

Team Handball

Players/Team

- There are six players and one goalie per handball team.
- One center may go anywhere on the court, except for both goal areas.
- One goalie can try to prevent goals from scoring with any part of his/her body and in any manner possible. The goalie may leave the goal area, but must obey regular court player rule, but may not cross the half court line. While in the goal area, the goalie may not throw the ball past the half court line. After a score, he/she will put the ball into play with a pass to a teammate in the backcourt.
- Three forwards may go any place on the court except goal areas.
- Three defensemen may only play the backcourt area, including the goal area, closest to their team's goal.

Advancing the Ball

- Any player when gaining possession of the ball has three seconds in which to pass to another teammate or throw at the opponent's goal.
- Within these three seconds, a player in possession of the ball may take up to three steps, and/or unlimited dribbles.
- It is also permitted to stop, catch, throw, bounce, or strike the ball with open or closed hands. The arms, body, knees, or thighs may also be used.
- It shall be illegal for any player to kick the ball.

Situations that give opponents possession on the sideline closest to where the infraction occurs

- Holding the ball more than three seconds.
- Taking more than three steps when in possession of the ball.
- Kicking the ball.
- When the ball touches an opposing player outside the goal area and goes out of bounds either on the end or on the sideline.
- If the ball is dribbled
- If the ball is deflected directly off the goalie and goes out of bounds on the sideline, the ball is awarded to the opponent for a corner throw-in.

Situation that give the goalie possession of the ball for a throw-in

- After a scored goal.
- If an attempted shot on goal deflects off the goalie and goes out the end line.
- When an offensive player enters the goal area.
- If the ball is loose in the goal area.
- If an attempted shot not touched by the goalie goes out the end line.
- An offensive player steps on or past the goal area line before the ball leaves his/her hands.

Situations, which result in a jump ball by two opposing players

- To start the game or period by the two opposing centers. All other players must stand ten feet away until ball is hit out of the center jump circle.
- When two opposing players gain possession of the ball at the same time.

Situation which award a player a penalty shot

- Tripping.
- Charging.
- Pushing.
- Body Checking.
- Intentionally throwing a ball at an opponent.
- Fouling an opposing player during an attempted shot on goal.
- A player has three seconds in which to attempt a penalty shot.

Ejections from the game

Unnecessary roughness by and player will be required to sit down for the remainder of that game. An ejected player may be replaced by another if there are substitutes from the same team.