

## **WESLEY COLLEGE INTRAMURALS HANDBALL RULES**

### **GENERAL INFORMATION:**

#### **ELIGIBILITY**

1. THE TEAM CAPTAIN MUST SUBMIT THE COMPLETE TEAM ROSTER BY GIVEN DEADLINE. ALL PLAYERS' NAMES MUST BE ON THE ROSTER AND HAVE SIGNED THE WAIVER SHEET IN ORDER TO PARTICIPATE.
2. EACH TEAM MUST SUBMIT THE \$20 REGISTRATION FEE BY THE GIVEN DEADLINE. CHECKS MAY BE MADE OUT TO "WESLEY COLLEGE." TEAMS THAT FORFEIT ONE OR FEWER (NONE) GAMES WILL RECEIVE A REFUND OF \$10 AT THE END OF THE LEAGUE. REFUNDS WILL BE DIRECTLY DEPOSITED INTO THE WESLEY COLLEGE ACCOUNT OF THE TEAM MEMBER WHO PAID THE FEE. TEAMS FORFEITING TWO OR MORE GAMES WILL NOT RECEIVE A REFUND.
3. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO NOTIFYING HIS/HER TEAM WHEN AND WHAT TIME THEIR GAMES ARE.
4. ALL PARTICIPANTS MUST BE FULL-TIME STUDENTS AT WESLEY COLLEGE UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.
5. CAPTAINS MAY ADD OR DELETE PLAYERS TO THEIR ROSTER AT LEAST 15 MINUTES BEFORE GAME TIME. NO PLAYERS MAY PLAY IN ANY PLAYOFF GAME UNLESS THEY HAVE PLAYED IN AT LEAST 2 REGULAR SEASON GAMES.
6. PLAYERS MUST COMPETE IN AT LEAST 2 REGULAR SEASON GAMES TO BE ABLE TO PLAY IN THE PLAYOFFS UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.

**ALL PLAYERS MUST ABIDE BY THE POLICIES IN THE INTRAMURAL HANDBOOK,  
AVAILABLE ONLINE AT [STUDENTLIFE.WESLEY.EDU](http://STUDENTLIFE.WESLEY.EDU)**

**ALL PLAYERS ARE REQUIRED TO PRESENT THEIR WESLEY COLLEGE ID PRIOR TO EVERY  
GAME. THOSE WHO FAIL TO SHOW THEIR ID WILL NOT BE ALLOWED TO PARTICIPATE.**

#### **FORFEITS:**

IF A TEAM IS UNABLE TO FIELD ENOUGH PLAYERS FROM THEIR ROSTER WITHIN 5 MINUTES OF THE SCHEDULED GAME TIME THEY WILL FORFEIT THE GAME. IF A TEAM FORFEITS MORE THAN 2 GAMES DURING THE SEASON THE TEAM MAY BE REMOVED FROM THE LEAGUE AT THE DISCRETION OF THE INTRAMURAL COORDINATOR

**PLAYERS ARE NOT PERMITTED TO COME TO GAMES INTOXICATED, OR UNDER THE  
INFLUENCE OF DRUGS. IF IT IS SUSPECTED THAT SOMEONE HAS BEEN DRINKING OR  
ENGAGING IN ILLEGAL SUBSTANCES, THEY WILL NOT BE ALLOWED TO PARTICIPATE AND  
ASKED TO LEAVE THE PREMISES**

## **RULES AND REGULATION:**

### **GAME PLAY**

- THE OFFICIATING WILL BE DONE BY THE INTRAMURAL OFFICIALS WHO ARE IN ABSOLUTE CONTROL OF THE GAME. TEAMS ARE RESPONSIBLE FOR KEEPING THEIR SPECTATORS UNDER CONTROL. MISCONDUCT OF SPECTATORS, PLAYERS OR COACHES CAN RESULT IN ASSESSMENT OF A BENCHING, EJECTION OR FORFEITURE OF THE GAME. SPECTATORS MUST ALSO REMAIN IN THE AREA DESIGNATED BY THE OFFICIALS. THE OFFICIAL SHALL HAVE THE POWER TO MAKE DECISIONS ON ANY MATTERS OR QUESTIONS NOT SPECIFICALLY COVERED IN THE RULES.
- POSSESSION OF THE BALL WILL BE DECIDED BY A COIN TOSS
- THE TEAM WHO WON THE COIN TOSS WILL START WITH THE BALL AT HALF COURT. PLAY STARTS SIMILAR TO SOCCER; THE BALL MUST BE PASSED BACKWARDS FIRST.
- GAMES WILL BE CONDUCTED IN A FULL COURT AREA.
- 6-ON-6 CO-ED; 1 MALE OR FEMALE FROM EACH TEAM MUST BE REPRESENTED ON THE FLOOR AT ALL TIMES.
- TEAMS MUST BEGIN THE GAME WITH AT LEAST FOUR FIELD PLAYERS AND A GOALIE, AND MAY FINISH WITH A MINIMUM OF FOUR FIELD PLAYERS AND A GOALIE.
- SUBSTITUTIONS MAY BE MADE AT ANYTIME DURING A DEAD BALL. PLAYERS COMING INTO THE GAME MUST REPORT TO THE SCORERS' TABLE AND BE BROUGHT IN BY AN OFFICIAL. OTHERWISE, A FREE THROW WILL BE GRANTED TO THE OPPOSING TEAM.

### **OFFENSE**

- A GOAL IS SCORED WHEN THE ENTIRE BALL HAS PASSED OVER THE GOAL LINE BETWEEN THE GOAL POST AND UNDER THE CROSSBAR.
- ALL GOALS COUNT AS ONE POINT.
- PLAYERS MAY TAKE TWO STEPS WITH THE BALL AFTER GAINING POSSESSION.
- IF THE BALL IS KNOCKED DOWN BY THE OPPOSING TEAM AND STAYS WITHIN THE BOUNDARIES OR IT IS DROPPED BY THE OFFENSIVE PLAYER, THE BALL WILL CHANGE POSSESSION AT THAT SPOT.
- A THROW IN IS AWARDED TO A TEAM WHEN THE BALL IS KNOCKED OUT OF BOUNDS (SIDELINE) BY THE OPPOSING TEAM AT THE SIDELINE NEAREST TO THE SPOT OF THE LAST TOUCH. DEFENDING PLAYERS MUST REMAIN FIVE FEET AWAY FROM THE THROW IN. IF THE GOALIE WAS LAST TO THE BALL WHILE MAKING A SAVE, THE GOALIE WILL REMAIN IN POSSESSION OF THE BALL. BOTH FEET MUST BE TOUCHING THE GROUND DURING A THROW IN.
- PLAYERS MAY HOLD THE BALL FOR NO LONGER THAN 3 SECONDS. **RESULT:** DELAY OF GAME AND LOSS OF POSSESSION. A PLAYER MAY NOT PASS TO HIM/HERSELF.
- CONSECUTIVE POSSESSIONS BY THE SAME PLAYER MAY ONLY OCCUR AFTER A MISSED SHOT, BLOCKED SHOT, OR TIPPED BALL BY THE DEFENSE.
- FIELD PLAYERS MAY NOT ENTER THE SHOOTING ARC (3-POINT LINE) UNLESS THEY JUMP INTO THE AREA WHILE ATTEMPTING TO SCORE. IF THIS HAPPENS, THEY MUST IMMEDIATELY LEAVE THE SHOOTING ARC ONCE THEY RELEASE THE BALL AND LAND. WHEN SHOOTING, THE BALL MUST BE RELEASED BEFORE TOUCHING THE GROUND AND THE OFFENSIVE PLAYER MUST IMMEDIATELY LEAVE THE ARC IF THE SHOT IS MISSED AND PLAY RESUMES. IF A REBOUND IS GAINED BY THE OFFENSIVE TEAM, AND IS SCORED WHILE AN OFFENSIVE PLAYER IS WITHIN THE GOAL CREASE, THE GOAL IS REMOVED.
- AN OFFENSIVE PLAYER MAY NOT CHARGE INTO A DEFENDER STANDING IN FRONT OF THE ARC OR CHARGING FOUL WILL BE CALLED. **RESULT:** LOSS OF POSSESSION.
- FREE-THROWS ARE AWARDED TO A TEAM WHEN AN OPPONENT ILLEGALLY ENTERS THE ARC OR FOULS THE OFFENSIVE PLAYER DURING AN ATTEMPT TO SCORE.

## DEFENSE

- A PLAYER MAY NOT PULL, HIT, OR PUNCH THE BALL OUT OF THE HANDS OF AN OPPONENT. IF A DEFENSIVE PLAYER ATTEMPTS TO DO SO, A FOUL IS CALLED, AND THE OFFENSIVE TEAM WILL BE GRANTED A RESTART FROM THE SPOT OF THE FOUL.
- ALL FOULS WILL RESULT IN A RESTART GRANTED AT THE SITE OF THE INFRACTION; UNLESS THE OFFENSIVE PLAYER WAS ATTEMPTING TO SCORE.
- WHILE PLAYING DEFENSE, IF THE DEFENDER HAS ONE FOOT IN THE ARC, IT WILL RESULT IN A FREE-THROW FOR THE OPPOSING TEAM.
- THERE IS **NO DIVING, SLIDING, HOLDING, HITTING, ROUGHING, HITTING THE BALL OUT OF THE HANDS DURING A SHOT, OR FIGHTING**. THIS IS A NON-CONTACT SPORT. ANYONE VIOLATING THESE RULES REPEATEDLY WILL BE REMOVED FROM THE GAME BY THE INTRAMURAL OFFICIALS AND WILL BE SUBJECT TO FURTHER SANCTIONS BY INTRAMURAL SPORTS COORDINATOR.

## GOALIE REGULATIONS

- THE GOALIE IS ALLOWED TO LEAVE THE GOAL ARC WITH THE BALL. ONCE THE GOALIE HAS LEFT THE ARC, HE/SHE IS HELD RESPONSIBLE TO ALL THE RULES THE OTHER FIVE PLAYERS HAVE. THE GOALIE MAY RECEIVE A PASS FROM A FIELD PLAYER WHILE IN THE GOAL AREA. WHEN THE GOALIE THROWS THE BALL INTO PLAY, THE PASS MAY NOT CROSS THE HALF COURT LINE. **RESULT:** CHANGE OF POSSESSION OCCURS AT HALF COURT.
- A BALL GOING BEHIND THE GOAL IS AN AUTOMATIC GOALIE THROW IN REGARDLESS OF WHO, OFFENSE OR DEFENSE, TOUCHED IT LAST.
- A BALL BLOCKED BY THE GOALIE THAT BOUNCES ONCE CAN BE RETRIEVED BY EITHER TEAM, GIVEN THAT NEITHER TEAM RETRIEVES THE BALL WITHIN THE THREE POINT ARC. THE OFFENSIVE TEAM MUST MAKE AT LEAST ONE PASS BEFORE A SHOT CAN BE TAKEN AFTER A REBOUND.

## SCHEDULING AND RESULTS:

- TEAMS SHOULD PLAN TO ARRIVE TO GAMES 5-10 MINUTES BEFORE THE SCHEDULED START TIME.
- IF A TEAM CANNOT PLAY AT THE SCHEDULED TIME, THEY ARE RESPONSIBLE FOR CONTACTING OTHER TEAMS TO SEE IF THEY CAN SWITCH GAME TIMES FOR THE SAME NIGHT OF PLAY.
- AFTER EVERY GAME THE RESULTS OF ALL THE GAMES AND TEAM STANDINGS WILL BE UPDATED ON THE IMLEAGUES WEBSITE.

## PLAYERS AND EQUIPMENT:

- ALL PLAYERS MUST SHOW THEIR WESLEY COLLEGE ID TO THE STUDENT MANAGER.
- PLAYERS CANNOT WEAR ANY JEWELRY, HATS OR ANYTHING THE OFFICIALS DECLARE DANGEROUS
- CASTS OR BRACES MADE OF HARD SUBSTANCE MUST BE COVERED BY PADDING
- IT IS RECOMMENDED THAT ALL THE PLAYERS ON A TEAM WEAR THE SAME COLOR.
- MUST WEAR RUBBER-SOLED GYM SHOES
- PLAYERS MAY ONLY PLAY ON ONE TEAM
- FIGHTING WILL RESULT IN DISQUALIFICATION OF BOTH TEAMS.
- SPORTSMANSHIP COUNTS!!!!