



## Official Irish 4-Wall & 60x30 Playing Rules

As of March 2020. The 1-Wall playing rules can be found separately on [www.gaahandball.ie](http://www.gaahandball.ie). Any changes in these rules will be maintained by GAA Handball, and will be available at [www.gaahandball.ie](http://www.gaahandball.ie).

### **Note:**

- The Playing Rules published in this booklet are those, which apply to GAA Handball as it is played in the All-Ireland Championships for both codes; 4-Wall & Softball, in this country.
- 4-Wall Nationals or Open tournaments may be played using the International 4-Wall Playing Rules, of which there are slight modifications in a few areas of the rulebook. Such variations are noted below (See 4.11, Pg 35).

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## Section 1. The Game

### Rule 1.1 Types

There are various codes of Handball played worldwide. In Ireland we play 4 codes of Handball; *4-Wall*, *1-Wall*, *60x30 (Softball & Hardball)*. The 4-Wall & 1-Wall codes are played internationally, whilst both the Softball & Hardball codes are played only in Ireland.

*(See [www.gaahandball.ie/videos](http://www.gaahandball.ie/videos) for video explaining the different codes of Handball)*

In any code of Handball, the game can be played competitively in both a Singles (2 players) & Doubles (4 players) format.

### Rule 1.2 Description

Handball, as the name implies, is essentially a competitive game in which either hand or fist may be used to strike the ball against the front wall. As mentioned above, there are variations of the game played all over the world, with GAA Handball the governing body for the sport in Ireland.

### Rule 1.3 Objective

The primary objective is to return the ball, using the hand or fist, to the front wall before the ball bounces twice.

### Rule 1.4 Scoring

To earn a point, a player must serve the ball and win the pursuing rally.

A rally is won when one player is unable to return the opponent's shot to the front wall before it touches the floor twice, or when a player returns the ball so that it hits the floor before striking the front wall.

Points can also be scored directly from the serve, if the receiver cannot return the served ball legally. A point scored directly from the serve is called an "Ace".

When the serving side loses one rally in singles (or two consecutive rallies in doubles), it loses the serve. Losing the serve is called a "Hand-Out". In Doubles, two consecutive Hand-Outs is referred to as a "Side-Out".

### Rule 1.5 The Match

- a) In Irish Championships, matches are played as the best of 3 sets. Adults (Age U16 & above) play sets to 21 points. Juveniles (U15 & below) play sets to 15 points.

*Note exceptions to the above rule for U16 & U17, where sets are played to 21 points, with a tiebreak to 11 points.*

- b) If the first two sets are split between both players/sides, then a “tiebreaker” is played to determine the winner. Side with most points over the first two games serves first in the tiebreaker (See Rule 4.1).
- c) International rules (used at various Nationals & Open Club Tournaments) sees all tiebreakers played to 11 points, as opposed to the Irish tradition of 21 points.
- d) In the case of a match played on a time basis, the player or side with the highest score at the end of the specified time is the winner.
- e) Substitution is not allowed during a match (except in Juvenile Team Championships - see Rule 5.2).

## Section 2. Courts and Equipment

### Rule 2.1 Courts

The specifications for the standard four-wall handball courts are:

#### A. Dimensions.

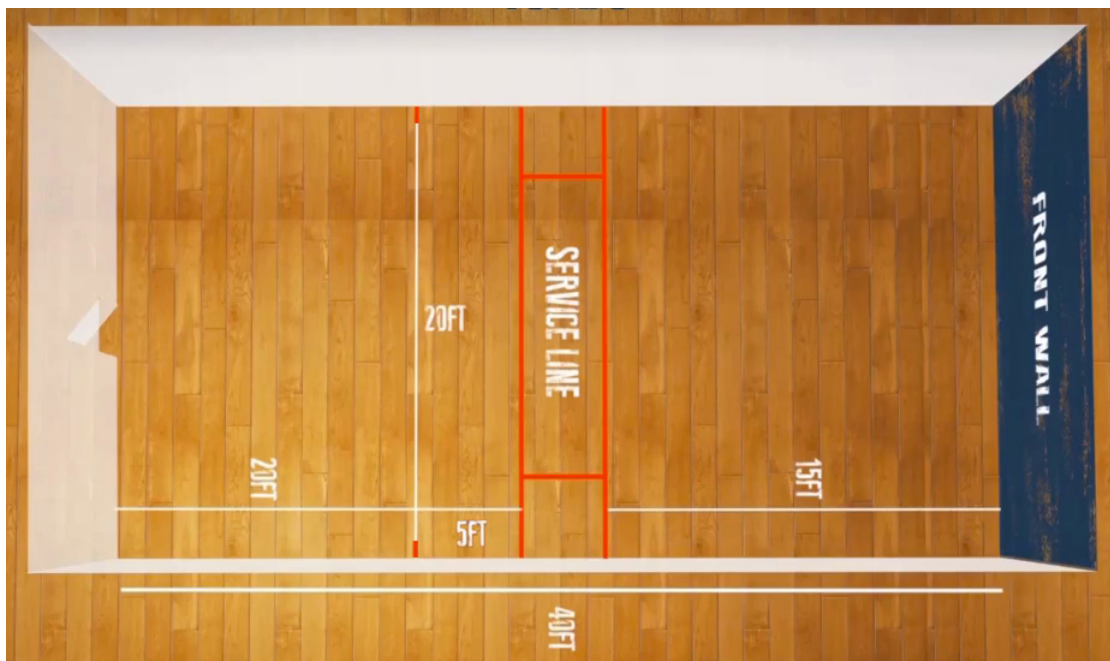
1) **International 4-Wall Court:** The dimensions are:

**Front Wall** 20ft wide, 20ft high.

**Floor** 20ft wide and 40ft long with back wall recommended minimum height of 12ft.

**Back Wall** A full glass back wall is recommended for spectator purposes.

*(Diagram 1: 4-Wall Court Dimensions)*



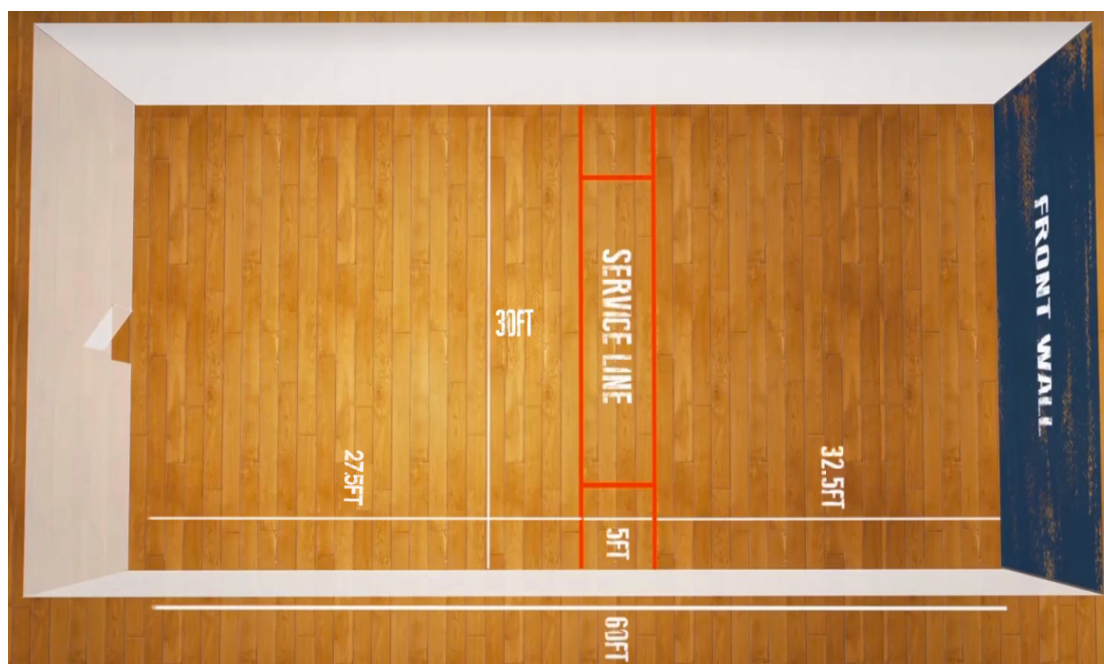
2) **Irish 60x30 Court:** The dimensions are:

**Front Wall** 30ft wide & 27ft high

**Floor** 30ft wide & 60ft long with back wall recommended minimum height of 10ft.

**Back Wall** A full glass back wall is recommended for spectator purposes.

(Diagram 2: 60x30 Court Dimensions)



## B. Lines and Zones (See Diagrams)

Handball courts shall be divided and marked on the floors with 2-inch wide lines. Recommended colours are white or red. The lines shall be marked as follows:

- 1) **Short line.** The short line is parallel to the front and back walls. Its outside edge is 20 feet from the front wall in the 4-Wall court, and 32.5 feet from the front wall in the 60x30 court.
- 2) **Service line.** The service line is parallel to the short line and its outside edge is 5 feet in front of the outside edge of the short line.
- 3) **Service zone.** The service zone is the area between the outer edges of the short and service lines.
- 4) **Service boxes.** A service box is located at each end of the service zone by lines which have outside measurements of 18 inches from, and parallel to, each side wall.
- 5) **Receiver's restraining lines.** Five feet back of the outside edge of the short line, lines should be marked on the floor extending at least 6 inches from the side wall. These lines, parallel to the short line, may also be marked as a broken line extending from side wall to side wall. (See Rule 4. 4.A).

## Rule 2.2 Ball Specifications

### A. 4-Wall Adult Handball (Men's Ball):

- 1) **Material.** The material should be rubber or synthetic material.
- 2) **Colour.** Colour is optional. Typically blue.
- 3) **Size.** 1.8 inch (46mm) diameter, with a variation of 0.04 inch (1mm), plus or minus.
- 4) **Weight.** The ball shall be 1.96 ounces (56 grams), with a variation of 0.07 ounces (2 grams), plus or minus.
- 5) **Rebound.** Rebound height of 70 inches (1.78m) dropped to a concrete floor, with the top of the ball to 52 inches (1.3m).

### B. 4-Wall Ladies & U16 Handball (Dark Blue):

- 1) **Material.** The material should be rubber or synthetic material.
- 2) **Colour.** Colour is optional. Typically dark blue.
- 3) **Size.** 1.85 inch (47mm) diameter, with a variation of 0.02 inch (0.5mm), plus or minus.
- 4) **Weight.** 1.48 – 1.55 ounces (42 – 44 grams)
- 5) **Rebound.** It shall have a rebound of not less than 98.4 inches (2.5m) nor more than 104.3 inches (2.65m) when dropped from a height of 118 inches (3m) to steel.

### C. 4-Wall U12 Handball (Challenger 2):

- 1) **Material.** The material should be rubber or synthetic material.
- 2) **Colour.** Colour is optional. Typically dark blue.
- 3) **Size.** 1.83 inch (46.5mm) diameter, with a variation of 0.02 inch (0.5mm), plus or minus.
- 4) **Weight.** It shall be not less than 1.38 ounces (39 grams) nor more than 1.45 ounces (41 grams).
- 5) **Rebound.** It shall have a rebound of not less than 90.6 inches (2.3m) nor more than 94.5 inches (2.4m) when dropped from a height of 118 inches (3m) to steel.

### D. 4-Wall U10 Handball (Challenger 1):

- 1) **Material.** The material should be rubber or synthetic material.
- 2) **Colour.** Colour is optional. Typically dark blue.



- 3) **Size.** 2.09 inch (53mm) diameter, with a variation of 0.04 inch (1mm), plus or minus.
- 4) **Weight.** It shall be not less than 1.23 ounces (35 grams) nor more than 1.3 ounces (37 grams).
- 5) **Rebound.** It shall have a rebound of not less than 76.8 inches (1.95m) nor more than 80.7 inches (2.05m) when dropped from a height of 118 inches (3m) to steel.

#### **B. 60x30 Softball:**

- 1) **Softball:** The standard softball shall be made of the best grade rubber.
- 2) **Colour.** Red.
- 3) **Size.** It shall not be less than 2.2 inches (55.9mm) and not more than 2.25 inches (57.1mm) in diameter.
- 4) **Weight.** It shall be not less than 2.05 ounces (58 grams) nor more than 2.12 ounces (60 grams).
- 5) **Rebound.** It shall have a rebound of not less than 106.3 inches (2.7m) nor more than 110.2 inches (2.8m) when dropped from a height of 118 inches (3m) to steel.

#### **B. 60x30 Juvenile Softball:**

- 1) **Softball:** The standard softball shall be made of the best grade rubber.
- 2) **Colour.** Green.
- 3) **Size.** It shall not be less than 1.94 inches (49.2mm) and not more than 1.95 inches (49.6mm) in diameter.
- 4) **Weight.** It shall be not less than 2.01 ounces (57 grams) nor more than 2.05 ounces (58 grams).
- 5) **Rebound.** It shall have a rebound of not less than 100.4 inches (2.55m) nor more than 104.3 inches (2.65m) when dropped from a height of 118 inches (3m) to steel.

#### **C. 60x30 Hardball Specifications:**

- 1) **Hardball:** The standard hardball shall be made of suitable windings of rubber and yarn covered with goatskin or other suitable hide. It shall have a centre of lancewood or cork.
- 2) **Colour.** Colour is optional.
- 3) **Size.** It shall not be less than 1.8 inches (47.5mm) and not more than 1.95 inches (49.5mm) in diameter.

- 4) **Weight.** It shall be not less than 1.5 ounces (42.5 grams) nor more than 1.75 ounces (49.6 grams) in weight.
- 5) **Rebound.** It shall have a rebound of not less than 2.5ft (0.76m) nor more than 3.5ft (1.067m) when dropped from a height of 8ft (2.438m) on to a concrete floor.

#### **D. Selection**

A ball should be approved by the referee for use in each match in all tournaments. During a game the referee has the authority to change balls if he deems it necessary. Though it is the referee's decision, he/she should honour requests when made by both sides or when he/she detects erratic bounces.

#### **Rule 2.3 Gloves**

- a) **General.** Gloves must be worn to keep the ball dry in the 4-Wall court. Gloves are optional in the 60x30 court.
- b) **Style.** The usual hitting surfaces of the glove must be light in colour and made of a soft material or leather. The fingers may not be webbed, connected or removed. Any gloves which provide an unfair advantage are not allowed, and must be replaced at the referee's direction.
- c) **Foreign Substances.** No foreign substance, tape, or rubber bands shall be used on the fingers or on the palms on the outside of the gloves. Metal or hard substances may not be worn under the glove if, in the opinion of the referee, such creates an unfair advantage. On safety grounds, it is recommended to remove rings/wedding bands.
- d) **Wet Gloves.** Gloves must be changed when they become sufficiently wet to moisten the ball. This is the referee's decision. Gloves with holes that expose the skin may not be worn. It is the player's responsibility to have an ample supply of dry gloves.

## Rule 2.4 Playing Attire

- a) **General.** All parts of the uniform, consisting of a t-shirt/jersey, shorts, socks and shoes, must be clean at the beginning of a match. Only customary handball attire, in the referee's judgment, can be worn. Players may not play without shirts. Shirts must be full length, not cut off in the torso.

In all inter-county championship, league and other official matches each player is required continuously to wear a t-shirt/jersey and shorts bearing the colours of the county as registered with the GAA.

In all inter-club championship, league and other official matches each player is required continuously to wear a t-shirt/jersey and shorts bearing the colours of the club as registered with the GAA.

In doubles matches partners must be similarly attired, i.e. both t-shirts/jerseys and shorts should match. Failure to comply with this rule will involve a fine which must be paid before the county may continue to compete in official competitions or championships.

- b) **Colour.** Colour is optional. Unusual patterns that affect the opposing player's view of the ball or cause a distraction may not be worn.
- c) **Wet Shirts.** Referee may demand that a wet shirt be changed. Players must have an ample supply of dry shirts.
- d) **Lettering & Graphics.** Lettering/graphics in poor taste are not allowed.
- e) **Shoes.** Shoes must have soles that do not mark or damage the floor.
- f) **Headband.** Players must have access to a headband. They will not be required to wear it unless the referee deems it necessary to help keep the floor from getting wet.
- g) **Eye-Guards.** Protective eyewear is compulsory in the 4-Wall court, to improve player safety and reduce risk of injury. Protective eyewear is compulsory in the 60x30 court up until, and including U18. Failure to wear eye-guards will result in a technical.

## Part 3. Officials and Officiating

### Rule 3.1 Tournament Director

All fixtures/tournaments under the control of GAA Handball shall be managed by an appointed tournament director, who shall designate the officials. Whenever possible, the officials should include a chief of referees, a floor manager, match referees, and line judges.

- A. Responsibilities.** The tournament director is responsible for overseeing the entire tournament. The tournament director, or his/her delegated representative, shall be present at all times.
- B. Rules Briefing.** The current official GAA Handball rules as posted on the [www.gaahandball.ie](http://www.gaahandball.ie) will apply and be made available. Any modifications made by the tournament director must be approved by GAA Handball and stated on the entry form, and/or be available to all players at registration.

### Rule 3.2 Chief of Referees

The chief of referees is in charge of assigning referees to all tournament matches.

### Rule 3.3 Removal of Officials

Any official may be removed from a match upon the agreement of both singles players or both doubles teams providing there is agreement by the chief of referees or the tournament director. In the event that an official's removal is requested by one player or team and not agreed to by the other, the chief of referees or the tournament director may accept or reject the request. It is recommended that the match be observed before determining what, if any, action is to be taken. If the request for change is not upheld, the player or team making the request shall be charged with a timeout. If the player or team is out of timeouts, a technical shall be assessed. This is not applicable in the case where both singles players or both doubles teams are in agreement in the request for change.

### Rule 3.4 Referee

#### A. Pre-Match Duties.

The referee's authority regarding a match begins once the players are called to the court. Before each match begins, it shall be the duty of the referee to:

- 1) **Playability.** Check on adequacy of preparation of the handball court with respect to playability.
- 2) **Equipment.** Check on availability and suitability of all materials necessary for the match, such as handballs, towels, scorecards, pencils and a timepiece.
- 3) **Assisting Officials.** Check readiness and provide instructions to assisting officials.
- 4) **Court Hinders.** Explain court hindrances, if any, to players.
- 5) **Inspect gloves, uniforms and eye protection.** Remind players to have an adequate supply of extra gloves and shirts, and access to headbands. Inspect compliance of gloves and hands with rules. Remind players that failure to wear eye protection properly will result in a technical, and a second violation in a forfeit.
- 6) **Start game.** Introduce players, toss coin to determine order of serve and signal start of game.
- 7) **Time.** The assigned referee should be present 15 minutes before match time.
- 8) **Two-minute warning.** Give a two-minute warning before the match and before each game.
- 9) **Scoring.** Announce the scores before each rally.
- 10) **Blood Injury:** The referee shall instruct a player with a blood injury to leave the court for medical and/or other attention and ensure that any blood stained playing attire is replaced and that any blood stained playing equipment is fully cleaned before play resumes.

## **B. Decisions.**

The referee shall make all decisions with regard to the rules and the referee has the authority to change his/her call. Where line judges are used, the referee shall announce all final judgments. In the absence of line judges, if both players in singles or three out of four in a doubles match disagree with a call made by the referee, the referee should consider reversing his/her call.

- **Spectators.** The referee shall have jurisdiction over the spectators, as well as the players, while the match is in progress. If deemed required by the referee, spectators may be reported and reprimanded by the CCCC.
- **Stoppages:** Should a match be stopped during the course of play because of weather conditions, failing light, or any other unforeseen circumstances, it must be resumed from the point of stoppage with the same players and, if possible, the same officials. A wet or partially wet court shall be considered unplayable.

## **C. Protests.**

Any decision involving a rules interpretation may be protested before the next serve. If required, it will then be resolved by the chief of referees or tournament director. Judgment calls may not be protested.

If the player's protest is upheld, the proper ruling will be made. If the player's protest is not upheld, the player shall be charged with a timeout. If the player is out of timeouts, a technical shall be charged against the player.

A player refusing to accept a referee's ruling shall continue to play "under protest" but may lodge a formal objection in accordance with the rules within seven days. Such "protest" should be noted in the Referee's Report.

## **D. Forfeitures.**

A match may be forfeited by the referee when:

- 1) **Flagrant Unsportsmanlike Conduct.** Any player refuses to abide by the referee's decision or engages in flagrant unsportsmanlike conduct.
- 2) **Three Technicals.** A player or side receives three technicals in a match, or two technicals for failure to properly wear eye protection.

- 3) **Leaving the Court.** A player leaving the court without the permission of the referee or refusing to continue the match shall automatically be suspended for six months and no Council or Committee of GAA Handball shall have the power to modify this penalty. In the case of doubles matches the referee shall endeavour to find out if the player's partner is willing to continue and report accordingly. The Council or Committee in charge must award the match to the player (in singles) or side (in doubles) willing to continue.
- 4) **Failure to Report.** Players failing to report at the venue at the appointed time shall forfeit the match unless the controlling body considers that extenuating circumstances exist.
- 5) **Player Forfeiture.** A match must be played in its entirety with both players/teams on the court. Partial forfeits, such as any player forfeiting the second game and progressing directly to a tiebreaker, are not allowed. A forfeit of any part of a match shall result in the forfeit of the entire match.

A player or team may be forfeited by the tournament director or official in charge for failure to comply with the tournament or host facility's rules while on the tournament premises, for failure to referee or for any other improper conduct on the tournament premises.

## **E. Other Rulings**

The referee shall rule on all matters not covered in the GAA Handball Official Rules. However, the referee may be overruled by the chief of referees or tournament director, the latter of whom shall have final authority.

### **3.5 Players Code**

The GAA Handball rules of handball place a presumptive code of integrity and honesty on each player. It is expected that players will always self-enforce violations not detectable by a referee. Such instances would include, but are not limited to, double bounces, wrist balls, and injuries.

### **Rule 3.6 Line Judges**

#### **A. Line Judges.**

If possible, two line judges will be used in all matches, positioned at the most advantageous viewpoints. A line judge's opinion is based on his/her agreement or disagreement with the referee's call. If a line judge is uncertain, he/she should abstain from expressing an opinion.

#### **B. Duties and Responsibilities.**

Line judges are designated to help decide appealed calls. In the event of an appeal, and after a very brief explanation of the appeal by the referee, the line judges must indicate their opinions of the referee's call. The signal to show agreement with the referee is arm extended with thumb up, disagreement is shown by thumb pointing down. The signal to show no opinion or that the line judge is unsure, or his/her view was blocked, is arm extended with an open hand and palm down. Line judges shall not signal until the referee acknowledges the appeal and asks for a ruling.

#### **C. Result of Response.**

If both line judges signal no opinion, the referee's call stands. If both line judges disagree with the referee, the referee must reverse his/her ruling. If only one line judge disagrees with the referee's call, the referee may let the call stand, reverse the call or call for a replay.



### **Rule 3.7 Appeals**

#### **A. Appealable Calls.**

- i. Any player may appeal a short or other service fault. Any player may also appeal receiving line violations. If the server appeals a short or other service fault, and the appeal is upheld, the server is awarded the serve over. If the server had one service fault, the call would cancel the previous fault call, and the server would be awarded two serves, because he/she was judged to have made a legal serve.
- ii. If, on the first serve, the server appeals a non-call of a short or other service fault, and the appeal is upheld, the server is awarded a second serve.
- iii. After the rally has ended, either player may appeal on a double-bounce call or non-call, kill shots called good, kill shots called no good and court hinders. The outcome may result in a point being awarded, a side out, or a replay depending on the line judges' opinions.
- iv. If both line judges disagree with the referee's call or non-call, the call is reversed or replayed. After the rally has ended, either player may also appeal faults, restraining line violations, and skip serves not called. If the appeal is upheld, the player is awarded the appropriate call. At no time may a player appeal a screen serve, hinder (other than court hinders), technicals or other discretionary calls.

#### **B. How to Appeal**

A player must make appeals directly to the referee before the referee announces the score. The referee will then request the opinion of the line judges. The referee may also appeal to the line judges if he/she is uncertain of his/her own call, and may then maintain, reverse or nullify the call in question. A replay shall be called if the referee believes it is necessary in the interest of fairness.

### **Rule 3.8 Marker**

A marker shall be appointed to keep a record of the points scored and assist the referee by keeping the record of the order of service. The referee shall inform the players of the score before each service.

## Section 4. Play Regulations

### Rule 4.1 Serve

#### A. Order

In singles, the player winning the toss of a coin serves first in the first game. The other player serves first in the second game. If a tiebreaker is necessary, the player who scored the higher total of points in the first two games serves first. If both players score an equal number of points in the first two games, another coin toss will be made to determine which player serves first.

In doubles, the side winning the toss of a coin serves first in the first game. The other side serves first in the second game. If a tiebreaker is necessary, the team scoring the higher total of points in the first two games serves first. If both teams score an equal number of points in the first two games, another coin toss will be made to determine which team serves first.

#### B. Start

Games are started by the referee announcing “play ball,” and then the score, “0 serves 0.”

#### C. Place

The server may serve from any place in the service zone. No part of either foot may touch the floor beyond the outer edge of either line of the service zone. The server must remain in the service zone until the served ball passes the short line. Violations are called “foot faults.”

#### D. Manner (Legal Serve)

The server must come to a complete stop in the service zone before beginning the serve. The serve is commenced by bouncing the ball to the floor in the service zone. The ball must be hit by the server’s hand or fist so that it contacts the front wall first and on the rebound contacts the floor behind the short line, either with or without touching one of the side walls.

#### E. Time

A serve may not be made until the referee has announced the score. The referee shall call “point” or “side out” as soon as a rally ends. The receiver then has up to 10 seconds to assume a receiving position. When the receiver has assumed a receiving position or 10 seconds have elapsed, whichever

occurs first, and the server has had reasonable time to get to his/her serving position, the referee shall announce the score and the server must serve within 10 seconds.

If the first serve results in a fault or screen, the referee shall give the receiver a reasonable time to take a receiving position and the server reasonable time to get to his/her serving position. The referee shall then announce “second serve” if the serve was a fault, or “first/second serve, one screen” if a screen, after which the server must serve within 10 seconds.

## **Rule 4.2 Doubles**

### **A. Server**

At the beginning of each game in doubles, each side informs the referee of the order of service, which must be followed throughout the game. Only the first server on the first serving team may serve the first time up. This player must continue to serve first throughout the game.

When the game’s first server is put out on his/her initial serve, the side is out. Thereafter, both players on each side shall serve until an out for each occurs. It is not necessary for the server to alternate serves to the opponents.

When the first partner loses their serve, a “Hand-Out” is called. When the second partner loses their serve, a “Side-Out” is called.

### **B. Partner’s Position**

On each serve, the server’s partner shall stand erect with his/her back to the nearer side wall and with both feet on the floor within the service box until the served ball passes the short line. Violations are called “foot faults.”

### Rule 4.3 Defective Serves

There are three types of defective serves that result in the following:

#### A. Dead-ball Serves (Replay)

A dead-ball serve results in no penalty and the server is given another serve without cancelling a prior defective serve. This occurs in the following situations:

- 1) **Court Hinders.** If a served ball takes an erratic bounce due to a court obstruction or wetness a court hinder is called and the serve is replayed.
- 2) **Broken Ball.** If the ball is determined to have broken before the serve has become a legal serve, an approved ball must be put into play and the serve shall be replayed. (See Rule 4.6J).
- 3) **Hits Partner.** The ball hits the server's partner on the rebound from the front wall while the server's partner is in the service box. Any serve that touches the floor before hitting the partner in the box is a short.
- 4) **Screen Serve.** The ball passes so close to the server or the server's partner that the view of the returning side is obstructed. Any serve passing between the server's partner and the side-wall is an automatic screen.
- 5) **Straddle Ball.**  
A legally served ball that travels between the legs of the server is an automatic hinder.

*(Note: In International 4-Wall rules, a combination of two consecutive screen or straddle serves result in a fault)*

## B. Fault Serves

The following serves are fault serves, and any two that are hit consecutively before a legal serve is executed result in a hand out.

### 1) **Foot Fault**

- a) The server begins the service motion with one or both feet touching the floor outside the service zone
- b) When the server leaves the service zone before the served ball passes through the plane of the back edge of the short line.
- c) In doubles, when the server's partner is not in the service box with both feet on the floor and his/her back to the nearer side wall from the time the serve is begun until the ball passes through the plane of the back edge of the short line.

2) **Short Serve:** Any serve that first hits the front wall and on the rebound hits the floor in front of, or on, the short line either with or without touching one side wall.

3) **Three-Wall Serve:** Any serve that first hits the front wall and then hits any two other walls before hitting the floor.

### 4) **Ceiling Serve**

Any serve that hits the front wall first and then touches the ceiling (4-Wall Only).

*(Note: A served ball that touches the roof before the front wall is deemed a 'Hand-Out' serve).*

5) **Long Serve:** Any serve that first hits the front wall and rebounds to the back wall before touching the floor.

### 6) **Out-of-Court Serve**

Any serve that first strikes the front wall and then rebounds out of the court without touching the floor. (4-Wall only)

*(Note: An out of court serve in the 60x30 results in a hand out)*

7) **Bouncing ball outside service zone:** Any serve that is struck on a bounce that was made outside the service zone.

8) **Not hitting ball on first bounce from a single drop**

9) **Not coming to a complete stop** in the service zone before beginning the serve.

### C. Hand-Out Serves

Any of the following results in an out:

- 1) **Missed Serve.** Any attempt to hit the ball that results in a total miss, or in the ball touching any part of the server's body other than the hitting hand.
- 2) **Non-Front Wall Serve.** Any served ball that does not strike the front wall first.
- 3) **Touched Serve.** Any served ball on the rebound from the front wall, before bouncing on the floor that touches the server, or touches the server's partner when both of the partner's feet are not touching the floor inside the service box.

This includes a serve that is intentionally caught before the second bounce, regardless if the ball was served short. When the partner is hit by the serve when he/she is not in the legal position, the out serve penalty supersedes the partner's foot fault.

- 4) **Two Consecutive Fault Serves**
- 5) **Crotch Serve.** Any serve that hits a crotch in the front wall is an out. All balls hitting the crotch of a wall and the floor shall be considered to have hit the floor first. A serve that rebounds on the fly from the front wall into the crotch of the back wall and the floor is a legal serve, as is a three-wall crotch serve.
- 6) **Out-of-Order Serve.** (i) In doubles, when either partner serves out of order or one player serves both serves. (ii) If the number two player in order of service serves first he automatically disqualifies his partner.
- 7) **Service Delay.** The server fails to hit the ball within 10 seconds after the referee has announced the score.
- 8) **Time Games.** In case of all matches played on a time basis one fault serve shall count as a "hand-out" serve.

*(Note: Ceiling &/or Out-of-Court Serves are Hand-Out Serves in the 60 x 30 court)*

## **Rule 4.4 Return of Serve**

### **A. Receiving Position**

The receiver or receivers must stand at least five feet behind the short line, as indicated by the receiver's restraining lines, until the ball is hit by the server. Any violation of this rule results in a point for the server.

### **B. Fly Return**

In making a fly return, or any other legal return, the receiver may hit the ball anytime after it passes completely through the plane of the back edge of the short line; however no part of his/her body may extend on or over the plane of the back edge of the short line until after contacting the ball. In doubles, this also applies to the receiver's partner. A violation results in a point for the server. After contacting the ball, the receiver and his/her partner may step on or over the short line without penalty.

**C. Legal Return.** After the ball is legally served, one of the players on the receiving side must strike the ball either on the fly or after the first bounce, and before the ball touches the floor the second time, to return the ball to the front wall either directly or after it has touched one or both side walls, the back wall, the ceiling (in the 4-Wall court only), or any combination of those surfaces.

A returned ball may not touch the floor before touching the front wall. A ball may be played off the back wall as well as the front wall, provided the ball does not touch the floor a second time (except in the 60x30 court). Failure to make a legal return results in a point for the server.

### Rule 4.5. Changes of Serve

A server continues serving until he/she or his/her side makes a hand-out. When the server or the side loses the serve, they become the receiver or receiving side, and the receiving side becomes the serving side; and so alternately in all subsequent services of the game.

*Hand-Outs are made by:*

- a) **Hand-Out Serve.** The server makes an out serve. See Rule 4.3B.
- b) **Fault Serves.** The server makes two fault serves before executing a legal serve.
- c) **Hits Partner.** The server hits his/her partner with an attempted return.
- d) **Return Failure.** The server or his/her partner fails to keep the ball in play by returning it as required by Rule 4.4.C.
- e) **Avoidable Hinder.** The server or his/her partner commits an avoidable hinder.

In doubles, the side is retired (side-out) when both partners have been put out, except on the first serve of the game as provided in Rule 4.2.A.

### Rule 4.6 Rally

A rally is defined as when the ball is legally returned and kept in play after a legal serve is executed. Play during rallies must be in accord with the following rules:

**A. One Hand.** Only the front or back of one hand may be used at any one time to return the ball. Using two hands together or any portion of the body other than the hand to hit a ball is a hand-out, or a point in favour of the opponent.

**B. Wrist Ball.** The use of any other part of the body to return the ball, including the wrist or arm above the player's hand, is a violation, even though the wrist or arm may be covered by a glove.

**C. One Touch.** In attempting returns, the ball may be touched only once by one player. In doubles, both partners may swing at the ball, but only one may actually hit it.



**D. Failure to Return.** Any of the following constitutes a failure to make a legal return during the rally:

- 1) The ball bounces on the floor twice before being hit.
- 2) After contact, the ball fails to reach the front wall before touching the floor.
- 3) In doubles, a ball struck by one player hits that player's partner.
- 4) Committing an avoidable hinder (See Rule 4.8).

**E. Effect of Failure to Return.** Each violation results in a hand-out or point. Any violation not detected by the referee must be called by the offending player (See Rule 3.5.A).

#### **F. Return Attempts**

- 1) **Singles.** If a player swings at but misses the ball in play, the player may repeat attempts to return the ball until it touches the floor the second time.
- 2) **Doubles.** Both players on a side are entitled to attempt to return the ball. If one player swings at but misses the ball, both he/she and his/her partner may make further attempts to return the ball until it touches the floor the second time.
- 3) **Hinders.** In singles or doubles, if a player swings at but misses the ball in play, and, in his/her or his/her partner's continuing attempt to play the ball before it touches the floor a second time, an opponent commits unavoidable interference, a hinder is called (See Rule 4.7).

**G. Touching the Ball.** Except as provided in Rule 4.7.A.2, any touching of a ball before it touches the floor the second time by a player other than the one making a return is a point or hand-out against the offending player.

## H. Out-of-Court Ball.

- 1) **No Return.** Any ball not returned to the front wall that goes off a player's hand or fist into the gallery or into any opening in a side wall shall be an out or point against the player thus failing to make the return.
- 2) **After Return.**
  - a) **60x30:** Any ball returned to the front wall that on the rebound goes directly into the gallery or through any opening in the side wall is a point or hand out as appropriate in the 60 x 30 court.
  - b) **4-Wall:** In the 4-Wall court this is declared a dead ball and the serve is replayed.

## I. Dry Ball and Gloves.

Every effort must be made to keep the ball dry. Deliberately wetting the ball results in a hand-out or point. The ball may be inspected by the referee at any time. If a player's gloves are wet to the extent that they leave wet marks on the ball, the player must change to dry gloves on a referee's timeout. This is strictly a referee's judgment.

If a player wishes to change to dry gloves, he/she must hold his/her gloves up to the referee and obtain the referee's permission to change. He/she may not leave the court without the referee's permission. Two minutes are allowed for glove changes. The referee should give a one-minute warning, but the player is still responsible to be back in the court and ready to play within two minutes.

## J. Broken Ball.

If there is any suspicion that a ball has broken on the serve or during a rally, play continues until the end of the rally. An official or any player may request that the ball be examined by the referee. If the referee decides the ball is broken, an approved ball must be put into play and the point replayed. Once a succeeding serve is attempted, the previous rally stands. (See Rule 4.3.A.2)

The ball does not have to be completely broken to warrant a replay. The referee should call for a replay only if he/she determines that a ball has cracked sufficiently to cause an erratic bounce. If the ball is not evidently broken, but all players are in agreement to switch the ball, then the referee

may, at his/her discretion, allow a change of ball. No player shall make any physical effort to determine if the ball is cracked or otherwise unplayable without the express consent of the referee.

### **K. Play Stoppage.**

If a foreign object enters the court, or any other outside interference occurs, or if a player loses a shoe or other properly worn equipment, the referee shall stop the game if it interferes with the continuance of play or poses an immediate danger. However, safety permitting, one rally-ending attempt should be allowed (See Rule 4.8.H).

#### *Part 4, Rule 4.6.K: Interpretation*

*In most cases, if a foreign object (such as a ball from an adjacent court) enters the court, the referee should immediately stop play and call a hinder because of the distraction and for safety reasons. However, it might happen that a player would lose a shoe, headband or even a glove. In these cases, the referee should allow the opposing player one opportunity to hit a rally-ending shot if all of the following conditions are met:*

- 1) The referee believes the opposing player is in no danger of stepping on the lost object;*
- 2) The opposing player does not appear to be distracted by the lost object;*
- 3) And the opposing player apparently has an opportunity to hit an offensive, rally-ending shot.*

*If the player is allowed the one offensive shot, one of the following calls should be made immediately afterward: If the player skips the ball in, that player loses the rally. If the player hits a kill shot or pass shot that cannot be retrieved, that player should be awarded the rally. If the player who lost the equipment is able to retrieve the shot, a hinder should be called.*

**L. Replays.** Whenever a rally is replayed for any reason, the server is awarded two serves. All previous defective serves are voided.

## Rule 4.7 Dead Ball Hinders

### A. Dead Ball Hinder

Dead ball hinders as described in this rule result in the point being replayed. When called by the referee, the following are dead ball hinders.

- 1) **Court Hinders.** If, after the ball has been legally served, in the referee's opinion, an erratic bounce is caused by a court obstruction or irregularity, a court hinder should be called. The player should not stop play at any time in anticipation of a call. Included in court hinders is the ball that hits a wet spot on the floor, walls or ceiling, causing it to skid. This is the referee's call, not the player's.

*Part 4, Rule 4.7.A.(1): Interpretation*

*Balls that skid on wet walls or floors are court hinders, assuming that the player was in position to make a return had the ball bounced truly.*

- 2) **Ball hits Opponent.** When a returned ball touches an opponent on the fly before hitting the front wall. However, if the shot obviously would not have reached the front wall on the fly, in the referee's opinion, the player who is hit by the shot will be awarded the rally.
- 3) **Body Contact.** If body contact occurs and the referee believes it was sufficient to stop the rally, either to prevent injury or because the contact distracted or prevented a player from being able to make a reasonable return, a hinder will be called.

Except for the offensive player stopping play during his/her back-swing, physical contact is not an automatic hinder. Any other time an offensive player may immediately stop play and call contact, however, this is not an automatic hinder and the player stops play at his/her own risk. It is the judgment of the referee as to whether the contact impeded the play.

- 4) **Straddle Ball.** During a rally, when a ball passes between the legs of a player on the side that just returned the ball, if there is no fair chance for the opposing player to see or return the ball. This is not automatic.

5) **Screen Ball.** Any ball rebounding from the front wall so close to the body of a defensive player that it interferes with or prevents the offensive player from having a clear view of the ball. The referee should be careful not to make the screen call so quickly that it takes away an offensive advantage.

6) **Back-Swing Hinder.** A player may not stop play, except on physical contact during his/her back-swing. He/she may immediately say "Contact" if he/she wants a contact hinder.

If he/she elects to hit the ball, no contact call will be permitted, if the referee deemed contact to be minimal and not enough to affect the shot. However, in the instance where contact is made and a call was not voiced by the player pre shot (due to not expecting contact for example), the referee may still award a dead ball hinder.

The defensive player may not stop play if contact occurs during his/her opponent's back-swing.

7) **Safety Holdup.** Any player about to execute a return who believes he/she will strike his/her opponent with his/her hand, arm, or the ball may immediately stop play and request a dead-ball hinder. This call must be made immediately and is subject to approval by the referee.

The referee must grant the hinder if he/she believes the holdup was reasonable and the player otherwise might have been able to return the shot. The referee might also call an avoidable hinder if warranted.

*Part 4, Rule 4.7. A.7: Interpretation*

*This situation comes about when the offensive player finds himself/herself unable to execute a swing without immediately hitting the opponent with his/her hand, arm or the ball. This rule is designed to increase the safety of all players and is not meant to create additional opportunities for players to stop play. Players who call for a safety hold-up and stop play may find the referee in disagreement, in which case the referee's call prevails.*

8) **Other Interference.** Any other unavoidable interference that prevents a player from having a fair chance to see or return the ball.

## **B. Yielding Fair Access**

While attempting to return the ball, the offensive player is entitled to fair access to see and return the ball. It is the duty of the defensive side that has just served or returned the ball to yield position so the offensive side will not be required to go around an opponent. In the judgment of the referee, however, the offensive player must make a reasonable effort to move toward the ball and have a reasonable chance to return the ball before a hinder is called.

The referee should be liberal in calling hinders to discourage playing the ball in such a way that an opponent cannot see it or swing at it until it is too late. When a player attempts a killshot in front of himself/herself and his/her position interferes with his/her opponent's attempt to retrieve the ball, the referee should give the benefit of any doubt as to whether the ball was retrievable to the defensive player. It is not a hinder when a player hinders his/her partner.

### *Part 4, Rule 4.7.B: Interpretation*

*If the ball is judged to be un-retrievable, a hinder should not be called no matter what kind of interference takes place. However, if the referee is in doubt, the benefit of that doubt should go to the player attempting to retrieve the ball and the hinder should be called.*

**C. Doubles.** Both players on a side are entitled to a fair and unobstructed chance at the ball. Either one could have been entitled to a hinder even though it naturally would be his/her partner's ball and even though the partner may have attempted to play the ball and has already missed (not touched) it.

**D. Effect.** A hinder call stops the play and usually voids any situation that follows, such as the ball hitting a player who stopped playing because of the call. However, if, in the opinion of the referee, his/her call was not responsible for the player being hit by the ball, the referee may overrule the hinder call and declare either a point or sideout. The only hinders a player may call are specified in Rules 4.7 A. 6., and 4.7. A.7., and are subject to approval by the referee.

Whenever a dead-ball hinder is called, the rally is replayed and any previous fault on the server is voided.

### Rule 4.8 Avoidable Hinders

An avoidable hinder results in an out or a point (See Rule 4.5.E), depending on whether the offender was serving or receiving. Player intent has no bearing on an avoidable call. An avoidable hinder should be called only when a hinder could have been avoided with reasonable effort. Avoidable hinders are called when:

- a) **Failure to Move.** A player does not move sufficiently to allow his/her opponent his/her shot. This may include serves.
- b) **Blocking.** A player moves into a position that effects a block or crowds his/her opponent about to return the ball; or, in doubles, one partner creates a hinder by moving in front of an opponent as his/her partner is returning the ball.
- c) **Moving into Ball.** A player moves into the path of and is struck by the ball just played by his/her opponent. The referee must use judgment and not call an avoidable if he/she feels the ball was “mis-hit”.
- d) **Pushing.** A player forcibly pushes an opponent during a rally. An accidental push of a slight nature by an offensive player should not be called avoidable.
- e) **View Obstruction.** Moving across an opponent’s line of vision just before he/she strikes the ball.
- f) **Distraction.** Any avoidable distraction or intimidation that would interfere with the offensive player or team.
- g) **Talking During the Rally.** Aside from appeals and rally ending calls, there is no need for talking during a rally except in doubles, when the team on the offense is allowed to briefly communicate which partner is to hit, or not to hit, the ball. Under no circumstances may a player say anything while an opponent is playing the ball.
- h) **Stroke Interference.** Any positioning that would not allow the opponent to use a normal stroke. This especially applies to a player moving in too close and being hit by, or restricting the follow-through of, the player hitting the ball.

*Part 4, Rule 4.8.G: Interpretation*

*The stroke includes the back-swing as well as the follow-through of the arm. If a player is contacted during any part of the stroke by the player hitting the ball, an avoidable hinder should be called, assuming the player who was hit could have avoided the interference with reasonable effort. This avoidable hinder must be called for safety reasons.*

### **Rule 4.9 Technicals**

A technical is assessed for unsportsman-like conduct or for improperly wearing eye protection. If a referee issues a technical, one point shall be deducted from the offender's score. The technical has no effect on service changes or sideouts.

If the technical occurs between games or when the offender has no points, the result will be that the offender's score will be a negative one. Three technicals in a match, or two for eye protection infractions, on a singles player or a doubles team will result in a forfeiture.

**A. Types.** Some examples of actions that may result in technicals are:

- 1) Too frequent or excessive complaints made against the referee's judgment.
- 2) Abuse of appeal privileges.
- 3) Profanity.
- 4) Excessive arguing.
- 5) Threat of any nature to opponent or referee.
- 6) Excessive or hard striking, throwing or kicking of ball between rallies.
- 7) Spitting on the court
- 8) Failure to wear eye protection properly.
- 9) Protests lost after all timeouts have been used.
- 10) Anything considered to be unsportsmanlike behaviour.

**B. Warnings.**

If a player's behaviour is not so severe as to warrant a technical, a technical warning may be issued without a point deduction and should be accompanied by a brief explanation of the reason for a warning. A technical warning may precede the penalty of a technical but is not necessary.



## **Rule 4.10 Timeouts & Rest Periods**

### **A. Timeouts.**

Any player may request a timeout (in the 4-Wall court only), but not after the referee has announced the score, called “second serve” after a fault serve, or called “first/second serve, one screen” after a screen serve.

Players may leave the court during a timeout, but must stay in the vicinity of the court, and return to the court within the allotted time.

#### **1) 4-Wall:**

- Timeouts must not exceed 60 seconds.
- Three timeouts are allowed each side per 21 or 15-point game.
- Two timeouts are allowed per 15-point or 11-point game.
- Timeouts may be called consecutively.

#### **2) 60x30:**

- Timeouts are not permitted in the 60x30 code, except for the Golden Masters grade and above, in which case timeouts should not exceed 60 seconds.
- Three timeouts are allowed each side per 21-point game.
- Two timeouts are allowed per 15-point or 11-point game.
- Timeouts may be called consecutively.

### **B. Equipment Timeout.**

At the discretion of the referee, equipment timeouts may be granted for shoes that come off during play, broken shoelaces, torn equipment, wet gloves, wet shirts, wet floor, or other reasons. Players are not charged for such timeouts, and two minutes is the maximum time allowed.

### **C. Injury.**

No timeout shall be charged to a player who is injured during the match. An injured player shall not be allowed more than a cumulative total of 15 minutes of injury timeout during a match. If the injured player is unable to resume play after a period totalling 15 minutes, the match may be awarded to the opponent.

Pre-existing conditions (including but not limited to injury and illness), fatigue or cramps do not warrant injury timeouts. For any injury, if the referee or tournament director determines the player cannot continue play the match may be terminated at that time, regardless of cumulative injury timeout minutes still available. (See Rule 3.4.B.2).

- 1) **Blood Borne Pathogen.** When a player is bleeding, or when blood is detected on the court or on a player, play must be stopped, the player must be removed from the court, and play cannot resume until:
  - a) the bleeding is stopped;
  - b) the open wound is covered with a dressing strong enough to withstand the demands of continued play;
  - c) any player whose uniform is soiled with blood changes the part of the uniform affected;
  - d) and any surface contaminated with blood is cleaned. Cleaning, including disposal, shall be performed by the host facility. The occurrence of bleeding, by itself, shall not constitute an injury for the purpose of application of the injury timeout provisions of this rule.

### **D. Between Games.**

In the 60x30 and 4-Wall codes, a two minute rest period is allowed between the first and second game during which time the players may not leave the court without the approval of the referee.

A five-minute period is allowed between the second and third games during which time the players may leave the court. This interval shall not in any circumstances, exceed five minutes.

### **Rule 4.11 Key International 4-Wall Variations**

International Playing Rules apply for (a) Irish Nationals (b) Irish Trials for International events (c) World Championships.

#### **The key points of difference to note are:**

- 1) A **5-minute** break is allowed between all games.
- 2) Players **may leave the court** during timeouts and between games without the referee's permission.
- 3) **Two consecutive screen serves** result in a Fault
- 4) A player **late for their game** or not on court after a time-out or break between games is charged a point for each minute he is late. After 10 minutes he forfeits the game.

### **Rule 4.12 Key 60x30 Variations**

The playing rules for the 4-Wall & 60x30 codes of Handball are to the most extent identical. However, there are a small number of key variations that apply solely to the 60x30 code that should be noted.

#### **The key points of difference to note are:**

- 1) Timeouts are not permitted in the 60x30 code, except for the Golden Masters (50+) grade and above, in which case timeouts should not exceed 60 seconds. Three timeouts allowed per side per 21 point game, and two timeouts per side per 15 or 11 point game.
- 2) Any serve that strikes the front wall and then rebounds over the back wall without touching the floor is deemed a hand-out.

Similarly, for a shot during a rally, if the ball is struck to the front wall and rebounds over the back wall without touching the floor, the rally is awarded to the opposing player.

## Section 5. Competition Regulations

### Rule 5.1 Juvenile Playing Rules

#### A. U14 – U17 Championships

GAA Handball Ireland shall organise Singles and Doubles Championships in Under 14, Under 15, Under 16 and Under 17 in both 4-Wall and 60x30.

Duplication is not permitted. A player may not play in both Singles and Doubles in either 4-Wall or 60x30. A player beaten in an earlier round may not be used as a substitute during the course of those particular championships.

- a) Full playing rules apply to Championships in both 4-Wall and 60x30.
- b) Singles and Doubles matches are for the best of three games of 15 points at Under 12, Under 13, Under 14 and Under 15 levels and of two games of 21 points and a tie-breaker to 11 at Under 16 and Under 17 levels.
- c) A game shall be won by the first side scoring 15/21 points as at (b) above.
- d) Under 14 players shall play with the Challenger No. 3 Ball in 60x30 and the Dark Blue Ball in 4-Wall\*
- e) Under 15 and Under 16 players shall play with the Dark Blue Ball in 4-Wall and the standard softball in 60x30\*
- f) Under 17 players shall play with the standard adult ball in 4-Wall\*\* and the standard softball in 60x30\*
  - *\* In the Girls 60x30 the standard ball for U13-U17 age groups is the Challenger 3 ball.*
  - *\*\* In the Girls 4-Wall the standard ball for the U17 age group is the Dark Blue ball.*
- g) Gloves and eye-guards are mandatory in the 4-Wall court. Gloves are optional in the 60x30 court, but eye-guards are compulsory for players up to and including Under 18 level.
- h) A referee shall not allow a player/players not complying with the foregoing rule to commence a game.
- i)
  - (i) A player winning an Under 14 or Under 16 Provincial or All-Ireland title in 4-Wall cannot play Under 15 or Under 17 in that court.
  - (ii) A player winning an Under 15 All-Ireland title in 4-Wall cannot play Under 17 in that court.
  - (iii) A player winning an Under 14 or Under 16 Provincial or

All-Ireland title in 60x30 cannot play Under 15 or Under 17 in that court.

- (iv) A player winning an Under 15 All-Ireland title in 60x30 cannot play Under 17 in that court.

### **B. Competitions/Championships up to U13 Level**

Championships/Competitions are promoted by County Boards and Provincial Councils for players of 13 years of age and under.

- (a) All players Under 12 use the Challenger No. 2 Ball in 4-Wall and 60x30. Players Under 13 use the Challenger No. 3 Ball in 60x30 and Dark Blue Ball in 4-Wall.
- (b) Full rules apply for Under 13.
- (c) Gloves are mandatory in 40 x 20 and eye-guards are mandatory in 60x30 and 4-Wall.
- (d) Full rules apply for players Under 12 in 4-Wall.
- (e) For players Under 12 in 60x30:
  - (i) The service (inside) line shall be the short line and the player shall serve between the service lines.
  - (ii) A ball reaching the back wall in service before the second hop shall be a "dead ball" and shall not count.
  - (iii) In Doubles the server's partner shall stand erect with back to the side wall inside the service/short line until the ball is served, i.e. crosses the short line; otherwise a fault results.
  - (iv) Games are to 15 points.

## **Rule 5.2 Juvenile Team Championships**

### **A. In Under 12/13 Team Competition the following rules apply:**

- 1) A team comprises of 6 players (three of whom must be Under 12) and two substitutes.
- 2) The team plays in three doubles partnerships of any combination.
- 3) Each pair plays two games to 15 points.
- 4) The aggregate score decides the winner.
- 5) In the event of a tie, each team will select a pair to play a tiebreaker to 11 points.
- 6) Full rules apply in both 4-Wall and 60x30.
- 7) The Challenger No 2 is the official ball in 4-Wall and Challenger No 3 is the official ball in 60x30.
- 8) Players must wear eye-guards and gloves in 4-Wall and eye-guards in 60x30 with gloves optional.
- 9) Any player who represented his county at Under 14 level or over is ineligible to play on an Under 12/13 team.
- 10) The competition is open to players who have not won a provincial championship in any age group from Under 14 upwards.
- 11) In the juvenile team competitions, if a player gets injured during a game, a substitute is allowed take the injured players place. Within a match only 2 substitutes are allowed, as long as the team has named sub(s).

Otherwise, in the event of a second or subsequent player getting injured within a match and being unable to continue, and there are no subs, then the opponent(s) is awarded the 15 points for that game and the injured player(s) score remains as it was when the injury occurred. If there is a second game and a player(s) is unable to continue, the game is awarded to the opponent(s) on a score-line of 15-0.

### **B. In Under 14/15 Team Competition the following rules apply:**

- 1) A team comprises of 6 players (three of whom must be Under 14) and two substitutes.
- 2) The team plays in three doubles partnerships of any combination.
- 3) Each pair plays two games to 15 points.
- 4) The aggregate score decides the winner.
- 5) In the event of a tie, each team will select a pair to play a tiebreaker to 11 points.
- 6) Full rules apply in both 4-Wall and 60x30.
- 7) Players must wear eye-guards and gloves in 4-Wall and eye-guards in 60x30 with gloves optional.

- 8) The Dark Blue Ball is the official ball in 4-Wall and the adult ball is the official ball in 60x30.
- 9) The competition is open to players who have not won a provincial championship in any age group from Under 14 upwards.
- 10) In the juvenile team competitions, if a player gets injured during a game, a substitute is allowed take the injured players place. Within a match only 2 substitutes are allowed, as long as the team has named sub(s).

Otherwise, in the event of a second or subsequent player getting injured within a match and being unable to continue, and there are no subs, then the opponent(s) is awarded the 15 points for that game and the injured player(s) score remains as it was when the injury occurred. If there is a second game and a player(s) is unable to continue, the game is awarded to the opponent(s) on a score-line of 15-0.

**C. In Under 16/17 Team Competition the following rules apply:**

- 1) A team comprises of 4 players (two of whom must be Under 16), and two substitutes.
- 2) The team plays in two doubles partnerships of any combination.
- 3) Each pair plays two games to 15 points.
- 4) The aggregate score decides the winner.
- 5) In the event of a tie, each team will select a pair to play a tiebreaker to 11 points.
- 6) Full rules apply in both 4-Wall and 60x30.
- 7) Players must wear eye-guards and gloves in 4-Wall and eye-guards in 60x30 with gloves optional.
- 8) The adult ball is the official ball in 4-Wall and 60x30.
- 9) The competition is open to players who have not won a provincial championship, including team events, in any age group in the relevant code.
- 10) In the juvenile team competitions, if a player gets injured during a game, a substitute is allowed take the injured players place. Within a match only 2 substitutes are allowed, as long as the team has named sub(s).

Otherwise, in the event of a second or subsequent player getting injured within a match and being unable to continue, and there are no subs, then the opponent(s) is awarded the 15 points for that game and the injured player(s) score remains as it was when the injury occurred. If there is a second game and a player(s) is unable to continue, the game is awarded to the opponent(s) on a score-line of 15-0.

### Rule 5.3 Inter-Club Championships

GAA Handball Ireland shall organise Inter-Club Championships in Junior B, Junior and Open in 60x30 and 4-Wall (Fo-Riail 47 (L) refers).

- a) Each team to consist of four players and one substitute. Duplication in different teams is not permitted.
- b) The order of play is as follows:
  - 1<sup>st</sup> Singles = 2 x 15 points
  - Doubles = 2 x 15 points
  - 2<sup>nd</sup> Singles = 2 x 15 points
- c) Before the match commences each team shall exchange lists showing the team members in the order of play, plus a substitute if available.
- d) Aggregate scores shall decide the winner. In the event of a tie, any pair from each team shall play one game of 15 points to decide the winner.
- e) Substitute – Explained
  - 1) If a game has commenced and a player gets injured, the named sub can take his place for the remainder of the game – only 1 sub can be used in a match and the injured player cannot return to the court once the sub has been used.
  - 2) The same rule applies if a player gets injured during the warm-up.
  - 3) In the event of a match being tied after the 3 games are played, the sub can be used in the tie break, even if he has not played earlier in the match.
  - 4) In the event of a second or subsequent player getting injured within a match and being unable to continue, then the opponent(s) is awarded the 15 points for that game and the injured player(s) score remains as it was when the injury occurred. If there is a second game and a player(s) is unable to continue, the game is awarded to the opponent(s) on a score-line of 15-0.



### Rule 5.4 Feile na Gael

- 1) Club team of four players in two pairs and one substitute, team and substitute can interchange before each match. Team in order of play to be supplied to the referee before each match. (*The order of play may be changed for second or subsequent matches*).
- 2) If a player gets injured during a game the substitute is allowed to take the injured players place.
- 3) Each pair play one game to 21 aces or maximum of 15 minutes game, with a point for each win. First service is decided on the toss of a coin. The team receiving in the first game will have first service in the second game.
- 4) When two or more teams in a group tie on points, the placing's are decided on total aggregate aces (*for is totalled first, if still a draw then total against – lowest will be awarded highest placing*). Where aggregate scores are still equal, a play-off to 11 aces between any pair from each side decides the placing's.
- 5) In case of a tie in any final, rules as in 4 apply. First service to be decided on the toss of a coin.
- 6) Full playing rules apply in all games (*As there is a time element to this competition – no time outs are allowed and each player can only serve 1 fault before it's a hand/side out, i.e. if player 1 serves a short ball it's a serve out and player 2 serve's, if player 2 serve's a long serve it's a hand out*).
- 7) Teams to wear Club colours in all matches unless requested to change when colours clash.
- 8) Teams must comprise of Players who are over 10 and under 14 years of age on 1st January in the year of the competition.
- 9) The following balls will be used in each code
  - In the 4-Wall competition the Dark Blue Ball is used.
  - In the 60x30 (Softball) competition the Challenger 3 Ball is used.
  - In the 1-Wall Ball competition the One Wall Ball is used.
- 10) Féile is a Boys or a Girls event - no mixed teams allowed.

### Rule 5.5 Gael Linn 4-Wall Mixed Doubles

- a) The competition is for mixed pairs at Under 13 level (on 1<sup>st</sup> January of year of competition).
- b) One entry per Club. A team consists of one boy and one girl.
- c) Provincial competitions will be held to decide on two teams from each province for the All-Ireland competition.
- d) Defeated All-Ireland quarter-finalists will play in a Sólaís competition.
- e) The format will be timed games as follows:
  - Girl v Girl 10 minutes
  - Boy v Boy 10 minutes
  - Pair v Pair 15 minutes.
- f) Aggregate score decides the winners.
- g) In the event of a tie, the teams will play one doubles game to 11 points to decide the winner.
- h) Juvenile playing rules apply.
- i) **Ball:** Challenger 2                      **Eye-Guards & Gloves:** Mandatory
- j) Úsáid na Gaeilge is to be encouraged during the competition. Terms such as isteach, amach, fada, scór, aon, liathróid, cluiche and simple phrases should be used.

## Rule 5.6 Girls Interprovincial Competitions

### A. 4-Wall Team of 10

- (a) A team consists of 10 players, two at each age group from Under 13 to Under 17.
- (b) Order of play is from Under 13 to Under 17.
- (c) Team in order of play to be supplied in writing to official in charge before play commences.
- (d) Each pair play one game to 21 points.
- (e) The aggregate score decides the winner.
- (f) In the event of a tie, any two players from each side play a tie-breaker to 11 points.
- (g) Full playing rules apply in 40 x 20.
- (h) **Ball:** Dark Blue                    **Eye-Guards & Gloves:** Mandatory

### B. 60x30 TEAM OF SIX

- a) A team consists of 6 players, two at each age group at Under 13, Under 15 & Under 17.
- b) Order of play is from Under 13 to Under 17.
- c) Team in order of play to be supplied in writing to official in charge before play commences.
- d) Each pair play's two games to 15 points.
- e) The aggregate score decides the winner.
- f) In the event of a tie, any two players from each side play a tie-breaker to 11 points.
- g) Full playing rules apply in 60 x 30.
- h) **Ball:** Challenger 3                    **Eye-Guards & Gloves:** Mandatory
- i) The competitions will be run off on one day in a suitable venue.
- j) The venues will be decided by National CCC and will be rotated around the provinces, depending on entries received.

## Rule 5.7 Boys Colleges (4-Wall & 60x30 Championships)

### 1. FIRST YEARS

- a) **Competitions:** Singles and Doubles to Provincial level only for pupils in their first year in Second Level education.
- b) **Scoring:** Best of 3 games to 15 points.
  
- c) **Ball:** 4-Wall - Dark Blue                      60x30 - Challenger 3
- d) **Gloves:** 4-Wall - Compulsory                      60x30 - Optional
- e) **Eye-guards:** 4-Wall - Compulsory                      60x30 - Compulsory

### 2. JUNIOR

- a) **Competitions:** Singles and Doubles to All-Ireland level for pupils Under 15 on 1st September at start of School Year.
- b) **Scoring:** Best of 3 games to 15 points.
  
- c) **Ball:** 4-Wall - Dark Blue                      60x30 - Challenger 3
- d) **Gloves:** 4-Wall - Compulsory                      60x30 - Optional
- e) **Eye-guards:** 4-Wall - Compulsory                      60x30 - Compulsory

### 3. INTERMEDIATE

- a) **Competitions:** Singles and Doubles to All-Ireland level for pupils Under 17 on 1st September at start of School Year.
- b) **Scoring:** Best of 3 games to 15 points.
  
- c) **Ball:** 4-Wall - O'Neills International  
60x30 – Adult Softball
- d) **Gloves:** 4-Wall - Compulsory                      60x30 - Optional
- e) **Eye-guards:** 4-Wall - Compulsory                      60x30 - Compulsory

### 4. SENIOR

- a) **Competitions:** Singles and Doubles to All-Ireland level for pupils Under 19 on 1st September at start of School Year.
- b) **Scoring:** Best of 3 games to 15 points.
  
- c) **Ball:** 4-Wall - O'Neills International  
60x30 – Adult Softball
- d) **Gloves:** 4-Wall - Compulsory                      60x30 - Optional
- e) **Eye-guards:** 4-Wall - Compulsory                      60x30 – Compulsory

## 5. GENERAL NOTES

- a) A player may compete in one grade and in one competition only, i.e. a player may compete only in Singles or Doubles in one grade.
- b) The scoring system for each grade corresponds with that for the same age group in championships administered by the Irish Handball Council.

### Rule 5.8 Girls Colleges (4-Wall & 60x30 Championships)

#### 1. FIRST YEARS

- a) **Competitions:** Singles and Doubles to Provincial level only for pupils in their first year in Second Level education.
- b) **Scoring:** Best of 3 games to 15 points.
- c) **Ball:** 4-Wall - Dark Blue                      60x30 - Challenger 3
- d) **Gloves:** 4-Wall - Compulsory                      60x30 – Compulsory
- e) **Eye-guards:** 4-Wall - Compulsory                      60x30 - Compulsory

#### 2. JUNIOR

- a) **Competitions:** Singles and Doubles to All-Ireland level for pupils Under 16 on 1st September at start of School Year.
- b) **Scoring:** Best of 3 games to 15 points.
- c) **Ball:** 4-Wall - Dark Blue                      60x30 - Challenger 3
- d) **Gloves:** 4-Wall - Compulsory                      60x30 – Compulsory
- e) **Eye-guards:** 4-Wall - Compulsory                      60x30 - Compulsory

#### 3. SENIOR

- a) **Competitions:** Singles and Doubles to All-Ireland level for pupils Under 19 on 1st September at start of School Year.
- b) **Scoring:** Best of 3 games to 15 points.
- c) **Ball:** 4-Wall – Dark Blue                      60x30 – Challenger 3
- d) **Gloves:** 4-Wall - Compulsory                      60x30 – Optional
- e) **Eye-guards:** 4-Wall - Compulsory                      60x30 - Compulsory

#### 4. GENERAL NOTES

- a) A player may compete in one grade and in one competition only, i.e. a player may compete only in Singles or Doubles in one grade.

## Section 6. Appendix

### Appendix 6.1 National Fixtures & Postponements Policy

#### General Items

- a) A Fixture is such only when it has been decided by CCCC when and where a match between two sides is to take place.
- b) Requests for changes of dates for specific games scheduled in Clár na Bliana must comply with the following conditions:
  - (i) The request must be submitted to the office and the provincial representative on CCCC in writing / E mail by the Rúnaí Contae.
  - (ii) The reason for the change of the date request must be given c. Dates when the player/s is/are available to play must be given.  
d. A request made directly to the office by a player(s) will not be tolerated under any circumstances.
- c) A change to alternative day on the same weekend for which the fixture(s) have been scheduled as per Clár shall not be regarded as a postponement. Requests for such a change must be forwarded in writing/E mail to the office and the provincial representative on CCCC no later than the first working day after a player qualifies by the Rúnaí Contae. Such requests will only be facilitated if the opposing county agrees to the proposed change.
- d) If, when a fixture has been made, a player cannot play, and a request for a change of date cannot be accommodated then the county must field a substitute or concede the match. Congress, in 1999 and 2000, affirmed the Ard Chomhairle policy of no postponements except as outlined in point (e) below.
- e) A postponement is allowed only in the case of a death and a re-fixture shall be made no earlier than seven days after the burial, unless by the agreement with the bereaved player.
- f) Where a county cannot fulfil a fixture, the office must be notified immediately and certainly no less than 48 hours before the time of the fixture. The office shall then notify the opposing county, the venue official, the referee and CCCC.
- g) If, for genuine reasons, a county cannot fulfil a fixture and the office is closed (within 48 hours of the fixture) the Rúnaí Contae must contact his counterpart in the opposing county and notify him of the county's inability to fulfil the fixture. He must also notify the venue, and the provincial representative on the CCCC.
- h) A county failing to notify the office – or the opposing county and venue – as per 6 and 7 above, CCCC propose a fine of €63.50.
- i) A championship fixture is an inter-county fixture and not an individual fixture.
- j) Players may not re-schedule fixtures between themselves.
- k) County officers may not re-schedule fixtures already made.

- l) For a multi game programme all players must check in with the venue official before the allotted start time of the programme.
- m) A player who is more than 15 minutes late for a programme start time forfeits the game.

### **Open and Handball Competitions**

- All games to be played on or before the schedule date as per the Clár Neutral venues to be used where possible

### **All Ireland Adult Semi Finals**

1. If a player(s) cannot play on a semi-final weekend, then they automatically lose their home province advantage if their game was due to be a home province game.
2. A home venue is a home provincial venue and not necessarily a home county venue.
3. Where possible there will be no standalone semi-final or final fixtures.

### **Weekend, Team & Colleges Events**

1. No postponements allowed, all games to be played as per the date on the Clár.

**NOTE:** *In exceptional circumstance the CCCC have the right with a majority consenting to change a fixture.*

- Rev A Updated at CCCC meeting dated 14-06-14
- Rev B Updated at CCCC meeting dated 10-09-14
- Rev C Updated at CCCC meeting dated 07-01-16