

GUIDELINES FOR TOURNAMENTS

By Ralph Weil, Lance Lowy, Pete Tyson and USHA Staff

As early as possible select the Chair and key members of the tournament committee and the dates for the tournament. A year in advance is not too soon. Confirm and secure the dates with the facility where the tournament is to be held. Fill out application forms and contracts for the facilities and establish costs and services that will be provided. Advise the USHA and Regional Commissioners and State Chairs of the dates. In selecting the facility, consider the amenities that are so dear to the hearts of handball players, such as: sauna, whirlpool, beer and snack bar, viewing area, childcare, and a place to sit comfortably and relax.

Six months in advance seek out proper motel/hotel rooms and set aside an estimated number of rooms required and have the motels/hotels reserve those rooms until at least two weeks prior to the tournament.

Six months in advance work out a budget. The budget should include sources of income such as expected entry fees, sponsors, advertising income and the like. Expenses should include the costs of the facility which are court fees, setup and cleanup, souvenirs, meals and snacks, parties, handballs, trophies, parking, insurance (liability and/or accident), printing and postage, physical trainers and other costs. From this budget information an entry form may be made. You are encouraged to give a discount to USHA members.

The entry form should include dates, fees, brackets, a statement that there will or will not be consolation for first round losers, e-mail address, web site, mailing address, entry deadline, telephone contact numbers, Chairs name, hotel/motel information, towel and lock availability, map of the area, how to make out the entry fee check and where to mail the entry. Offer as many brackets as possible and practical and have a statement that the brackets may be combined if there are not eight players signed up. Use a light colored paper or white so that the entry form can be reproduced easily. Remember that telephone registrations, without fees being paid, make it very easy for those who do not show up to disrupt the brackets and to not pay for their entries.

Send the entry form to the USHA and other important people in the area and distribute the form at tournaments. Mail the entry form to players two months in advance and again one month before the tournament. You can post the entry on your web site and you can use e-mail attachments to send out entry forms. There are certain players who can be counted upon to attend your

tournament and the difficulty is in recruiting new players to attend. Personal contact often works. Try it.

Two to three months before the tournament order handballs, score cards and draw sheets from the USHA. Call or email USHA for the current prices. Make decisions as to what will be the type of trophies; plaques, standard trophies, gym bags or something different. Place the order for the trophies as soon as you have determined exactly what the brackets will be. (This may be a last week decision). Do the same for the souvenirs; such as shirts, shorts, bags, towels, sweat shirts or a unique item. Place the order for the souvenirs as soon as the wording has been decided upon. Be sure to include the word "Handball".

Begin to assemble local players for working committees for food, registration, tournament control, publicity and hospitality. Place posters and entry forms at court clubs and YMCAs.

The **Tournament Chair** is responsible for the selection of the chairs of the committees, the budget, the site selection, seeding and everything mentioned or omitted. Prior to the tournament, (this may be two weeks and up to three days) do the seeding and use a game setup sheet (court control sheet) and make out the draw sheets so that the players will have their starting times a day or two before they start. A Tournament Chair checklist is included.

Tournament Control Chair is responsible for the running of the matches. A "court use chart" must be kept to show who is playing on which court. Having someone at the tournament control table to act as a runner to keep track of how soon courts will be available is a great help in assigning courts. The tournament control chair is responsible for assigning referees. The usual method is that the losing player referees the following match. A guideline for referees is included with this report and is useful to pass out to all players at registration.

An alternative method is pre-assigning courts for each match so that when a player checks in, the player knows which court he will be playing on. This way players will congregate at their assigned court rather than in the Tournament Control area. If an assigned court becomes unusually backed up, and another court opens up, a switch can be made by Tournament Control. It is the Tournament Chair's responsibility to be imaginative and inventive as far as what format to use, always trying to maximize the number of matches for the players. Many innovative approaches can be used when setting up a tournament and maximum play will make the players want to come back to play in your tournament.

The **Registration Chair** is responsible for checking in players as they arrive. Make sure that all fees are paid and be firm about collecting fees prior to the player participating. The Registration Sheet is handy to keep accurate records. Various column titles will help to stay organized. Some tournaments require losers to referee and withhold their souvenir until after refereeing. If you choose to do this, get a color and size request when players check in so the players will get the souvenir of their choice. Make sure that each player signs the waiver on the entry form or the separate waiver form. Hand out souvenirs, pass out welcome and instruction sheets and "goody bag" of gifts from contributors and sponsors and booklets about "Things to do" in our great city. Check each player for USHA membership and try to sign up those who are not current members. Include the Referees Guide in the package. If there is a dispute about fees, call the Tournament Chair to rectify the dispute. Some tournaments require name tags for the players for identification for meals and other amenities.

The **Consolation Chair** is responsible for running the consolation brackets. One idea for seeding the consolation brackets is to use the same relative seed as was used in the championship round. Preliminary and first round losers are eligible for the consolation brackets. The first round starts when all seeded players are playing. There will be those who do not wish to play consolation but it should be remembered that "consolation is for winners who come in second". It is a good idea to have a sign up sheet for those who want to play consolation.

Food and Refreshment Chair is responsible for planning meals, snacks and parties. The larger this committee is, the better the food will be and your tournament will be held in the highest esteem and remembered longer. Players remember how well they were fed longer than how well they played. You may want to check players in for lunch and dinner on the registration sheet. The Food Chair should have a group of people to setup, serve and cleanup the food and drinks. Be prepared to satisfy the family and friends by establishing a price for meals or figuring these loyal fans as part of the handball family. The regular meals are a light repast for Friday night. Since the players will be coming at all hours, some will have already eaten and no formal dining time can be established.

Saturday morning orange juice, coffee and bagels will suffice. Saturday lunch is important because there will be quite a number of players ready to eat. The lunch should start early and remain late so that those who are playing during the hours of eleven to two are able to partake of the lunch. Snacks should be available at all times and should be such things as bananas, oranges,

cookies, chips, pretzels, candies and a few healthy snacks like granola bars and bagels. The Saturday night party can be informal at someone's home or a banquet. This is determined by your budget as well as the purpose of the tournament. It is important to try to have sponsors for your meals and to have the restaurants in the area provide meals at reduced prices. Some food chairs are very resourceful and set a magnificent and bountiful table.

The **Publicity Chair** is responsible for sending out the entry forms, contacts with newspapers and sending by fax, e-mail or calling in the results daily, asking television stations for coverage with a reporter and camera crew and asking radio stations for coverage. The Publicity Chair is in charge of printing of the entry forms, posters, sponsor signs, maps to the playing site, direction signs inside the building including the way in and the way out and directions to toilet facilities and telephones, signs over the tournament control table and registration table. The publicity chair should write a comprehensive report with pictures and send it to USHA for Handball Magazine.

Appoint a committee person to be in charge of trophy presentation and taking photographs for Handball Magazine and local publicity.

Another amenity is having handballs, gloves and wearing apparel for sale. These can be obtained from USHA at reasonable prices.

Depending upon the size of the tournament, each of these chairs should have a group of people to help with the tasks assigned. In addition volunteers will be needed to secure door prizes, take care of home hospitality, and some people for general help at the tournament. It may be necessary to have a **Transportation Chair** to take care of airline passengers, car rentals, and bus or van service between the tournament site and hotels and for special events.

Everything mentioned in this guide has a place in very large tournaments and naturally some of the tasks will be performed by a very small group of volunteers in more modest tournaments. It is up to the Tournament Chair to select and assign those things that are germane to the tournament.

And finally, it is the Tournament Chairs joy and duty to write thank you notes to every member of the committee and the sponsors and all who contributed to the success of the tournament.

Tournament Director's Check List

As early as possible (year or more)

- Organize the tournament committee chairmen/chairwomen
- Select, secure and confirm the site
- Notify USHA, local, state and regional handball organizations of the date

Six months in advance

- Secure, confirm and hold motel/hotel reservations
- Prepare a budget and include a calendar
- Prepare an entry form with a USHA member discount

Four months in advance

- Contact USHA for mailing labels
- Order souvenirs
- Meet with your chairmen/chairwomen

Two months in advance

- Order handballs, draw sheets and score cards from USHA
- Meet with your chairmen/chairwomen

One month in advance

- Request alpha membership list and membership forms from USHA
- Prepare the site (finish floors, clean walls)
- Meet with your chairmen/chairwomen
- Organize volunteers for specific tasks for the days of the tournament

Tournament week

- Have a seeding party and do the draws
- Committee members should visit the tournament site
- Registration list compiled with pertinent information and starting times

Days after the tournament

- Thank you notes to tournament volunteers, chairmen/chairwomen and sponsors
- Send registration list, results and pictures to USHA

Typical Budget

Income

Entry fees \$ _____

Contributions \$ _____

Souvenir Sales \$ _____

Sponsors \$ _____

Expenses

Souvenirs \$ _____

Printing _____

Trophies \$ _____

Printing of entry forms \$ _____

Facility fees

Court time \$ _____

Towel service \$ _____

Set up \$ _____

Physical trainer \$ _____

Clean up \$ _____

Extra personnel \$ _____

Postage \$ _____

Insurance \$ _____

Handballs \$ _____

Beer \$ _____

Soft drinks \$ _____

Gatorade \$ _____

Orange juice \$ _____

Snacks

Bananas \$ _____

Potato Chips \$ _____

Pretzels \$ _____

Cookies \$ _____

Bagels \$ _____

Coffee _____

Friday night meal \$ _____

Saturday noon meal \$ _____

Saturday night party \$ _____

Paper plates, cups, napkins, knives, forks, spoons \$ _____

Registration

Yellow highlight the player's name when checked in.

Collect the amount owed.

If there is a discrepancy or dispute have the Tournament Chair settle it.

Have an entry form available in order to verify fees.

\$\$ for one event \$\$ for two events \$\$ for students

\$\$ for USHA dues \$\$ for guests meals \$\$ for other

\$\$ for extra souvenirs

Mark the amount collected in the paid column.

Check USHA membership.

Have player fill out and sign waiver form.

Give out the souvenir, welcome letter, and "goody" bag.

Send the player to tournament control for starting time.

Registration Sheet

NAME	SING	DOUB	PARTNER	PAID	OWES	START	LU.	DIN.	SHIRT	<small>USHA</small>
Wayne	open	open	Fonda	45	—	Fri. 6 PM				
Fonda	open	open	Wayne	35	10	Fri. 7 PM				
Benny	open	open	Burns	—	45	Fri. 6 PM				
Burns	open	open	Benny	45	—	Fri. 7 PM				

This sheet will be filled in with the name, event/s, partner for doubles, amount prepaid, amount owed, starting time.

Add the amount paid at registration, if staying for lunch and/or dinner, check that he did receive the souvenir (shirt), and USHA dues paid.

The column headed 'shirt' may be 'souvenir'. The size and color may be noted.

The last column is for USHA membership.

Waiver (updated 2016)

I know that handball is an athletic activity and is potentially hazardous with the possibility of injury or death. I will not enter and participate unless I am medically able, and by my signature, I certify that I am medically able to participate. I agree to abide by any decision of a referee relative to any aspect of my participation in this event, including the right of any official to deny or suspend my participation. I assume all risks associated with playing in this event. Having read this waiver and knowing these facts and in consideration of your accepting my entry, I, for myself and anyone entitled to act on my behalf, waive and release the (name of facility and sponsoring group), all event sponsors, their representatives and successors from all claims or liabilities of any kind arising out of my participation in this event. I also grant permission to all of the foregoing to use my photographs, motion pictures, recordings or any other record of this event for any legitimate purpose.

Signature

Date

Guardian signature if under 18

For our information include:

Print name _____ E-mail _____

Address _____ City, State, Zip _____

Mobile phone _____ Work phone _____

Shirt Size (if offering souvenir) _____

Tournament Control

Players should check in, dressed and ready to play, 30 minutes before scheduled match time.

Place a check mark next to players name on the score card.

Advise the player approximate starting time.

When a court is available and both players have checked in, advise the players and assign the court.

Assign the referee. Give the referee the score card, pencil, game ball and towel.

Ask the referee to return all of the above.

Do not allow the referee to mark the results on the draw sheet.
This is the task of the tournament control personnel.

Until the finals, the loser will referee the next available match that he/she is capable of refereeing. If unable to referee, he/she is responsible for finding a substitute.

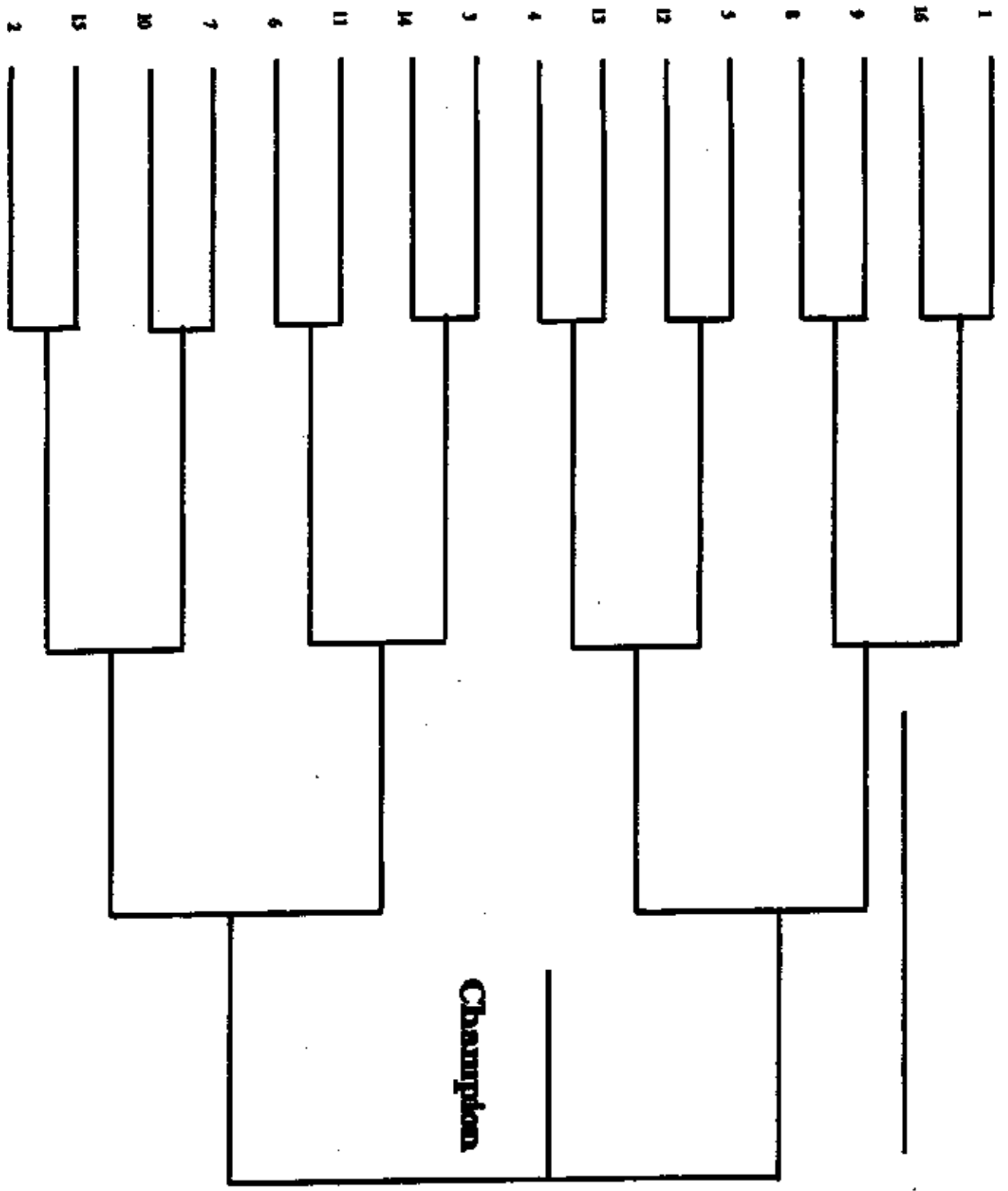
For the finals, secure the best available person to referee.

On the court chart place the name of the players and referee in the court square.
When the match starts draw on line through the square.

When the match is over draw a second line to form an 'x'.

When the score card is returned mark the winner and score on the draw sheet.

Make out a score card for the next round after both players have been determined and place a small check mark on the draw sheet next to that match.



1 (1)*		
2		
3		
4 (16)*		
5 (9)*		
6		
7		
8 (8)*		
9 (5)*		
10		
11		
12 (12)*		
13 (13)*		
14		
15		
16 (4)*		
17 (3)*		
18		
19		
20 (14)*		
21 (11)*		
22		
23		
24 (6)*		
25 (7)*		
26		
27		
28 (10)*		
29 (15)*		
30		
31		
32 (2)*		

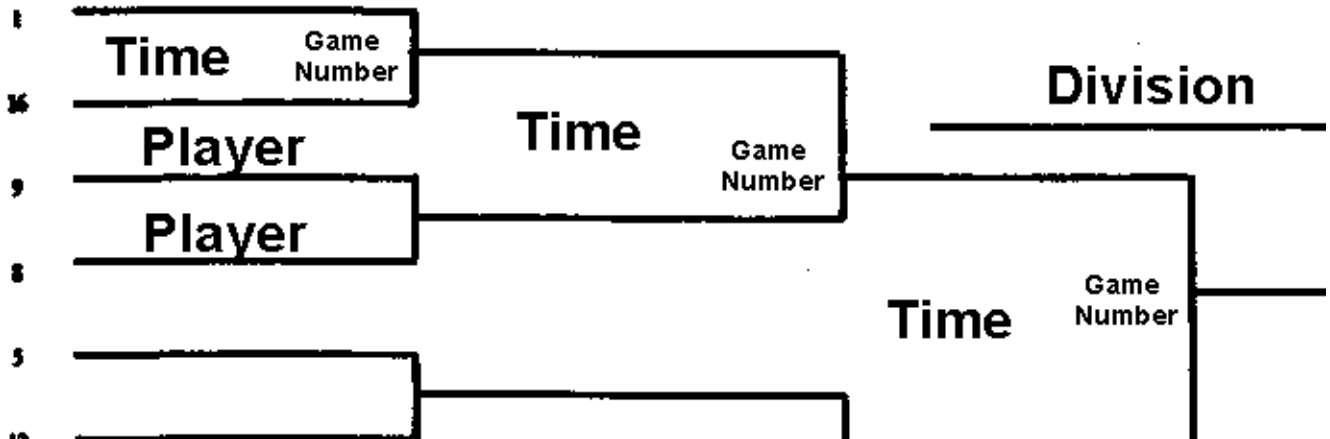
* DENOTES SEED



Date

Date

Date



Timeouts

1 1 1 Player(s) _____
 2 2 2 _____
 3 3

SCORE

S_ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
 S_ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
 S_ 1 2 3 4 5 6 7 8 9 10 11

Event _____ Court No. _____ Winner(s) _____

Referee _____ Time: _____

The United States Handball Association
Membership information on back.

Timeouts
1 1 1
2 2 2
3 3

Player(s)

S_ 1 2 3 4 5 6 7 8 9 10 11
 S_ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
 S_ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

Time Outs: 1 1 1, 2 2 2, 3 3

PLAYER(S): FULL NAME

EVENT: FILL IN COURT NO:

REFEREE: TIME:

WINNER:

Serve:

Score: S 1 2 3 4 5 6 7 8 9 10 11 | 12 13 14 15 16 17 18 19 20 21

TIME: _____



REFEREE: _____

S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
S	X	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21



Time Outs: 1 1 1, 2 2 2, 3 3

PLAYER(S): FULL NAME

EVENT: FILL IN COURT NO:

REFEREE: TIME:

WINNER:

Use the player's full name.

Fill in the event.

Fill in the planned starting time.

Place a check mark in red next to the name when the player checks in.

Fill in the referee's name.

Fill in the court number.

+ + + + + + + + + + +

After the match, scores are posted by tournament control, and draw a diagonal line through the card.

court 1 court 2 court 3 court 4 court 5 court 6

| | | | | | | |
|---------------------------|--|------|-------|-------|------|------|
| 9:00 | | C-32 | JR-22 | JR-23 | C-33 | C-34 |
| 10:00 | O-40 | O-41 | O-42 | O-43 | C-35 | C-36 |
| Saturday
court
time | Tournament control sheet
for match setup | | | | | |
| | The match numbers are found on
the draw sheets where each match
is numbered | | | | | |
| 1:00 | | | | | | |
| 2:30 | O-44 | O-45 | | | | |
| | | | | | | |

**Do not use this sheet for the actual court assignments.
Use a blank control sheet and assign from the score
cards.**

court 1 court 2 court 3 court 4 court 5 court 6

| | | | | | |
|---------------------------|--|--|--|--|---------------------------------------|
| 9:00 | | player 1
referee
player 2 | player 3
referee
player 4 | player 5
referee
player 6 | Game over draw a second diagonal line |
| 10:00 | player 7
referee
player 8 | player 9
referee
player 10 | Game in progress, draw one diagonal line | | Circle the winner. |
| Saturday
court
time | | The losers, players 1, 4, & 6, referee the next matches. | | | |
| | | | | | |
| 1:00 | Tournament control sheet | | | | |
| 2:30 | | | | | |
| | | | | | |

Use a blank control sheet and assign the courts from the score cards when the courts are ready for the match.

Guidelines for Players

The success of every tournament and the reason we have them is to bring together players of all degrees of skill. It is the courteous thing for each player who expects to compete in a coming tournament to send in the entry form as early as possible. This way the committee will be better able to plan for the event. Most tournaments will refund your entry fee up until the time that the draw has been completed so you will not be out the money that you sent if you find that you are unable to attend due to an injury or unforeseen commitments. Pay up front with your entry, do not expect to charge and receive a bill at a later date or for the committee to accept your IOU. It is a good idea for you to follow your mailed entry with a phone call considering the state of the mail service. When you arrive at the tournament site, report to registration as soon as possible. Pay all fees due and work out any conflicts with the Tournament Director rather than the persons doing the registration. Advise about your expected attendance at meals, parties and special events. Check the draw sheets to determine when and whom you play and that there has not been a change that you are not aware of. Report to Tournament Control thirty minutes before your scheduled match. Unless there is an overwhelming reason do not badger the Tournament Control for an early start, late start, special court, or a special referee. If you do need special attention, a courteous request will do just fine. After you have lost a match, report to Tournament Control for your assignment to referee. Remain in the area or advise tournament Control where you can be found. If you are unable to referee, it is your responsibility to secure an adequate replacement. After you return home send a note to the Tournament Chair with your complements, complaints and suggestion about the tournament.

Points of emphasis:

- Send entry and fees as early as possible
- Be dressed and ready to play thirty minutes before your starting time
- Perform your refereeing duty to the best of your ability

GUIDE FOR REFEREES

By Pete Tyson

BASIC PHILOSOPHY

The referee is the scorekeeper,

- an interpreter and enforcer of the rules,
- the administrator of **fair play**.

The first "Law of Refereeing" is to **know the rules**. Most problems that arise during the match are because the referee and/or the players do not know the rules. Read the rule book often and become familiar with where the rules for various situations are located.

A good referee must understand the responsibility of the job,

- have a good knowledge and awareness of the game,
- be able to exercise mature judgment in evaluating play situations,
- be consistent in the calls.

The referee must understand the mechanics of refereeing in order to establish the pace of the game. The pace and being consistent will aid greatly in the referee's ability to control the match.

Remember that the referee is not a tyrant or a dictator. The referee should not be the center of attention, just the opposite, the referee should be almost invisible. After the match is over, if everyone in the gallery knows the referee's name (even people who didn't know it before the match) the referee probably did a poor job.

ESTABLISH THE PACE

This has to do with when to call "point" or "side out" and when to call the score.

After the rally is over, the referee should immediately call "point" or "side out". The receiver then has ten seconds to assume a ready position, but the server should only have reasonable time to get set. The server should not be allowed to stall by slowly retrieving the ball. As soon as the receiver is ready and the server has had reasonable time to retrieve the ball, the referee should call the score, at which time the server has ten seconds in which to serve.

If the receiver is in the ready position and the referee believes that the server is taking too much time retrieving the ball and assuming the serving position, the referee should call the score. The server will then have ten seconds in which to serve.

If the receiver is not in the ready position after ten seconds have elapsed from the time the referee has called point or side out, the referee should call the score and the server may serve immediately or may take up to ten seconds, whether or not the receiver is ready. There should be a set pattern in the manner in which the score is announced. "12 serving 8" or "12 serves 8" would be correct ways. After a fault, "second serve" is the proper call in order for the server to know when ten seconds begin. It is not necessary to call the score after the fault.

The referee should call the score after any hinder or time out.

After a screen serve or fault serve, announce “first serve” or “second serve”, whichever is appropriate. It is not necessary to call the score.

When a player loses service, the correct call is “side out”. When the first player on a doubles team loses service, correct calls would be “one hand out” or “one down” or “one out”. “Side out” is the proper call when both players on a team have lost service.

When the score for one player reaches 20 serving "n", call the score and do not add that this is a "game point" or "match point". Handball players are knowledgeable enough to know that the game ends when one player reaches 21 points.

Make calls crisply and clearly. The speed of the call depends on the situation. Sometimes it is better to NOT call some hinders or screens too quickly. (More about this later).

The less you talk to the players the better.

Officials can become too concerned over minor details about play situations. Time is wasted in digging up technicalities that are of little or no significance. Some situations might happen once in a lifetime. And if they did happen, and no ready solution was at hand, no great harm would be done. As the rules state..."on all questions and situations not covered by these rules, the decision of the referee is final". Try to think what would be the FAIREST call. It might be simply calling for a replay.

Remember, **a referee can change the call**. If the referee feels a bad call was made, the call should be changed.

Players are expected to call their own double bounces, skip balls and wrist balls. This is the essence of FAIR PLAY and most important to the game of handball.

PROTESTS AND APPEALS

A player may not appeal a judgment call of a hinder, an avoidable hinder, or a technical.

A player may question a rule interpretation. It is a good idea to have a rule book handy. If a player is discovered to be right in the protest, the correct call should be made. If a player is wrong, he should be charged with a timeout. If the player is out of timeouts, a "technical" should be called. (The player loses one point from the score).

When linesmen are used, the server may appeal a short serve or a foot fault called by the referee, if the server thought it was a good serve. If both linesmen disagree with the referee's call, the server is awarded the serve over. If the server had one fault, the call would cancel the previous fault call, and the server would be awarded two serves, because the server was judged to have made a legal serve. If, in the opinion of the referee, the receiver could not have returned the ball, a point should be awarded to the server. If the appeal was not upheld, the call would be two faults and thus a side out.

On rally ending calls, either player may appeal on a double bounce call or kill shots called not good. The outcome may result in a point being awarded, a side out, or a replay, depending upon the linesmen's opinion. If both linesmen disagree with the referee's call

on a double bounce, the call is reversed or replayed. A rally ending appeal is permitted for a court hinder. No other hinder or technical calls are appealable.

After the rally, either player may appeal a double bounce, wrist ball, carry call (or no call), kill shots called good or not good, short serves, foot faults or skip serves.

Appeal responsibility. Players make appeals to the referee only. The referee then requests the opinion of the linesmen. A linesman's opinion is based on agreeing or disagreeing with the referee's call. If a linesman is uncertain, the linesman should abstain from expressing an opinion.

Procedure. The linesman's judgment is conveyed by a visual signal of "thumbs up" if in agreement with the referee's call, or "thumbs down" if in disagreement, if abstaining, a horizontal extension of the open hand, palm down, is given.

If one or both linesmen agree with the referee's call, the call stands. If both linesmen abstain from an opinion, the referee's call stands. In case of a tie (one linesman disagrees and one abstains), the referee has the final decision. The referee may make the call stand, call for a replay, or reverse the call. If both linesmen disagree with the referee, the call is reversed or replayed, depending upon the situation.

The referee may appeal to the linesmen if uncertain of the call or may reverse or nullify the call.

FORFEITURES

Games cannot be forfeited, the MATCH is forfeited.

- Flagrant unsportsmanlike conduct.
- Player refuses to abide by the referee's decision.
- A player receives three technicals in a match.
- A player refuses to wear and refuses to secure proper eye guards.
- A player leaves the court at a time not allowed by the rules without permission of the referee.
- A player is ten minutes late for the match, or is ten minutes late after a time out, glove change or between games. The opponent shall be awarded one point for each minute of delay up to ten minutes forfeit time.

TECHNICALS

If an argument develops or if too frequent complaints are made against the referee's judgment calls or if a player is guilty of unsportsmanlike conduct, a "technical" will be called. A point will be deducted from the offending players score. If, in the opinion of the referee, the appeal privileges afforded the players are being abused, the technical can be utilized. A warning may proceed the penalty of a technical, but is not required or necessary.

BROKEN BALL

After a rally has ended, if the referee determines that the ball is broken, the preceding rally **may** be played over. It should be pointed out that the ball does not have to be completely broken in order to have the point replayed. A ball that is starting to crack will often have an erratic bounce. The referee should call for a replay only if he determines that a ball has cracked sufficiently to cause an erratic bounce. If a player suspects a ball has cracked, he should immediately toss the ball to the referee for inspection. The player should not squeeze the ball. This is the referee's responsibility and the referee will make the replay call if necessary.

COURT HINDERS

If, in the opinion of the referee, an erratic bounce caused by a court obstruction affected play, it should be called a "court hinder". The player should not stop play in anticipation of a call.

Included in court hinders is the unplayable, wet, skidding ball that hits a wet spot on the floor, walls or ceiling. This is the referee's call, not the players.

Balls that skids on wet walls are court hinders, assuming that the player was in position to make a return had the ball bounced true. However, a "house rule" may prevail for courts which tend to be very humid, causing the ball to frequently skid on the walls. In such circumstances, hinders should not be called for balls skidding on walls. The referee must inform the players before such a house rule will apply.

Balls which skid on a wet floor will **always** be called hinders, regardless of the condition of the court, assuming that the player was in position to make a return had the ball bounced true.

TIMEOUTS

- Three timeouts are allowed in each game. Two time outs in a tie breaker game.
- Timeouts are one minute. The referee should give players a "20 seconds" warning before resuming play.
- Timeouts may be called consecutively.
- Timeouts **may not** be called after the referee has called the score. Either the server or the receiver may call timeout.
- Two minutes are allowed for glove change. The referee should give a "20 second" warning.
- Five minutes are allowed between games. The referee should give a "one minute" warning before starting the next game.

INJURY

An injured player shall not be allowed more than a total of 15 minutes of rest or first aid. Injury timeouts are allowed only for injuries which occur accidentally during the match. **Cramps are not injuries.**

SCREEN SERVES

The receiver standing in the center of the rear court should have a clear view of the served ball as it rebounds from the front wall when it passes the service line.

This is a difficult call because there will be instances in which the receiver will be screened but the ball has been hit so high or hard that it is going to result in a back wall setup and the receiver will have time to get into a good position to attempt the shot. The screen serve, like any other hinder, is based upon interference affecting the play. In the case just mentioned, there is initial interference, but the receiver still has time to get into a good position so that the momentary screen will not affect the play. If the referee feels that the receiver hesitates getting into position, a screen should be called. If, however, the receiver moves quickly and obviously is going to have time to get into good position for a back wall shot, the screen should not be called.

The receiver should be given the benefit of any doubt so long as the receiving position is in the center of the court. However, if the receiver's position is to one side of the center or the receiver anticipates the serve is going to be hit to one side and moves in that direction too quickly, and the serve is hit to the opposite side, a screen should not be called.

It is also important that the referee attempt to find a position in the middle of the balcony in order to have the same angle of view as the receiver although sometimes this is impossible because of the nature of the court construction. A referee's position at the side makes it difficult to judge a screen on the opposite side of the court. The best answer to this dilemma is: "When in doubt, call a screen".

A screen does not cancel a previous fault.

Two screens prior to a legal serve are equal to one fault.

HINDERS

Calling or not calling hinders is the most difficult part of refereeing.

Interference of one kind or another often happens during the game, but interference should not be called a "hinder" unless the interference affected the play. In other words, could the player have made the play had the interference not occurred.

A player is entitled to a clear and unobstructed view and path to the ball as well as an unimpeded swing. This includes the follow through. Many hinder problems occur in a situation of partial obstruction. If the player holds up on the swing or obviously is distracted, then the hinder call should be made. If the referee does not feel the obstruction justified a hinder, **do not allow** the player to accept the winning shot if good or take the hinder if bad. If the obstruction is borderline and the player feels it is substantial enough,

the player should hold up the swing. Make every effort to give a player the shot, especially when in an offensive position.

Whenever safety becomes a factor, call a hinder immediately.

Contact does not automatically mean a hinder, only if it affects the play.

BACK SWING HINDERS

The player hitting the ball is the only one entitled to make this call, besides the referee, but the call should be made immediately. If it is not, the shot must stand. **Do not** give options. Sometimes these back swing hinders are caused by the opponent moving in too quickly and should be called **AVOIDABLE**.

Another close play sometimes occurs when a player dives for a retrieve, and the ball rebounds right back at the player. Give the offensive player every opportunity to take a shot. Even if the swing is slightly obstructed, most players want this shot. The player should hold up the swing if there appears to be too much obstruction. If the player who dove for the shot creates interference in efforts to regain footing, an **avoidable hinder** should be called.

If the defensive player has time to move to any court position but chooses to move directly behind the player who is hitting the ball, the defensive player should **not** get the benefit of the doubt on **close plays**. In other situations the player attempting to make the retrieve should get the benefit of the doubt.

PLAYER HIT BY THE BALL

If the referee thinks the ball would have reached the front wall, a hinder should be called.

If the referee is unsure whether or not the ball would have reached the front wall, a hinder should be called and the point replayed.

If the referee is positive that the ball would not have reached the front wall, a point or side out should be called.

A ball rebounding back from the walls and passing between the defensive players legs is not an automatic hinder. Since in many cases this is only a momentary screen, this becomes a judgment call. A serve passing through the server's legs is a screen and is always a dead ball.

AVOIDABLE HINDERS

Avoidable hinders MUST be called when they occur. There are NO warnings. Avoidable hinders do not imply intentional, but intentional hinders are avoidable hinders and in the most extreme circumstances may be unsportsmanlike.

If a player does not try to avoid interference, or creates interference, an avoidable hinder is the proper call.

This is the most controversial call in handball. Make this call in a cool, calm, collected manner as if it were any other call. Do not add to the seriousness by

exaggerating it. Referees do not make this call often enough. Either the referee is not knowledgeable enough to know when to make the call or overlooks the obvious as feeling it may upset the offending player. Unfortunately many players feel that they are being criminally indicted if an avoidable hinder is called against them. Nevertheless it is the referee's responsibility to make this call whenever appropriate.

When in doubt, **do not** call an avoidable hinder.

The avoidable hinder results in an out or a point depending upon whether the offender was serving or receiving.

Avoidable hinders fall into one of the following categories:

- FAILURE TO MOVE
- BLOCKING
- MOVING INTO THE PATH OF BALL
- PUSHING
- VIEW OBSTRUCTION
- DISTRACTION

FAILURE TO MOVE

A player must move out of the way of the opponent even though it may mean moving to an undesirable court position. It is not an excuse that the player claims not knowing where the opponent was. **The player must move.** This is also the case when a player gives the opponent a back wall setup. It is the obligation of the player to look over a shoulder and move out of the way. A player can not line up directly in front of the opponent's back wall shot. If a player assumes such a position and there is a collision, or if the player is struck by the ball, the hinder is avoidable.

BLOCKING

This is just the opposite of the "failure to move" hinder. When a player creates a hinder by movement, it is avoidable. Sometimes a player in the effort to get into a better court position will cause contact with an opponent who is about to hit the ball or a player will move in so close to an opponent who is hitting the ball as to cause a possibility of body contact. In either case an avoidable hinder should be called.

A player is entitled to an unimpeded swing. This includes the FOLLOW THROUGH. Even though the ball has already been hit or missed, an avoidable hinder **MUST** be called for safety reasons. Serious arm injuries have happened because a player moved in too quickly and too close to the offensive player. **AVOIDABLE period**

It is an avoidable hinder in doubles if one player, just as the players partner is hitting the ball, moves directly in front of an opponent.

MOVING INTO THE PATH OF THE BALL

This happens when a player is hitting a back wall shot, and just as the ball is hit, the opponent moves into the path of the ball and is struck by the ball. This is avoidable. In this case the referee must use judgment and not call an avoidable if the referee thinks the ball was mis-hit and that the defensive player was moving into a non-hindering position at which the player would not have been hit if the ball had been hit true.

If a player has an offensive opportunity and the opponent is trapped close to the wall and the opponent in efforts to get into a more favorable position is hit by the ball. This is avoidable.

PUSHING

This avoidable hinder occurs when one player pushes another player, no matter how slightly, who is about to hit the ball or when one player forcefully pushes another player in attempting to get into position for a shot. It should be noted in this second instance that an accidental push of a slight nature should not be called a hinder.

VIEW OBSTRUCTION

This type of avoidable hinder occurs after a player has hit the ball and is out of position or pinned against a side wall. In efforts to move into a better court position, crosses the path of the ball just prior to the ball reaching the opponent, thereby obstructing the opponent's view of the ball.

DISTRACTION

This avoidable hinder should be called if a player deliberately attempts to distract an opponent who is hitting the ball by means of stamping feet, yelling or talking.

A player should not say anything while an opponent is playing the ball. Sometimes a player will verbally reprimand himself after hitting a poor shot while the rally is in progress. If the referee believes such behavior is distracting to the opponent and effects the play, then an avoidable hinder should be called.

Avoidable means just what it says: avoidable. If the player does not have time to avoid interference, **NO AVOIDABLE SHOULD BE CALLED** against the player.

In summary always be FAIR. The hinder rules are to protect the player who, for whatever reason, is not given a FAIR chance to make a play. As referee, it is up to you to see that each player is given that chance.