

Campus **Recreation**

University of South Carolina Student Life

5v5 Team Handball Tournament Rules

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

Section 1: General Information

General IM Procedures

- Teams should arrive 15 minutes before their game to check-in with the supervisor.
- All participants must display a valid Carolina Card before each game to play.
 - You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- Teams are expected to begin the game at the scheduled time.

Defaults

- Teams entered into the tournament must notify the Sport Programs Office before 3pm the day of the tournament. If a team does not default in time, they will be assessed a **\$25 forfeit fee on DSE**.
- The USC Sport Programs Office can be reached:
 - By email at sportprograms@mailbox.sc.edu
 - By phone at 803.576.9387
 - In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
- A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and no fee will be assessed.

Forfeits

- Teams entered into the tournament who do not notify the Sport Programs Office by 3pm on the day of the tournament or do a no-show will be assessed a **\$25 forfeit fee on DSE**.

Team Choice (5 minutes: 5 minutes)

- The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 - During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
- **5v5 Team Handball (5 points: 5 points)**

Sportsmanship

Updated Fall 2024

- Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.
- **All teams must average at least a sportsmanship rating of 3 throughout the tournament.**

Miscellaneous

- To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log on to sc.dserec.com/online/dashboard
- No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- 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. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

Court & Location

- All games will be played in the Strom WFC South Center.

Players

- Each team will consist of five (5) players on the court at one time.
 - i. A minimum of three (3) is required to play
- A team must field one (1) player as a goaler
- A team is allowed a maximum of two (2) sport club members from handball related clubs

Equipment

- The game ball will be provided by the Sport Programs staff
 - i. Teams are not permitted to play with their own ball
- Each player must wear closed toe shoes.

Timing

- The game will consist of two (2) halves of (10) ten minutes.
- A game can end in a tie during the seeding process
 - i. If a game ends in a tie during a tournament game, teams will have three (3) of their players compete in a shootout. The team with the most goals scored after the three (3) player shootout will be declared the winner.
 - ii. If the game is still tied after the three (3) player shootout, each team will designate an additional thrower to break the tie until a winner is declared.

Pre-Game

- The Sport Programs staff will identify a "coin toss" process that will determine which team will select receive, or side
 - i. The teams will change sides after halftime

Scoring

- A goal is scored when the entire ball crosses the goal line
 - i. Each goal will result in one (1) point for the scoring team

The Game

- Substitutes are unlimited but players must enter and exit through their team doors on either end of the Strom WFC South Center.
 - i. No player will be allowed to enter and exit through the middle double doors
- After each goal, timeout or starting of halves, each team must start in their half of the court, and the action will be started with a backwards pass by the team with possession.

Playing the Ball

- A player may not touch the ball with their hands below his or her knees
- A player may not dive for the ball
- A player is allowed a maximum of:
 - i. 3 steps (while holding the ball)
 - a. A player is allowed three (3) steps prior to dribbling and three (3) steps after dribbling the ball
 - I. A player is allowed unlimited dribbling
 - ii. A 5 second stall count when in possession of the ball and not moving.
- A player may not self-pass
- When shooting or passing, a player may be in the air over the goal area circle as long as their takeoff was from outside of the goal area line and they release the ball before touching the ground inside the area. “Alley-oops” are allowed
- The player must then exit the area in the shortest route possible without interfering with other players
- If the ball is dropped (hits the ground) the other team will take over possession at the spot of the drop

Defense

- The defender can't push, hold, or hit the opponent with any part of the body
- A defender may not knock the ball from an opponent's hand
- Penalty throws will be awarded if the defender initiates contact with the shooter during a shot on goal

Goal area

- A ball inside the goal area that isn't in the air belongs to the goalkeeper
- When a court player (on either team) enters the goal area:
 - i. If the offense enters, the play results in a goalkeeper throw
 - ii. If the defense enters but doesn't prohibit a scoring chance, the play results in an “free throw” for the offense
 - iii. If the defense enters and prohibits a scoring chance, the play results in a penalty shot

Goalkeeper

- May play the ball with any part of the body within the goal area
- May not kick the ball after possession has been gained
- May not leave the goal area with possession of the ball
- May not enter the goal area after obtaining possession of the ball outside of the goal area
- May not reach outside the goal area to gain possession of the ball
 - i. All infractions committed by the goalkeeper will result in a “free throw”

Penalty and Free Throws

- During penalty shots, all other players must stand at least five (5) yards from the thrower until the ball is released
 - i. The thrower must keep at least one foot in contact with the floor during the throw
 - ii. The goalie may take any position within the goal area during penalty throws
 - iii. The ball is live after a penalty throw
- During “free throws”, the defense must stand at least five (5) yards from the thrower
 - i. The thrower must keep at least one foot in contact with the floor during the throw

Format of Tournament

- The format of the tournament will be based on the number of teams that register. Please be prepared to play multiple games on the scheduled night(s) of the tournament.
- **If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the tournament. A team that receives below a 2 in any tournament game will automatically be forfeited.**