

Changes of the Torball Rules

valid from January 1, 2010

In the meeting on December 13, 2008 in Salzburg, the IBSA subcommittee Torball decided to accept the following changes in the Torball Rules:

1.1.6.: Prohibition of changes:

After the inspection of the court by the technical delegate and/or the Chief referee it is forbidden to make any changes or supplements on the markings and equipments or on the playing floor unless ordered by the referee. Besides, it is not allowed to place objects on the court or near by (e.g. Water bottles, towels, mascots, etc.). An infringement of this rule is penalized as an unsportsmanlike conduct.

3.2.1. Referee:

...

h) he indicates the beginning of each half by calling "ready", rolls the ball to the entitled team and blows the whistle three times.

i) he has only to blow the whistle at the beginning or to continue a game if the ball is under control by one of the players.

Items i) to m) change to j) to n)

4.2.2. Signalling and approving of a substitution:

Substitutions during playing time have to be indicated to the referee by the coach or team captain immediately the team is in possession of the ball or after a penalty situation with significant hand signals or by calling out "substitution". The referee has to give his approval for a substitution if the team is in possession of the ball. After approval, the referee interrupts the game, if necessary, announces the substitution by naming the team and the

numbers of the players concerned.

4.4.1.2 Signalling and approving a team time-out:

Team time-out has to be indicated to the referee by the coach or team captain immediately the team is in possession of the ball or after a penalty situation with significant hand signals or by calling out "Time-out". The referee has to give his approval for a team time-out if the team is in possession of the ball.

5.1.3. Interruption of the game:

During an interruption of the game, the players are not allowed to pass or to hand over the ball to another player, otherwise there will be a loss of ball.

5.3.1. Throwing:

If a ball is passed or a own goal is made, this action is not considered as a throw.

5.4.3.1. Restrictions concerning body positions: The defending players must expect the ball in a standing/moving position or in a position with both feet or both knees touching the floor. No other part of the body above the knees, except the hands, may touch the floor. This restriction is to be applied for the moment of time in which the ball leaves the thrower's hand.

5.4.5. Dead ball:

If the defending team doesn't get control of the ball in their team area within 8 seconds, this is considered as a dead ball, which results in a loss of ball.

5.5.2.3.: If the ball crosses the goal line during passing, this is scored as a goal (own goal). The ball stays with this team for the next throw.

Appendix II:

During the announcement of a penalty situation, the referee must always announce whether it is the first, second or third Penalty.

Changes of the formulations including Appendix V:

1.3.3.3. If a referee assumes that a player can see even with eye-pads and eye-shades/goggles, he can take necessary measures to correct this, e.g. changing of eye-pads or eye-shades/goggles, the additional use of tapes, etc. It is not necessary to take the actual eyesight of the player into consideration.

1.3.3.4. Substitutes have to wear eye-pads and eye-shades from the moment the substitution is indicated from the team bench. If the substitution is indicated by the team captain, or demanded by the referee, the substitute must immediately put on eye-pads and eye-shades. An infringement of this rule is penalized with a penalty against the substitute.

3.2.3. Scorer:

The scorer has the following main tasks:

f) after the game he must present the game record to the referee and the coaches/captains for their signatures and then sign it personally. Should a coach/captain neither sign the game record, nor enter a protest, the record will be considered as accepted.

3.2.4. Timer:

The timer has the following main tasks:

b) he has to keep the time as an actual playing time which means, the clock has to be stopped whenever the game is interrupted; during the entire penalty situation, the clock is stopped.

4.1.3. Team members:

Team members have to spend the entire match within the coach area on their team's side. When the teams change sides, the team members also must change the coach areas.

Team members are allowed to stay in the coach area:

- up to three substitutes and
- up to three other persons e.g. trainer, escort, doctor, masseur, etc.

4.4.1.3. Start, duration and end of a team time-out: If necessary, the referee interrupts the game by a single blow of the whistle and announces the team time-out by clearly and loudly calling out the name of the team that has applied for the time-out.

Team time-out commences with the referee calling the team's name and it should last for 30 seconds.

10 seconds before the end of each time-out an acoustic signal clearly audible to the teams is given.

At the end of the time-out all accompanying members must have left the court without request. If not, this will be regarded as unsportsmanlike conduct.

4.4.1.4. Number of team members: During a team time-out, only two members from the coach area are permitted to enter the court. If substitutes are entering the court from the bench, they don't need to wear eye-pads or eye-shades/goggles.

5.1.2. Actual playing time, stopping the clock:

If the game is interrupted by the referee's blow of the whistle or after a goal is scored, the clock must be stopped.

Timing is also continued after a single blow of the whistle.

Exception: During penalty situations, the clock is stopped.

5.2.3. Missing the choice:

If a team misses the choice selection, and the announcement of the team members the team is penalized with a team penalty.

Before the game starts the team members have to be announced and this team penalty has to be executed. For this team penalty the

rule 6.3.3. (team penalty after the end of the playing time) has to be applied analogously.

5.3.6 Dead Ball:

If, during offensive play, the ball comes to rest for whatever reason (dead ball) within the team area of the offensive team, the 8-second rule has to be applied (see rule 5.6). This could result from an incorrect pass, an uncontrolled or weak throw or similar situations.

5.3.7. Throwing before the game starts:

If a player throws a ball before the game has officially started, it will be scored as an invalid throw and a loss of ball occurs. This throw is, however, recorded as a throw by the player concerned.

5.5.1. Passing the ball:

Passing the ball (rolling, throwing, also more than once) inside of the team area is allowed under the 8-second rule. Shaking the ball or dropping it on purpose or similar actions to confuse the opposing team are considered as unsportsmanlike conduct.

5.5.3. Direct handing over of the ball:

A direct handing over of the ball into another player's hands is not allowed. Infringement of this rule will be penalized with a penalty against the player that handed the ball over.

6. Rule Infringements

6.1. General Notes:

6.1.1. Infringement and penalties:

Whenever a rule is violated this is a rule infringement and is penalized with a warning, loss of ball, penalty throw or a team penalty throw. The former infringement has to be dealt with first and the other after.

6.1.2. Simultaneous infringements:

When rule infringements occur at the same time or at the same offensive play the more severe penalty has to be imposed.

6.1.3. Infringements during attacking and defending:

If a rule infringement is made by the attacking team and at the same time a rule infringement by the defending team with illegal defense or unsportsmanlike conduct only the penalty against the attacking team is to be imposed.

6.1.4. Separate Penalties for Rule Infringements:

Rule infringements that do not concern attacking or defending play will be always penalized separately (such as e.g. rule infringements over eye-shades or bench penalty). After a separate penalty the ball will remain with the defending team for the next throw.

6.2. Loss of Ball:

Loss of ball means that a defending team loses its right for the next throw or that the throw of an attacking team becomes invalid; the opposing team gets the ball.

A loss of ball occurs in the following cases:

- a) Passing of the ball during a game interruption (Rule 5.1.3.);
- b) An out-ball during an attack (Rule 5.3.1.);
- c) Stepping over the goal line or side line (Rule 5.3.4.);
- d) premature Throw (Rule 5.3.7.);
- e) Ball over (Rule 5.4.6.);
- f) Dead ball during defense play (Rule 5.4.5.);
- g) incorrect passing (Rule 5.5.2.2.).

6.3. Penalty/Team-penalty:

With certain infringements against these rules the referee has to impose a penalty or a team penalty. Every third penalty against a team within one game has to be executed as a team penalty.

- a) In case of a penalty the player penalized must leave the court and the defending team has to defend the goal with one player less.
- b) In case of a team penalty the team penalized must defend the goal with only one player; whereas the attacking team also has only one player on the court.

6.3.1. Time stop:

As soon as the referee interrupts the game with a single blow of the whistle, the clock has to be stopped. The penalty/team-penalty is executed outside actual playing time, but is counted as part of the entire game. Timing continues when the referee restarts the game after the penalty/team-penalty situation with a further single blow of the whistle.

6.3.2. Start and finish of the penalty/team-penalty situation:

The penalty/team-penalty situation starts with the referee's announcement.

The penalty/team-penalty situation is separately started with a single blow of the whistle and is finished:

- a) when the referee signals a rule infringement by a single blow of the whistle or by an announcement;
- b) when the referee signals a goal by 2 blows of the whistle;
- c) when the referee declares a ball as blocked by calling "blocked";
- d) when the ball goes out and the referee signals this by calling "out".

6.3.3. Penalty/Team-penalty after the end of the playing time:

A penalty/team-penalty caused within playing time has to be executed even if the actual playing time has expired.

Rule infringements by the attacking team are not penalized any more, the throw becomes invalid.

- a) A penalty has to be repeated when a rule infringement occurs by the defending team, if no goal has been scored (see Rule 5.7.). If the repeat penalty is a third penalty, it has to be executed as a team

penalty. Repeat throws are not counted for the rule "fourth throw".

b) A team penalty has to be repeated when a rule infringement occurs by the defending team, if no goal has been scored (see Rule 5.7.). Repeat throws are not counted for the rule "fourth throw".

6.3.4. Execution of the throw:

A penalty/team-penalty throw has to be executed according to the rules for throwing (as in Rule 5.3., 5.5., 5.6.). This means, among other rules, that for a penalty throw the ball can be passed, and that for penalty/team-penalty throw the fourth successive throw of the same player as well as surpassing the 8-second rule is penalized.

6.3.5. Involved player and position:

6.3.5.1.: In case of a penalty, the player who has caused the rule infringement has to leave the court, and may enter the court only after the referee has clearly finished the penalty situation (according to Rule 6.3.2.). The team has to defend the throw with the remaining players according to the rules of the defensive play (see rule 5.4.).

6.3.5.2. In case of a team penalty,

- both teams select one player from the players on the court; all other players have to leave the court until the team penalty situation is finished;
- the players must stay on their center mat before the referee blows the whistle; after the start of the team penalty situation both players may use the entire team area for the execution or defense of the throw;
- if a rule infringement is caused by the defending team the team penalty has to be repeated if no goal has been scored (see rule 5.7). Repeat throws are not counted for the rule of the "fourth throw".

6.3.6. Prohibition of substitution and team time-out:

After a penalty/team-penalty has been imposed, the teams are not allowed to substitute a player or to take a team time-out.

6.3.7. Reasons for penalties/team-penalties:

6.3.7.1. The following infringements are penalized by a penalty:

- a) the ball touches or bounces over one of the cords (Rule 5.3.1.);
- b) touching of the cord by a player (rules 5.3.5. and 5.4.4.b);
- c) the fourth and any further successive throw by the same player (rule 5.3.3.);
- d) dead ball in offensive play (rule 5.3.6.);
- e) illegal defense (rule 5.4.4.);
- f) direct handing over of the ball (rule 5.5.3.);
- g) surpassing of the 8-second rule (rule 5.6.);
- h) adjustment of the eye-pads or the eye-shades without permission (rule 1.3.3.);
- i) unsportsmanlike conduct (rule 6.4.).

6.3.7.2. The following infringements are penalized by a team-penalty:

- a) every third penalty that is caused by a team during a game (Rule 6.3.);
- b) an especially severe or repeated unsportsmanlike conduct of a player (rule 6.4.);
- c) each penalty against a team member on the bench / in the coach area (Bench-penalty, Rule 6.4.);
- d) missing the choice (Rule 5.2.3.).

6.4. Unsportsmanlike conduct

6.4.1. Involved Persons:

Any person involved in the tournament and present in the hall can be accused of an unsportsmanlike conduct, i.e. players, team members, officials, organizers or spectators.

6.4.2. Types of unsportsmanlike conduct:

The following infringements are considered as an unsportsmanlike conduct:

- a) insulting behaviour against referee, officials or other persons involved in the tournament;
 - b) swearing, yells of rage, obscene gestures;
 - c) distraction of the opponent team through unnecessary or disturbing noises;
 - d) illegal coaching;
 - e) adjustment of the eye-pads or the eye-shades without permission;
 - f) obvious delay of a game (except of the 8-second rule);
- and so on.

6.4.3. Sanctions:

It is up to the referee's judgement whether and when to impose which type of punishment.

Unsportsmanlike conduct may lead to elimination from the game or the tournament as well as being sent out of the hall if regarded necessary by the referee.

If occurring for the first time, the referee may simply warn. Any further unsportsmanlike conduct by the same person should lead to a more severe punishment.

Possible kinds of punishment:

- a) In case of an unsportsmanlike conduct of players: Warning, loss of ball, penalty, team penalty, elimination from the game/tournament (an eliminated player may be replaced by a substitute if the team concerned still has a substitution left);
- b) in case of team members in the coach area: Warning, team penalty, elimination from the hall; this team penalty is always counted as an additional team penalty;
- c) in case of persons without any involvement with the team: Warning, elimination from the hall.

Salzburg, March 12, 2009

Traduction Belge :

Modifications du règlement de torball.

Toutes les modifications reprises ci-dessous, seront d'application à partir du premier janvier 2010 sur le plan international et du premier octobre 2009 en Belgique !

Le ballon doit être sous contrôle d'un joueur avant que l'arbitre ne siffle l'entame d'une rencontre ou la reprise de celle-ci.

Tout « team time-out (temps mort) » ou « substitution (changement) » peut être demandé tant verbalement qu'en effectuant les gestes prévus à cet effet, pour autant qu'il soit fait de manière immédiate. Faute de quoi, l'équipe sera sanctionnée d'un « team penalty (penalty d'équipe) » pour conduite anti sportive.

Après une situation de coup franc ou penalty, seule l'équipe en possession du ballon pourra demander un « team time-out » ou « substitution ».

Durant une interruption de jeu, les joueurs ne seront pas autorisés à passer le ballon à un coéquipier. En cas de non respect de cette règle, l'équipe sera pénalisée d'une "loss of ball" (balle perdue).

Lorsque le ballon entre dans la zone de jeu de l'équipe défenderesse, située entre la ligne de but et la première ficelle, celui-ci devra être sous contrôle endéans les 8 secondes sans quoi il sera considéré comme « loss of ball (balle perdue) » et sera rendu à l'adversaire.

Une fois le ballon contrôlé, le joueur bénéficiera à nouveau de 8 secondes afin d'effectuer son lancer.

Si le ballon s'immobilise entre la première ficelle et la ligne médiane, celui-ci sera considéré comme « Dead ball (balle morte) ».

Remarque :

Le but étant de restreindre au maximum les possibilités de "gains de temps", le décompte des 8 secondes avant le contrôle du ballon s'effectuera dès que celui-ci entrera dans la zone de jeu de l'équipe défenderesse.

Aussi, si le ballon demeure immobile après 2 secondes par exemple, ne croyez pas qu'il vous en restera 6, surtout si un ou plusieurs joueurs semblent clairement pouvoir "le ramasser". Si l'arbitre juge que le ballon est volontairement laissé pour "mort" dans l'unique but de gagner du temps, il pourra pénaliser la défense d'une conduite anti sportive et, le cas échéant, rendre le ballon à l'adversaire.

Une « illegal defense » ne sera sifflée que si le lancer est correcte et que le ballon n'ait pas passé la ligne de but.

Les mains au sol sont à nouveau autorisées.

Pour rappel, une position de défense correcte est une position qui répond aux critères suivants :

Soit les deux pieds au sol ou aucun.

Soit les deux genoux au sol ou aucun.

Hors mis les mains, aucune partie du corps supérieure aux genoux ne peut être en contact avec le sol,.

Lors d'un « penalty », l'arbitre annoncera à chaque fois : »first (première) », second (deuxième) », « third penalty (troisième penalty) » et dans le dernier cas, terminera sa locution par : team penalty (penalty d'équipe) ».