

HANDBALL

TECHNICAL RULES AND REGULATIONS





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GENERAL

The purpose of the “ISF Handball Technical Rules and Regulations” is to provide standardised rules and regulations for all Handball competitions. This document is set up in accordance with the ISF Statutes, the ISF Sport Policy and the ISF General Competition Regulations.

This document is intended to ensure that all matters related to competitions are conducted in a fair and orderly manner. The specific objectives of this document are to:

1. Define and specify the **general conditions** under which participants can take place at the ISF handball events;
2. Determine the **delegation composition**;
3. Determine the **sport program**;
4. Determine the **technical rules**.
5. Set the **draw** procedure
6. Set **protests and appeals** procedure

Please note that the technical rules and regulations are applicable to all ISF events. In case of variation of rules and regulations in relation to the type of event, the variation will be specified in the text.

1. GENERAL CONDITIONS

The competition of ISF Handball events will be run according to the ISF rules and regulations and the International Handball Federation (IHF) technical rules under the direction of the ISF Handball Technical Commission. Any decisions over matters not mentioned in the present document will be taken by the ISF Technical Commission.

- The ISF Handball events are open to school teams and/or selected teams. Specific sports formats shall be described in the event bulletins.
- The competition is categorised as: boy categories, girl categories.
- Mixed teams are not allowed.
- The composition of each delegation, age category and number of teams that each ISF Handball event is accepting will be defined for each event accordingly.
- The competition is held over six (6) days for any event type.

AGE CATEGORY

- **For the U15 category**, students aged **13, 14 and 15** on 31 December of the year of the competition concerned can participate.
- **For the U18 category**, students aged **16, 17, and 18** on 31 December of the year of the competition concerned can participate.

2. DELEGATION COMPOSITION

Each delegation will consist of:

- Head of delegation
- Deputy Head of delegation (where applicable)
- Additional adults
- Athletes
- Team officials
 - Coaches
 - Other team officials
- Field of play officials (referees)

HEAD OF DELEGATION (HoD)

- HoD shall be the main intermediary between the delegation and the Local Organising Committee, the ISF Technical Commission and the ISF Delegate.
- They may not combine their role of HoD with that of a coach or any other official role.
- Each delegation is entitled to enter one (1) HoD.

DEPUTY HEAD OF DELEGATION (Deputy HoD)

- The role of Deputy HoD is to assist the Head of Delegation.
- The presence of the Deputy HoD is not mandatory.
- Number of Deputy HoD depends on the size of the delegation. Specific numbers shall be defined in the event bulletins.

ADDITIONAL ADULTS

- The function of additional adults can be: interpreter, security personnel, ministry representative, media, etc.
- The presence of additional adults is not mandatory.
- The function of each additional adult must be specified during the registration process.
- Any other additional persons not specified during registration or exceeding the limit specified in this document will not be considered part of the official delegation and will not be accredited by the LOC.
- Number of additional adults depends on the size of the delegation. Specific numbers shall be defined in the event bulletins.

ATHLETES

- Athletes must be students attending schools that provide general education.
- Athletes must be enrolled as full-time students at a school in the country which they represent.
- Each team is entitled to enter:
 - ✓ **a minimum of twelve (12) athletes,**
 - ✓ **a maximum of fourteen (14) athletes.**

TEAM OFFICIALS

Coaches

- The presence of a coach is mandatory.
- Teams cannot participate in the competition without the presence of a coach.
- Each team is entitled to enter a minimum of one (1) and a maximum of two (2) coaches.



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Other Team officials

- The function of other team officials can be: doctor, trainer, physiotherapist, statistician, team manager etc.
- The presence of the other team officials is not mandatory.
- The function of the other team officials must be specified during the registration process.
- Any person not specified during registration or exceeding the limit will not be considered part of the team.
- Each team is entitled to enter up to two (2) other team officials.

FIELD OF PLAY OFFICIALS

- Each team shall enter one (1) field of play official (referee).
- The Field of play officials cannot combine their position with other positions, such as head of delegation, team officials or additional adults.
- Field of play officials (referees) shall be in possession of international (IHF) or national qualification depending on the event type. Level of qualification shall be described in the event bulletins.
- The qualification will be reviewed and approved by the ISF Handball technical commission. Delegations must provide certificates for the field of play officials during the registration process.
- Failure to provide the required number of field of play officials (referees) will lead to a fine of 900€ (per referee) payable to the organiser prior to the competition.

3. SPORT PROGRAM

EVENTS

- Boys and Girls Tournament.

4. TECHNICAL RULES

SYSTEM OF PLAY

Please refer to the ISF General Competition Regulations.

- First part of the competition:
Qualification games in groups (all x all).
- Second part of the competition:
Classification games by a knockout system.

System of play according to the number of teams:

12 teams

- ✓ The teams will be divided into four groups of three teams.
- ✓ The qualification round will consist of three rounds of one match per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:
 - Rank from 1 to 8 for the winners and runners-up of each pool.



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# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 12 for teams ranked 3rd in each pool.

# game	9th - 12th place		Final ranking games		
1	A3	C3	9th - 10th	W1	W2
2	B3	D3	11th - 12th	L1	L2

16 teams

- ✓ The teams will be divided into four groups of four teams.
- ✓ The qualification round will consist of three rounds of two matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

➤ Rank from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 16 for teams ranked 3rd and 4th in each pool.

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A3	C4	5	W 1	W 2	9th - 10th	W5	W6
2	C3	A4	6	W 3	W 4	11th - 12th	L5	L6
3	B3	D4	# game	13th - 16th place		13th - 14th	W7	W8
4	D3	B4	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

24 teams

- ✓ The teams will be divided into four groups of six teams.
- ✓ The qualification round will consist of five rounds of three matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

➤ Places from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			



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➤ Places from 9 to 16 for teams ranked 3rd and 4th in each pool.

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A3	C4	5	W 1	W 2	9th - 10th	W5	W6
2	C3	A4	6	W 3	W 4	11th - 12th	L5	L6
3	B3	D4	# game	13th - 16th place		13th - 14th	W7	W8
4	D3	B4	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

➤ Places from 17 to 24 for teams ranked 5th and 6th in each pool.

# game	17th - 24th		# game	17th - 20th		Final ranking games		
1	A5	C6	5	W 1	W 2	17th - 18th	W5	W6
2	C5	A6	6	W 3	W 4	19th - 20th	L5	L6
3	B5	D6	# game	21st - 24th		21st - 22nd	W7	W8
4	D5	B6	7	L 1	L 2	23rd - 24th	L7	L8
			8	L 3	L 4			

32 teams

- ✓ The teams will be divided into eight groups of four teams.
- ✓ The qualification round will consist of three rounds of two matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

➤ Places from 1 to 8 for the winners of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C1	5	W 1	W 2	1st - 2nd	W5	W6
2	B1	D1	6	W 3	W 4	3rd - 4th	L5	L6
3	E1	G1	# game	5th - 8th place		5th - 6th	W7	W8
4	F1	H1	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 16 the runners-up from each pool

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A2	C2	5	W 1	W 2	9th - 10th	W5	W6
2	B2	D2	6	W 3	W 4	11th - 12th	L5	L6
3	E2	G2	# game	13th - 16th place		13th - 14th	W7	W8
4	F2	H2	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

➤ Places from 17 to 24 for teams ranked 3rd in each pool.

# game	17 th - 24 th place		# game	17 th - 20 th place		Final ranking games		
1	A3	C3	5	W 1	W 2	17th - 18th	W5	W6
2	B3	D3	6	W 3	W 4	19th - 20th	L5	L6
3	E3	G3	# game	21 st - 24 th place		21st - 22nd	W7	W8
4	F3	H3	7	L 1	L 2	23rd - 24th	L7	L8
			8	L 3	L 4			



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➤ Places from 25 to 32 for teams ranked 4th in each pool.

# game	25 th - 32 nd place		# game	25 th - 28 th place		Final ranking games		
1	A4	C4	5	W 1	W 2	25th - 26th	W5	W6
2	B4	D4	6	W 3	W 4	27th - 28th	L5	L6
3	E4	G4	# game	29 th - 32 nd place		29th - 30rd	W7	W8
4	F4	H4	7	L 1	L 2	31st - 32nd	L7	L8
			8	L 3	L 4			

* ISF TC will adjust the system of play according to the final number of the registered teams

SPECIFIC RULES

- Duration of the match
 - 2 x 25 minutes (U18) with a half-time interval of 10 minutes.
 - final games: 2 x 30 minutes (U18) with a half-time interval of 10 minutes.
 - 2x 20 minutes (U15) with a half-time interval of 10 minutes.
 - final games: 2 x 25 minutes (U15) with a half-time interval of 10 minutes.
- Points shall be awarded as follows (qualification games in groups):
 - Win = 2 points
 - Draw = 1 point
 - Match lost = 0 points

RANKING SYSTEM AFTER GROUP PHASE

Teams are ranked by adding the points gained.

- Points after all matches of group phase;
- Result of game between the two equal teams;

If, after the group matches, two or more teams have gained the same number of points, the following ranking system is used:

- points in matches between the teams concerned;
- goal difference in matches between the teams concerned;
- number of plus goals in matches between the teams concerned;

If the result is still a tie, the following system is used to decide between the teams concerned, unless the undecided ranking is as last in the group:

- goal difference is subtracted in all matches;
- number of plus goals in all matches;

If the result is still a tie, a draw must decide the ranking. The ISF will make the draw, if possible in the presence of the persons in charge of the teams concerned.



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SHOOT OUT

Classification rounds

If a placement match ends in a draw, there will be a break of 5 min. (followed by “Shoot Out”). If there is a tie, the match is decided by a shoot-out according to the following rules

Procedure of the “shoot-out” competition:

- 5 players who are eligible to play take throws alternating with the opposite team (a goalkeeper can also be a thrower)
- The winner is the team that has scored more goals after 5 throws
- If the outcome has not been decided after the first round, the “shoot-out” is continued. For this purpose the ends shall be changed first and now the other team goes first. Again 5 playersetc. In the second round and any subsequent round the match is decided as soon as one team takes the lead once there has been an equal number of attempts by each team.
- In the “shoot-out” the referees use a toss to determine the choice of ends and which team starts. If a team has won the toss and elects to start in the “shoot-out”, then the opponents have the right to choose the end. Alternatively, if the team that wins the toss prefers to choose ends, then the opponents
- The passing (attacking) goalkeeper starts off standing on the goal line at least with one foot.
- The court player with the ball must stand in the playing area with one foot on the 9 meter-line (The player decides where).
- When the referee whistles the player plays back the ball to his goalkeeper on the goal line. During the pass the ball is not allowed to touch the ground.
- Once the ball has left the player’s hand the defending goalkeeper may move forward, however both goalkeepers must remain in their goal area
- Within 3 seconds the attacking goalkeeper must pass the ball to his teammate, who is running towards the opponent’s goal. Also during this pass the ball is not allowed to touch the ground.
- The player must catch the ball and try to score a goal without dribbling or any other rule violation.
- If the attacking goalkeeper or the court player commits a rule violation the attack is over.
- If the number of players drops below 5 in one round by punishments of the referees, the team in question will have correspondingly fewer opportunities.



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- Any player can be a goalkeeper and they may be changed in accordance with the rules of the game. Goalkeepers may play as throwers and throwers as goalkeepers.
- The team winning the draw decides which team to start the shoot-out.

A decision is reached once there is a difference in goals after both teams have taken their throws. After five throws, five eligible players must be designated again (the same players may be chosen).

- Players who have been sent off, disqualified without or with report are not eligible to take part in the shoot-out.
- Bad conduct during the shoot-out will be punished by disqualification. If a player is disqualified or injured, an eligible substitute can be nominated.

OTHER RULES

- All teams must show up at the competition venue not later than fifteen (15) minutes before the scheduled beginning of the match.
- In case a team shows up later than 5 minutes after the scheduled beginning of the match, it will automatically lose the match by 0-6. The team concerned will be classified last in the group.
- In case a team fails to show up, it will automatically lose the match by 0-6. The team concerned will be classified last in the group.
- 10 minutes before the beginning of the match, referees shall check players of both teams according to the specified lists.
- A red card with report will cause at least 1 match suspension in the following matches of the team. Red card without report and following 3 x 2 minutes will not cause any match suspension.
- If a team uses a suspended player, the match will be lost 0 - 6.
- Shirt numbers from 1 to 99 shall be used.
- All players shall wear the same shirt number throughout the whole tournament.
- Shirt number must be visible on the back of each player.
- The organizer is responsible for providing official balls for each match according to IHF standards: Girls 54-56 cm. (IHF Size 2) and boys 58-60 cm. (IHF Size 3).
- Teams will have their own training and warming up balls for the athletes.
- Important: Glue must be accepted by the organizer.

5. DRAW

- The ISF is responsible for establishing criteria's and fixing timing of the draw.
- The ISF Technical Commission is responsible of the draw.
- The draw will take into account results achieved in previous ISF handball competitions and any other information relevant to ISF.

6. PROTESTS AND APPEALS

Appeals involving results or any matter not concerning discipline will be heard by the Appeal Jury. The appeal must be lodged within 30 minutes of the incident and be submitted in English. The payment of amount, 50€, must accompany the appeal and is to be paid to LOC in cash. This payment will be refunded only if the appeal is upheld or at the discretion of the Appeal Jury. In the case of an unsuccessful appeal, the payment will be retained by the ISF.



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