

# 108 2438 800 <br> Beach <br> Handball <br> <br> SHORTSIMMARY - RULESOF THE GAME 

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## WHAT DO YOU NEED?

- a sand court
- a non-slip rubber ball
- two goals
- court lines


## WHOPLAYS?

- men, women or mixed teams
- 3 players + 1 goalkeeper
- up to 6 substitutes

- passing with your hands
- moving and holding the ball (max. 3 steps)
- rolling or holding ball (max. 3 seconds)
- diving for the ball is permitted, even in goalkeeper's area


## HOW DO YOU PLAY?

- 2 separate periods (each 10 minutes)
- 5 minute break between periods
- 1 team timeout allowed per team each period
- each period needs a winner


## ..and fif there iss draw?

- use golden goal
- first team to score wins the period


## ...AND THE THRROWS?

## Throw-in is taken:

- with one foot on the sideline
- also instead of corner throw


## Free throw is taken:

- 1 m outside opponent's goal area line

6 metre (penalty) throw is taken:

- when clear scoring chance has been denied (penalty = 2 points)


## -AD THE PNSSMINNTS?

- the violating player leaves the court
- player re-enters when ball possession has changed between teams
- second suspension = disqualification


## HOWDOYOUSCORE?

- regular goals = 1 point
- attractive $/$ spectacular goals $=2$ points
- in-flight \& spin shot goals = 2 points
- goal by goalkeeper = 2 points
- 6 m throw $=2$ points


## WIIO WNNS?

- the team with the most match points

How do you win match points?

- win a period = 1 match point
- win two periods = 2 match points = VICTORV
- a draw = SHOOT-OUT (see next page)



## Srion-oul rules



- both goakeepers and one player
- each team has 5 chances (5 different players)
- teams take turns


## HOW DOES THE SHOOT-OUT WORK?

- both goalkeepers stand on their goal line
- player has one foot on the goal area line
- player passes to his goalkeeper
- goalkeepers can then move from their position


## WHAT ARE THE OPTIONS?

(all within 3 sec.)

- goalkeeper attempts a shot at goal OR
- goalkeeper passes to player running towards the opponent's goal
- player attempts a shot at goal


## WHAT SHOULD YOU REMEMBER?

- ball can't touch the ground
- shoot-out is over if an attacker breaks a rule
- shoot-out is over if the defending goalkeeper breaks a rule ( $=6 \mathrm{~m}$ throw \& disqualification)


## WHIO WNNS?

- the team with the most points
- a draw = sudden death shoot-out (repeat of shoot-out procedure until there is a winner)
- WINNER = first team with one goal more after both teams have had an equal number of attempts
- result after shoot-out = 2:1

