

All players **MUST** check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

- 1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

- 2) Have a registered IMLeagues.com profile and be part of the team's roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

#### **NO EXCEPTIONS!**

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

#### **GAME TIME IS FORFEIT TIME**

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The officiating will be done by RecSports staff who are in absolute control of the match. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

### **1. The Game**

**1.1** Court dimensions: The court will be a rectangle 18m long by 9m wide (+/-0.05m). Measurements are to the outside edges. Nothing except the court markings will be allowed as markings on the court. The court is divided every 3m along its length to give six areas.

**1.2** The team area is the area in front of the goal at either end and has player orientation lines establishing player positions.

**1.3** The ball used will be roughly the size of a basketball. It is made of a hard rubber material and has bells inside of it to alert the participants of its location on the court.

**1.4** A team will consist of three (3) players on the court at a time.

**1.5** The game will be a total of 20 minutes divided into two (2) halves of 7 minutes each with a three (3) minute half time. Teams will switch sides at half time.

### **2. Game Protocol**

**2.1** Possession of the first throw is determined by a "coin toss." The winner of the coin toss will have the choice of either throwing or defending the ball first, or they may instead choose which end of the court they would like to start play in. The remaining choice will be decided by the other team.

**2.2** The referee starts the game by asking for quiet and reminding everyone to remain quiet while the ball is in play. The referee then calls "center", and throws the ball to the team who is to throw first and the player who is closest to the center position. The referee will then blow their whistle three times and say "play".

**2.3** The main clock will be started on the third whistle.

**2.4** The referee will complete any half by whistling and calling "half time" or "game". This is a signal that the half is complete and the players may touch their eyeshades and is to ensure that a penalty situation did not occur before the end of the half.

**2.5** Any time a ball is thrown out over the side line, the referee will call "out." The referee will put the ball back into play at the opposite end of the court it was thrown from by rolling it to the player closest to the side it exited the court. The referee will then call "play." The ten second count will start when the referee calls "play."

**2.6** No additional aids of orientation are permitted on court.

**2.7** When a thrown ball comes to rest in the team area of the defending team, without a defending player touching it, this will be a dead ball. The referee will blow the whistle and call "dead ball." The official will put the ball into the defending team's side by rolling it to the center player. A "dead ball" will also be called if

the thrown ball hits the goal post/crossbar without touching a defending player and comes to rest in the team area. The whistle will not be blown until the ball has completely stopped its motion.

**2.8** Each team is allowed 3 substitutions during regulation time and 1 more substitution during over time (should it be needed). The team wanting to substitute must be in control of the ball to request a substitution.

**2.9** Each team will be allowed one (1) time out per half.

### 3. Scoring

**3.1** At any time the ball is in play and completely crosses a goal line a goal is scored. The referee will whistle two times to announce the goal.

**3.2** A goal cannot be scored by an official passing the ball in to play.

**3.3** If a defending player's eyeshades are moved or come off when hit by a thrown ball, the play will be allowed to continue and if the ball completely crosses the goal line it will be considered a goal.

**3.4** The team with the most goals at the end of time will be the winner.

**3.5** At any time after the end of the first half one team leads by ten (10) or more goals than the other team, the game is finished.

### 4. Infractions

**4.1** When an infraction occurs the referee will blow the whistle and name the infraction. The ball will be given to the team that did not commit the infraction.

**4.2** If a player throws the ball before the referee has given the "play" command, this is a premature throw. The throw counts but cannot score.

### 5. Penalties

**5.1** In the case of a penalty the referee will blow the whistle and name the penalty. The penalized player will defend the penalty shot. The game rules apply to all penalty throws. The team that was penalized will have possession of the ball when play begins again.

**5.1.1** The game clock is stopped during all penalty situations.

#### 5.2 Third Time Throw

**5.2.1** A player may only throw the ball two consecutive times.

**5.2.2** The third and any other consecutive throws before a team-mate has thrown, will be a penalty.

**5.2.3** The throw counts but cannot score.

**5.2.4** The number of consecutive throws will be carried over from any first half to any second half but not from regulation time to overtime. A throw during a penalty shot will be recorded as a throw.

**5.2.5** Scoring an own goal against your own team will not count as a throw.

#### 5.3 Ten Seconds

**5.3.1** A team must throw the ball so it clears the half court line within 10 seconds of the official's call for play.

**5.3.2** If a time out, substitution, or line-out occurs after defensive contact has been made, the ten second clock will be stopped/paused on the referee's whistle and be restarted when the referee calls "play". The team will have the remaining time left on the clock to throw the ball.

**5.3.3** The ten second clock will start from first defensive contact regardless of whether or not the team has control of the ball.

#### 5.4 Touching the Eyeshade or Face

**5.4.1** If any member of either team touches any part of their head, face, or eyeshade without the referee's permission a penalty shot will be awarded to the other team.

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

#### 5.5 Noise

**5.5.1** Any excessive noise made by any member of the throwing team while another player is throwing or after the ball has been released that prevents the defending team from tracking the ball, will be penalized.

#### 5.6 Unsportsmanlike Conduct

**5.6.1** If the referee determines a player is not behaving in a sportsmanlike manner, the player will be given a personal unsportsmanlike conduct penalty.

**5.6.2** A player receiving two unsportsmanlike conduct penalties in a single game will be ejected from the game and must leave the facility.

**5.6.3** Goalball is played with the hands. Any intentional kicking of the ball with a foot will be given a personal unsportsmanlike conduct penalty.

#### **6. Overtime**

**6.1** If a winner is needed in the case of a tied score at the end of regulation play, the teams will play two (2) additional three (3) minute halves if needed.

**6.2** During this time there will be a "coin toss" to determine which team throws first and on which ends of the court each team will start play.

**6.3** The team to score the first goal is the winner and the game will be over.

**6.4** If a second overtime half is required, teams will change sides during the three (3) minute break between overtime halves.

#### **7. Extra Throws**

**7.1** If the score is tied at the end of overtime, extra throws will decide the winner. The game rules apply to all extra throws.

**7.2** The number of pairs of throws will be the number of players on the team with the least number of players. If one team has four players while the opposing team has six players, only four pairs of throws will be played.

**7.3** There will be another "coin toss" to determine which team throws first throughout each pair of extra throws.

**7.4** Player order for throwing/defending must be designated before the "coin toss." Players must both throw an extra throw and defend the corresponding extra throw from the opposing team.

**7.5** If a penalty occurs on the thrower, the throw counts but cannot score. If a defensive penalty occurs then the throw will be repeated if it did not score.

**7.6** The sequence is repeated until all players have had a chance to throw and defend. A winner will be declared when one team is more goals ahead than there are throws remaining.

**7.7** The team with the greatest number of goals will be declared the winner.

**7.8** If the score is still tied after all players have thrown once, throws will continue until one team has established a lead after having an equal number of throws.