

How to carry out the shoot-out correctly?

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Handball

Presentation topics

1. Basic rules

- 2. Referee's position
- 3. Goalkeeper of the attacking team
- 4. Goalkeeper of the opposing team





1. Basic rules





Rules

Basic rules

- When?
 - The match ends in a tie.
 - The referees use a coin toss in order to
 - determine the throw order.
- Who?
 - Five players for team.
- When is the match over?
 - If the match continues in a tie, the teams throw until there is a winner.



Rules (continue)

- Position of court players and goalkeeper.
 - Both goalkeepers start off standing on the goal line with at least one foot on it.
 - 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

crosses.





Rules (continue)

- Execution of the shoot-out:
 - 1. The referee whistle.
 - 2. The court player passes the ball to his goalkeeper.
 - 3. Within 3 seconds, the goalkeeper must either pass the ball to the court player or take a shoot.
- The team is awarded 2 points:
 1. If the goalkeeper scores the goal.
 2. If the court player does a spin-shot (360°)
 3. In case of flight.



Rules (continue)

• A throw is over if:

- At any point the ball touches the ground, the shoot out is over.
- 2. The court player commits any rule violation (travelling, offensive foul).





2. Referee's position



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Referee's position

Positioning

- One referee stands opposite of the attacker, watching the position of both the attacker an his goalkeeper.
- The other referee stands on the goal line of the opposing team, watching the position of the defending goalkeeper.
- Be careful not to disturb the players!



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Positioning (continue)

- The referee must be situated in a correct position.
- As we can observe, the player has scored but the referee hasn't seen it.



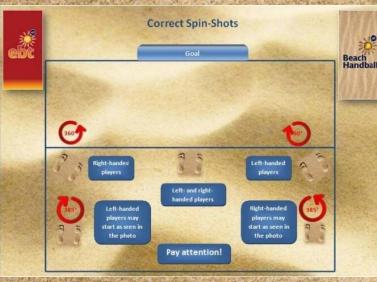




Referee's position

Things to observe

- Check that uniforms are correct.
- All the court players involved must remain in their substitution area. Players who have taken their throw go back to their substitution area.
- Some players shoot in the opposite side, be careful with the correct spin shots!







3. Goalkeeper of the attacking team





Goalkeeper

of the attacking team

- The goalkeeper of the team doing the shoot must stay in his goal area.
- The goalkeeper can throw a goal to the opposite keeper (2 points).
- If the goalkeeper drops the ball on the sand, the throw is over.





4. Goalkeeper of the opposing team





Goalkeeper

of the opposing team

- The defending goalkeeper start off standing on the goal line at least with one foot.
- When the referee blows the whistle, the goalkeeper could leave his goal area, then he is allowed to go back into his goal area at any time.
- The goalkeeper is fully responsible for any contact with an opponent outside his goal area, he must avoid any physical contact with the attacker.

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Goalkeeper

Contacts

- 1. Before: 6m throw + disqualification
 - Any collision, hit or physical contact before the attacking player has received the ball (if there was a direct goal, no throw is awarded).
- During: 6m throw + disqualification
 A collision at the moment of the attacking player receiving the ball



Contacs (continue)

3. After:

- 6m throw
 - A small foul of the goalkeeper.







Contacs (continue)

- 6m throw + disqualification
 - Any foul that would result in personal punishment in normal play.
 - Any collision, hit, physical contact or a step forward to provoke an offensive foul (after the attacker has started the spin-shot).
 - If the goalkeeper "jumps" against an opponent who is trying to score not vertically.



Contacs (continue)

Offensive foul

 If the attacking player has sufficient time and space to see and avoid the goalkeeper.







Thank you for your attention



See you in the sand