



# CHANGES TO THE RULES OF THE GAME



2016

## **1. Goalkeeper as a player**

### **Rule 4:1 paragraph 3, Rules 4:4-5-6-7**

Please note that Rule 4 remains fully valid in view of the stipulations for a goalkeeper being substituted by a player. However, the following rule extension will be implemented:

- 1) A team may be on the court with seven field players at the same time. This is the case if a field player substitutes a goalkeeper. It is not mandatory (but allowed) to be dressed in the same colour of the goalkeeper's shirt.
- 2) If the team is playing with seven field players, no player may carry out the function of the goalkeeper, i.e. no player may enter the goal area to take the goalkeeper's position. When the ball is in play and one of the seven field players enters the goal area destroying a clear chance of scoring, the opposing team receives a 7-meter throw. Rule 8:7f applies.
- 3) In case of substitution, Rules 4:4-7 (normal rules for substitution of players) shall apply. In such a case, the goalkeeper regains all his rights according to Rules 5 and 6.
- 4) If a team is playing with seven field players and must execute a goalkeeper throw, one of them must leave the court and a goalkeeper must change back to the goal area to execute that throw. The referees will decide if a time-out is necessary.

## **2. Injured player**

### **Information:**

At every tournament over the last years we have observed more and more situations where a player asked for medical care inside the playing court although it was not necessary, breaking the rhythm of the game, showing unsportsmanlike actions and prolonging unnecessarily its duration, which also affected the television broadcasting. The actions carried out until now by IHF delegates and referees have not been enough to eliminate this practice.

### **Instructions to the referees about Rule 4:11, paragraph 1:**

- If the referees are absolutely sure that the injured player needs medical treatment on the field, they will immediately show the hand signals no.15 and 16. It is not allowed for the team officials to refuse to enter the field of play.
- In all other cases, the referees will ask the player to stand up and receive medical care outside the court, before they show the hand signals no. 15 and 16.
- Any player or team official failing to comply with this provision will be punished due to unsportsmanlike conduct.



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## Paragraph 1 is amended as follows:

- After receiving medical care on the court, the player must leave the playing court.
- He can only re-enter it when the third attack of his team is complete. The Technical Delegates will be the responsible for controlling this situation.
- An attack starts with the possession of the ball and ends when a goal is scored or the team in attack loses the ball.
- If the team is in possession of the ball when his player needs medical care, this attack is counted as first attack.
- If the player enters the playing court before the end of the three attacks, it shall be punished as illegal entry (faulty substitution).
- The above-mentioned provision does not apply if the required treatment of injury on the playing court is the result of irregular behaviour by an opposing player who has been punished progressively by the referees.
- This rule does not apply when the goalkeeper's head is hit by a ball and medical care inside the court is necessary.

## 3. Passive play

### Information:

Many coaches and refereeing experts believe that this rule is well described in the Rules of the Game but they argue that the referees don't use the same criteria, especially after the forewarning signal for passive play, requesting a change that gives all the referees less subjective and more objective criteria.

At the same time the referees are asked not to allow increasing aggressiveness of the defending team in such moments.

### Basic rule provisions:

- The Rules 7:11 and 7:12 remain valid.
- Clarification 4, Sections A, B, C and appendix E remain unchanged.

### Clarification 4, Section D, is specified as follows:

- After showing the forewarning signal the referees can whistle for passive play at any moment, if they don't recognize an attempt to reach a position to shoot on goal.
- After showing the forewarning signal the team forewarned has a total of **6 passes** to shoot on goal.
- If after a maximum of **6 passes** no shot on goal is taken, one of the referees whistles for passive play (free-throw for the other team).



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- If a free throw is awarded to the attacking team, the number of passes is not interrupted.
- If a shot is blocked by the defending team, the number of passes is not interrupted.
- If the defending team commits a foul after the sixth pass, but before the referees have whistled for passive play, this infraction will result in a free-throw for the attacking team. In this case, the attacking team has an additional pass to complete the attack, besides the possibility of a direct free-throw.
- The number of passes by the referees is a decision on the basis of their observation of facts according to rule 17:11, paragraph 1.

## 4. Last minute

### **Information:**

The purpose of this rule changed in 2010 was to avoid or reduce unsportsmanlike behavior or serious fouls in the last minute of a game and also to give the losing team the chance to tie or win a game, i.e. to keep the emotions until the last second. However, success has been partial and we continue seeing serious actions that lead a team to win a game, regardless of the fact that one of its players is suspended for the next game.

Additionally, a period of one minute is considered too long for this rule (in one minute it is possible to score two or more goals).

### **Agreement:**

- Instead of the final minute the special provisions will apply only to the last 30 seconds.
- The last 30 seconds rule will be applicable at the end of the regular playing time of a match and at the end of the first and the second overtime period.

### **Rules 8:5, 8:6, 8:10c,d are adjusted as follows:**

1. The wording "*last minute of a game*" should be replaced by "*last 30 seconds of a game*".
2. A foul under Rule 8:10c (ball out of play) will be punished with a disqualification **without written report**, and a 7-meter throw must be awarded to the opposing team.
3. A foul under Rules 8:10d (ball in play) and 8:5 will be punished with a disqualification **without written report**, and a 7-meter throw must be awarded to the opposing team.



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4. A foul under Rules 8:10d (ball in play) and 8:6 will be punished with a disqualification **with written report**, and a 7-meter throw must be awarded to the opposing team.
5. In the cases 3) and 4) the following shall apply:
  - 5.1. *The attacker is able to throw and score a goal: No 7-meter throw*
  - 5.2. *The attacker passes the ball, his teammate fails to score a goal: 7-meter throw*
  - 5.3. *The attacker passes the ball, his teammate scores a goal: No 7-meter throw*

### **5. Blue card**

#### **Information:**

Sometimes it is not clear for the teams if a disqualification given by the referees is according to Rule 8:5 (no further effect) or Rule 8:6 (written report mandatory after the match), and the situation goes unnoticed by spectators and media.

This change provides more clarity in such cases. If the referees show a blue card, a written report will accompany the score sheet and the Disciplinary Commission will be responsible for further actions.

#### **Rule 16:8 (Rules 8:6, 8:10), the last paragraph is amended as follows:**

- Information is provided by showing a blue card (in addition to the red card).
- The blue card must be in possession of the referees.
- The referees will first show the red card and later, after a short discussion, the blue card.