Goalball Rules SPRING 2016

GENERAL OVERVIEW

Team Registration and Entry Fee
All team registrations are done online via IMLeagues. Registration periods are listed on the Intramural Sports website under the “List of Sports” section.

Instructions on how to register a team in IMLeagues can be found on our “Forms and Videos” page. Don’t forget about the pre-registration option!

The team entry fee for Goalball is $3 and is to be paid online via PayPal at the time of registration. Captains will be able to pay with a credit/debit card or online check. In-person payment options are available if online payment is not feasible.

UW-L Rec Sports WILL NOT hold spots for teams or individuals during registration (including teams in the pre-registration waiting list).

Team Captain’s Quiz
All team captains are required to take an online rules and handbook quiz and score 100% in order to complete the registration process for a team. The quiz will contain general policy and sport-specific rules questions in multiple choice format.

Player Registration
Individual player registrations (i.e. roster additions) are also done via IMLeagues. Instructions can be found here.

All players are required to take a brief participant quiz and score 100% in order to be added to a team. Individuals will be prompted to take the quiz online in IMLeagues as part of the roster addition process.

No roster addition sheets are available on-site. Please make sure all roster additions are completed prior to the scheduled contest start time.

Team Schedules
All team schedules for regular season and playoff contests will be published in IMLeagues. Captains and participants will be contacted via IMLeagues when schedules are completed and ready to view.

Please do not ignore email or text messages from IMLeagues, as they will be sent from UW-L Intramural Staff

Forfeits and Defaults
If a team cannot participate in a contest, please notify the REC Information Counter (608-785-5225) at least three (3) hours prior to the scheduled contest to avoid a forfeit fee. Forfeit notifications will not be accepted via email.

Contact Information

<table>
<thead>
<tr>
<th>Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
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General Procedures/Reminders

Please refer to the 2015-16 Intramural Sports Participant Handbook for all policies and procedures related to Intramural contests. Additional information can be found on the Intramural Sports website.

1. **No ID, No Play**
   Each participant must present a valid (current) UW-L student I.D. to the Intramural Supervisor or Scorekeeper at every contest. No exceptions will be made and no other form of identification will be accepted.

   If a participant forgets their UW-L-issued I.D., a forgotten I.D. pass may be obtained at the REC Info Counter or the Rec Sports Office in Mitchell Hall (when applicable). Supervisors, Scorekeepers, and Officials do not distribute these passes. A forgotten I.D. pass may only be used once per semester across all program areas within Rec Sports.

2. **Team Roster**
   All participants must be on the team roster in IMLeagues. Any member not on the roster may complete a roster addition online via IMLeagues. **No roster add sheets will be made available at the site of the contest.**

   No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on. **Roster additions are allowed up until postseason brackets are published.**

3. **Apparel**
   Each participant must wear appropriate apparel and non-marking athletic footwear.

4. **Injuries/First Aid**
   First aid treatment is typically, but not always, available during Intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. **Jewelry**
   For your safety, all visible jewelry, watches, and bracelets must be removed or covered legally prior to participation. Medical bracelets may stay on.

6. **Sportsmanship/Participant Conduct**
   Sportsmanship is important before, during, and after Intramural contests. Teams will be scored on a scale of 1 (unsatisfactory) to 5 (excellent) based on their behavior and conduct after every game. Teams must average a 3.5 rating in order to qualify for playoffs. Teams or individuals failing to abide by these sportsmanship guidelines must meet with the Intramural Sports Coordinator and Graduate Assistant for reinstatement.

7. **Refunds**
   Team registration fee refunds are permissible based on certain circumstances. Please email intramurals@uwlax.edu to request a refund. Due to online processing fees, you may not receive a full refund of your team’s registration.

8. **Team Names**
   Team names must be appropriate. Captains of teams that reference anything deemed inappropriate or offensive in their name will be contacted by Intramural Sports to change the team name. Intramural Sports reserves the right to change names at any time and without notice (based on circumstance).

9. **Playoffs**
   Playoffs will commence following the regular season. Teams playing more than four (4) contests are required to win two (2) contests and meet all outlined sportsmanship requirements. Teams that play four (4) or fewer contests will automatically make playoffs as long as sportsmanship requirements are met.

   Intramural Sports administration will send messages out to all participants regarding playoff procedures as regular season action winds down.

10. **Communication Efforts**
    Throughout the season and playoffs, Intramural Sports may attempt to contact teams and/or individuals on multiple occasions. Please do not ignore messages from Intramural Sports or IMLeagues, and be sure to check your voicemail.
Activity-Specific Rules

Goalball is an activity in which contact and injuries are a possibility. The Intramural Sports program assumes no responsibility for injuries and all participants must sign the online waiver in IMLeagues prior to competing.

Goalball is a new activity to the Intramural schedule starting Spring 2016. The following rules have been assembled based on research and consultation with adaptive recreation specialists. Because this activity has never been played on-campus before, we ask for your patience and understanding and also ask you provide feedback and suggestions in order to improve participant experiences. Intramural Sports reserves the right to change rules in-season but will not change rules after week three of the regular season in order for teams to properly prepare for playoffs. Rules will not be changed during playoffs.

Starting the Game

1. Game Time
GAME TIME IS FORFEIT TIME. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start.

2. Game Set Up
a. Courts
   The court will be set up by the Rec Sports Staff.

b. Officiating
   One (1) trained Intramural Sports officials will officiate Goalball contests. The decisions of the officials are final. To become an official, click here.

c. Pre-Game Captain’s Meeting
   Captains will meet with the game officials at center court for a brief overview of game rules, to ensure all participants are eligible and properly equipped, and to determine possession/team sides.

3. Game Equipment
   a. Goalball equipment will be provided at the game.
   b. Team jerseys are not required.
   c. All participants are required to wear a blindfold, elbow pads and knee pads. Rec Sports will provide those three items and the items will be cleaned thoroughly before each contest. Participants are welcome to wear other safety equipment if they so choose but must provide that equipment on their own.
   d. Intramural Sports will provide an official Goalball game ball, which is spherical and contains a bell on the inside.

4. Participation
   a. Teams will consist of four (4) players. Rosters can have an unlimited number of players.
   b. Teams may start with as few as three (3) players.
   c. If a team is reduced to less than three (3) players at any time during the contest, a default will result.
   d. Substitutions may only occur after a goal has been scored.

5. Eligibility
   There are no eligibility restrictions in Goalball. However, it is recommended varsity athletes currently in-season abstain for participation.

Playing the Game

The object of Goalball is to score goals by getting the ball passed the opposing team and across the goal line. Goalball is also designed for participants to use their senses other than sight.
6. **Gameplay**
   a. First possession will be decided by a game of rock paper scissors between captains.
   b. Teams must be blindfolded and line up at opposite ends of the playing surface to start competition.
   c. Gameplay will begin with an official sounding a whistle.
   d. The starting team will roll the ball (underhand) towards the opposing team.
      i. If the ball is bouncing too much, the umpire may yell “illegal toss” and the throw will not be recorded and possession would be given to the other team.
      ii. The participants must roll the ball from behind the end volleyball line.
      iii. The opposing team can stop the ball in any way they see fit.
   e. If the ball is stopped, the new thrower may remove their blindfold to go behind the volleyball line and recover their eyes for the next throw.
      i. The ball is considered to be stopped if the team physically stops it, the ball goes out of bounds (Volleyball Court), or the ball is considered to bouncing and an illegal toss.
   f. If the ball is scored, the new thrower may remove their blindfold to locate the ball and recover their eyes to throw the ball.
      i. The ball is considered to be scored if the opposing team cannot stop the ball before it goes beyond the end volleyball line.
   g. Whether the ball is stopped or not, the official will declare the ball either stopped or a goal.
   h. The process will repeat from Point B until time is out.
   i. We will play two twelve-minute halves with a three-minute halftime period. The clock will run continuously unless a game stoppage is granted by the official.
   j. Teams will be permitted to use one timeout per half. Unused timeouts will not carry over.

7. **Overtime**
   a. In the event of a tie at the end of regulation, a three-minute golden goal (sudden death) overtime period will be played.
      i. If the game is still tied after one overtime period, a tie will be recorded for regular season play only.
      ii. If the game is still tied after one overtime period in playoffs, teams will alternate throws until a team wins
         1. Ex: Team 1 throws and misses; Team 2 throws and score – Team 2 wins
         2. Ex: Team 1 throws and scores; Team 2 throws and misses – Team 1 wins
         3. Ex: Team one throws and scores; Team 2 throws and scores – next round (Team 2 makes first throw)

8. **Penalties**
   a. **Team Penalties**
      i. Delay of game: Once commenced by the official the team has ten seconds to roll the ball
      ii. Team Unsportsmanlike Conduct: Any inappropriate behavior during the contest
      iii. Excessive Noise: Unnecessary noise by the offensive team that prevents the defense from tracking the ball
   b. **Personal Penalties**
      i. Illegal Roll: Too bouncy or overhand toss
      ii. Illegal Equipment: Removing blindfold or looking under blindfold
      iii. Illegal Defense: When contact is made with the ball outside the team area
      iv. Unsafe Behavior: Any behavior deemed inappropriate, too physical or unsafe by the game official
   c. All penalties will result in only one participant having to defend the goal for the next throw.
9. **Playing Surface**
   a. Goalball will be played on a volleyball court.
   b. The *red* lines indicate the line that:
      i. Teams must throw behind
      ii. The “Goal” Line
   c. The *orange* line indicates the line that:
      i. Teams may not go in front of on their respective side
   d. Teams must remain inside the red and orange lines during game play unless throwing the ball towards the other side.

10. **Protests**
    Teams are permitted to protest. If you wish to protest in-game, notify the game official and find an Intramural Supervisor right away. To file a post-game protest, email the program at intramurals@uw lax.edu or visit the online protest form [here](#).

11. **Officiating**
    a. **Officials are hired and trained by the Intramural Sports Staff**
       i. Officials are provided a quality hands-on experience both on and off the court/field while developing skills in conflict resolution, team building, time management, communication, and leadership.
       ii. Officials are not required to have a certification, however some officials are certified. The Intramural Sports Staff puts on sport specific training clinics prior to each season to properly inform all interested applicants.
       iii. To become an official, click [here](#).
    b. **Post-game rating**
       i. After each contest, captains will have the opportunity to rate and give feedback on the official’s performance and professionalism. This information will be utilized by the Intramural Sport Staff to further enhance participants experience and as a development opportunity for officials.
       ii. Rating forms will be available in-person at the Intramural Supervisor’s or scorekeeper’s table and online via the Intramural Sports “Forms and Videos” website.
       iii. Comments, Questions, Feedback can be directed to intramurals@uw lax.edu
c. The UWL Student Officials Association (SOA)
   i. The organization is comprised of students interested in the field of sports officiating and meets monthly to discuss sport-specific points of emphasis, WIAA and NFHS rule implementations, training clinics, prepare for certification exams, study game film, and much more.
   ii. The purpose of the SOA is to enhance the overall participant experience related to contest officiating in Intramural Sports in addition to introducing prospective student officials to the many components officiating brings to the UWL campus and general La Crosse community.
   iii. The SOA is open to all students, not just Intramural Officials. To learn more, please visit the Student Officials Association website.

Drink Policy
Participants and fans are not permitted to bring/consume alcoholic beverages at any Rec Sports facility and event. Violators of this policy will be removed from the facility and a forfeiture of the Intramural contest/suspension from Intramural activity is possible.

Any participant and/or spectator suspected of possessing an alcoholic beverage must cooperate with Rec Sports Staff.

Drug and Alcohol Policy
All team members (including “coaches” and “fans”) coming to any Intramural activity under the influence of alcohol and/or drugs will be asked to leave to site of competition immediately if, in the opinion of the Rec Sports Staff, they pose a threat to the safety, welfare, fairness, and overall enjoyment of all players, officials, and spectators. Teams/players will also face likely disciplinary measures determined by Rec Sports administration.
REC*IT – Intramural Sports’ Mobile App
All participants are invited to download the official smartphone app of UW-L Intramural Sports and IMLeagues, REC*IT! REC*IT allows users to track their personal Intramural schedules and statistics, see content updates from the Rec Sports program, interact with other participants, and much more!

Download REC*IT for FREE from the Android or iPhone stores. To learn more about REC*IT, visit recitcollege.com.

Watch the REC*IT promo video here!

THANK YOU FOR YOUR PARTICIPATION!

BEST OF LUCK THIS SEASON!

We’d love to hear from you!
Intramural Sports Rule Suggestion Form
Intramural Sports Activity Suggestion Form
Rec Sports Feedback Form
intramurals@uwlax.edu