



The IHF Rules of the Game 2005

valid from 1st August 2005

Rule changes Lecture prepared by

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Version 1 - English



Explanation and hints




This presentation summarizes the rule changes 2005 of the IHF in an easy way. Compared to a number of major changes in 2001 the number of changes in 2005 is relatively small. As there was no reason for radical changes, more attention was paid on modifications for an easier understanding.

The Rules of the Game in 2005 also consist those changes that have been put in use officially via the four „IHF clarification letters“ over the past years. The most important of those changes will be again mentioned in this lesson.

- Substantial changes are marked with ●
- Non-important changes are marked with ●
- Changes that are already in use (clarification letters) are marked with ●
- major editorial changes about structure, order and formulation, are also presented in this lecture in order to have a complete summary. – No change in the handling. They are marked as follows: ●
- smaller editorial changes are not dealt with in this lecture.



Explanations and Hints

- This lecture „Rule Changes“ will be available from 31 May 2005 in english, german and french.
- for  and  players, officials, referees and other persons, the form of  is used for reasons of simple understanding
- *Italics* = original rule text
- *red/italics* = changes from the rule text 2001



Summary of the Rule Changes

- 1. **Playing time, Halftime break**
- 2. **7-m-throwing as tie-breaker**
- 3. **Public clock**
- ⇒ ● 4. **Free-throw after final signal**
- ⇒ ● 5. **Time-out after 7-m-decision not anymore obligatory**
- ⇒ ● 6. **Stop of the clock at an interruption by timekeeper or Delegate**
- ⇒ ● 7. **14 players**
- ⇒ ● 8. **Appropriate punishment**
- ⇒ ● 9. **Team captain**
- ⇒ ● 10. **Sportsmanlike leaving of the court**
- ⇒ ● 11. **Colour of the Goal keeper's uniform**
- 12. **Numbers**
- ⇒ ● 13. **Piercing**
- ⇒ ● 14. **Entering of the court for medical care**

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









Summary of the Rule Changes

- 15. Specification of the execution of goalkeeper throws
- ⇒ ● 16. Execution of the throws in the goal area as a consequence of rule violations in the goal area
- 17. The playing the ball – Rolling
- 18. The playing the ball – sitting, knelling, lying, standing
- 19. The playing the ball – catching error
- ⇒ ● 20. Leaving of the court
- ⇒ ● 21. Passive play
- 22. Progressive punishments
- ⇒ ● 23. A „small“ push at the „wrong“ time
- ⇒ ● 24. Seriously unsportsmanlike conduct towards the end of the game
- 25. Execution throw-off
- ⇒ ● 26. Throw-in instead of free-throw after the ball touched the ceiling
- 27. Execution of the throw-in
- ⇒ ● 28. New description of goalkeeper-throw

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Summary of the Rule Changes

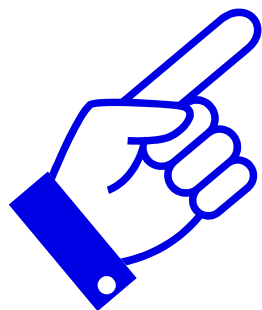
-  **29. Execution of free-throw**
-  **30. 7-m in case of external influence / Time-out**
-  **31. Execution of 7-m-throw**
-  **32. The execution of throws**
-  **33. Punishments**
-  **34. Exclusion**
-  **35. Standardized punishment also during halftime**
-  **36. Punishments outside the playing time**
-  **37. The coin toss**
-  **38. The distinction of the functions of the referees**
-  **39. Responsibility for playing time, Time-out and punishments**
-  **40. Leaving the substitution area**



Rule 2: Playing Time, Final Signal and Time-Out

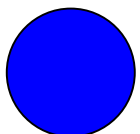
1. Playing time, half-time break

- 2:1** *The normal playing time for all teams with players of age 16 and above is 2 halves of 30 minutes. The half-time break is **normally** 10 minutes.*



Depending on the individual event it is up to the organizers to fix the half-time break differently from the rules in order to have a possibility for half-time events or to meet TV-requests.

In those cases where local organizers are allowed to decide on an extended half-time break, the Referees/Delegate has to secure a good information to all participants well in advance prior to the game.





Rule 2: Playing Time, Final Signal and Time-Out



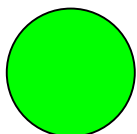
2. 7-meter-throwing as tie-breaker

2.2 *Overtime is played, following a 5-minute break, if a game is tied at the end of the regular playing time and a winner has to be determined.*

The overtime period consists of 2 halves of 5 minutes, with a 1-minute half-time break.

If the game is again tied after a first overtime period, a second period is played after a 5-minute break. This overtime period also has 2 halves of 5 minutes, with a 1-minute half-time break.

*If the game is still tied, the winner will be determined in accordance with the rules for the particular competition. **In the case that the decision is to use 7-meter-throwing as tie-breaker to decide a winner, the procedures indicated below shall be followed.***





Rule 2: Playing Time, Final Signal and Time-Out



2. 7-meter-throwing as tie-breaker

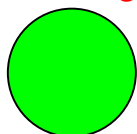
Comment :

If 7-meter-throwing is used as a tie-breaker, players who are not suspended, disqualified or excluded at the end of the playing time are entitled to participate. Each team nominates 5 players. These players make one throw each, alternating with the players of the other team. The teams are not required to predetermine the sequence of their throwers. Goalkeepers may be freely chosen and substituted among the players eligible to participate. Players may participate in the 7-meter throwing as both throwers and goalkeepers.

The referees decide which goal is used. The referees make a coin toss, and the winning team chooses whether they wish to throw first or last. The opposite sequence is used for the remainder of the throws, if the throwing has to continue because the score is still tied after the first five throws each.

For such a continuation, each team shall again nominate five players. All or some of them may be the same as in the first round. This method of nominating five players at a time continues as long as it is necessary. However, the winner is now decided as soon as there is a goal difference after both teams have had the same number of throws.

Players may be disqualified from further participation in the 7-meter throwing in cases of significant or repeated unsportsmanlike conduct (16.13). If this concerns a player who has just been nominated in a group of five throwers, the team must nominate another thrower.





Rule 2: Playing Time, Final Signal and Time-Out



3. Public Clock

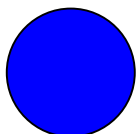
Part 3 of the rule 2:3 was cancelled:

~~If a public clock is used, it should, if possible, be set to run from 0 to 30 minutes.~~



It is not relevant anymore if the clock runs

from **0' to 30'** or from **30' to 0'**





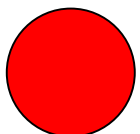
Rule 2: Playing Time, Final Signal and Time-Out



4. Free-throw after final signal

reason for the change:

- Often „show“ and long delays of throws
- Mostly without any positive result
- unattractive and caused discussions and irritations





Rule 2: Playing Time, Final Signal and Time-Out



4. Free-throw after final signal

Rule 2:4 and 2:5 is added and adapted as follows:

2:4 *Infractions and unsportsmanlike conduct that take place before or simultaneously with the final signal (for half-time or end of game, **also in overtime**) are to be punished, also if **the resulting free-throw (under Rule 13 :1) or 7-meter-throw** cannot be **taken** until after the signal.*

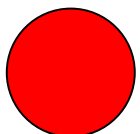
Similarly, the throw must be retaken, if the final signal (for half-time or end of game, also in overtime) sounds precisely when a free-throw or a 7-meter throw is being executed or when the ball is already in the air.

In both cases, the referees end the game only after the free-throw or 7-meter throw has been taken (or retaken) and its immediate result has been established .

2:5 *For free-throws taken (or retaken) under Rule 2:4, special restrictions apply regarding player positions and substitutions. As an exception to the normal substitution flexibility in Rule 4:4, the only player substitution allowed is for **one player on the throwing team**. Violations are penalized under Rule 4:5, 1st paragraph.*

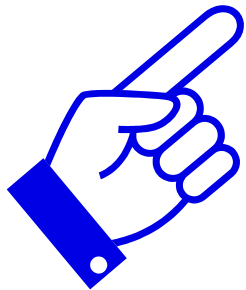
*Moreover, **all the teammates of the thrower must be positioned at least 3 meters away from the thrower**, in addition to being outside the free-throw line of the opponents (13 :7, 15 :6 ; see also Clarification No. 1).*

The positions of the defending players are indicated in Rule 13:8.



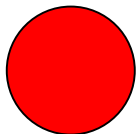


4. Free-throw after final signal



So there are two special restrictions for the execution of these free throws:

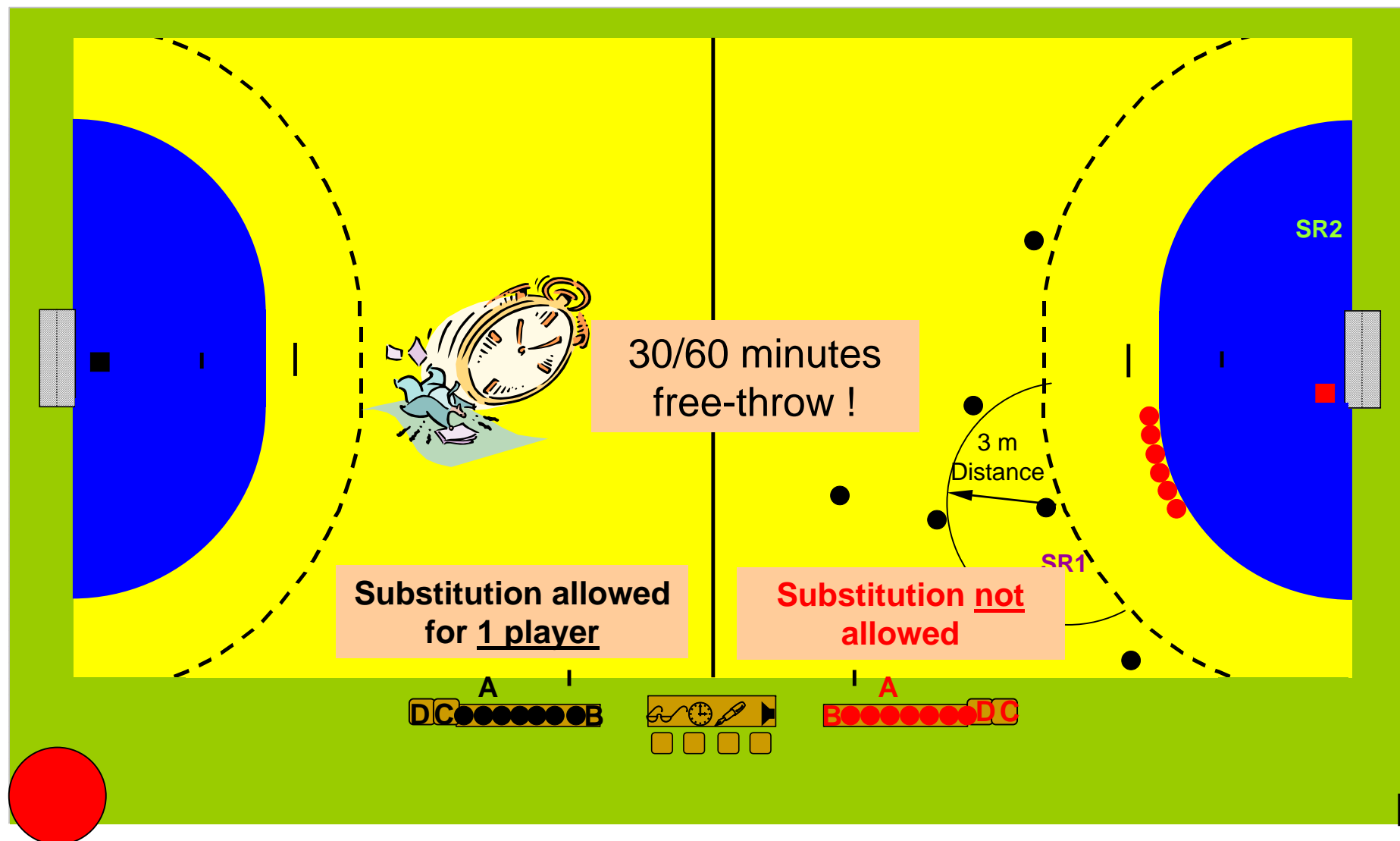
- a) Only the team executing the free throw is allowed to exchange **one** player.
- b) The other players of this team must be in a distance of at least 3m to the player executing the free-throw.





Rule 2: Playing Time, Final Signal and Time-Out

4. Free-throw after final signal



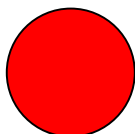


Rule 2: Playing Time, Final Signal and Time-Out

5. Time-out after 7-m-decision not anymore obligatory

2:8 *A time-out is obligatory when:*

- a) *a 2-minute suspension, disqualification, or exclusion is given;
~~a 7-meter throw is awarded;~~*
- b) *a team time-out is granted;
~~there is a faulty substitution or an 'extra' player enters the court;~~*
- c) *there is a whistle signal from the timekeeper or the technical delegate;*
- d) *consultations between the referees are necessary in accordance with Rule 17:7.*



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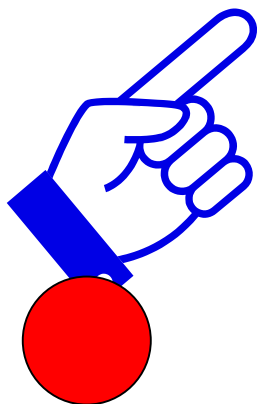


Rule 2: Playing Time, Final Signal and Time-Out

5. Time-out after 7-m-decision not anymore obligatory

Clarification Nr. 2 „Time-out“ is added as follows:

*The obligatory time-out in connection with 7-meter throws has been removed. It may still be necessary to give a time-out based **on subjective judgment on some occasions**, in accordance with the principles just discussed. This may involve situations where one of the team clearly delays the execution, including for instance through a substitution of the goalkeeper or the thrower.*



- No obligatory time-out in case of a 7-m
- Time-out yes, in case of a clear delaying
- Time-out yes, if the goalkeeper or the thrower is exchanged

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Rule 2: Playing Time, Final Signal and Time-Out



6. Stop of the clock at an interruption by timekeeper or Del.

Problem area:

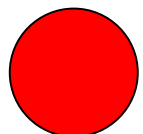
If the timekeeper blows the whistle (e.g. at Team-Time-out or incorrect exchange of players), sometimes the referees do not hear the whistle and the game continues. This leads to irritation and arguing about the correct time, because the official clock was not stopped.

2:9 *In principle, the referees decide when the clock is to be stopped and started in connection with a time-out. The interruption of the playing time is to be indicated to the timekeeper through three short blasts on the whistle and hand signal no.16.*

However, in the case of obligatory time-outs where the game has been interrupted by a whistle signal from the timekeeper or Delegate (2:8b-c), the timekeeper is required to stop the official clock immediately, without awaiting a confirmation from the referees.

The whistle must always be blown to indicate the restart of the game after a time-out (15:5b).

See new comment Rule 2.9 →



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Rule 2: Playing Time, Final Signal and Time-Out

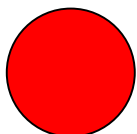


6. Stop of the clock at an interruption by timekeeper or Del.

Comment :

*A **whistle signal from the timekeeper/Delegate effectively stops the game.** Even if the referees (and the players) do not immediately realize that the game has been stopped, **any action on the court after whistle signal is invalid.** This means that if a **goal** was scored **after the whistle** signal from the table, the 'goal' **must be disallowed.** Similarly, a decision to award a throw to a team (7-meter throw, free-throw, throw-in, throw-off or goalkeeper-throw) is also invalid. The game shall instead be restarted in the manner that corresponds to the situation that existed when the timekeeper/Delegate whistled. (It should be kept in mind that the typical reason for the intervention is a team time-out or a faulty substitution).*

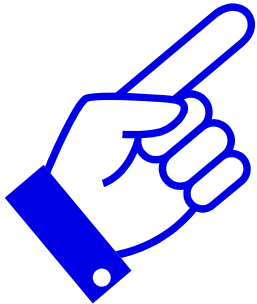
*However, any **personal punishment** given by the referees between the time of the whistle from the table and the time the referees stop the action **remains valid.** This applies regardless of the type of the violation and regardless of the severity of the punishment.*





Rule 2: Playing Time, Final Signal and Time-Out

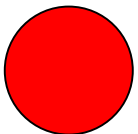
6. Stop of the clock at an interruption by timekeeper or Del.



- In case of an interruption by the timekeeper/delegate the timekeeper immediately stops the clock
- Consequently the game is interrupted – any goals or awarded throws are not valid
- However, awarded personal punishments are valid!



- As the referees are often surprised by this situation, timekeeper/secretary and the delegate must carefully observe the continuation of the game in case of interruptions
- Timekeeper/secretary resp. delegate support the referees with corrections regarding the continuation of the game (type of throw, place)



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Rule 4: The Team, Substitutions, Equipment



7. 14 players

4:1 A team consists of up to **14** players.

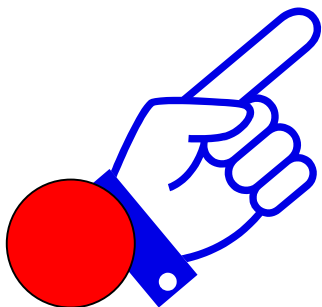
No more than 7 players may be present on the court at the same time. The remaining players are substitutes.

At all times during the game, the team must have one of the players on the court designated as a goalkeeper. A player who is recognized as a goalkeeper may become a court player at any time. Similarly, a court player may become a goalkeeper at any time (see, however, 4:4 and 4:7).

A team must have at least 5 players on the court at the start of the game.

*The number of players on a team can be increased up to **14**, at any time during the game, including overtime.*

*The game may continue even if a team is reduced to less than 5 players on the court. It is for the referees to judge whether and when the game should be permanently suspended (17:**12**).*



➤ As already in use in most cases, 14 players are now allowed by the rules



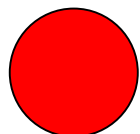
Rule 4: The Team, Substitutions, Equipment

8. Appropriate punishment

4:2 *A team is allowed to use a maximum of 4 team officials during the game. These team officials may not be replaced during the course of the game. One of them must be designated as the «responsible team official». Only this official is allowed to address the timekeeper/scorekeeper and, possibly, the referees (see, however, Clarification No. 3 : team time-out).*

A team official is generally not allowed to enter the court during the game. A violation of this rule is to be penalized as unsportsmanlike conduct (see 8:4, 16:1c, 16:3d and 16:6a). The game is restarted with a free-throw for the opponents (13:1a-b ; see, however, Clarification No. 9).

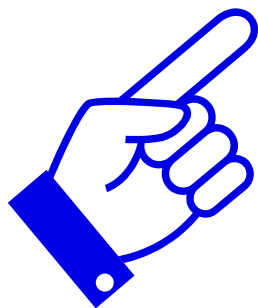
The 'responsible team official' shall ensure that, once the game has started, no other persons than the (maximum 4) registered team officials and the players who are entitled to participate (see 4:3) are present in the substitution area. A violation of this rule leads to progressive punishment for the 'responsible team official' (16 :1c, 16 :3d, and 16 :6a).



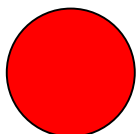
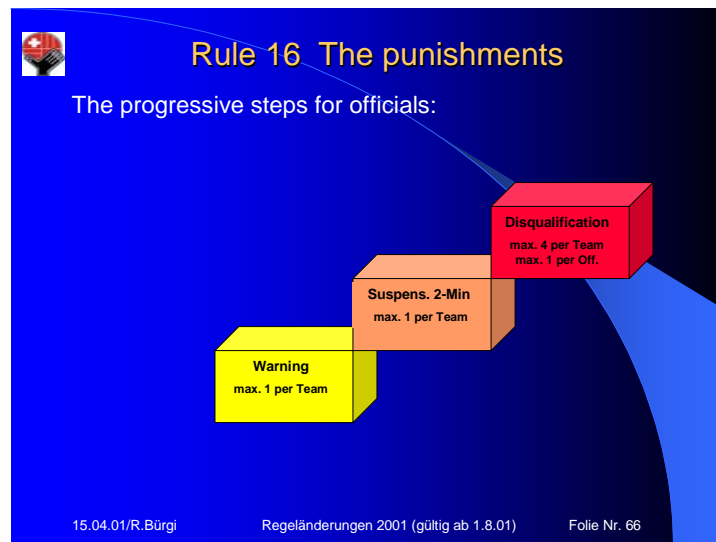


Rule 4: The Team, Substitutions, Equipment

8. Appropriate punishment



- „Responsible Team Official“ is responsible for the correct number of persons in the substitution area – in case of a violation there is a progressive punishment for him: (Yellow card – 2 Min. – Disqualification).





Rule 4: The Team, Substitutions, Equipment

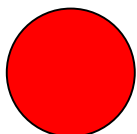
8. Appropriate punishment

4:3 A player or team official is entitled to participate if he is present at the start of the game and is included in the score sheet.

Players and team officials who arrive after the game has started must obtain their entitlement to participate from the timekeeper/score-keeper and must be entered into the score sheet.

A player who is entitled to participate may, in principle, enter the court through the team's own substitution line at any time (see, however, 4:4 and 4:6).

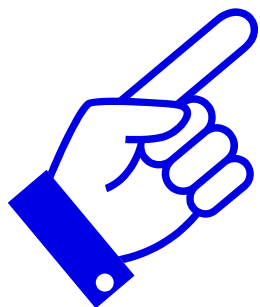
*The 'responsible team official' shall ensure that only **players who are entitled to participate** enter the court. A violation is to be penalized as **unsportsman-like conduct by the 'responsible team official'** (13:1a-b, 16:1c, 16:3d, and 16:6a ; see, however, Clarification No.9)*



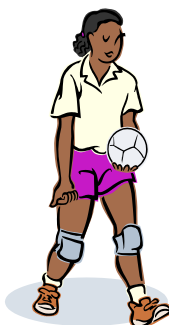
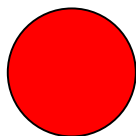


Rule 4: The Team, Substitutions, Equipment

8. Appropriate punishment

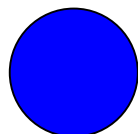


- In case of an incorrect positioning and in case of an ineligible player entering the playing court, the team responsible is punished progressively.
- There is no punishment anymore for players (until now: disqualification).



9. Team Captain:

- The function of a **Team Captain** does no longer **exist** in the Rules 05 (originally 4:8)





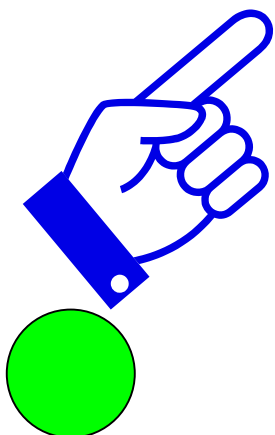
Rule 4: The Team, Substitutions, Equipment

10. Sportsmanlike leaving of the court

The following commentary was added to rule 4:4:

Comment :

The purpose of the concept of the 'substitution line' is to ensure fair and orderly substitutions. It is not intended to cause punishments in other situations, where a player steps over the sideline or outer goal line in a harmless manner and without any intention of gaining an advantage (e.g., getting water or a towel at the bench just beyond the substitution line, or leaving the court in a sportsmanlike manner when receiving a suspension and crossing the sideline at the bench but just outside the 15 cm line). Tactical and illegal usage of the area outside the court is dealt with separately in Rule 7 :10



By this commentary, punishments with no sense are being avoided in cases of leaving the court (e.g.):

- To go and get water
- To go and get a towel
- Sportsmanlike leaving in case of a suspension

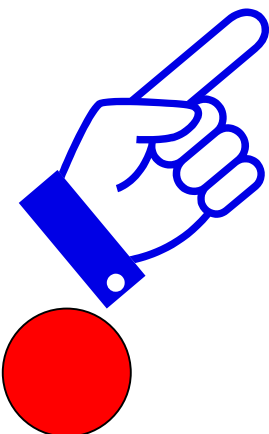
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Rule 4: The Team, Substitutions, Equipment

11. Colour of the goalkeeper's uniform

- 4:7** *All the court players on a team must wear identical uniforms. The combinations of colors and design for the two teams must be clearly distinguishable from each other.*
- All players used in the goalkeeper position on a team must wear the same color, a color that distinguishes them from the court players of both teams and the goalkeeper(s) of the opposing team (17:3).*



- Goalkeepers of a team must use the same colour
- A distinction must be clearly visible to:
 - Goalkeepers of the opponent team
 - Court players of both teams



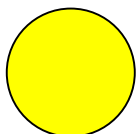
Rule 4: The Team, Substitutions, Equipment

12. Numbers

4:8 *The players must wear numbers that are at least 20cm high in the back of the shirt and at least 10cm in the front. The numbers used should be from 1 to 20. **A player who is switching between the court player and goalkeeper positions must wear the same number in both positions.** The color of the numbers must contrast clearly with the colors and design of the shirt.*



The same player must always wear the same number regardless of his function (court player or goalkeeper).





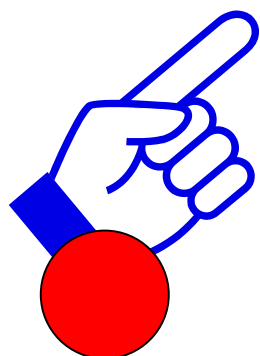
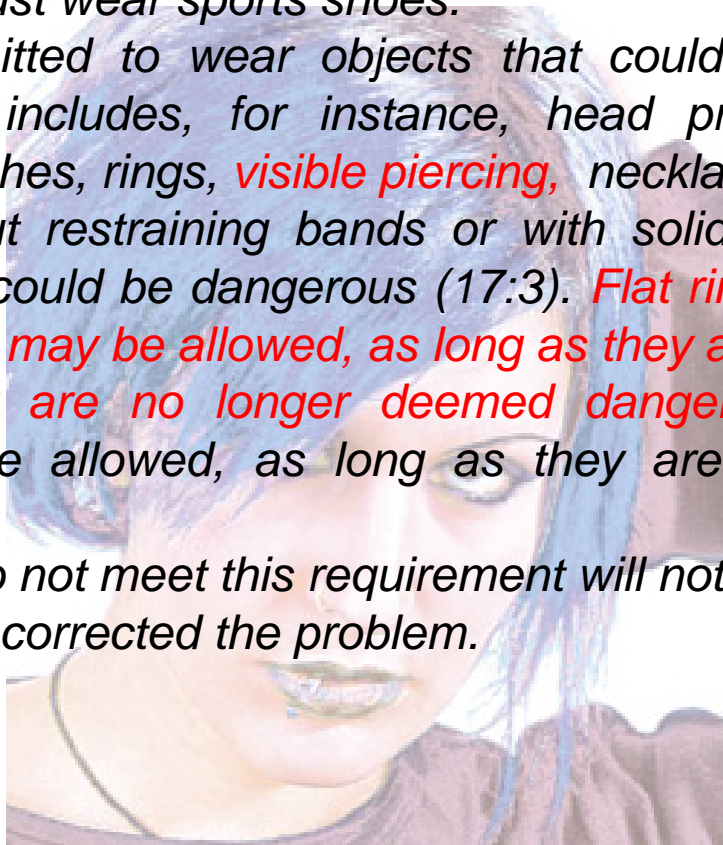
Rule 4: The Team, Substitutions, Equipment

13. Piercing

4:9 *The players must wear sports shoes.*

*It is not permitted to wear objects that could be dangerous to the players. This includes, for instance, head protection, face masks, bracelets, watches, rings, **visible piercing**, necklaces or chains, earrings, glasses without restraining bands or with solid frames, or any other objects which could be dangerous (17:3). **Flat rings, small earrings and visible piercing may be allowed, as long as they are taped over in such a way that they are no longer deemed dangerous to other players.** Headbands are allowed, as long as they are made of soft, elastic material.*

Players who do not meet this requirement will not be allowed to take part until they have corrected the problem.



Visible Piercing is not allowed – except:
If covered and no danger for other players

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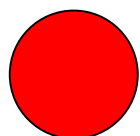


Rule 4: The Team, Substitutions, Equipment

14. Entering of the court for medical care

4:11 *In the case of an injury, the referees may give permission (through hand signals no. 16 and 17) for two of the persons who are entitled to participate (see 4:3) to enter the court during a time-out, for the specific purpose of assisting an injured player from their team .*

If additional persons enter the court after two persons have already entered, it shall be punished as illegal entry, in the case of a player under Rule 4:6 and 16:3a , and in the case of a team official under Rules 4:2, 16:1c, 16:3d and 16:6a. A person who has been permitted to enter the court but, instead of assisting the injured player, gives instructions to players, approaches opponents or referees etc., shall be considered guilty of unsportsmanlike conduct (16:1c, 16:3c-d and 16:6a).





Rule 4: The Team, Substitutions, Equipment

14. Entering of the court for medical care



➤ if a player (exceeding 2 persons) enters the court →



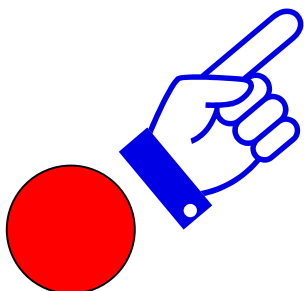
➤ if an official (exceeding 2 persons) enters the court →



➤ If a person, instead of giving care to a player:

- Gives advice to other players
- Deals with the opponent team or with referees (etc.)

they are punished for unsportsmanlike behaviour →



B



Rule 5: The Goalkeeper

15. Specification of execution of goalkeeper-throw

The goalkeeper is not allowed to :

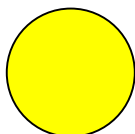
- 5:6** *leave the goal area with the ball under control; **this leads to a free-throw** (according to **6:1**, **13:1a** **and 15:7, 3rd paragraph**), if the referees had whistled for the execution of the goalkeeper-throw; otherwise the goalkeeper- throw is simply repeated (**15 :7, 2nd paragraph**); see, however, the advantage interpretation in **15 :7**, if the goalkeeper were to lose the ball outside the goal-area after having crossed the line with the ball in his hand);*

old: 5:7 doesn't exist anymore:

~~*touch the ball again outside the goal area following a goalkeeper-throw, until after it has touched another player (13:1a);*~~

The execution of the throws – Rule 15 – is completely new overworked and restructured. This also includes the execution of the goalkeeper-throw.

We will not deal with this matter in details.





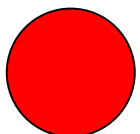
Rule 6: The Goalarea



16. Execution of the throws in the goal area as a consequence of rule violations in the goal area

Problem area:

A free-throw (normally for entering the goal area) is more and more regarded as an unattractive delay as the goalkeeper has to get the ball and then run to the particular spot, maybe 10-15m across the goal area, just outside of the goal area.
A more simple restart of the game is desired.





Rule 6: The Goalarea

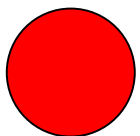


16. Execution of the throws in the goal area as a consequence of rule violations in the goal area

6:2 *When a court player enters the goal area, the decisions shall be as follows :*

- a) *goalkeeper-throw when a court player **of the team in possession** enters the goal-area in possession of the ball **or** enters without the ball but gains an advantage by doing so (12:1) ;*
- b) *free-throw when a court player of the defending team enters the goal-area **and gains an advantage, but without destroying a chance of scoring** (13:1b) ; **See also Clarification No. 5:1***
- c) *7-meter throw when a **court player of the defending team** enters the goal area and because of this destroys a clear chance of scoring (14:1a).*

Note: Old 6:3c is no longer necessary because of the above mentioned specification





Rule 6: The Goalarea



16. Execution of the throws in the goal area as a consequence of rule violations in the goal area

to 6:2 a:

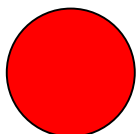


Player of the attacking team enters the goal area:

- with ball → goalkeeper-throw **NEW**
- without ball, gets himself an advantage → goalkeeper-throw **NEW**
- (without ball, gets no advantage → no intervention)



- The referees support (at least at the beginning) the restart by clear hand signal no.8 (goalkeeper-throw)
- Goalkeepers who leave the goal area to execute the goalkeeper-throw are to be corrected – in this case the referees must whistle for the execution of the goalkeeper-throw (see also new rule 5:6!)





Rule 6: The Goalarea



16. Execution of the throws in the goal area as a consequence of rule violations in the goal area

to 6:2 b and c :



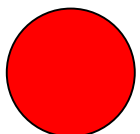
Defending player enters the goal area:

- gets himself an advantage, without preventing a clear chance to score → **Free-throw**
- prevents a clear chance to score → **7-m-throw**

It is now more clear, what was already used in reality:

The attacking players must do some action in order to get himself a clear chance to score.

However: if defending players use the goal area for their defense position, they are to be punished progressively (according to clarification 5.1.) for unsportsmanlike behaviour.





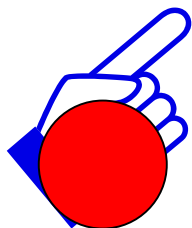
Rule 6: The Goalarea



16. Execution of the throws in the goal area as a consequence of rule violations in the goal area

- 6:4** *The ball is considered to be 'out of play' when the goalkeeper controls the ball with his hands in the goal area (12 :1). The ball must be put back into play through a goalkeeper-throw (12 :2).*
- 6:5** *If the ball is stationary or rolling on the floor in the goal area, it is considered to be in the possession of the goalkeeper's team (see, however, the special situations in 6 :7b-d). The goalkeeper executes a goalkeeper-throw in accordance with 6 :4 and 12 :1. Before the ball has been picked up, it is 'in play', but it must not be touched by a court player of either team. A violation by a teammate of the goalkeeper leads to a free-throw for the opponents (13:1a). A violation by a player of the opposing team leads to a goalkeeper-throw (12:1). It is fully permitted to touch the ball when it is in the air over the goal area.*

6:4 and 6:5 are formulated more precise – the only one significant change is:



Touching of the lying or rolling ball in the goal area by an attacking player: → **goalkeeper-throw NEW**
(this will be dealt with again on 12:1 goalkeeper-throw)

P



Rule 6: The Goalarea



16. Execution of the throws in the goal area as a consequence of rule violations in the goal area

Important because of the restart following an interruption by e.g.:

- Delegate/Timekeeper (Team-Time-Out, faulty substitution, etc.)
- Referees because of warning, punishments

is to know, if the ball was „**in play**“ oder „**out of play**“ . This is now explicitly defined in rule 6:4 and 6:5:

Lying or rolling ball in goal area B:

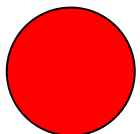


- ball „in play“
- in possession of team B

means:

- only TTO Team B is possible → Restart of the game with **Goalkeeper-throw for B** (Clar. 3)
- Faulty substitution/Punishment B → Restart of the game **Free-throw for A** at 9-m-Line

of course vice versa Team A



Timekeeper/Secretary resp. Delegate help

AND P



Rule 6: The Goalarea



16. Execution of the throws in the goal area as a consequence of rule violations in the goal area



Goalkeeper B is in control of the ball in his hands in the goal area:

- ball **„out of play“**
- in possession of team B

means:

- only TTO Team B possible →
- Faulty substitution/Punishment B →

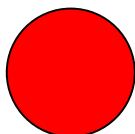
Restart of the game with
Goalkeeper-throw for B (Clar.3)

Restart of the game with
Goalkeeper-throw for B

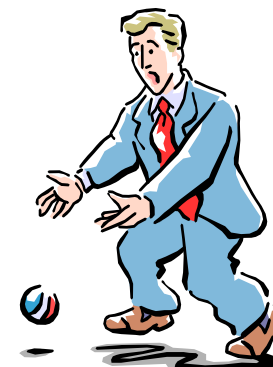
of course vice versa for team A



Time-keeper/Secretary resp. Delegate help !!



Delegate's help !!



P



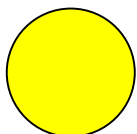
Rule 7: Playing the Ball, Passive Play

17. Playing the Ball - Rolling

7:4 while standing or running :

- a) bounce the ball once and catch it again with one or both hands;
- b) bounce the ball repeatedly with one hand (dribble), and then catch it or pick it up again with one or both hands;
- c) roll the ball on the floor repeatedly with one hand, and then catch it or pick it up again with one or both hands.

It was normal to allow this – now fixed by the rules !



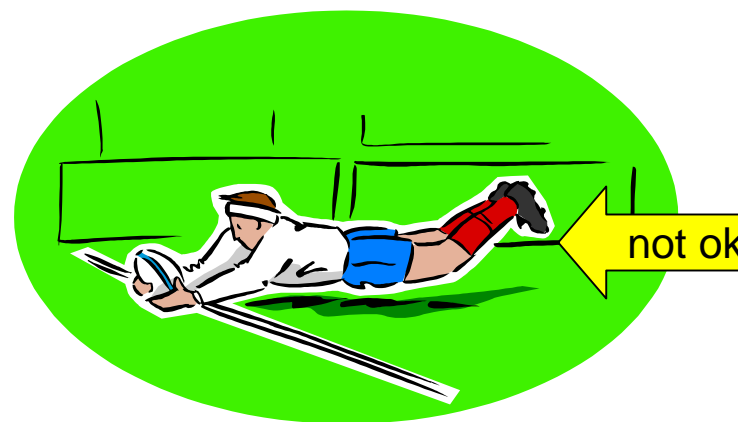


Rule 7: Playing the Ball, Passive Play

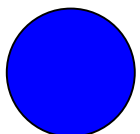
18. Playing the ball – kneeling, sitting, lying

It is permitted:

- 7:6** *play the ball while kneeling, sitting or lying on the floor ; **this means that is it permitted to execute a throw (for instance a free-throw), from such a position, if the requirements of Rule 15:1 are met, including the requirement of having a part of one foot in constant contact with the floor.***



Throw not executable





Rule 7: Playing the Ball, Passive Play

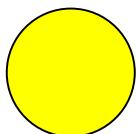
19. Playing the ball – Catching error

*It is **not permitted** :*

7:7 *after the ball has been controlled, to touch it more than once, unless it has touched the floor, another player, or the goal in the meantime (13:1a) ; however, touching it more than once is not penalized, if the player is ‘fumbling’ the ball, i.e, failing to control it when trying to catch or stop it;*



The issue: „Catching errors remain without punishment“ was formulated more precisely





Rule 7: Playing the Ball, Passive Play

20. Leaving of the court

It is not permitted:

7:10 *If a player with the ball moves outside the playing court with his feet (while the ball is still inside the court), for instance to get around a defending player, this shall lead to a free-throw for the opponents (13 :1a).*

If a player from the team in possession takes up position outside the court without the ball, the referees shall indicate to the player that he must move into the court. If the player does not do so, or if the action is later repeated by the same team, there shall be a free-throw awarded to the opponents (13 :1a) without any further forewarning. Such actions shall not lead to personal punishment under Rules 8 and 16.

Deliberate leaving of the court:

with ball (consciously) → losing of the ball (FT opponent)

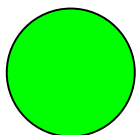
without Ball (consciously) → 1 x urging →

➤ If no reaction losing of the ball (FT opponent)

➤ Repeated in the team losing of the ball (FT opponen)

Note: no personal punishment (see comentary 4:4)

B





Rule 7: Playing the Ball, Passive Play

21. Passive Play

4. **Passive Play (7:11-12)** - Additional part in Clarification

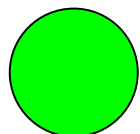
The forewarning signal normally applies for the entire remainder of the attack. However, during the course of an attack, there are two situations where the judgement of passive play is no longer valid, and the forewarning signal must be stopped immediately:

- 1. the team in possession takes a shot on goal and the ball rebounds to the team from the goal or the goalkeeper (directly or in the form of a throw-in) or*
- 2. a player or team official of the defending team is given a progressive punishment under Rule 16 due to a rules infraction or unsportsmanlike conduct. In these two situations, the team in possession must be allowed a new build-up phase.*



The forewarning signal is no longer in use:

- ball bounces back (or over the sideline) from the goalkeeper or from the goal
- Defending team receives a progressive punishment



B



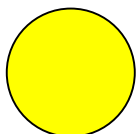
Rule 8: Fouls and Unsportsmanlike Conduct

22. Progressive Punishment

Rule 8:2 was added, Rule 8:3 reformulated, but without any major change of the content :

*It is **not permitted** to :*

- 8:2 a) *pull or hit the ball out of the hands of an opponent ;*
- b) *block or force away an opponent with arms, hands or legs ;*
- c) *restrain **or** hold (**body or uniform**), push, run or jump into an opponent ;*
- d) *endanger an opponent (with or without the ball)*





Rule 8: Fouls and Unsportsmanlike Conduct

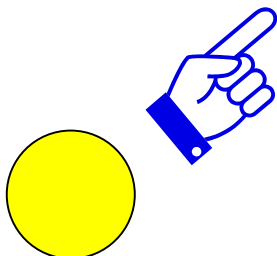
22. Progressive Bestrafung

Rule 8:2 was added, Rule 8:3 reformulated, but without any major change of the content:

8:3 Violations of Rule 8:2 *may occur in the struggle for the ball; however, violations where the action is mainly or exclusively directed at the opponent and not at the ball, are to be punished 'progressively'.*

This means that, in addition to a free-throw or 7-meter throw, there is also a need for a personal punishment, beginning with a warning (16:1b), followed by increasingly severe punishments, such as suspensions (16:3b) and disqualifications (16:6f). (Unsportsmanlike conduct is also to be punished progressively, under 16 :1c, 16 :3c and 16 :6f).

As indicated in Rule 16:3 Comment, however, the referees have the right to determine that a particular violation warrants an immediate 2-minute suspension, even if the player did not previously have a warning.



It is now fixed by the rules, that the referees have the possibility to directly award suspensions for particular violation (in clarifications until now)



Rule 8: Fouls and Unsportsmanlike Conduct

23. A „small“ push at the wrong „time“

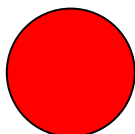
Problem:

Rule 8:5 deals with violations, which „endanger the health of the opponent player“ and should be punished with a disqualification. Normally this rule regards especially rough fouls and heavy contacts (e.g. to push or to hit a player, to trip someone, to throw a player on the ground). Unfortunately the player more and more develop to be specialists in attacking the opponent without too much contact, however, it happens exactly in a moment where the opponent is unprotected (during running or in the air) and does not expect any body contact. Such a „small“ contact in the „wrong“ moment must not be tolerated and any violation in this respect must be punished in a hard way.

Therefore the following comment was added to rule 8:5:

Comment to rule 8:5:

Even a foul with a very small physical impact can be very dangerous and have potentially very serious consequences, if the timing of the foul is such that the opponent is defenseless and caught unaware. It is the risk to the player and not the seemingly minor nature of the body contact that should be guiding in determining the appropriateness of a disqualification.





Rule 8: Fouls and Unsportsmanlike Conduct



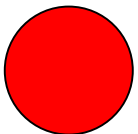
24. Seriously unsportsmanlike conduct towards the end of the game

An important point was added to clarification 6 „seriously unsportsmanlike conduct“:

- g) if during the last minute of a game, a player uses methods that could be seen as falling under Rules 8:5 or 8:6, simply in order to prevent the opponents from having the time to get into a position to score a deciding goal (to win or tie the game, or to gain the necessary goal difference) or to get into a position where a 7-meter-throw could be awarded;*



These violations are punished with a disqualification as until now, however, additionally they **are to be reported to the respective body**, as they are **no longer** regarded as **serious violations** but as **seriously unsportsmanlike** conduct.





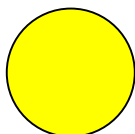
Rule 10: The Throw-Off

25. Execution Throw-Off

10:3 *The throw-off is taken in any direction from the center of the court (with a tolerance sideways of about 1.5 meters). It is preceded by a whistle signal, following which it must be taken within 3 seconds (13:1a, 15:7 3rd paragraph). The player taking the throw-off must **take up a position** with **at least one** foot on the center line, **and the other foot on or behind the line** (15:6), **and remain in this position** until the ball has left his hand (13:1a, 15:7 3rd paragraph) (see also Clarification No. 7). The teammates of the thrower are not allowed to cross the center line prior to the whistle signal (15:6).*



The sense of the rule has not changed in 10:3



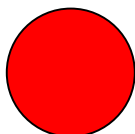


Rule 11: The Throw-In



26. Throw-in instead of free-throw, after the ball touched the ceiling

- 11:1** A throw-in is awarded when the ball has completely crossed the side line, or when a court player on the defending team was the last one to touch the ball before it crossed his team's outer goal line. *It is also awarded when the ball has touched the ceiling or a fixture above the court.*
- 11:2** The throw-in is taken without whistle signal from the referees (see, however, 15:5b) by the opponents of the team whose player last touched the ball before it crossed the line *or touched the ceiling or fixture.*
- 11:3** The throw-in is taken from the spot where the ball crossed the side line or, if it crossed the outer goal line, from the intersection of the side line and the outer goal line on that side. *For a throw-in after the ball touched the ceiling or a fixture above the court, the throw-in is taken at the nearest point on the nearest side line in relation to the spot where the ball touched the ceiling or fixture.*



Throw-in instead of free-throw if contact of the ball with either ceiling or fixed installations



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Rule 11: The Throw-In

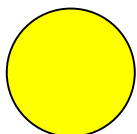
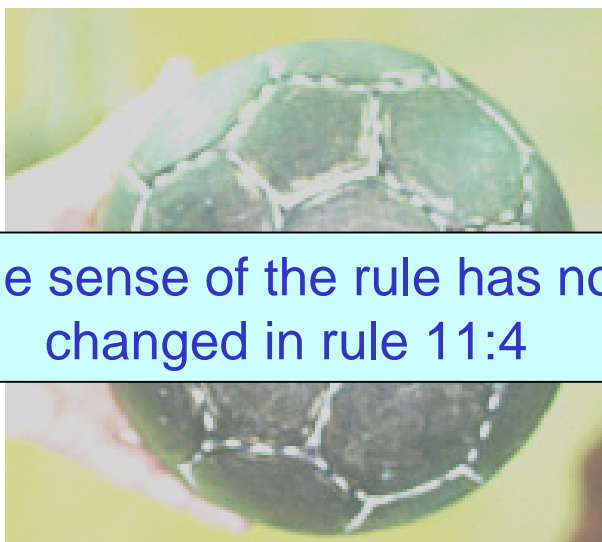
27. Execution of the Throw-In

The execution of the throw-in is now more precise, but there is no change rulewise:

11:4 *The thrower must stand with a foot on the side line (15:6) and remain in a correct position until the ball has left his hand (15:7 2nd and 3rd paragraph, 13:1a). There is no limitation for the placement of the second foot.*



The sense of the rule has not changed in rule 11:4





Rule 12: The Goalkeeper-Throw

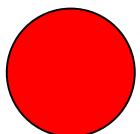
28. New description Goalkeeper-Throw

12:1 A goalkeeper-throw is awarded *when:*

- (I) a player of the opposing team has entered the goal area in violation of Rule 6:2a;*
- (II) the goalkeeper has controlled the ball in the goal area (6:4-5);*
- (III) a player of the opposing team has touched the ball when it is rolling or stationary on the floor in the goal area (6:5); or*
- (IV) when the ball **has** crossed the outer goal line, after having been touched last by the goalkeeper or a player of the opposing team.*

*This means that in **all** these situations the ball is considered out of play, and that **the game is resumed with a goalkeeper-throw (13:3) if there is a violation after a goalkeeper-throw has been awarded and before it has been executed.***

12:2 The goalkeeper-throw is taken by the goalkeeper without whistle signal from the referee (see, however, 15:5b), from the goal area out over the goal area line. The goalkeeper-throw is considered to have been taken, when the ball thrown by the goalkeeper has **completely** crossed the goal-area line. The players of the other team are allowed to be immediately outside the goal-area line, but they are not allowed to touch the ball until it has **completely** crossed the line (15:4, 15:9, **Clarification No. 5:2b**).



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Rule 12: The Goalkeeper-Throw

28. New description Goalkeeper-Throw

In connection with the rule change „ Execution of throws in the goal area as a consequence of rule violations in the goal area“ this rule had to be adapted accordingly:

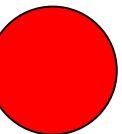
Decision for goalkepper-throw:

- opponent enters the goal area (6:2a) **NEU**
- goalkeeper is in control of the ball
- opponent touches the lying or rolling ball in goalarea **NEU**
- ball corsses the outer goal line (last touch by goalkepper/opponent)

This means in these situations: **„ball not in play“**

see also „execution of throws in the goal area as a cosequence of a rule violation in the goal area“

The goalkeeper-throw is regarded as executed, if the ball has **completely** crossed the goal area line.





Rule 12: Free-Throw

29. The Free-Throw-Execution

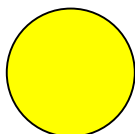
Rule 13:7 and 13:8 was reformulated, without changing the content:

13:7 Players of the **throwing** team must not touch or cross the free-throw line of the opponents before the free-throw has been taken. **See also the special restriction under Rule 2:5.**

The referees must correct the positions of players **of the throwing team** who are between the free-throw line and the goal-area line **prior to** the execution of the free-throw, if the incorrect positions have an influence on the game (15:3, 15:6). The free-throw shall then be taken following a whistle signal (15:5b). **The same procedure applies (Rule 15:7, 2nd paragraph) if players of the throwing team enter the restricted area during the execution of the free-throw (before the ball has left the thrower's hand), if the execution of the throw was not preceded by a whistle signal.**

In the case where the execution of a free-throw has been authorized through a whistle signal, if players from the attacking team touch or cross the free-throw line before the ball has left the hand of the thrower, there shall be a free-throw awarded to the defending team (15 :7, 3rd paragraph; 13:1a).

13:8 When a free throw is being taken, the opponents must remain at a distance of at least 3 meters from the thrower. They are, however, allowed to stand immediately outside their goal-area line if the free-throw is being taken at their free-throw line. **Interference with the execution of the free-throw is penalized in accordance with Rule 15 :9 and Clarification 5 :2b.**





Rule 14: The 7-Meter Throw

30. 7-m in case of external influence / Time-out

Rule 14:1 was specified and there are some examples, 14:3 was adapted to the new rule regarding time-out in case of 7m:

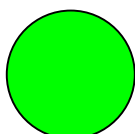
14:1 *A 7-meter throw is awarded when:*

- a) *a clear chance of scoring is illegally destroyed anywhere on the court by a player or a team official of the opposing team ;*
- b) *there is an unwarranted whistle signal at the time of a clear chance of scoring ;*
- c) *a clear chance of scoring is destroyed through the interference of someone not participating in the game, **for instance a spectator entering the court or stopping the players through a whistle signal (except when 9:1 Comment applies). By analogy, this rule also applies in the case of a 'force majeure', such as a sudden electrical failure, that stops the game precisely during a clear chance of scoring.***
see Clarification No. 8 for the definition of clear chance of scoring

14:3 ***When awarding a 7-meter throw the referees may give a time-out, but only if there is a substantial delay, for instance due to a substitution of the goalkeeper or the thrower, and a time-out decision would be in line with the principles and criteria stated in Clarification No. 2.***



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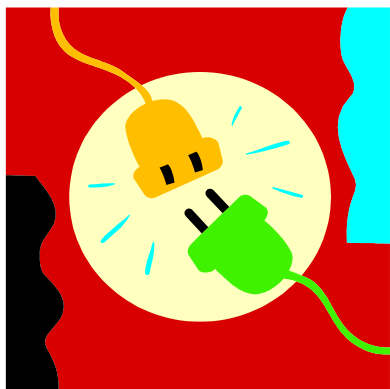
Rule 14: The 7-Meter Throw

30. 7-m in case of external influence / Time-out

Destroying of a clear scoring chance by a person who does not participate can happen for example:

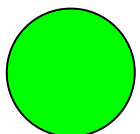
- a spectators enter the playing court
- whistles from the audience area
- force majeure (light goes off, etc.)

If comment of rule 9.1. is valid:
Award the goal!



Comment to rule 9:1

A goal shall be awarded if the ball is prevented from going into the goal by someone or something not participating in the game (spectators, etc.), and the referees are convinced that the ball would otherwise have entered the goal.

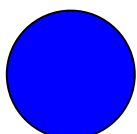




Rule 14: The 7-Meter Throw

31. Execution of the 7-m Throw

- 14:5** *The player who is taking the 7-meter throw must **take up a position behind the 7-meter line, not further away than 1 meter behind the line (15 :1, 15 :6). After the whistle signal from the referee, the thrower must not touch or cross the 7-meter line before the ball has left his hand (15 :7, 3rd paragraph ; 13:1a)***
- 14:8** *When a 7-meter throw is being executed, the players of the opposing team must remain outside the free-throw line and at least 3 meters away from the 7-meter line, until the ball has left the thrower's hand. If they do not do so, the 7-meter throw will be retaken if it does not result in a goal, **but there is no personal punishment** .*
- 14:9** *The 7-meter throw is to be retaken, unless a goal is scored, if the goalkeeper crosses his restraining line, i.e. the 4-meter line (1:7, 5:11), before the ball has left the thrower's hand. **However, it does not result in a personal punishment for the goalkeeper.***



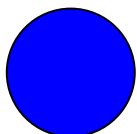


Rule 14: The 7-Meter Throw

31. Execution of the 7-m Throw



- Position of thrower at 7-m-throw possible until max. 1m behind the line
- Incorrect positioning of the opponent players → repeating but no punishment.
- If goalkeeper crosses the goalkeeper-line → repeating but no punishment.





Rule 15: General Instructions for the Execution of the Throws

32. The Execution of Throws

The complete rule 15 was newly formulated:

The Thrower

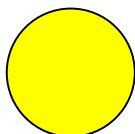
15:1 *Prior to the execution, the thrower must be in the correct position prescribed for the throw. The ball must be in the hand of the thrower. (15:6)*

During the execution, except in the case of the goalkeeper-throw, the thrower must have one part of a foot in constant contact with the floor until the ball is released. The other foot may be lifted and put down repeatedly. (See also Rule 7:6). The thrower must remain in the correct position until the throw has been executed. (15:7, 2nd and 3rd paragraph)

15:2 *A throw is considered taken when the ball has left the hand of the thrower (see, however, 12:2).*

The thrower must not touch the ball again until it has touched another player or the goal. (15:7, 15:8). See also further restrictions for situations under 14:6.

A goal may be scored directly from any throw, except that a direct 'own goal' cannot be scored through a goalkeeper-throw (i.e., by dropping the ball into one's own goal).





Rule 15: General Instructions for the Execution of the Throws

32. The Execution of Throws

The Teammates of the Thrower

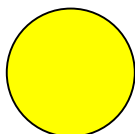
15 :3 *The teammates must take up the positions prescribed for the throw in question. (15:6)*

The players must remain in correct positions until the ball has left the hand of the thrower, except as under 10:3, 2nd paragraph. The ball must not be touched by, or handed over to, a teammate during the execution. (15:7, 2nd and 3rd paragraph)

The Defending Players

15 :4 *The defending players must take up the positions prescribed for the throw and remain in correct position until the ball has left the hand of the thrower. (15:9)*

Incorrect positions on the part of the defending players in connection with the execution of a throw-off, throw-in, or free-throw must not be corrected by the referees if the attacking players are not at a disadvantage by taking the throw immediately. If there is a disadvantage, then the positions are to be corrected.





Rule 15: General Instructions for the Execution of the Throws

32. The Execution of Throws

Whistle Signal for the Restart

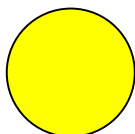
15:5 *The referee must blow the whistle for the restart :*

- a) always in the case of a throw-off (10:3) or 7-meter throw (14:4) ;*
- b) in the case of a throw-in, goalkeeper-throw or free-throw :*
 - for a restart after a time-out ;*
 - for a restart with a free-throw under Rule 13:4 ;*
 - when there has been a delay in the execution ;*
 - after a correction of the player positions ;*
 - after a verbal caution or a warning.*

The referee may judge it appropriate, for the sake of clarity, to blow the whistle for the restart on any other occasion.

In principle, the referee shall not give the whistle signal for the restart unless and until the requirements for player positions under 15 :1, 15 :3 and 15 :4 are met. (See, however, 13:7 2nd paragraph and 15 :4 2nd paragraph). If the referee blows his whistle for a throw to be taken, despite incorrect positions on the part of players, then those players are fully entitled to intervene.

After the whistle signal the thrower must play the ball within 3 seconds.





Rule 15: General Instructions for the Execution of the Throws

32. The Execution of Throws

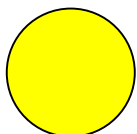
Sanctions

15 :6 Violations by the thrower or his teammates prior to the execution of a throw, i.e., typically in the form of incorrect positions or the touching of the ball by a teammate, shall lead to a correction. (See, however, 13:7 2nd paragraph).

15 :7 The consequences of violations by the thrower or his teammates during the execution of a throw depend primarily on whether the execution was preceded by a whistle signal for the restart.

In principle, any violation during an execution that was not preceded by a restart signal is to be handled through a correction and a retaking of the throw after a whistle signal. However, an advantage concept, in analogy with Rule 13:2, applies here. If the thrower's team immediately loses possession after an incorrect execution, then the throw is simply considered to have been executed and play continues.

In principle, any violation during an execution after a restart signal is to be penalized. This applies, for instance, if the thrower jumps during the execution, holds on to the ball for more than 3 seconds, or moves out of the correct position before the ball has left his hand. It applies if the teammates move into illegal positions after the whistle signal but before the ball has left the thrower's hands (Note 10:3, 2nd paragraph). In such cases, the initial throw is forfeited, and the opponents are awarded a free-throw (13:1a) from the place of the infraction (see, however, Rule 2:6). The advantage provision under Rule 13:2 does apply, i.e., if the thrower's team loses possession of the ball before the referees have an opportunity to intervene, play continues.



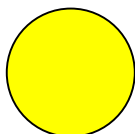


Rule 15: General Instructions for the Execution of the Throws

32. The Execution of Throws

15 :8 *In principle, any violation immediately following, but related to, the execution is to be penalized. This refers to a violation of 15:2, 2nd paragraph, i.e., the thrower touches the ball a second time before it has touched another player or the goal. It can take the form of a dribble, or grabbing the ball again after it is in the air or has been put down on the floor. This is sanctioned with a free-throw (13:1a) for the opponents. As in the case of 15:7 3rd paragraph, the advantage provision applies.*

15 :9 *Except as indicated in Rules 14:8, 14:9, 15:4 2nd paragraph and 15:5 3rd paragraph, defending players who interfere with the execution of a throw for the opponents, for instance by not taking up a correct position initially or by moving into an incorrect position subsequently, shall be penalized. This applies regardless of whether it happens prior to the execution or during the execution (before the ball has left the thrower's hand). It also applies whether the throw was preceded by a whistle signal for the restart or not. Clarification No. 5:2b applies, in conjunction with Rules 16:1c and 16:3c. A throw that was negatively affected by a defender's interference shall, in principle, be repeated.*



The sense of the rule has not been changed in rule 15





Rule 16: The Punishments

33. Punishments

Rule 16 was overworked generally in a combination with clarification 5 (unsportsmanlike conduct) and clarification 6 (seriously unsportsmanlike conduct):



There is no major change in rule 16, however, since the structure is now more clear, here are the most important adaptations in the text:

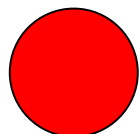
At first, let's take a look on these clarifications:

Clarification No. 5: Unsportsmanlike Conduct (8:4, 16:1c, 16 :3e)

For the purpose of punishments under Rule 16, unsportsmanlike conduct falls into one of the three categories for which examples are provided below :

- 5.1 Punished progressively if the action is repeated (16:1c)*
- 5.2 Punished progressively already the first time (16:1c)*
- 5.3 Specifically always punished with a 2-minute suspension (16 :3e)*

The following specific situations are indicative of when the three categories should apply :





Rule 16: The Punishments

33. Punishments

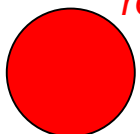
5.1 *when defending players are using the goal area as their basic defensive position (i.e., not just as a sudden reaction in an isolated situation when confronted by a player in a scoring position) ;*

5.2

- a) harassing an opponent or teammate through words or gestures of a provoking nature; a specific example: shouting to an opponent who is executing a 7-meter throw ;*
- b) delaying the execution of a formal throw for the opponents, typically by not respecting the 3-meter distance or, for example, when a goalkeeper does not release the ball to a 7-meter thrower; (see however, Rules 14:8, 14:9, 15:4 2nd paragraph and 15:5 3rd paragraph);*
- c) through fake action ('theater') trying to mislead the referees regarding the actions of an opponent (e.g., pretending that a foul was committed);*
- d) when actively blocking a shot or pass by using a foot or lower leg; (a reflex motion, such as instinctively closing the legs when the ball is coming; or blocking the ball in a normal movement of the legs while moving the whole body forward towards the opponent, are not to be punished) ; see also Rule 7:8;*

5.3

- a) when there is a decision against a team in possession, and the player with the ball does not immediately drop it or put it down on the floor ; similarly, if the ball is already on the floor and a player pushes the ball away;*
- b) interference with the game from players or team officials on the bench, e.g., intervening by reaching into the court or by not releasing a ball that went into the substitution area.*



B



Rule 16: The Punishments

33. Punishments

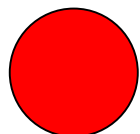


Unsportsmanlike conduct is divided in 3 groups, namely those which will result in a progressive punishment like:

- a) repeated violation → Player: VW,**W**,2,2,2,**D** (Off.: VW,**W**,2,**D**)
- b) first violation → Player: **W**,2,2,2,**D** (Off.: **W**,2,**D**)
- c) directly 2nd request → Player: 2,2,2,**D** Off.: 2,**D**

Examples:

- a) - generally entering the goal area
- b) - disturb the opponent (Shouting/Gestures)
 - not keeping of the distance
 - goalkeeper does not give the ball to 7-m shooter
 - „Acting“
 - defence with foot (see exact distinction)
- c) - not releasing the ball if decision against own team
 - intervention in the game by player/official from the bench
 - not releasing the ball in substitution area



B



Rule 16: The Punishments

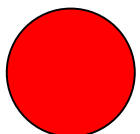
33. Punishments



Clarification No. 6: Seriously Unsportsmanlike Conduct (8:6, 16:6c)

The following are examples of actions that should lead to punishment in the form of a direct disqualification in accordance with Rule 16:6c. By analogy, other actions could be deemed by the referees to belong in the same category:

- a) *insulting behavior (through speech, facial expressions, gestures or body contact) directed at another person (referee, timekeeper/scorekeeper, delegate, team official, player, spectator, etc.);*
- b) *throwing or **kicking** the ball away **in a demonstrative manner**, after a decision by the referees;*
- c) *if **a** goalkeeper **demonstratively refrains from trying to stop a 7-meter throw**;*
- d) *taking revenge after having been fouled (hitting back in a reflex action) ;*
- e) *deliberately throwing the ball at an opponent during a stoppage in the game; **(if it is done with a lot of force and from very short distance it is more appropriately regarded as assault)**;*





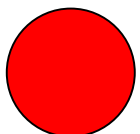
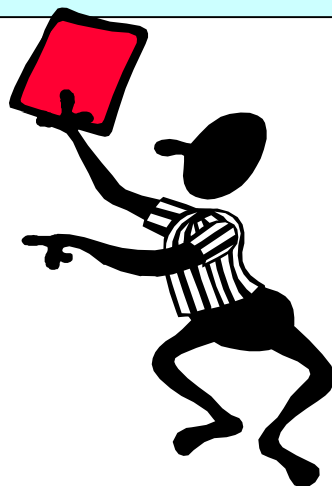
Rule 16: The Punishments

33. Punishments

- f) *destruction of a clear chance of scoring through interference by a team official or an additional player entering the court (4:2, 4:3, 4:6), or by a team official or player intervening by reaching into the court from the substitution area.*
- g) *if during the last minute of a game, a player uses methods that could be seen as falling under Rules 8:5 or 8:6 , simply in order to prevent the opponents from having the time to get into a position to score a deciding goal (to win or tie the game, or to gain the necessary goal difference) or to get into a position where a 7-meter-throw could be awarded;*

⚡

Especially Point g) was expanded, but is dealt with under „Rule violations“ in one of the earlier charts.





Rule 16: The Punishments

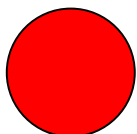
33. Punishments



Suspension

16:3 A suspension (2 minutes) shall be given:

- a) for a faulty substitution, *if an additional player enters the court, or if a player illegally interferes with the game from the substitution area (4:5-6);*
- b) for repeated fouls of the type that they are to be punished progressively (*see 8:3; 16 :1 Comment*);
- c) for repeated unsportsmanlike conduct by a player, on the court or outside the court (*see 8:4; 16 :1 Comment*);
- d) *for unsportsmanlike conduct* by any one of the officials of a team, after one of them has previously received a warning in accordance with *8:4 and 16:1c; see Rule 16:1 Comment*;
- e) for *unsportsmanlike conduct of a type that is judged to warrant a 2-minute suspension on each occasion (8:4; Clarification No.5:3) ; see also Rule 16:3 Comments*;
- f) as a consequence of a disqualification of a player or team official (16:8, 2nd paragraph ; *see, however, 16 :14b*);
- g) for unsportsmanlike conduct by a player before the game has been restarted, after he has just been given a 2-minute suspension (16:12*a*).



See Comment to Rule 16:3 next page



B



Rule 16: The Punishments

33. Punishments



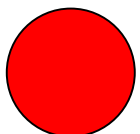
Comment to 16:3

It is indicated in b), c) and d), that the suspension in those cases is generally intended for cases of repeated fouls or unsportsmanlike conduct. However, the referees have the right to determine that a particular violation warrants an immediate suspension, even if the player did not previously have a warning and the team did not yet have a total of three warnings.

Similarly, a team official may be given a suspension even if the officials of that team did not previously have a warning. It is not possible, however, to give the officials of a team more than one 2-minute suspension in total.

When a 2-minute suspension is called against a team official in accordance with 16:3d, the official is allowed to remain in the substitution area and carry out his functions, however, the team's strength on the court is reduced for 2 minutes.

Furthermore there is a specification in rule 16:5, that players are not allowed to participate in the 7m-throws, if their suspension is not over at the end of the playing time.





Rule 16: The Punishments

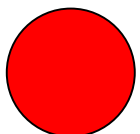
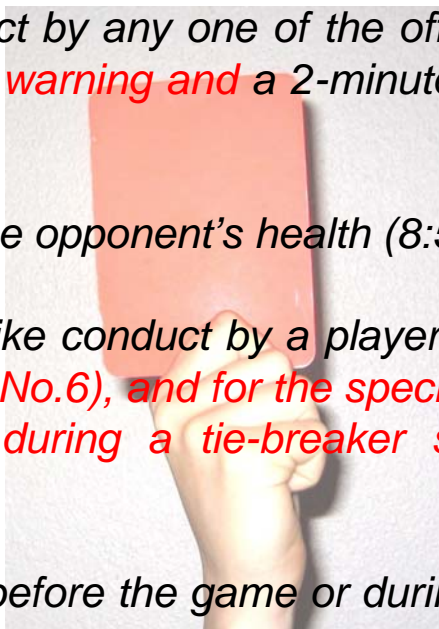
33. Punishments



Disqualification

16:6 A disqualification shall be given:

- a) for unsportsmanlike conduct by any one of the officials of a team, after *they have* previously received *both a warning and* a 2-minute suspension in accordance with *8:4, 16:1c and 16:3d*;
- b) for fouls which endanger the opponent's health (8:5);
- c) for seriously unsportsmanlike conduct by a player or a team official, on or outside the court (8:6; *Clarification No.6*), and for the special case of significant or repeated unsportsmanlike conduct during a tie-breaker such as 7-meter throwing (2:2 *Comment* and 16 :13);
- d) for an assault by a player before the game or during *a tie-breaking procedure* (2 :2 *Comment*, 8:7; 16:14b);
- e) for an assault by a team official (8:7);
- f) because of a third suspension to the same player (16:5);



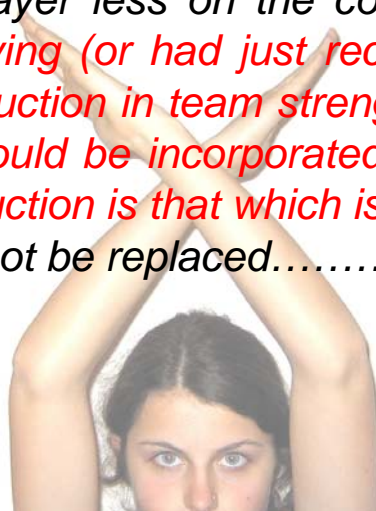


Rule 16: The Punishments

34. Exclusion

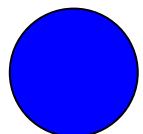
Exclusion

16:11 Exclusion is always for the entire remainder of the playing time, and the team must continue with one player less on the court. *If a player who receives an exclusion was already serving (or had just received) a 2-minute suspension, or had caused a 2-minute reduction in team strength under Rule 16:12, then such a suspension or reduction would be incorporated into the exclusion. This means that the only remaining reduction is that which is caused by the exclusion. The excluded player must not be replaced.....*



This means, that in case of an exclusion:

- an ongoing punishment for the same player does not have to be served by another player → the validity of this suspension is cancelled (also in the case of “2+2“!).
- the same holds true in the case, where the suspension was awarded, but did not yet start.



P



Rule 16: The Punishments

35. Standardized punishment also during halftime

16:13 *The situations described in Rules 16:1, 16:3, 16:6, and 16:9 generally involve offenses during the playing time. For the purpose of these rules, 'playing time' includes overtime, time-outs, **all half-time breaks and intermissions and, in the case of 16 :6, also any tie-breaking procedures (such as 7-meter throwing).***

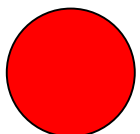
During such tie-breaking procedures, the referees may determine that, as time-specific punishments are then meaningless, any cases of significant or repeated unsportsmanlike conduct should lead to a disqualification from further participation in the procedures (See Com. 2:2)

This means, that the following punishments are possible **during the halftime break:**

- Warning
- Suspension (2")
- Disqualification
- Exclusion

NEW

NEW



P



Rule 16: The Punishments

36. Punishments outside the playing time

Infractions Outside the Playing Time

16:14 *Unsportsmanlike conduct, seriously unsportsmanlike conduct, or an assault on the part of a player or team official, taking place on the premises where a game is played but outside the playing time, shall be punished as follows:*

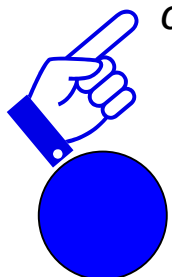
Before the game:

- a) a warning shall be given in the case of unsportsmanlike conduct (16:1c);
- b) a disqualification *of the guilty player or official* shall be given in the case of *repeated or* seriously unsportsmanlike conduct, or assault, but the team is allowed to start with 14 players and 4 officials ; *Rule 16 :8, 2nd paragraph applies only for violations during the playing time ; accordingly, the disqualification does not carry with it a 2-minute suspension.*

Such punishments for violations prior to the game can be implemented at any during the game, whenever the guilty person is discovered to be a participant in the game, as this fact may not be possible to establish yet at the time of the incident.

After the game:

- c) a written report.



Outside the playing time still only:

- before: Warning / Disqualification (no 2“)
- after: written report



Rule 17: The Referees

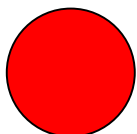
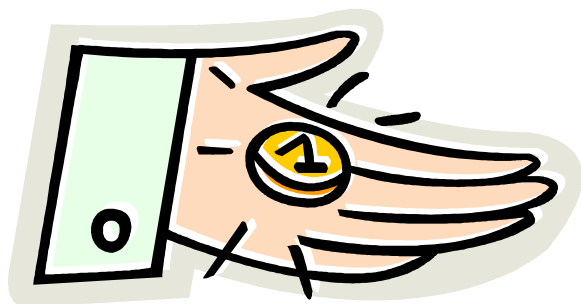
37. The Coin Toss

17:4 The coin toss (10:1) is undertaken by one of the referees in the presence of the other referee and the 'responsible team official' for each team, or a team official or player on behalf of the 'responsible team official'.



The draw can be done by a person of the team from any eligible group:

- Team responsible
- Officials
- Players



Just as a reminder:

- The function of a **Team Captain does no longer exist** in the Rules 05 (originally 4:8)
- The coin toss was one of the last external task he had before



P



Rule 17: The Referees



38. The distinction of the functions of the referees

The dividing of the functions of the referees (Rule 17:5 old) was cancelled without any replacement:

~~**17:5** At the start of the game, one of the referees takes up the position as 'court referee' behind the team that is taking the throw-off.~~

~~The court referee starts the game with a whistle signal for the throw-off (10:3).~~

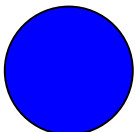
~~When subsequently the other team gains possession of the ball, this referee takes up the position on the outer goal-line of the now defending team.~~

~~The other referee starts as 'goal-line referee' at the outer goal line of the initially defending team. He becomes court referee, when this team gains possession.~~

~~The referees must change ends with each other from time to time during the game.~~



There is not anymore a dividing of functions for the referees in the rules

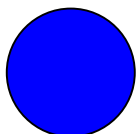




Rule 18: The Timekeeper and the Scorekeeper

39. Responsibility for playing time, Time-out and punishments

18:1 *In principle, the timekeeper **or a technical delegate** has the main responsibility for the playing time, the time-outs, and the suspension time of suspended players.*





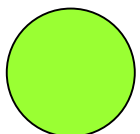
Substitution Area Regulations

40. Leaving the substitution area

The Substitution Area Regulations is added with the following text:

Team officials and players are generally expected to remain in the substitution area of their team. If a team official nevertheless leaves the substitution area for another position, he loses the right to guide and manage his team and must return to the substitution area to regain his right.

More generally, players and team officials remain under the jurisdiction of the referees throughout the game, and the normal rules for personal punishments apply also if a player or official decides to take up a position away from the court and the substitution area. Therefore, unsportsmanlike conduct, seriously unsportsmanlike conduct, and assault are to be punished in the same manner as if the violation had taken place on the court or in the substitution area.



- It is not allowed to coach the team from out of the substitution area.
- Players and officials are still subject for personal punishments even outside of the substitution area



Thanks for your attention

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