UNIVERSITY OF NORTH CAROLINA – CHAPEL HILL

CAMPUS RECREATION – INTRAMURAL SPORTS

Goalball

Check it out here: https://www.youtube.com/watch?v=a5ncavGG6p0

FLOOR

The game shall be played on a basketball court.

GENERAL RULES

All players must show a valid UNC-One Card deemed appropriate by the intramural supervisor in order to play.

THE GAME

Teams will consist of four (4) players. Rosters can have an unlimited number of players.

Teams may start with as few as three (3) players.

If a team is reduced to less than three (3) players at any time during the contest, a default will result.

Substitutions may only occur after a goal has been scored.

THE PLAYING AREA

Floor Markings:

a. Goalball will be played on a basketball court.

b. The red lines indicate the line that:
   i. Teams must throw behind
   ii. The “Goal” Line

c. The blue line indicates the line that:
   i. Teams may not go in front of on their respective side
d. Teams must remain inside the red and blue lines during game play unless throwing the ball towards the other side.

GOAL

Team Area # 1

Team Area # 2

GOAL

GAME EQUIPMENT

The Ball: A goalball will be used which is a spherical shape and contains a bell inside of it.

Player Equipment: Jersey: All participants are required to wear a blindfold, elbow and knee pads. Intramural Sports will provide those items. Players of opposing teams must wear contrasting colored jerseys, without pockets, numbered on the front or rear.

Illegal Equipment: Baseball hats, jewelry.

PERIODS, TIME FACTORS AND SUBSTITUTIONS

Section 1: Timing of the Game

Article 1: Playing time shall consist of two halves (12) minutes each. The clock will be stopped only for injuries. Otherwise, it will be a continuously running clock.

Article 2: Intermission will be (3) minute between periods.

Article 3: Each team will be granted a one time-out per half; one minute in duration.

PLAYING THE GAME

Section 1: Game Play

*The object of Goalball is to score goals by getting the ball passed the opposing team and across the goal line. Goalball is also designed for participants to use their senses other than sight.*
Article 1: Playing Captains: Each coach shall designate to the referee the team captain or captains. If more than one player is designated, a speaking captain must be selected to make all decisions.

Article 2: Coin toss: A game of Rock, Paper, Scissors between the captains will occur to determine choice of side and team possession.

Article 3: Putting the Ball in Play: Every time the whistle is blown, the ball is put into play in by a free shot

Article 4: Starting the Game:
   a. First possession will be decided by a game of rock paper scissors between captains.
   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.
   d. The starting team will roll the ball (underhand) towards the opposing team.
      i. If the ball is bouncing too much, the umpire may yell “illegal toss” and the throw will not be recorded and possession would be given to the other team.
      ii. The participants must roll the ball from behind the midcourt line.
      iii. The opposing team can stop the ball in any way they see fit.
   e. If the ball is stopped, the new thrower may remove their blindfold to locate the ball and recover their eyes for the next throw.
      i. The ball is considered to be stopped if the team physically stops it, the ball goes out of bounds (Court), or the ball is considered to be bouncing and an illegal toss.
   f. If the ball is scored, the new thrower may remove their blindfold to locate the ball and recover their eyes to throw the ball.
      i. The ball is considered to be scored if the opposing team cannot stop the ball before it fully goes beyond the goal line.
   g. Whether the ball is stopped or not, the official will declare the ball either stopped or a goal.

SCORING

Section 1: Points

Goal Awarded: Men & Women: All goals shall be worth (1) point. A goal is scored when the ball completely crosses the goal line before time expires.
*Mercy Rule:* If a team is ahead by (7) goals or more goals with (5) minutes to play in the game, the game will be called, and the team leading will be declared the winner.

## PENALTIES

### Section 1: Violations

1. Team Penalties:
   a. Delay of Game: Once commenced by the official the team has ten seconds to roll the ball
   b. Team Unsportsmanlike Conduct: Any inappropriate behavior during the contest
   c. Excessive Noise: Unnecessary noise by the offensive team that prevents the defense from tracking the ball

2. Personal Penalties
   a. Illegal Roll: Too bouncy or overhand toss
   b. Illegal Equipment: Removing blindfold or looking under blindfold
   c. Illegal Defense: When contact is made with the ball outside the team area
   d. Unsafe Behavior: Any behavior deemed inappropriate, too physical or unsafe by the game official

### Section 2: Penalty Enforcement

1. All penalties will result in only one participant having to defend the goal for the next throw.