Rec Sports Official Rules
Goalball
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## 1. Overview and How Do You Play?

In goalball, two teams of three players each face each other across a court that is 9 meters wide and 18 meters long. Each player is blindfolded, and the object of the game is to roll a basketball size ball with
bells inside over the opponent’s goal line. Your opponents listen for the oncoming ball and attempt to block it with their bodies. Once they are able to stop the ball and take control of it, they become the offensive team.

2. COURT LAYOUT AND EQUIPMENT
Court size is 18m x 9m. All games must be played on the court indicated on the schedule. Changes may only be made by the Rec Sports Office staff.

The referee and supervisor shall decide in the case of unfavorable atmospheric conditions hampering the commencement of a game whether the game will start.

2.1 Court of Play
The player’s zone is marked at either end of the court by taping a heavy string down to the court for the players to feel with their hands or feet. The player zone is 3 meters deep and extends the width of the court. Each player zone has three orientation lines which the players use to line themselves up and maintain their orientation to the court. Three meters in front of the player’s zone, is the highball line. The goalball must touch the floor at least once before crossing this line or a penalty is given by an official. Other common penalties include holding the ball too long and touching your eye shade without permission from an official. When a penalty occurs, the guilty player must defend the entire court by himself. The game consists of two 12-minute halves and takes about an hour to play a full game.

2.2 Boundaries
2.2.1 Orientation Area
Closest to the teams’ goal and teams will be located here while they are defending. The first initial, defensive touch must be made with a body part in this area.
2.2.1.1 Team Area
This is where teams start play and where players can defend against shots on goal. If a player wants to move up towards the Neutral Area to defend, at least one body part must be in the Team Area.

2.2.2 Landing Area
The landing area is between the neutral and orientation areas.

2.2.2.1 High Ball Line
The line between the Landing and Neutral Area is considered the Highball Line (Refer to Violations and Misconduct for more information).

2.2.3 Neutral Area
The Middle of the court, and this area is divided by the center line.

2.2.4 Goals
Span Across the entire width of the court, 30 feet, and they will be 4.3 feet high

When a goal is scored, the defending team will immediately be able to attack and time will not be stopped. Scores will be counted by officials and supervisors.

3. GAMEPLAY

3.1 General Guidelines
Once a player has touched a ball, and the team goes into attack, the Offensive team will have only 10 seconds to get the ball from their side to the other team’s goal. Failure to do so will result in a penalty.

3.1.1 Length of Game
A game will be a total of 24 minutes, divided into 2 halves of 12 minutes each.

A whistle will be blown 5 minutes before the start of the game to initiate the captain's talks. There will also be a second whistle 60 seconds before the start of each half.

Players who are going to start any half must be on court, facing their own goal and ready for an eyeshade check by the referees, 30 seconds before the start of each half.

**PENALTY: Failure to comply will result in a Personal or Team Penalty for Delay of Game.**

3.1.2 Overtime
There will be no overtime awarded to teams that draw during pool play. The “Golden Goal” rule (i.e., the team that scores first next wins) will be implemented if a winner must be decided.

3.1.3 Temporary Stoppage
Any time the game clock is stopped, a referee will drop the ball back in play to the offensive team and play will continue like normal.

A player is only allowed to leave the court of play, regardless of the reason, during an official stoppage in play after receiving permission from the referee.
Unless stopped by the referee for a different reason, the clock will only stop during a substitution.

4. THE PLAYERS AND SUBSTITUTES

4.1 Teams/Roster
Teams will consist of 3 players on the court at all times. Teams are allowed up to 5 substitutes on the bench. This results in the max roster for a Goalball team being 8 players.

4.2 Eligibility
All players must comply with the official Rec Sports eligibility rules. (These are available in the Rec Sports Office.) Penalty for ineligible players: forfeit of the contest in the sport concerned and disqualification of the violator and knowing team members from further Rec Sports participation in that sport.

4.2.1 Availability
Available to all undergraduate and graduate students who have paid full registration fees for the current term, as well as University Affiliates (staff, faculty, alumni, IEPP, etc.) with a current CR Card. Proper identification is required to participate in all Rec Sports activities.

All participants must have a current Rec Sports ONE Pass to participate.

4.3 Substitutions
Substitutions can only take place when play is deemed “dead” (i.e., ball is out). Time will be stopped when substitutes take place. There is no limit on substitutes.

5. OFFICIALS

5.1 Before the Game
Before the start of all games, officials are in charge of checking in all participating players by game time. Additionally, before play can begin, an eyeshade check must be performed on all participating players to ensure that no one can see and all is fair.

The Head Official will lastly call up the Captains of both teams and remind them of the rules (Captains’ Talk). A coin toss will decide who is awarded the ball.

5.2 During Play (On the Court)
There will be four officials on all four corners of the court. These officials will be in charge of calling a ball if it is out of bounce or if a goal is scored.

There will be a fifth referee, the Head/Center referee, and this individual will stand in the center of the court and is in charge of the play. The Center official will be the only person with a whistle and is in charge of making calls so that players are aware of what is happening, as well as maintaining a calm and orderly environment. They will also be in charge of substitutions, penalty calls, and Eyeshade checks during the game.

The Supervisor will be in charge of the Scoreboard and Timer.
6. VIOLATIONS AND MISCONDUCT

6.1 Short Ball
Any time a thrown ball stays on the court, but forward motion of the ball stops before the defending team’s Team Area, the player who threw the ball will receive a short ball penalty.

**PENALTY:** Results in a penalty shoot out for the opposing team.

6.2 Long Ball
During the throw, the ball must also touch the floor at least once in the Neutral Area, or the thrower will receive a long ball penalty.

**PENALTY:** Results in a penalty shoot out for the opposing team.

6.3 High Ball
If the ball does not touch the court at least once on or before the High Ball Line (line between Landing Area and Neutral Area/at the front of the thrower’s Team Area) when the ball is released from the thrower’s hand, the thrower will receive a high ball penalty.

**PENALTY:** Results in a penalty shoot out for the opposing team.

6.4 Eyeshades
During the game, any player on the court who intentionally touches their eyeshades or the eyeshades of any other player without the referee’s permission will receive a warning.

A player removed from the court during a penalty situation may not touch their eyeshades, or they will receive a warning.

If a substituted player leaving the court touches or removes their eyeshade and/or eye patches before the referee has announced the substitution by team name and outgoing player number. They will receive a warning.

**PENALTY:** Players will receive 2 warnings if eyeshades are intentionally touched. If intentionally touched a 3rd time, it will result in a penalty shoot out for the opposing team.

6.5 Illegal Defense
The first defensive contact with the ball must be made by a player who has at least any part of their body in the Team Area (Orientation and Landing Areas).

When a defending player has committed an illegal defense, play will be allowed to continue until the ball is controlled, blocked out or scores. If the ball scores, the penalty will not be called.

**PENALTY:** If a ball that is blocked illegally is not scored, then it will result in a penalty shoot out for the opposing team.

6.6 Delay of Game
Players must be prepared to play at the start of any half, on the referee’s command.

Players must not be re-orientated by anyone other than an on-court team member unless they are being assisted by the referee or goal judge after a penalty situation.

Any action taken by a player in the opinion of the referee to deliberately delay the game will receive a delay of game penalty.

**PENALTY:** Results in a penalty shoot out for the opposing team.
6.7 Unsportsmanlike Conduct

Players and team representatives are expected to conduct themselves in the tradition of fair play and sportsmanship, which is inherent in this game.

Any player violating Rec Sports guidelines and policies is subject to an unsportsmanlike conduct penalty.

The referee has the discretionary power to suspend from further participation in the game, without previous caution, a player, or coach guilty of violent conduct or abusive language to a referee or player.

*PENALTY: Results in a penalty shoot out for the opposing team.*