Team Handball Officials Training

Wednesday, April 2, 2014
The Game

- Team Handball combines elements of Basketball, Soccer and Water Polo.

- Similar to Basketball, players dribble, pass and shoot in an attempt to score a goal.

- What we need to remember above all – we are playing the NON-CONTACT version of this sport.
  - It will be important to assert yourself early and often.
Intro Video

- https://www.youtube.com/watch?v=q6RcTHNlxto
Game Elements

- **Players** – Teams will consist of 7 total players, one of which must be the goalkeeper.
  - Minimum required to start game is 6 players.

- **Game Length** – Halves will consist of 15 minutes with running clock.

- **Timeouts** – Each team is allowed two timeouts per game.
  - A dead ball timeout may be granted to either team (goal, ball out of play, etc.)
  - A live ball timeout may only be granted to the team in clear possession of the ball in their own defensive half.
Game Elements

- **Overtime Procedure** – give a one minute break, have another coin toss, then becomes “Golden Goal” – next goal wins.
  - Unused timeouts DO NOT carry over into overtime.

- **Mercy Rule** – team is ahead by 8+ goals during any time over the final 3 minutes of play.
Starting the Game

- Coin toss, rock-paper-scissors, etc. to determine who starts with the ball. Opposing team will start with ball for 2\textsuperscript{nd} half.

- At start of game and halftime, a throw-off is taken from center court, and the ball must travel backwards. Players must be on their own half.
Scoring

- To score a goal, the entirety of the ball must cross the goal line into the goal. Each score is worth one point.

- After a score, play resumes with a goalkeeper-throw. The throw must take place from inside the goal area.
  - The goalkeeper-throw, ONLY after a score, may not travel past the midline.
Substitutions

- All substitutions are “on-the-fly,” and do not need ref approval.
  - A sub that “accidentally” takes away an offensive scoring chance will result in a penalty-throw.

- Each player must travel through the player gate to sub.
  - A player may not hop over the wall.
  - The player subbing out must be ENTIRELY off the court before a new player may sub in.
    - **Penalty** in both cases: automatic 2-minute suspension for the offending player.

- Goalkeepers are only allowed to be substituted after a goal has been scored, prior to a thrower being whistled ready for a penalty-throw, during halftime, official’s timeout, team timeout, an injury timeout, or during a dead ball situation.

- Fans may NOT be located in the team bench area.
We will now break off to read through remaining rules
3 steps are allowed before you must pass, dribble, or shoot.
- Once controlled with 2 hands, the player cannot resume a dribble.
- Dribble – hand must remain on top of the ball at all times – no palming

Cannot hold the ball for more than 3 seconds.

Passive Play

Using the wall – CAN pass to a teammate; CANNOT pass to yourself

Think of Basketball, but with 3 instead of 2...
Fouls/Contact

- We must penalize swiftly and control the flow of the game.
  - Finding a balance...

- Zones of Coverage are similar to Basketball.
  - Box the play in
  - Be sure to watch off-ball contact closely
  - Judge on advantage/disadvantage, and allow play to run its course

- The more dangerous the play, the harsher the penalty.
  - Warning
  - Yellow Cards – 3 per team
  - 2-minute suspension – 3 for a player
  - DQ
Fouls/Contact

- The defense can move their feet and use their body to obtain legal guarding position, but cannot hit, charge into, push, throw, trip or hold the offensive player.

- Most fouls are penalized by a free-throw, unless a penalty-throw is warranted when a clear chance of scoring is destroyed.

- A clear chance of scoring exists when:
  a) a player who already has ball and body control at the goal-area line of the opponents has the opportunity to shoot on goal, without any opponent being able to prevent the shot with legal methods;

  b) a player who has ball and body control is running (or dribbling) alone towards the goalkeeper in a counter-attack, without any other opponent being able to come in front of him and stop the counter-attack. This also applies if the player does not yet have the ball but is ready for an immediate reception of the ball, and the opposing goalkeeper through a collision prevents the reception of the ball; in this special case, the positions of the defending players are irrelevant

  c) a goalkeeper has left his goal area and an opponent with ball and body control has a clear and unimpeded opportunity to throw the ball into the empty goal.
Free-Throw

- Awarded from the spot of the foul, except if the foul occurs between the goal area line and the 9-meter line.

- A goal can be scored from a free-throw.

- Make sure the defense is at least 3 full steps from the free thrower.
  - The defense can line up on the 6-meter line.
7-Meter Penalty-Throw

- Treated like a penalty kick in Soccer.
- Thrower cannot be more than 1-meter away from the 7-meter line, and must throw the ball within 3 seconds of your ready whistle.
- Thrower must keep both feet on ground until ball is released.
- All other field players must be aligned outside of the 9-meter free-throw line.
- A thrower may not play his own shot off the wall. It must be touched by another player on the court first.
  - Defensive penalty – re-throw (if no goal scored)
  - Offensive penalty – free-throw for opposing team
Goalkeeper Rules

- May use any part of body to block (within the goal area)

- After controlling a shot attempt:
  - Can be thrown anywhere on the court
  - Has 6 seconds to put the ball into play

- After a goal has been scored:
  - Cannot pass across midline.

- Goalkeeper cannot control ball inside of goal area, then take the ball out of the goal area.
  - If the ball is tipped or fumbled outside the goal area, this is OK.

- If outside the goal area, the goalkeeper falls under the same rules as any outfield player.
  - Goalkeeper cannot control ball outside of goal area and bring inside goal area.
  - Goalkeeper cannot control a pass thrown back by a teammate. If controlled, or ball comes to rest in goal area, result is a free-throw for opposing team. If it passes through goal area—play on.
  - If ball is deflected by defending team, it can be controlled legally by goalkeeper.
Goal Area (6-meter line)

- Considered out-of-bounds to all field players.
  - On a shot attempt, players may jump from outside goal area and finish inside without penalty, as long as an advantage was not gained.

- The line is considered the beginning of the goal area.

- No field player may play a ball in the goal area, whether the ball is in the air or on the ground.
Live Game Video

- https://www.youtube.com/watch?v=tuOMHFrpRdHw (start @ 9:15)
Mechanics

When In Doubt...

- It is a foul.
  - Always error on the side of player safety.
- The ball was released.
- The player didn’t travel.
- It was an illegal dribble.
- It was outside the goal area line.
Being a Successful Official

- **Competence**
  - Know the rules

- **Control**
  - Contact will not be tolerated
  - Punishing multiple offenders progressively

- **Confidence**
  - Assert yourself

- **Communication**
  - With both players and fellow officials
  - Ask, Tell, Dismiss Method
Questions?

- **On-Court Training/Scrimmages ➔**
  - **Monday, April 7 at 8:00pm (Back Court Gym)**

- Don’t forget to set your W2W availability tonight!

- Games begin ➔ **Monday, April 14**