

Deciding the outcome of the game – SHOOT OUT

Vidović Tea, Višnjić Nataša

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Presentation topics

Basic rules

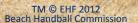
Referee's position

Goalkeeper of the attacking team

Goalkeeper of the opposing team

Spin-shots

Video examples





Basic rules





Rules

basic

- There are two sets in each match. If each team
 has won one set and the score is 1:1, the
 winner is decided by a "shoot-out"
- The referees use a coin toss in order to determine the choice of ends and which team starts





Rules (continue)

- Five players who are eligible to play take throws alternating with the opposing team
- If the outcome has not been decided after the first round, the shoot out continues => as soon as one team takes advantage after the same number of shots, the shoot out is over





Rules (positioning)

- Both goalkeepers start off standing on the goal line with at least one foot
- The court player stands in the playing area with one foot on the right or left point where the goal-line and the side line cross





Rules (execution)

- After the referee's whistle, the court player passes the ball to his goalkeeper
- Within 3 seconds, the goalkeeper must either pass the ball to the court player or take a shot
- If at any point the ball touches the ground, the shoot out is over
- The court player must not commit any rules violation (travelling, offensive foul)



Referees positioning

- One referee stands opposite of the attacker, watching the position of both the attacker and his goalkeeper
- The other referee stands on the goal line of the opposing team, watching the position of the defending goalkeeper





Goalkeeper

Attacking team

- The goalkeeper of the team doing the shot must stay in his goal area, without touching the goal-line
- Deflected ball in SHOOT-OUT from the goal post or the goalkeeper cannot be played. THE THROW IS OVER





Goalkeeper

Opposing team

- The goalkeeper of the opposing team can leave his area as soon as the referee blows the whistle => he CAN return to his goal area
- The goalkeeper of the opposing team must avoid any physical contact with the court player



Goalkeeper of the opposing team (continue)

- Any collision, hit or physical contact BEFORE
 the attacking player has received the ball
 leads to disqualification and a 6m-throw (if
 there was a direct goal, no throw is awarded)
- A collision at the moment of the attacking player receiving the ball leads to disqualification and a 6m-throw



Goalkeeper of the opposing team (continue)

- When the attacker has received the ball
- A small foul of the goalkeeper leads to a 6mthrow
- Any foul that would result in personal punishment in normal play leads to a 6mthrow plus diqualification
- Any collision, hit, physical contact or a step forward to provoke an offensive foul (after the attacker has started the spin-shot) leads to a 6m-throw plus disqualification



Awarding points







Awarding points (continue)

- The team is awarded 2 points
 - 1. If the goalkeeper scores the goal
 - 2. If the attacker does a spin-shot (360°)
 - 3. In case of inflights
- If the rotation is less than 360° or the feet of the attacker are not parallel, 1 point is awarded
- All other goals are awarded 1 point



Video

examples

- 1. Spin-shots
- 2. Travelling
- 3. Blocking
- 4. Collision
- 5. Provoking offensive foul





Video 1 – correct spinshot





Video 2 – spin-shot < 360°







Video 3 – spin-shot, not parallel feet







Video 4 – travelling







Video 5 – goalkeeper block







Video 6 - collision







Video 7 – provoking and offensive foul







THANK YOU FOR YOUR ATTENTION

