

WPFPG ABRIDGED RULES - TEAM HANDBALL - PAGE 1

GUIDING BODIES

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EVENTS

TEAM, OPEN:

MEN: DIVISION I
DIVISION II

WOMEN: OPEN

Each team shall consist of a maximum of 14 players. No more than 7 players may be present on the court at the same time, one of which, on the court, shall be designated as goal-keeper. The remaining players are substitutes. A team is allowed to use a maximum of 4 team officials during the game. One team official must be designated as the “responsible team official” and is the only one allowed to address the timekeeper/scorekeeper and referees except as provided in rules clarification number 3: team time out.

BRACKETING

A Round Robin (group play system) shall be established. The top 2 teams in each group advance to a Single Elimination Finals tournament.

If the total number of teams in a division is less than 8, a single Round Robin tournament may be used exclusively to determine medal winners.

Duration of Game:

During qualification rounds the game shall consist of two 20-minute periods, with a 5 minute break between the periods.

During final rounds the game shall consist of two 30-minute periods, with a 10-minute break between the periods.

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DIVISIONAL PLAY: The following rules govern the placement of teams in either Division I or Division II.

DIVISION I:

Combined teams from states/provinces or similar region within a country and shall compete in Division I.

Medal winners in Division I from the previous WPFGB.

Any team may elect to compete in Division I with WPFGB approval.

DIVISION II:

All other teams may compete in Division II.

Members of a combined team can be from Law Enforcement and/or Firefighter Services.

WPFGB reserves the right to place a team in either Division I/Division II.

SCORING

Points as follows:

Win = 2 points, Tie = 1 point, Loss = 0 points.

Tie games in group play stand.

In the case of a tie in the group play standings:

1. Best head to head record advances or wins.
2. Largest goal difference.
3. Most goals scored advances or wins.
4. Coin toss. The team from the furthest geographic location calls the toss.

If group play is used exclusively to determine medals, the coin toss will not be used.

In the event of a tie in the Finals:

1. Teams shall play two 5-minute over time periods.
2. Still tie, each team attempts 5 penalty shoot-outs.
3. Still tie, Penalty shoot-outs in a "Sudden Death" fashion. One player from each team in the first round, this continues until a winner can be determined.

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GENERAL RULES

There is free substitution.

Time-outs: Teams are allowed one (1) Time-out per game. The time-out is 1 minute in length.

Teams: A team consists of up to 14 players on the roster per game, one of which on the court shall be designated as goalkeeper. The declared players must be listed on the score sheet.

No more than 7 players (6 court players and 1 goal keeper) may be present on the court at the same time. The remaining players are substitutes.

Uniforms: Dress of players shall be consistent with IHF rules.

Glue is permitted.