



Beachhandball rules

1. It will be played according to IHF rules
2. Any unsportsmanship, verbal and physical, towards opponents, referees, fellow players and spectators is strictly prohibited.
3. The sport of Beachhandball should be a fair cooperation and mistakes by referees or players should be accepted tolerantly
4. **We want fair sport, thank you very much**
5. Short Video EHF <https://www.youtube.com/watch?v=nZ71P42BoNQ>

Playing field:

- 27 m long and 12 m wide. It comprises a playing field and two goal areas.
- Goal area 6 m wide. (Parallel line at a distance of 6 m from the goal.)
- Subsoil consists of approx. 40 cm deep sand.
- Door size 3x2m.
- A team basically consists of up to 10 players.
- If there is a lack of players, help can come from other teams (exckl Final).
- There is a maximum of 4 players per team on the pitch.
- The other players are substitutes.
- All players play barefoot.

Goalkeeper:

- The goalkeeper is wearing a different coloured shirt than his team-mates (but the same as the specialist)
- The goalkeeper may leave the goal area without a ball and play on the pitch (the specialist is therefore not on the pitch).
- When changing the goalkeeper with the specialist, the goalkeeper must leave the field via the goal area on the left or right (depending on where his team has the transition zone)
- If a goalkeeper scores a goal, it counts twice (see point "Goals").
- After each goal scored, the game continues with the goalkeeper throwing the ball out of the goal area.

Goal area:

- A lying or rolling ball can always be played, even in the goal area. The players are not allowed to enter the goal area. (otherwise there will be a free throw)



Specialist:

- The specialist wears a shirt of a different colour than his team-mates (but the same as the goalkeeper) and his scores count double (see point "Goals").
- When the goalkeeper has left the field, the specialist must enter the field via his goal area.
- The specialist leaves the field via the substitution zone of his team

Playing the ball:

- Jumping after a lying or rolling ball is allowed.

Throw:

- The game starts in every half time with a referee throw, after the referee or the timekeeper has kicked off at the jury table.
- After the break, the sides are changed, but the substitution areas are not changed.
- The field players place themselves on the entire playing field (within the 15m room).

Playtime:

- The game consists of two halves of 10 minutes each (3 minutes break), which are scored separately.
- Every half time won scores one point.
- In the event of a draw after one half time, the "Golden Goal" is applied.
- If both teams win one half time each, a "shoot-out" is applied (5 players per team). The winner of the "Shoot-out" receives an additional point.
- If a team wins both half times it receives three points.
- No team time-out is granted.

Substitution area teams:

- There is one substitution zone per team on the side of the field outside the sidelines.
- Leaving and entering the playing area may only take place via the own exchange zone. All players also specialist, except the goalkeeper, leave the field in this zone.
- The specialist enters the field via the goal area after the goalkeeper has left the field.
- A substitution error is punished with a suspension.
- The goalkeeper's exit zone is the sideline in the area of his team's substitution zone and the sideline in the area of his own goal area.
- The goalkeepers' entry zone is the sideline in the area of their own goal area, on the side of their own team's substitution zone.
- Substitutes must kneel or sit.

Free throw:

- In free-throw, players of the attacking team must not approach the goal-area line by more than one metre.
- The players of the opposing team must be at least 1 m away from the caster. You may line up on the goal-area line.



The goals shot:

- A goal scored by the goalkeeper counts as 2 goals.
- A goal scored by the specialist counts 2 goals
- A "Inflight scored", also of the specialist and goalkeeper, counts 2 goals.
- A goal scored by a 6-meter throw counts as 2 goals.
- A "normal goal" by the remaining players counts 1 goal.
- Pirouettes goal are scored with 2 points. Pirouettes must be technically clean, otherwise there is only 1 point.

Illegalities:

- Beach handball is a relatively incorporeal game (similar to basketball), a player who starts a throw freely may not be "stacked". An opponent may be blocked from the front, but the hard-defensive game from the hall is forbidden, the spectacle takes precedence over hardship.
- Outstanding players may be replaced or re-enter the pitch as soon as there has been a change in possession of the ball between the two teams.
- The second suspension of a player causes his disqualification. Disqualified players may be replaced as soon as there is a change of possession between the teams.
- The disqualification is always valid for the rest of the game.

Enjoy the tournament, thank you for your participation and help for an exciting and successful Copaca-Bâle Open.

Sporty greetings

The OK Copaca-Bâle Open tournament