



Florida Southern College Intramural Team Handball Rules

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) Jewelry, pockets, and metal cleats are not allowed.
- 3) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID . All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- x Is pursuing a degree during the year in which he/she is classified as a part-time student.
- x Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- x Has paid the college activity fee.
- x Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be confiscated and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

The Court

Games will be played in the HWC Gym.

Players

A team shall consist of 6 players (5 field players and a goalie). A team can play with a minimum of 4 players. Each team must use a goal-keeper at all times.

Field Players:

- x May not enter the goalie arc unless their momentum carries them into the area
 - o This applies to the offense and the defense
 - o If this happens, they must immediately leave the goalie arc once their moment has stopped without playing the goalie or an offensive players

must immediately leave the goalie arc if the shot is missed and play resumes.

- x Cannot reach into the goalie arc to retrieve the ball

Equipment

No jewelry is allowed in Team Handball.

Field players will wear one color while their goalie will wear another separate color from the two teams and the other goalie.



- x The first team to score a goal wins
- x Winner of the coin toss chooses between shooting first or which goal to shoot at

Substitutions

Substitutions are made during dead ball situations only from the team bench area near the score table

Example: after a score, officials whistle for out of bounds, fouls, etc.

**Any other rule clarifications will be made the day of the tournament or at the captains' meeting.