

# UniSport Australia Guideline

## Handball

### Mixed

UniSport Australia (UniSport) handball competitions are conducted in accordance with the rules of the [International Handball Federation \(IHF\)](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport *Breach of Competition Requirements* guideline for penalties related to breaches.

#### 1. Team/squad size

- Minimum registered players – 9
- Maximum registered players – 13
- Maximum cross registrations – 3
- Minimum number of players that can take the court without incurring a forfeit – 5
- Minimum number of women required on the court at any one time – 2

#### 2. Competition rules

##### 2.1. Substitutes

- a) Only the players in the nominated squad, plus up to a maximum of two team officials, will be permitted to sit on the substitution bench.

##### 2.2. Game duration

- a) All games will be two x 20 minutes duration with five minutes for half time (no time stoppages)
- b) Medal matches will be two x 30 minutes in duration and will be fully timed (time stoppages will occur as per IHF rules) with ten minutes for half time.

##### 2.3. Pool points scoring

Points for each match shall be awarded as follows:

- a) Winning team: 3 points
- b) Drawn match: 2 points per team
- c) Losing team: 1 point
- d) Forfeited team: 0 points

##### 2.4. Drawn matches

- a) If preliminary matches are drawn at full time, both teams will be awarded two points as per section 2.3. b).
- b) If progression or medal matches are drawn at the end of normal time, two extra halves of five minutes duration with a one minute half time break shall be played.
- c) At the end of this period, if scores are still tied, a best of five penalty shoot-out will take place.
- d) In the event that both teams score the same number of penalties, a "sudden death" penalty shoot-out will apply.

##### 2.5. Ball size

- a) The ball size used in the competition is a size 2 (women's size).

#### 3. Misconduct

All misconduct by players or team staff that occurs before, during and after the proceedings of a game will be actioned as according to the [International Handball Federation](#) (IHF) rules.

#### 4. Team duties

4.1. Team duty requirements for handball are:

- a) One person from each team competing in the current match will be required to assist with scoring and time keeping.

## 5. Uniform requirements

In addition to the requirements outlined in the [IHF Rules of the Game: Regulations on Protective Equipment and Accessories](#), the following items are required:

- Shirts cannot be shoulder cut
- Numbers are compulsory on the front and back of the shirt
- Non-marking footwear is preferred
- The use of handball resin is not allowed in UniSport competitions

## 6. Forfeits, delays and abandonments

- 6.1. Handball teams are subject to penalties under the UniSport guideline *Breach of Competition Requirements*.
- 6.2. A forfeit will be declared 10 minutes after the scheduled start of play time where either team is unable to commence play.
- 6.3. The forfeit score is 10 goals to nil (0).
- 6.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the competition manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 6.5. In the event of a game being abandoned, the UniSport *Abandonment of Sporting Competitions* guideline will be implemented.

### ***Previous amendments***

July 2007 | May 2008 | March 2010 | April 2011 | May 2012 | May 2014 | February 2015 | April 2017 | October 2017 | March 2018 | March 2019 | January 2021 | June 2022

\*All competitions will be held in accordance with the UniSport competition guidelines.