



UNIVERSITY OF SOUTH FLORIDA

CAMPUS RECREATION – INTRAMURAL SPORTS

Goalball

GENERAL POLICY

- For any questions or concerns regarding any of the following policies and rules please contact our Sports Programs office at (813) 974-4449 or rec-imsports@usf.edu. Or stop by our office, REC 107, Monday – Friday 10am-5pm.
- All participants must check in with a Sports Programs supervisor with either their USF ID card or driver's license. The USF ID or Driver's License must have a clear name, picture, and legible U# for the USF ID. No other forms of identification may be used to check in.
- All officially enrolled students and Faculty and Staff members with an active Recreation and Wellness membership at the University of South Florida are eligible to play. For further eligibility guidelines please reference the IM Handbook, found on the USF Recreation and Wellness website.
- **Game time is forfeit time.** Teams should be ready to play at the scheduled game time. It is beneficial to have your team arrive 15-20 minutes early to ensure that games start on time and that forfeits be avoided.
- Teams must all wear the same color jersey. Pennies **will not** be provided. All teams will be required to bring one alternate color in case both teams show up wearing the same color. Skins will not be allowed.
- **Jewelry is not allowed.** Any player who enters the game with jewelry will be forced to **leave the game.**

SPORTSMANSHIP

- Sportsmanship ratings will be given based on the behavior of players, coaches, and spectators. They will also be judged on actions before, during, and after contests. Sportsmanship is rated at the conclusion of every game on a 1-6 scale (details of each can be found in the IM handbook).
- At the conclusion of the regular season of all sports will be a playoff tournament. For a team to be eligible for playoffs they must have averaged a sportsmanship rating of 4 or better during the regular season, have no regular season forfeits, and have won at least one game during the regular season.
 - If a team's sportsmanship rating drops below a 4 in the playoffs, they will be forfeited out of playoffs and their opponent will move on if their sportsmanship rating is at or above a 4.

- Players are held to a standard of good sportsmanship. If a player does not adhere to that standard, they can be removed from a contest by any Sports Programs employee.

RULES

GAME, FIELD, AND EQUIPMENT

- The winner of rock-paper-scissors will have the choice of either throwing or defending the ball first, or they may instead choose which end of the court they would like to start to play in.
 - The remaining choice will be decided by the other team.
 - At the end of the first half, the teams will change ends and benches.
 - The first throw of the second half will be thrown by the team that defended the first throw at the start of the game.
- ***Throwing***
 - Ball must land in landing area before it crosses the high ball line and must reach opposing team's area, or a penalty is awarded
 - Have ten seconds to release the ball before a violation occurs once a team has control
 - Ball must be released in own team area
 - Once a team has control of the ball, ball cannot travel out of bounds or it's a turnover
- ***Eyeshades***
 - Cannot be taken off voluntarily or without referees' permission or it is a penalty. If eyeshades accidentally come off, referee will announce 'eyeshades' and everyone can adjust.
- ***Ball***
 - The ball will be a slightly weighted ball (similar to the size of a women's basketball), inside the ball are noise bells that will alert the players of the ball location.
- ***Penalty***
 - Committing person is only person on court who can defend a penalty shot
 - If egregious penalties (trying to hurt the other team or inappropriate behavior/language to officials or opponents) a tech will be given, and the player will be suspended from the game
 - Eyeshade Penalty
- ***Scoring***
 - The ball must roll past the back line of the playing court. This will be marked with two cones on the back corners
 - The team that scores will receive the ball again (make it- take it)

INITIAL POSSESSION, LENGTH OF GAME, AND TIME CONSTRAINTS

- ***Time***
 - 2 - 10-minute halves with 3-minute halftime
 - Will announce 5 minutes left and 1-minute left in each half
 - Will sound their whistle and verbally announce anytime a goal is scored, ball is out of bounds, or penalty is committed. Will announce 'play' anytime the ball is put back into play.
 - Continuous running clock unless there is an injury
- ***Time outs***
 - 1 time out per half – 60 seconds – Only team with control of the ball can call a timeout

SUBSTITUTIONS AND TIEBREAKERS

- **Substitutions**
 - Substitutions can only be made during a timeout or halftime.
- **Overtime**
 - Sudden death overtime. Rock- Paper- Scissors will occur and first team to score wins

PLAYER CONDUCT

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
- All Intramural Staff decisions are final.

Court Diagram

