Intramural 4v4 Goalball

**Please refer to the Participant’s Manual for a complete list of all Intramural Sport guidelines & procedures**

A. General IM Procedures

a. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card, or be able to show their digital Carolina Card via the GET Mobile app before each game in order to play. **No ID – No Play – No Exceptions!**

b. Teams are expected to begin the game at the schedule time. **Game time is forfeit time!**

   i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game.

   ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)

   1. Teams that don’t have the minimum number of players required to play on their www.imleagues.com roster by 3pm the day of their game (Monday through Friday) or 12pm the day of their game (Sunday) will have their game automatically defaulted by the USC Intramural Sports office.

   iii. The USC Intramural Sports Office can be reached:

      1. By email at intramurals@sc.edu
      2. By phone at 803.576.9387
      3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

c. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the Imleagues app directly to your phone.

d. The USC Intramural Sports Rainout Line number 803-574-1504. The Rainout Line also has a downloadable app option for the most up to date game updates: https://rainoutline.com/search/dnis/8035741504

e. **No jewelry can be worn during games.** Captains are responsible for making sure all jewelry is removed before a player takes the field.

f. **Sportsmanship:** Each team will be given a sportsmanship rating 1-4, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.

g. **Protest:** The only 2 things that can be protested are rule interpretation & player eligibility.

   i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
ii. Protests of alleged ineligibility should be made immediately to the intramural sports staff rather than waiting to see the outcome of a game.

B. Equipment
   a. All Goalball equipment will be provided to players playing in the tournament.
      i. All participants are required to wear a blindfold, elbow, and knee pads (which are provided).

C. Location
   a. Strom WFC Court 4

D. Players
   a. All teams must register for the intramural Goalball tournament in the USC Intramural Sports Office.
   b. All participants must register for their team on www.imleagues.com
   c. Teams compete with (4) players at a time.
   d. Minimum to start is (3) players.
   e. A substitution may occur after a goal has been scored.
      i. A player may also be substituted at any time due to an injury.

E. Game Time & Length
   a. Each game will consist of (2) 12-minute halves.
      i. The clock will run continuously unless stopped for an official’s timeout.
   b. Intermission will last for (3) minutes.
   c. Each team will be granted (1) timeout per game.

F. Playing The Game – *The object of goalball is to score goals by getting the ball past the opposing team and across the goal line. Goalball is designed for players to use their senses other than their sight.*
   a. A game of rock, paper, scissors will be used in the captain’s meeting to determine choice of side and team possession to start the game.
   b. Teams must be blindfolded and line up at opposite ends of the playing surface to start competition.
   c. Gameplay will begin with an official sounding a whistle.
      i. Every time a whistle is blown, the ball is put into play by a free shot.
   d. The starting team will roll the ball (underhand) towards the opposing team.
      i. If the ball bounces too much, the referee may yell “illegal toss” and the throw will not be recorded with possession being awarded to the other team.
      ii. Participants must roll the ball from behind the throwing line.
      iii. The opposing team can stop the ball with any part of their body.
   e. If the ball is stopped, the referee will help the new thrower locate the ball and get in position for their toss towards the opposing goal.
      i. The ball is considered stopped if:
         1. The opposing team physically stops it.
         2. The ball goes out of bounds.
         3. The ball is considered to be an illegal toss.
   f. If the ball is scored, the referee will help the new thrower locate the ball and get in position for their toss towards the opposing goal.
      i. The ball is considered scored if the opposing team cannot stop the ball before it fully goes beyond the goal line.
   g. The officials will make all judgements on goals.

G. Penalties/Violations
   a. Once commenced by the official, the thrower has (10) seconds to throw the ball.
      i. Penalty – Possession of the ball will be awarded to the opposing team.
b. Team unsportsmanlike behavior – Any inappropriate behavior during the contest may result in a forfeiture of the game.

c. Excessive noise – Unnecessary noise by the offensive team that prevents the defense from tracking the ball.
   i. Penalty – Possession of the ball will be awarded to the opposing team. Any goal scored during the throw will be disallowed.

d. Illegal roll – Too bouncy or with an overhand toss.
   i. Penalty – Possession of the ball will be awarded to the opposing team. Any goal scored during the throw will be disallowed.

e. Illegal Equipment – Removing blindfold or looking under the blindfold.
   i. Penalty – A goal may be awarded or removed depending on which team is penalized. Possession of the ball will be awarded to the opposing team.

f. Illegal defense – When contact is made with the ball outside of the team area.
   i. Re-throw for the thrower if the ball wasn’t scored on the play.

H. Mercy Rule

a. If a team is ahead by (7) goals or more with (5) minutes left to play in the game, the game will be called and the team leading will be declared the winner.