

Passive play, Time-out, Team Time-out

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Presentation topics

- -> Passive play
- ->Time-out
- -> Team time-out



Passive play



Passive play - spectators may lose interest if the players are playing passively





Passive play - It is about to make the game faster







Passive play

-> It is not permitted to keep the ball in the team's possession without making any recognizable attempt to attack or to shoot on goal.

->It is regarded as passive play and it is penalized with a free throw against the team in possession of the ball.



Passive play is utilized in next situations:

- -> when team's play in defense dominates.
- -> when team has suspended players;
- -> when the team makes an attempt to keep score at the end of the game;



The referees can make a decision about passive play:

- -> the players don't shoot on the goal even when they have a clear chance to goal
- -> the attacking player doesn't try to take an advantage over defender
- -> free throws are repeated many times
- -> the players pass a ball to each other many times staying at the same place or moving away from the opponent's goal;
- -> the goalkeeper drags time deliberately during returning a ball into play after the goal.









The forewarning signal for passive play



The forewarning gives the team in possession of the ball opportunity to change its way of attacking in order to avoid losing possession.

If the way of attacking does not change after the forewarning signal has been shown or no shot on goal is taken, then a free throw is called against the team in possession.











- -> Time-out
- -> Team time-out





The referees decide when and for how long the playing time is to be interrupted: ``time-out``.

A time-out is obligatory in the following situations:

- -> Suspension or disqualification of a player
- -> 6 metre throws
- -> Team time-out
- -> Whistle signal from the timekeeper or the technical delegate
- -> Consultations between the referees
- -> Suspension or disqualification of team official



Time-outs tend to be given in normal circumstances:

- -> A player seems to be injured
- -> A team is clearly wasting time, e.g. when the team is delaying the execution of a formal throw or when a player is throwing the ball away or is not releasing it
- -> External influences, e.g. the court lines must be reattached







TEAM TIME-OUT

- -> Each team has the right to receive one-minute time-out in each half of the regular playing time.
- -> A team official of the team that wishes to request a team time-out must do so by showing clearly a green card. Therefore he goes in the middle of the sideline and holds up the ``green card`` in a clearly visible manner.







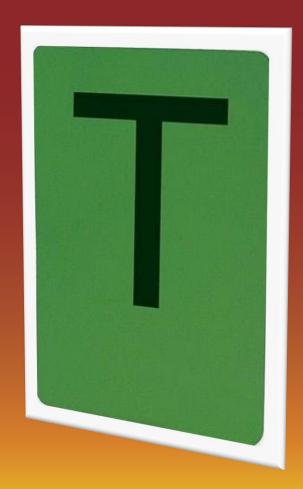
TEAM TIME-OUT

- -> A team may request their team time-out ONLY when it HAS THE POSSESSION of the ball.
- -> During the team time-out, the players and officials remain in their substitution area or on court.
- -> After 50 seconds the timekeeper gives an acoustic signal indicating that the game is to be continued in 10 seconds.



"GREEN CARD"

- -> The green card shall measure about 30x20 centimetres and must have a large ``T`` on each side.
- -> It is placed in the sand in the middle of the sideline and about 1 metre outside it by the team official.
- -> It remains there during the rest the playing time of the period concerned.





-> The hand signal for time-out













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