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## **HANDBALL (M/W)** **Rules & Regulations**

### **1. Laws of the Game**

The competition shall be conducted in accordance with the International Handball Federation (IHF) and the Handball Federation of Singapore Rules and Regulations as well as the General Rules and Regulations of the NUS Inter-Faculty Games (IFG).

In the event of any dispute, the NUS IFG General Rules and Regulations approved by the IFG Council shall supersede any relevant international sports laws.

### **2. Player Eligibility**

Refer to Rule 5 for player eligibility in the NUS IFG General Rules and Regulations.

### **3. Registration of Players**

- 3.1. Respective Faculty Sports Directors must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.
- 3.2. **Participation** shall be confirmed with the hosting faculty at least **14 days** before the commencement of the competition. (Meaning 14 days before the first match of that sport regardless of which faculty is playing first.)
- 3.3. Respective Faculty Sports Directors must submit the **Team Registration Form** to the hosting faculty and the NUS Students' Sports Club at least **7 days** before the commencement of the competition. (Meaning 7 days before the first match of that sport regardless of which faculty is playing first.)
- 3.4. Each team may register a minimum of 12 players and a maximum of 19 players. Each faculty may send a maximum of 1 team.
- 3.5. Registration must be finalised before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

### **4. Prizes**

Medals will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a championship trophy and banner.

### **5. Competition Rules**

- 5.1. Submission of Line-Up
  - 5.1.1. The team captain must submit the complete official line up of up to a maximum of 19 players to the hosting faculty at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.
  - 5.1.2. Each team is allowed a maximum of **2** Varsity Athletes. Teams are allowed to field only **1** Varsity Athlete at any time on court during every match.

5.2. Definitions

5.2.1. A match refers to a contest between 2 teams (faculties).

5.2.2. Each match consists of 2 halves.

5.3. Competition Format

5.3.1. **In the event of 7 and less participating teams**, a single round robin format will be played, from which the top 3 teams would be decided based on league points scored (Refer to 5.4). There will be no Semi-Finals or Finals.

5.3.2. **In the event of 8 and more participating teams**, a preliminary group round robin format will be played. The top 2 teams from each group with the highest league points will proceed on to the Semi-Finals.

5.3.2.1. The Semi-Finals shall be played as follows:

Group A 1st position	VS	Group B 2nd position
Group B 1st position	VS	Group A 2nd position

The **winners of the Semi-Finals** will play in the Finals. The other 2 teams will play for 3rd and 4th placing.

5.3.2.2. The placing of the 1st to 4th teams will be determined by their finishing position after the Semi-Finals, Finals and 3rd Place matches. The remaining teams will be placed according to league points scored.

5.4. League Points

5.4.1. Points will be awarded in the following scenarios:

Win: 3 league points to the winning team of each match.

Loss: 0 league points to the losing team of each match.

Tie: 1 league point to each team.

Walkover: **15-0 points** for the entire match will be awarded in favour of the non-offending team, who will be declared winner of the match (Refer to 5.8).

5.5. Match Format

5.5.1. Matches will be in a 7 v 7 format, comprising 6 outfielders and 1 goalkeeper.

5.5.2. **Preliminary Rounds & Single Round Robin Format**

5.5.2.1. Each match will be played with 2 halves of 15 minutes, with a break interval of 3 minutes.

5.5.2.2. In the event of a tie in the preliminary round, 1 league point will be awarded to each team.

5.5.3. **Semi-Finals, Finals & 3rd Place Match**

5.5.3.1. Each match will be played with 2 halves of 20 minutes, with a break interval of 5 minutes.

5.5.3.2. Overtime: In the event of a tie during the Semi-Finals and Finals, 2 extra halves of 5 minutes each (meaning 10 minutes of extra playing time in total) with a 1 minute half-time break will be played. The team having the higher point at the end of overtime will be the winner of the match.

5.5.3.3. In the event of a tie at the end of overtime, **5 7 metre throws** shall be taken for each team, with **5 different players from each team** and the **chance to shoot alternating between the 2 teams**. A coin toss will decide which team goes first for the 5 7 metre throws.

5.5.3.3.1. If there is still a tie at the end of five throws, both teams will enter into a sudden death penalty shootout.

## 5.6. League Ties

5.5.1. Should there be a tie in league points between two teams, the winner of the match between the two teams concerned shall be awarded the higher placing.

5.5.1.1. If that match ended in a draw, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.

5.5.1.2. If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.

5.5.1.3. If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.

5.5.2. Should there be a tie in league points between more than two teams, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.

5.5.2.1. If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.

5.5.2.2. If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.

## 5.7. Equipment

5.7.1. Competition balls will be provided by the IFG Council.

## 5.8. Walkovers and Disqualification

5.8.1. If a team concedes a walkover or is disqualified, the non-offending team will be awarded a score of 15 for the entire match. The offending team will be awarded a score of 0.

5.8.2. In the event that a team has been found to partake in or committed, including but not limited to, dishonest behaviour such as cheating, fielding ineligible players, and/or similar breaches of integrity, the IFG Council reserves the right to disqualify the team from the competition and/or impose the relevant penalties on the team.

5.8.3. Refer to Rules 8 and 9 for no-shows and walkovers in the NUS IFG General Rules and Regulations.

## 6. **Attire**

Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations. Bibs will be provided to display the position of players if needed.

## 7. **Official Calls**

7.1. In all matches, all faculties shall abide by the decisions of the Match Officials.

7.2. The IFG Council will be the rightful and final adjudicators of all protests and disputes.

## 8. **Alterations and Amendments**

The IFG Council reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.


END

Approved by:  
Office of Student Affairs  
27 July 2022

IHF R&R (2016): [https://www.ihf.info/sites/default/files/2019-05/0\\_New-Rules%20of%20the%20Game\\_GB-compressed.pdf](https://www.ihf.info/sites/default/files/2019-05/0_New-Rules%20of%20the%20Game_GB-compressed.pdf)

**Acknowledgement**

The above Rules & Regulations for IFG 22 has been read and checked by:

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