.1.1. Number of the players:

At the beginning of a tournament a team has to consist of 3 players and up to 3 substitutes.

4.1.2. Minimum number of the players:

If, in the course of a tournament, a team has only two fit players left, the team may decide if they want to continue playing with only two players. If another player is out, the team is eliminated from the tournament.

4.1.3. Team members:

4.1.3.1. Team members have to leave the court with the announcement of the beginning of the game by the timer at least 30 seconds before each half.

4.1.3.2. Team members have to spend the entire match within the coach area on their team's side. When the teams change sides, the team members also have to change the coach areas.

4.1.3.3. Team members who are allowed to stay in the coach area are:

- up to three substitutes and
- up to three other persons.

4.2. Substitution

4.2.1. Number of substitutions:

During a game (within the two halves) each team is allowed to substitution up to three players. Substitutions effected during half time are not included.

4.2.2. Signalling and approving a substitution:

Substitutions during playing time have to be indicated to the referee by the coach or team captain immediately the team is in possession of the ball or after a penalty situation or a goal scored with significant hand signals or by calling out "substitution". The referee has to give his approval for a substitution only those team that is in possession of the ball. After approval, the referee interrupts the game, if necessary, announces the substitution by naming the team

and the numbers of the players concerned.

4.2.3. Substitutions during the half time interval:

The referee has to be informed by captain or coach about substitutions during half time before the beginning of the second half. At the beginning of the second half the referee then announces the substitution by naming the team and the numbers of the players concerned.

4.2.4. Injuries, substitutions in case of injuries:

If a player gets injured, the referee has to interrupt the game. If an injured player cannot continue playing within 30 seconds he has to leave the court and the game has to be continued. The team concerned may immediately exchange the injured player for a substitute provided they have not used the number of substitutions permitted.

4.2.5. Assistance during substitutions:

During substitutions goal judges have to offer players the assistance necessary. They accompany the player to the coach area and the substitute from the coach area to the court. Team members are not allowed to leave the coach area during a substitution or to contact players on the court.

4.3. Coaching:

Coaching and contacts with the team are restricted to team time-outs, half time and the interval between full time and extra time.

Should coaching occur during playing time or should a team be contacted in other ways during playing time, this will be regarded as unsportsmanlike conduct (rule 6.4.).

4.4. Time-Out

4.4.1. Team time-out:

4.4.1.1. Number of team time-outs: Each team is allowed one time-out per half time, with the other team allowed to use this time-out simultaneously.

4.4.1.2. Signalling and approving a team time-out: Team time-out has to be indicated to the referee by the coach or team captain immediately the team is in possession of the ball or after a penalty situation or a goal scored with significant hand signals or by calling out "time-out".

The referee has to give his approval for a team time-out only those team that is in possession of the ball.

4.4.1.3. Start, duration and end of a team time-out: If necessary, the referee interrupts the game by a single blow of the whistle and announces the team time-out by clearly and loudly calling out the name of the team that has applied for the time-out. Team time-out commences with the referee calling the team's name and it should last for 30 seconds. 10 seconds before the end of each time-out an acoustic signal clearly audible to the teams is given. At the end of the time-out all accompanying members have to be located again inside of their coach area without request. If not, this will be regarded as an unsportsmanlike conduct.

4.4.1.4. Number of team members: During a team time-out, only two members from the coach area are permitted to enter the court. If substitutes are entering the

court from the bench, they don't need to wear eye-pads or eye shades/goggles

4.4.2. Referee's time-out:

A referee may at any time order a time-out if he considers it necessary. During a referee's time-out accompanying team members are not allowed to contact players on the court.

4.4.3. Referee's ball:

The ball has to be handed over to the referee during team time-outs or when the game is interrupted for a longer time (more than approx. 30 sec). After the re-starting of the game the referee passes the ball to the offensive team before he blows the whistle.

5. CONDUCT OF THE GAME

5.1. Playing Time and Break; Difference of the Goals; Stopping of the Clock

5.1.1. Playing time and break:

The duration of a game is 10 minutes actual playing time with two halves of 5 minutes each. The break between the halves is 2 minutes long.

5.1.2. Difference of the goals:

Should there be a difference of the goals scored of 10 goals in the current of a game, the referee has to finish this game with the actually result independently of the playing time run down.

5.1.3. Actual playing time, stopping of the clock:

If the game is interrupted by the referee's whistle or after a goal is scored, the clock must be stopped. Timing is also continued after a single blow of the whistle.

Exception: During penalty situations, the clock is stopped.

5.1.4. Interruption of the game:

During an interruption of the game, the players are not allowed to pass or to hand over the ball to another player, otherwise there will be a loss of ball.

5.2. Choice; Announcement of the Team Members

5.2.1. Choice of the first throw and the ends:

The choice of the first throw or the ends is usually carried out 15 minutes before the start of a game by an official together with the coaches of the teams concerned (the exact time has to be announced to all teams before the tournament). The official tosses a coin and the winner may choose between first throw or ends. At the beginning of the second half the first throw and ends are changed.

5.2.2. Announcement of the team members:

At the time of the choice the coaches also have to announce the players of the game as well as the team members that will be in the coach area during the game. In addition, the numbers and classification of the players and substitutes have to be announced.

5.2.3. Missing the choice:

If a team misses the choice selection, and the announcement of the team members the team is penalized with a team penalty. Before the game starts the team members have to be announced and this team penalty has to be executed. For this team penalty the rule 6.3.3. (team penalty after end of playing time) has to be applied analogously.

5.3. Offensive Play

5.3.1. Throwing:

5.3.1.1. A ball is considered thrown if it is played by a player's hand. A mere rebound of the ball from the player or kicking the ball is not considered as a throw.

5.3.1.2. For a throw to be valid, the ball has to be thrown in such a way from the team area that it passes underneath the three cords tightened across the court.

5.3.1.3. If the ball touches one of the cords or bounces over a cord within the court this is a rule infringement and a penalty is imposed upon the thrower.

5.3.1.4. If the ball touches the ground outside of the court the throw becomes invalid (loss of ball).

5.3.1.5. If a ball is passed or an own goal is made, this action is not considered as a throw.

5.3.2. Authorized players; fourth throw; causing disturbing sounds:

5.3.2.1. Any player present on the court may throw the ball.

5.3.2.2. One and the same player is only allowed to make three throws in uninterrupted sequence. A fourth throw or any further throw of the same player in uninterrupted sequence is a rule infringement and a penalty is imposed upon this player. Successive throws are also counted beyond half time and with penalty situations.

5.3.2.3. The attacking team is not allowed to cause neither unnecessary noise nor disturbing sounds. This is penalized as an unsportsmanlike contact.

5.3.3. Step over:

If a player, when throwing, steps over the goal or side line with his whole foot, the throw is invalid. However, before throwing, the player is allowed to step outside the court for orientation purposes.

5.3.4. Touching of the cords:

If a player touches a cord for whatever reason, this is a rule infringement and a penalty is imposed upon the player. This also holds for interruptions of the game.

5.3.5. Dead ball:

If, during offensive play, the ball comes to rest for whatever reason (dead ball)

within the team area of the offensive team, the 8-second rule has to be applied (see rule 5.6). This could result from an incorrect pass, an uncontrolled or weak throw or similar situations.

5.3.6. Throwing before the game starts:

If a player throws a ball before the game has officially started, it will be scored as an invalid throw and a loss of ball occurs. This throw is, however, recorded as a throw by the player concerned.

5.4. Defensive Play

5.4.1. Authorized players:

Defensive play can be carried out by all players on the court.

5.4.2. Position of the players:

The defending players must wait for the ball within their team area, where they can move freely and stand anywhere. As soon as the ball leaves the thrower's hand, defensive action can also take place outside the team area (e.g. outside the side line, behind the goal line or underneath the cords).

5.4.3. Body position:

5.4.3.1. Restrictions concerning body positions: The defending players must expect the ball in a standing/moving position or in a position with both feet or both knees touching the floor. No other part of the body above the knees, except the hands, may touch the floor. This restriction is to be applied for the point of time in which the ball leaves the thrower's hand.

5.4.3.2. Free body position: As soon as the ball has left the hand of the attacking player, the defending players may block the ball in any position.

5.4.4. Illegal defence:

An illegal defence occurs when:

- a) the position of a player is incorrect (violation of the rule 5.4.2.);
- b) the body position is incorrect (violation of the rule 5.4.3.);
- c) a cord is touched by a defending player;
- d) the defending players touch each other or hold on to each other intentionally (chain formation). Due to the advantage rule (see rule 5.7.), illegal defence is to be punished by a penalty only after execution of the throw.

5.4.5. Dead ball:

If the ball bounces back from the goal (posts or bar) or from a player into the team area the defending players get time 8 seconds to bring the ball under their control or to defend the ball in the out, otherwise this is considered as a "dead ball" and it results in a loss of ball. Should the referee see that no defender tries to get the ball under control, so he is able to declare the ball as a "dead ball" within the 8 seconds and to decide immediately as a loss of ball. This rule is not valid in penalty situations.

5.4.6. Ball over:

If the ball bounces back across the centre line within the court from the goal (posts or bar) or a player, this is a "ball over" situation and the attacking team gets the ball again. This rule does not apply in penalty situations.

5.4.7. Ball out:

If the ball goes out after a defending action, by bouncing off from the goal (posts or bar) or a player, this is a ball out situation and the defending team gets the ball.

5.5. Passing the Ball within the Team

5.5.1. Passing the ball:

Passing the ball (rolling, throwing, handing over, several times also) is allowed inside the team area within the 8-second rule, but it may not be caused unnecessary or disturbing noises.

5.5.2. Incorrect passing:

5.5.2.1. Dead ball: If a dead ball situation occurs during passing, i.e. if the ball lies without moving within the team area, the 8-second rule (see rule 5.6.) applies.

5.5.2.2. If the ball crosses the side line or the first cord during passing, a loss of the ball occurs.

5.5.2.3. If the ball crosses the goal line during passing, this is scored as a goal (own goal). The ball stays with this team for the next throw.

5.5.3. Communication among the players:

The players of a team are allowed to communicate on the court in an appropriate way (e.g. low-voiced communication, clapping of their hands, knocking on the floor etc.), as long as this does not confuse the other team.

5.6. 8-Second Rule:

When a player has taken safe hold of the ball or brought the ball under his control or after the whistle by the referee, the ball has to have left the team area within 8 seconds. In case of a violation of this rule a penalty is imposed upon the player who has last touched the ball.

5.7. Advantage Rule:

If the attacking team scores a goal despite the defenders' attempt to prevent this by illegal defence or unsportsmanlike conduct, the goal scored is correct and there is no penalizing concerning the rule violation of the defending team.

5.8. Definitions

5.8.1. Ball across the line:

A ball is called "across the line" when it has crossed a line with whole of the circumference (goal line, side line, centre line). It is not called "across the line" when the ball in the thrower's hand goes across a line when the thrower swings to throw (no own goal, no ball out).

5.8.2. Goal, own goal:

Any ball which fully crosses the goal line during playing time (including penalty and team penalty situations) is scored as a goal.

No goal is scored if a ball crosses the goal line

- during an interruption of the game;
- because of an incorrect passing from outside (by referee, goal judges or

- other persons);
- after having been in the out (side lines or ceiling);
- as long as the ball is in the hands of a thrower (no own goal; see rule 5.8.1).

5.8.3. Ball out:

Any ball that fully crosses one of the side lines or the goal bar or touches the ceiling during playing time (including penalty and team penalty situations) is considered "out". The ball is not considered "out" as long as it is in the hands of a thrower (see rule 5.8.1.).

5.8.4. Dead ball:

A ball is considered a "dead ball" if it comes to a complete stop on the court and is not in possession of either team. A distinction has to be made between

- a dead ball in offensive play (see rule 5.3.6.);
- a dead ball in defensive play (see rule 5.4.5.);
- a dead ball in passing (see rule 5.5.2.1.).

6. RULE INFRINGEMENTS

6.1. General Notes:

6.1.1. Infringement and penalties:

Whenever a rule is violated this is a rule infringement and is penalized with a warning, loss of ball, penalty throw or a team penalty throw. The former infringement has to be dealt with before the latter.

6.1.2. Infringements during attacking and defending:

If a rule infringement is made by the attacking team and at the same time a rule infringement by the defending team with illegal defence or unsportsmanlike conduct only the penalty against the attacking team is to impose.

6.1.3. Separate penalties for rule infringements:

Rule infringements that do not concern attacking or defending play will be always penalized separately (such as e.g. rule infringements over eye-shades or bench penalty). After a separate penalty the ball will remain with the defending team for the next throw.

6.2. Loss of ball:

Loss of ball means that a defending team loses its right for the next throw or that the throw of an attacking team becomes invalid; the opposing team gets the ball.

A loss of ball occurs in the following cases:

- a) Passing or handing over of the ball during a game interruption (Rule 5.1.4.);
- b) An out-ball during an attack (Rule 5.3.1.4.);
- c) Stepping over of the goal line or side line (Rule 5.3.4.);
- d) premature Throw (Rule 5.3.7.);
- e) Ball over (Rule 5.4.6.);
- f) Dead ball during defence play (Rule 5.4.5.);
- g) incorrect passing (Rule 5.5.2.2.).

6.3. Penalty/Team-penalty:

With certain infringements against these rules the referee has to impose a penalty or team penalty. Each third penalty against a team within one game has to be executed as a team penalty.

- a) In case of a penalty the player penalized must leave the court and the defending team has to defend the goal with one player less.
- b) In case of a team penalty the team penalized must defend the goal with only one player; whereas the attacking team also has only one player on the court.

6.3.1. Time stop:

As soon as the referee interrupts the game with a single blow of the whistle, the clock has to be stopped. The penalty/team-penalty is executed outside actual playing time, but is counted as part of the entire game. Timing continues when the referee restarts the game after the penalty/team-penalty situation with a further single blow of the whistle.

6.3.2. Start and finish of the penalty/team-penalty situation:

The penalty/team-penalty situation starts with the referee's announcement, which penalty or team penalty is executed against which team.

The penalty/team-penalty situation is separately started with a single blow of the whistle and is finished:

- a) when the referee signals a rule infringement by a single blow of the whistle or by an announcement;
- b) when the referee signals a goal by 2 blows of the whistle;
- c) when the referee declares a ball as blocked by calling "blocked";
- d) when the ball goes out and the referee signals this by calling "out".

6.3.3. Penalty/team-penalty after the end of the playing time:

A penalty/team-penalty caused within playing time has to be executed even if the actual playing time has expired.

Rule infringements by the attacking team are not penalized any more, the throw becomes invalid.

Rule infringements by the defending team are penalized with the repeat of the throw, if no goal has been scored (see rule 5.7.). Repeat throws are not counted for the rule "fourth throw".

If the repeat penalty is a third penalty, it has to be executed as a team penalty.

6.3.4. Execution of the throw:

A penalty/team-penalty throw has to be executed according to the rules for throwing (as in rule 5.3., 5.5., 5.6.). This means, among other rules, that for a penalty throw the ball can be passed, and that for penalty/team-penalty throw the fourth successive throw of the same player as well as surpassing the 8-second rule is penalized.

6.3.5. Involved player and position:

- 6.3.5.1. In case of a penalty, the player who has caused the rule infringement has to leave the court, and may enter the court only after the referee has clearly finished the penalty situation (according to rule 6.3.2.). The team has to

defend the throw with the remaining players according to the rules of the defensive play (see rule 5.4.).

6.3.5.2. In case of a team penalty,

- both teams select one player from the players on the court; all other players have to leave the court until the team penalty situation is finished;
- the players must stay on their centre mat before the referee blow the whistle; after the start of the team penalty situation both players may use the entire team area for the execution or defence of the throw;
- if a rule infringement is caused by the defending team the team penalty has to be repeated if no goal has been scored (see rule 5.7). Repeat throws are not counted for the rule of the "fourth throw".

6.3.6. Prohibition of substitution and team time-out:

After a penalty/team-penalty is imposed, the teams are not allowed to substitute a player or to take a team time-out.

6.3.7. Reasons for penalties/team-penalties:

6.3.7.1. The following infringements are penalized by a penalty:

- a) the ball touches or bounces over one of the cords (rule 5.3.1.3.);
- b) touching of the cord by a player (rules 5.3.4. and 5.4.4.b);
- c) the fourth and any further successive throw by the same player (rule 5.3.2.b);
- d) dead ball in offensive play (rule 5.3.5.);
- e) illegal defence (rule 5.4.4.);
- f) 8-second rule (rule 5.6.);
- g) adjustment of the eye-pads or the eye-shades without permission (rule 1.3.3.);
- h) unsportsmanlike conduct (rule 6.4.).

6.3.7.2. The following infringements are penalized by a team-penalty:

- a) each third penalty that is caused by a team during a game (rule 6.3.);
- b) an especially severe or repeated unsportsmanlike conduct of a player (rule 6.4.);
- c) each penalty against a team member on the bench / in the coach area (bench penalty, rule 6.4.);
- d) missing the choice (rule 5.2.3.).

6.4. Unsportsmanlike conduct

6.4.1. Involved Persons:

Any person involved in the tournament and present in the hall can be accused of an unsportsmanlike conduct, i.e. players, team members, officials, organizers or spectators.

6.4.2. Types of unsportsmanlike conduct:

The following infringements are considered as unsportsmanlike conduct:

- a) insulting behaviour against referee, officials or other persons involved in the tournament;
- b) swearing, yells of rage, obscene gestures;
- c) distraction of the opponent team through unnecessary or disturbing noises;
- d) illegal coaching;
- e) adjustment of the eye-pads or the eye-shades without permission;
- f) obvious delay of a game (except of the 8-second rule) and so on.

6.4.3. Sanctions:

It is up to the referee's judgement whether and when to impose which type of punishment. Unsportsmanlike conduct may lead to elimination from the game or the tournament as well as to being sent out of the hall if regarded necessary by the referee.

If occurring for the first time, the referee may simply warn. Any further unsportsmanlike conduct by the same person should lead to a more severe punishment.

Possible kinds of punishment:

- a) In case of an unsportsmanlike conduct of players: warning, loss of ball, penalty, team penalty, elimination from the game/tournament (an eliminated player may be replaced by a substitute if the team concerned still has a substitution left);
- b) in case of team members in the coach area: warning, team penalty, elimination from the hall; this team penalty is always counted as an additional team penalty;
- c) in case of persons without any involvement with the team: warning, elimination from the hall.

7. EXTRA TIME, FREE THROWS

7.1. Extra Time

7.1.1. Reasons:

Final, semi-final or placement games have to be extended if the result after actual playing time is a draw.

7.1.2. Playing time, "silver goal":

7.1.2.1. The duration of the extra time is 4 minutes actual playing time, divided into two halves of 2 minutes each. There is an interval of 2 minutes between the halves.

7.1.2.2. If a goal is scored within the first half of the extra time, so the game is finished at the end of the first half, if there is no draw again.

7.1.3. Continuation of the game:

When extra time is given, this is regarded as a continuation of the game with the players and team members already announced.

After an interval of 2 minutes the game is continued with changing ends and first throw. When extra time is given, the count of the throws of each player and the count of the penalties of each team are continued.

7.1.4. Team time-out, substitutions:

During extra time, each team is allowed one team time-out and the substitution of two players. Substitutions are not counted during the interval before the start of extra time as well as during the extra time half time interval.

7.2. Free Throws

7.2.1. Reasons:

Free throws are executed if

- a) after a round robin a decision on placement has to be reached,

- b) after extra time in a final, semi-final, or placement game there is still a draw (rules 8.4.2., 8.5.1., 8.5.2.).

7.2.2. Announcement of the players:

Right after the end of an extra time having ended in a draw or upon the referee's request each team has to announce three players (in written form) that will carry out the free throws as well as defence.

Should a team have been left with only two fit players, these two players have to carry out the free throws alternately. If a team does not announce the players for the free throws in time, this team loses the game with a result of 0:5.

7.2.3. Choice of the first throw and the ends:

Before the start of the free throws a choice of the first throw or the ends has to be made according to rule 5.1. The choice is valid for all throws.

7.2.4. Number of the throws:

Each team has to execute three throws and defences alternately. If there is a draw, free throws are continued according to rule 7.2.6.

7.2.5. Execution of the throws:

7.2.5.1. During the free throws the nominated players have to stay outside the court on the side of the referee. The eye-pads and the eye-shades have to be worn correctly as soon as the players leave the coach area.

7.2.5.2. For the execution of the free throws, the rules for team penalty throws apply analogously (especially rules 6.3.2., 6.3.4., 6.3.5.).

7.2.5.3. The players have to execute throws and defence in the order they were announced. The players nominated first enters the court; the thrower executes his throw and the defender defends the goal with each single throw being cleared by the referee's whistle. Then the thrower becomes the defender and vice versa. In the same way the players nominated second and third act as throwers and defenders.

7.2.5.4. In case of a rule infringement when throwing, no punishment follows; the throw becomes invalid. In case of a rule infringement in defence the free throw has to be repeated if no goal has been scored (see rule 5.7.).

7.2.6. Determination of the winner:

The team who has scored more goals is declared the winner. In case of a draw, the free throws are continued in the same order of the players with one throw per team until one team (with the same number of throws) is one goal in the lead.

8. CONDUCT OF THE TOURNAMENTS

In international championships or cups (like World/Regional Championships or World/Regional Cups etc.) the following tournament mode has to be applied. If teams from at least 4 countries take part in an international

tournament, the organizer has to inform IBSA of this tournament by means of the application form.

8.1. Participation:

In international championships there are admitted only one female and one male team from each member country, if not stated otherwise in the rules for the tournament in question (like rules for world or regional cup).

8.2. Seeding of the teams:

If more than 11 teams participate in an international tournament, two, if necessary, more pools have to be formed (see rule 8.3.2.).

The teams are grouped according to their placement in previous similar championships. This means that, when seeding for World Championships, the placement in the previous World Championship is decisive, and when seeding for Regional Championships, the placement in the previous Regional Championship is decisive. The following scheme applies (example with three pools): The team who was placed first is seeded into pool A, the team placed second into pool B, the team placed third into pool C, the team placed fourth into pool C, the team placed fifth into pool B, the team placed sixth into pool A, the team placed seventh into pool A, etc.

8.3. Division into Pools, Preliminary Rounds

8.3.1. One pool:

If there are up to 11 teams participating in a tournament, the preliminary round will be a round robin (each team plays once against each of the other teams).

8.3.2. Two or more pools:

If more than 11 teams participate in a tournament, the teams are evenly to divide into two, if necessary, also more pools according to rule 8.2.

Two pools have to be formed when there are more than 11 and fewer than 19 participating teams. A third or further pool has to be formed whenever one pool would comprise more than 9 teams.

8.3.3. Placement within the pool:

In each pool each team plays against the other teams once (round robin). The placements within the pool are decided according to rule 8.6.

The top three teams of each pool qualify for the second round robin (rule 8.4.1.). If the preliminary round is played in two pools, the remaining teams - from fourth place in each pool - play a placement round (rule 8.4.2.). If there are three or more pools, it is up to the organizer in cooperation with the IBSA technical delegate to decide the mode for placement.

8.4. Second Round Robin and Placement Games

8.4.1. Second round robin:

If the tournament is played in two or more pools, the top three teams of each pool compete in a second round robin for the participation to the final round. In the second round robin those teams play against each other that have not done so in the preliminary round. For teams that have already played against each other, the results from the preliminary round are taken over for the second round robin. The determination of the placement in the second round robin

is carried out in the same way as in a round robin (see rule 8.6.).

The top four teams in the second round robin qualify for the semi finals (rule 8.5.). The remaining teams are eliminated from the tournament and are placed 5 to 6, 5 to 9 or 5 to 12 depending on the number of pools.

8.4.2. Placement games:

If the preliminary round is played in two pools, the teams placed fourth in each pool will play for the seventh place, the teams placed fifth will play for the ninth place, etc. If the regular game ends with a draw, extra time is to play (see rule 7.1.). If there is still a draw after extra time, free throws are to carry out to a final decision (see rule 7.2.).

8.5. Final Round

8.5.1. Semi-finals:

The top four teams of the preliminary round respectively of the second round robin take part in the semi-finals. There they compete in a knock-out system, the first placed team is playing against the fourth placed and the second placed team against the third placed.

8.5.2. Finals:

In the finals the two losers from the semi-finals play for the third place, the two winners play for the victory of the tournament / the title of the championship. If in the semi-finals or the finals the regular games end with a draw, extra time is to play (see rule 7.1.). If there is still a draw after extra time free throws are to carry out to a final decision (see rule 7.2.).

8.6. Determination of the Placement

8.6.1. Points:

Placement of a team after a preliminary round or second round robin is determined by the number of points each team was able to score. Each team gets 2 points for a win, one point for a draw and nil points for a defeat.

8.6.2. Goal difference:

With a draw in the points the higher goal difference (goals scored minus goals received) decides on the better placement.

8.6.3. Goals scored:

With a draw in the points and the same goal difference the higher number of goals scored means the better placement.

8.6.4. Direct match:

With a draw in the points, the same goal difference and the same number of goals scored the result of the direct match between the teams in question decides on the better placement.

8.6.5. Free throws:

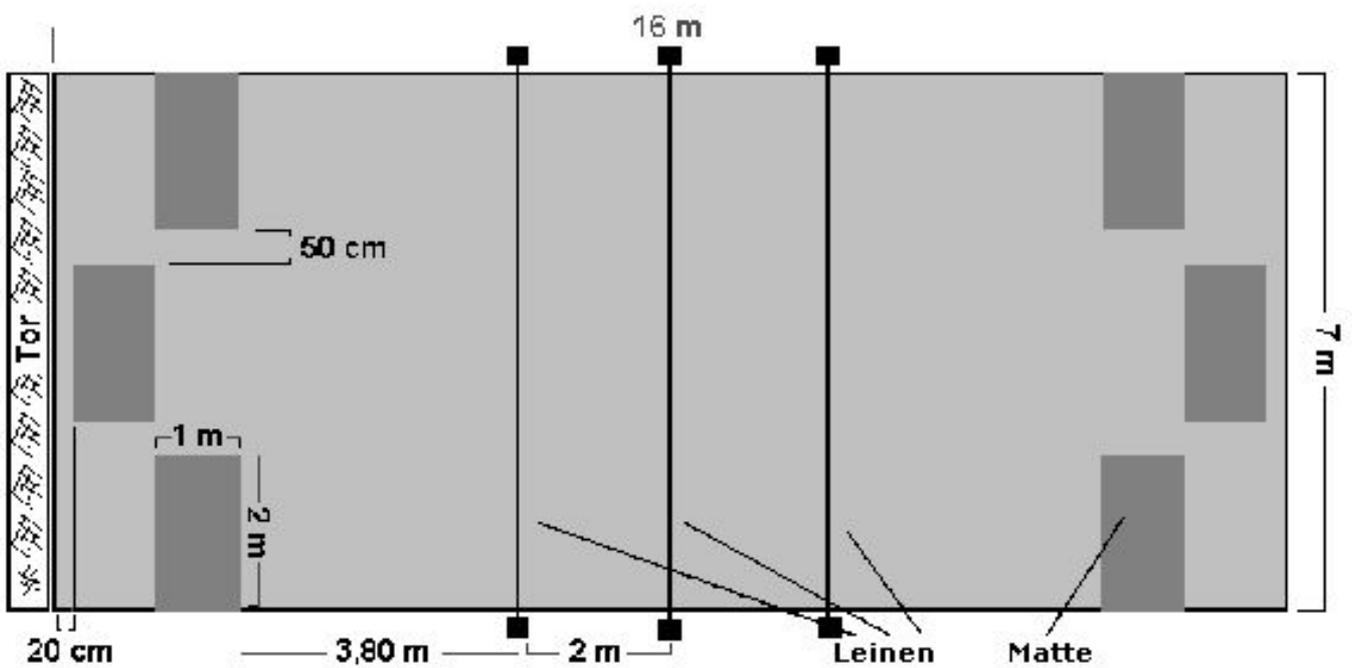
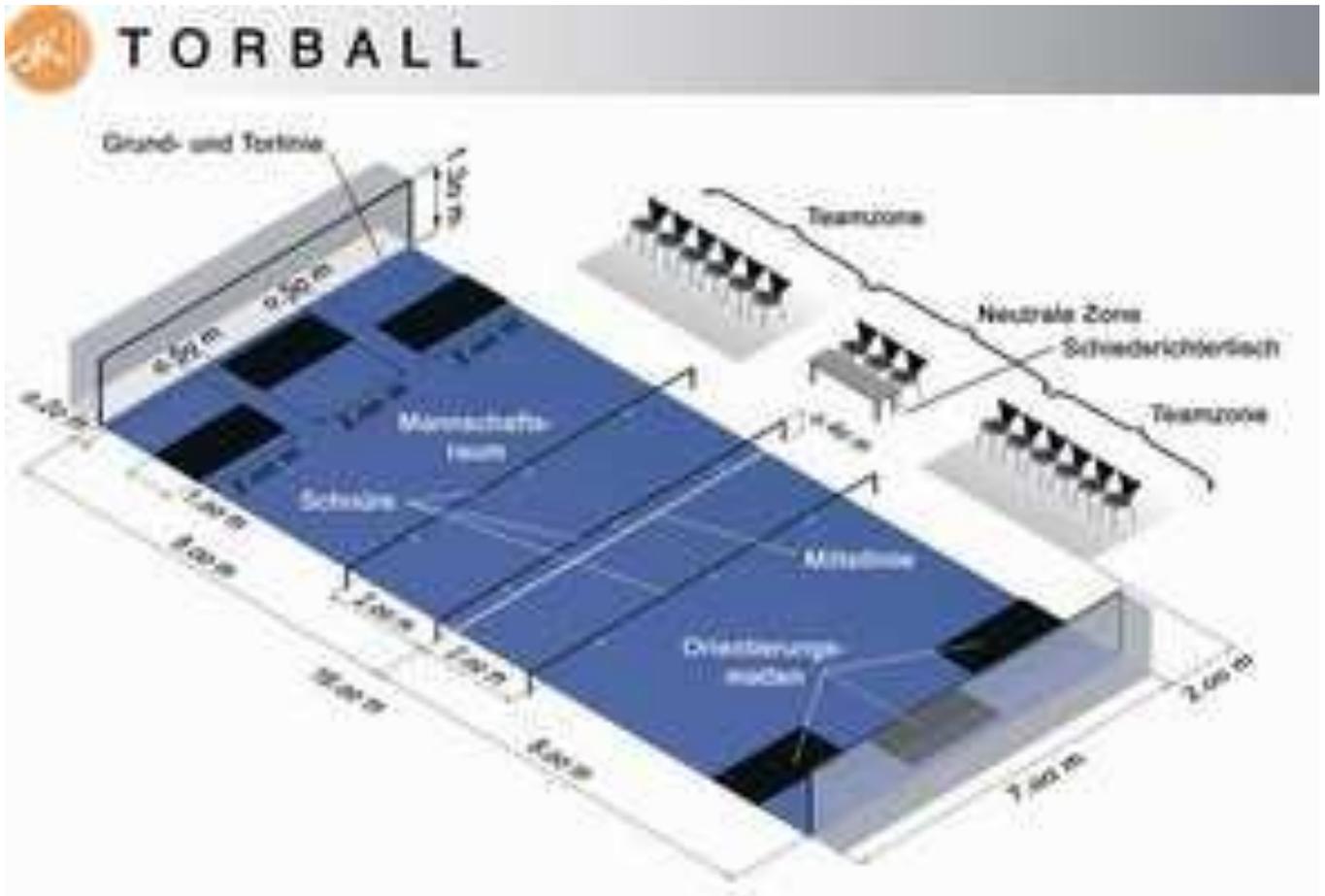
If after application of the rules 8.6.1. to 8.6.4. there is still a draw and an equal placement of the both teams is impossible (due to a qualification for the final round etc.), free throws have to be carried out to a final decision (see rule 7.2.).

- 8.7. Missing a Match:
If a team is late for the start of a match, this is a defeat and the team present is awarded two points and a score of 5:0. The team having missed the game loses it with a score of 0:5. Moreover, 2 points are withdrawn as an omission offence.
- 8.8. Early Determination of a game; Elimination from a Tournament:
In case a team cannot finish the game, the remaining team wins this game with a score of 5:0. Should a team leave the tournament, all other teams are awarded 2 points and nil goals; previous results are annulled.
- 8.9. Determination of the Best Offensive and the Best Defensive Teams
- 8.9.1. Offensive team:
The best offensive team is determined by adding up all the goals scored by one team and dividing that total by the number of games played. Goals scored during extra time or in a free throws situation do not count.
- 8.9.2. Defensive team:
The best defensive team is determined by adding up all the goals received by one team and dividing that total by the number of games played. Goals scored during extra time or in a free throws situation do not count.
- 8.10. Number of the Games:
The organizer should set up a game schedule for one day in such a way that one team does not have to play more than eight matches.
- 8.11. Protest Committee:
The protest committee consists of the persons mentioned in appendix IV and makes final decisions on protests entered on the basis of the principles written down in these rules and appendix IV.
- 8.12. Exceptions of these Rules:
In justified cases the subcommittee or the IBSA technical delegate may permit exceptions of the rules for the conduct of the tournaments.

Salzburg, January 2014

Dr. Max Ott
Chairman of the IBSA Subcommittee Torball

APPENDIX I Technical details



APPENDIX II

Verbal Announcements by the Referee

1. **Generals:**

- 1.1. In case of referee's explanations during the game the referee has to explain the situations using, in principle, the following verbal announcements. Only if absolutely necessary, the referee may choose other verbal announcements for explaining the interruption or his decision, ask other officials to clarify a situation or appoint interpreters.
- 1.2. All announcements have to be made clearly and loudly so that they can be heard by all participants, especially by the players and team members.
- 1.3. During the announcement of a penalty situation, the referee must always announce whether it is the first, second or third Penalty.

2. **Announcements concerning offensive play:**

- a) If the ball goes out (crosses the side line) while being passed within a team: "Out, loss of ball";
- b) in case of an infringement of the 8-second rule: "eight seconds, number ... (number of the player having touched the ball last), x-th penalty against ... (name of the team)";
- c) if the ball goes out during offensive play and there is a need for clarifying: "out";
- d) if a player plays or handed over the ball to another player during an interruption of the game or if the ball is thrown before the game is started: "loss of ball";
- e) if, while throwing, a player steps over the goal or side line: "step over, loss of ball";
- f) if a player throws the ball for the fourth time in succession or even more: "fourth throw, number ... (number of the player), x-th penalty against ... (name of the team)";
- g) if the ball thrown touches one of the cords within the court or bounces over a cord: "cord, number ... (number of the thrower), x-th penalty against ... (name of the team)";
- h) if a player touches one of the cords: "cord, number ... (number of the player), x-th penalty against ... (name of the team)".

3. **Announcements concerning defensive play:**

- a) If a penalty or team penalty has been blocked: "blocked";
- b) if there is a dead ball in the half of the defending team: "loss of ball";
- c) if the ball - through defensive action or as a rebound from the goal - bounces back across the centre line within the court: "ball over";
- d) in case of a defence against the rules: "illegal defence, number... (number of the player concerned), ... (type of the penalizing: warning, x-th penalty) against ... (name of the team)";
- e) if a player touches a cord: "cord, number ... (number of the player), x-th penalty against ... (name of the team)".

4. Further announcements:

- a) before the start of each game: "next game between ... on my right and ... on my left (name of the teams); the first throw has ... (name of the team)";
- b) before each half time and whenever an interruption has lasted for a longer period of time: "ready?";
- c) if there is an obviously unclear situation for the players, the game, however, is not interrupted: "play";
- d) if there is a referee's time-out: "time";
- e) if a desired team time-out is permitted: "team time-out for team ... (name of the team)";
- f) in case of a medical time-out: "medical time-out for ... (name of the team)";
- g) if a desired substitution is permitted: "substitution for ... (name of the team), number ... out, number ... in (numbers of the players concerned)";
- h) in case of the announcement of substitutions within the break: "substitution for ... (name of the team), number ... out, number ... in (numbers of the players concerned)";
- i) if a goal has been scored: "goal for ... (name of the team having scored) ... to ... (current score)"; if there is a draw: "... (number of goals) all";
- j) if a third penalty is imposed upon the same team: "third penalty, team penalty against ... (name of the team)";
- k) in case of an unsportsmanlike conduct of a player: "unsportsmanlike conduct ... (number of the player or name of the team), ... (type of the penalizing: warning, x- th penalty, team penalty or other penalties) against ... (name of the team)";
- l) in case of an unsportsmanlike conduct from the team bench: "bench penalty, ... (type of the penalizing: warning, team penalty or other penalties) against ... (name of the team)";
- m) after the end of the game: "the game finishes...to... (result) for...(name of the team)".

APPENDIX III

Game record

1ST HALFTIME

First Throw:

TEAM A										TEAM B											
TEAM A	COMMENT									TEAM B	THROWS										
	THROWS										COMMENT										
TEAM B	THROWS									TEAM A	COMMENT										
	COMMENT										THROWS										
First Throw: <input type="text"/>																					

SCORE BY HALFTIME

__ : __

2ND HALFTIME

TEAM B	COMMENT									TEAM A	THROWS										
	THROWS										COMMENT										

TEAM A GOALS: 1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16

TEAM B GOALS: 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16

Team Time Out	SUBSTITUTION	SUBSTITUTION	PENALTIES	PENALTIES	SUBSTITUTION	SUBSTITUTION	Team Time Out
1 st Halftime	<input type="text"/>	1 st Halftime					
J							J

Team Time Out
2nd Halftime
J SIGNATURE:

RESULT

EXTRA-TIME J

SIGNATURE: _____



NUMBER OF GAME: _____
FREE - THROWS

TEAM: _____
 INTERNATIONAL
 B L I N D
 S P O R T S
 F E D E R A T I O N

	NUMBER OF PLAYER	NAME
1		
2		
3		

SIGNATURES:

COACH/CAPTAIN: _____

REFEREE: _____



NUMBER OF GAME: _____
FREE - THROWS

: _____

TEAM

	NUMBER OF PLAYED	NAME
1		
2		
3		

SIGNATURES:

COACH/CAPTAIN: _____

REFEREE: _____



LIST OF

ACTIVITY

NAME: _____

NATIONALITY:

--	--	--	--	--

INT. NUMBER OF LICENCE: NAT.

NUMBER OF LICENCE

COMPETITION/ PLACE :

HAPPEND FROM (AT) _____ TO _____

ACTIVE AS	UMBEROF GAMES
REFEREE	
GOALJUDGE	
SCORER	
TIMER	

REMARKS:

PLACE, DATE

SIGNATURE OF OFFICIAL



LIST OF

ACTIVITY

NAME: _____

NATIONALITY:

--	--	--	--	--

INT. NUMBER OF LICENCE: NAT.

NUMBER OF LICENCE

COMPETITION/ PLACE :

HAPPEND FROM (AT) _____ TO _____

ACTIVE AS	UMBEROF GAMES
REFEREE	
GOALJUDGE	
SCORER	
TIMER	

REMARKS:

PLACE, DATE

SIGNATURE OF OFFICIAL

APPENDIX IV

Settlement of a Protest

1. General clause:

As a basis, IBSA's general rules for settling a protest have to be taken into account.

2. Set-up of the protest committee:

The members of the protest committee have to be appointed by name before the commencement of the tournament.

The protest committee consists of:

- a representative of the organizer or promoter;
- the chief referee or another referee should the chief referee be affected by the protest;
- an official representative of the IBSA.

3. Protest fee:

The protest fee has to be determined by the organizer in agreement with the official representative of the IBSA. The participating teams have to be informed about the amount and currency of the protest fee in the invitation to the competition.

Should there be approved the protest entire or in part the protest fee is to pay back in full amount, otherwise the protest fee forfeits to favour of the subcommittee for Torball.

4. Announcement of the protest:

A protest has to be announced by the coach/captain with the scorer when signing the game record; at the same time the protest fee has to be deposited. Protests that do not refer to the course or result of a game have to be announced before the commencement of the tournament/game.

5. Duties of the scorer:

The scorer has to:

- a) record the announcement of the protest in the game record;
- b) record the exact time of the announcement of the protest;
- c) receive the protest fee and
- d) inform the chief referee about the announcement of a protest at once.

6. Protest entry

6.1. The protest has to be handed to the chief referee within 30 minutes after announcement in a written form in a language officially acknowledged by IBSA. Is the protest entry missing in time, the protest is regarded as withdrawn and the protest fee becomes forfeited.

6.2. The written entry of the protest has to contain the following points at least:

- a) A short description of the reason for the protest;
- b) a short description of its effects on the game and explanation of the disadvantage of the protesting team;
- c) naming of proofs like witnesses or objects;
- d) making an application about which the protest committee can decide. However, when deciding, the protest committee is no obliged to confine itself to this application;
- e) the sign of the coach of the protesting team.

7. Summoning of the protest committee:

The chief referee has to inform the members of the protest committee immediately about the announcement of a protest. After the protest has been entered in writing, the chief referee has to summon the protest committee as soon as possible and present the protest for discussion and settlement.

8. Decision making:

The protest committee may take any measures necessary for clarifying the case and for reaching a fair decision.

These measures include:

- the checking of written records/notes;
- interrogation of people like officials of the tournament, players, team members, etc.;
- checking of relevant objects.

9. Decision

- 9.1. The protest committee has to come to a decision as soon as possible taking into consideration the progress of the contest.
- 9.2. In the decision of the protest committee the application of the protesting team has to be taken into account. In addition, the protest committee is authorized to take other decisions which have not been asked for. These may include
 - announcement of a warning;
 - acceptance/denial of one or more goals;
 - execution of a certain number of free throws;
 - repetition of game situations (e.g. penalty situation);
 - repetition of some minutes of a game, a half time or an entire game;
 - annulations of a game and determination of a result;
 - etc.

When making the decision, the incident leading to the protest, its results as well as the current score have to be taken into account so that a meaningful decision is made.

- 9.3. The decision has to be made by a majority of votes in the protest committee. It has to be represented unanimously in public.
- 9.4. The decision made by the protest committee is a final one.
- 9.5. The protesting team, the team affected by the protest as well as the tournament officials are, at first, to be informed orally about the decision taken; this has to be done in a language officially acknowledged by IBSA.

A written copy of the decision together with a short statement of reasons can be prepared after the end of the tournament and sent (by postal delivery) to the protesting team, the organizer and IBSA.

APPENDIX V Examples

Dr. Max OTT
Chairman of the IBSA Torball Subcommittee

Salzburg, January 2014