

The Game

Scoring a goal

The aim, of course, is to score as many goals as possible.

Hereby, we do have the following possibilities:

a) Implementation of a goalkeeper; the goal size has to be adjusted (to the size of Minihandball).

b) Bouncing pyramid / bouncing wall: Instead of using a goalkeeper, a bouncing pyramid or wall can be used. The rebounding ball has to be caught by a team mate without touching the floor or an opponent.

c) Shooting wall: The aim is to score in one of the holes of the shooting wall.

Wheelchair Handball has the potential to be played in many different ways. We provide this information to hopefully raise the interest and profile of this adapted sport discipline. The main goal is not to have just another competition, but to welcome new handball friends and to show that handball can be for everybody.



Wheels on Fire

IMPRINT

European Handball Federation
Hoffingergasse 18, A-1120 Vienna
Tel +43 1 80 151 / 152
Fax +43 1 80 151 / 149
www.eurohandball.com
<http://activities.eurohandball.com>

<i>Contents</i>	Frantisek Taborsky / MC Chairman
<i>Co-ordination</i>	Nicole Huang / EHF Office
<i>Translation</i>	Marsha Brown / EHF Office
<i>Design</i>	Richard Turner / EHF Office

<i>Date</i>	September 2006
-------------	----------------



EUROPEAN HANDBALL FEDERATION
www.eurohandball.com

presents

Wheelchair Handball



The Philosophy

The European Handball Federation (EHF) representing all handball friends in Europe has always tried to involve as many people as possible in handball by introducing new initiatives. The European Handball Family heartily welcomes all people interested in handball and is eager to establish the best conditions to meet their needs.

The EHF has the responsibility to offer handball to all people on all levels. We have already achieved a lot by implementing Mini, Youth, Masters and Beach Handball.

It is time to open up handball to disabled people sharing our handball philosophy. Handball should not be limited to age, gender or physical condition. Handball is a sport for all, with no borders!



The Idea

Handball is constantly growing thanks to all the people who love this sport and who want to share their time, experience and skill. There is definitely so much more for us to achieve and to fight for. Nevertheless, we should be aware of our responsibility to sportsmen, and women, who are not able to play handball in the traditional manner.

It is not our aim to publish strict rules and regulations. *"Wheelchair Handball"* shall be implemented primarily for its integrative values and the opportunity to take our sport discipline to another level.

The next foreseeable step for Wheelchair Handball is to introduce competitions.

The implementation of Wheelchair Handball to the working areas of our National Federation cannot be done within a few days. It will be necessary first to make our National Federations familiar with the idea.

The Game

Wheelchair Handball shall be played according to the rules of traditional Handball and with the spirit and philosophy of Beach Handball.

Fair play and safety shall be the most important aspects of the game.

Team & Playing Time

In order to ease the movement of the players not more than 5 players shall be on the court at the same time.

Wheelchair Handball can be either played by disabled players with various degrees of disability or by mixed teams involving able-bodied players.

It is recommended to play two halves of 20 minutes. The players have to use their hands to move their wheelchair, which is an additional strain, and thus has to be considered in regards to playing time.

Playing the ball

In addition to the official ways of *"playing the ball"* it is permitted to place the ball on the lap (not between the knees) while pushing the wheelchair one or two times (not longer).

If the ball touches a wheelchair no free-throw for the other team is granted, the ball can be caught by any player on the field.

Defence

Due to the fact that it will take longer to stop the wheelchair, the defending players shall always give the opponents enough time and distance to react.

Wheels on Fire