

GOALBALL IS A SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE UNITED STATES ASSOCIATION OF BLIND ATHLETES RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

IDENTIFICATION: All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.

3. **SCORING:** All Officials will keep the official score.
4. **TEAMS:** At the beginning of the game a team will consist of 3 players on the court with a maximum of 2 substitutes
5. **GAME BALLS:** The intramural sports staff will provide a game ball.
6. **UNIFORMS/PLAYER EQUIPMENT:** All players must wear a team color based off of Home (white) and Away (black).
7. **COIN TOSS:** A coin toss between team captains will begin each game. At the time of the coin toss, the team representative will be required to complete the lineup sheet to ensure that correct player names and numbers are recorded as well as the list of coaches/escorts who will be permitted on the bench during the game. 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.
8. **JEWELRY/ACCESSORIES:** No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate.

PLAYING THE GAME

9. **GAME TIME:** A game will be a total of 16 minutes divided into two 8 minute halves.

10. HALF TIME: Three (3) minutes will be allowed between halves. However, teams may agree to take less time.
11. TIME-OUTS: Each team will be allowed three (3) time outs of 45 seconds during the game. At least one of these time outs must be taken during the first half or this timeout will be lost. Once one of the teams has called a time out both teams may use the time out. The team that has control of the ball may request a timeout, or either team may request a timeout when there is a whistle stoppage in play.
12. SUBSTITUTES: A team that has control of the ball may request a substitution. Either team may request a substitution when the game clock is stopped. A substitution may be indicated to the referee by any member of the team, using the "substitution" hand signal and/or by saying "substitution".
13. PLAYING THE GAME "OFFENSE": To score, a player must roll or bounce the ball down the length of the court, past the opposing defenders, and into the opponents' basket.

- ◁ Illegal coaching – coaching from the bench during play or after an official has said 'Quiet please' with intentions of continuing or starting play. New rules in effect as of 2006 allow coaching from the bench during an 'official timeout' in the United States, to comply with more of IBSA's rules.