***Thanet Schools Handball Competition***

**Date** – Friday 24th January 2020, 4-5.55pm
**Venue** – King Ethelbert’s Secondary School, Birchington

RULES

Teams should be made up of a maximum of 8 children. Only 5 children are allowed on court at any time with at least 2 of those children being girls/boys.

Games shall be 4 minutes long with no half time break. All games to be started and stopped to a central whistle. A coin toss shall decide which team starts each game.

Substitutions shall be roll on/roll off and must be notified to the match official. This can occur when the ball is in play so long as the player leaving the court is off the court before the new player enters.

* At the start of the game and after each goal, play is restarted with a centre pass. Teams restarting after conceding do not need to wait for opposition players to be ready in order for them to make their first pass but must be in their own half prior to the match starting.
* Teams score 1 goal for each time they throw the ball into the opposition’s net. The team who scores the most goals in each games wins.
* Players can only stand stationary with the ball for three seconds before deciding to pass, shoot or take 3 steps maximum with the ball. (No dribbling- as per KSG final rules).
* No contact; any contact results in a free throw against the offending player. No hitting or grabbing the ball out of someone’s hands.
* If a player knocks the ball out of play at the side of the court, the opposition begin play again with a free throw.
* If an attacking player enters the opposition ‘D’, the goalkeeper wins possession of the ball.
* If a defender enters his/her own area, the team in attack wins a penalty.
* Attackers may use a jump throw to score in the D but must have released the ball before feet touch the floor, otherwise a foul is given.
* If the ball goes behind the goal, off either team, the goalkeeper gains possession of the ball.
* Goalkeepers may use any part of their body to block the ball but must not receive back passes from his/her team mates.
* A goalkeeper may leave their area to become an outfield player, but only after the ball has been distributed. They must not receive a pass in their area or retreat into their area with the ball. A penalty will result for any such infringement.
* Goalkeepers are not allowed to shoot whilst standing in their own area.

Each team receives 3 points for a win, 1 for a draw and 0 for a loss. The top team in each group then plays off in the final and the runners up play off for 3rd/4th place. If any teams are tied on points when deciding group winners we shall go to head to head; then goals for; then goals against .