

GENERAL RULES OF INTER-SCHOOL HANDBALL COMPETITION

1. Unless otherwise stated, the rules of the International Handball Federation (IHF) shall be applied.
2. **CLASSIFICATION OF TEAMS**
 - 2.1 A single round robin system shall be adopted in the preliminary round. Final round will be in knock out basis.
 - 2.2 3 points shall be awarded for a win, 1 point for a draw, 0 point for a loss and -3 points for a walk over.
 - 2.3 In case of walk over, the score shall be recorded as 12:0.
 - 2.4 If two teams tie on point, the winner will be decided by:
 - 2.4.1 the winner of the match between the two teams shall be awarded the higher position; if the match ended in a draw.
 - 2.4.2 Goal differences of all the matches competed by the two teams in the league; if still undecided;
 - 2.4.3 The team with the highest number of goals scored shall be awarded the higher position, if still undecided;
 - 2.4.4 to be resolved by the Management Committee.
 - 2.5 If three or more teams tie on points, the winner will be decided by:
 - 2.5.1 Goal differences in the matches among teams concerned; if undecided,
 - 2.5.2 The team with the highest number of goals scored in the matches among teams concerned shall be awarded the higher position; if undecided,
 - 2.5.3 Goal differences of all the matches competed by teams concerned in the league; if still undecided,
 - 2.5.4 The team with the highest number of goals scored shall be awarded the higher position; if still undecided;
 - 2.5.5 to be resolved by the drawing lots.
 - 2.5.6 If at any stage, using the criteria in item 2.5.1-2.5.3, a multiple team tie is reduced to a tie involving only two teams, the procedure in item 2.4.1 will automatically be applied. If it is reduced to a tie still involving three or more teams, the procedure beginning with item 2.5.1 is repeated.
 - 2.6 In the case of a draw in full time in knock out stage, the match will be decided by taking of the 7-metre throw.
 - 2.6.1 Each team will take 5 throws alternatively to decide the winner.
 - 2.6.2 All registered players of the match who are not disqualified, excluded, or suspended when the whistles finished at the second half are entitled to throw.
 - 2.6.3 Each throw will be taken by different players.
 - 2.6.4 If scores are equal after five throws for each team, the process is repeated using "sudden death" method until a decision is reached.
 - 2.6.5 In the second (or any other following) set of five throws, a further five players entitled to throw are named (players who have thrown may be used again).

3. TEAMS

- 3.1 Boys - A Grade, B Grade and C Grade.
- 3.2 Girls - Senior Grade (A & B1) and Junior Grade (B2 & C).
- 3.3 A minimum of 5 players must be present before a team can play.
- 3.4 Each team may register at most 16 members for a match.

4. BALLS

- 4.1 Boys A Grade: Size No.3
Boys B, C and Girls Senior Grade: Size No.2
Girls Junior Grade: Size No.1
- 4.2 Both teams shall supply a match ball that conforms to the rules of the game. The referee will decide which ball will be used for competition.

5. UNIFORM AND COLOURS

- 5.1 All the court players on a team must wear identical uniforms. The combinations of colours and design for the two teams must be clearly distinguishable from each other.
- 5.2 Players used in the goalkeeper position on a team may wear different uniforms, with colour that distinguishes them from the court players of both teams and the goalkeeper(s) of the opposing team.
- 5.3 In the event that any court player is required to become a goalkeeper after match begins, such player will be allowed to wear a "number vest with openings" on top of its court playing shirt so as to expose the player's original number to become a goalkeeper. Such number vest must also bear school name / abbreviation / badge, which should be sewn or stenciled on permanently.
- 5.4 No player can wear black colour uniform which has been reserved for the referee.
- 5.5 The players must wear numbers that are at least 20cm high in the back of the shirt and at least 10cm in the front. The numbers used should be from 1 to 99. There should be no duplicate number on the same team.
- 5.6 The colour of the numbers must contrast clearly with the colours and design of the shirt.
- 5.7 Please refer to General Rules of Sports Competition item 7 &8.
- 5.8 Teams should follow the decision of referee for issue of clash or similar of colour and the match should go on under the decision of referee.
- 5.9 In the case of controversy on uniform and colours, the referee's decision is final.

6. REFEREES

- 6.1 Official referees and a scorer/timekeeper shall be appointed by the Handball Association of Hong Kong, China for all matches.
- 6.2 Should the appointed referees and scorer/timekeeper fail to turn up within 5 minutes of the scheduled starting time of a match, the teacher-in-charge of the teams concerned shall arrange between themselves a referee to officiate the game.
- 6.3 In the event of bad weather, the referee and the duty officer have the power to decide on postponement if the ground is not suitable for competition.
- 6.4 In the event of amber rain storm warning, all OUTDOOR handball matches will be cancelled automatically but indoor matches will be conducted as usual.
- 6.5 Please refer to General Rules of Sports Competition Item 6 for further information on inclement weather.

7. DURATION OF THE GAME.

20 minutes each half.

8. DISCIPLINE

8.1 Please refer to General Rules of Sports Competition item 3.

8.2 A red card shall only result in a mandatory suspension of the current match.

8.3 If a blue card showing after the red card, the player will serve his suspension of the current match and the coming match immediately. Referee shall forward written report to the management committee for necessary action.

9. INTERRUPTION OF PLAY

In the case when a match cannot be completed during any time of play (1st half, 2nd half and 7 metre throw) and the Management Committee has decided a replay, team players, scores and foul record will be retained and the remaining time to be replayed.

校際手球比賽章則

1. 除特別聲明外，所有比賽均依照國際手球協會所訂之比賽規則舉行。
2. 球隊名次之制定
 - 2.1 初賽採用單循環制，決賽採用淘汰制。
 - 2.2 勝方得三分，負方得零分。打和者各得一分，棄權者得負三分。
 - 2.3 棄權之記錄為十二比零。
 - 2.4 如兩隊同分時，則以下列方法訂定名次
 - 2.4.1 以該兩隊之間的比賽勝負而定。
 - 2.4.2 如打和時，則以雙方在所有賽事中之得失球差定名次。
 - 2.4.3 如相同時，則以得球較多者排先。
 - 2.4.4 如仍未分勝負，則交由管委會處理。
 - 2.5 如三隊或以上同分時，則以下列方法訂定名次：
 - 2.5.1 有關隊伍互相比賽之得失球差定名次。
 - 2.5.2 如相同時，則以有關隊伍在有關賽事中之得球定名次。
 - 2.5.2 如再相同時，則以有關隊伍在所有賽事中之得失球差定名次。
 - 2.5.3 如再相同時，則以得球較多者排先。
 - 2.5.4 如仍未分勝負，則交回管委會以抽籤定名次。
 - 2.5.5 若依據 2.5.1 至 2.5.3 款之判定標準，僅餘兩隊仍相等，則使用 2.4.1 款之判定標準制定名次。若依據 2.5.1 至 2.5.3 款之判定標準，仍餘三隊或以上相等時，再依據 2.5.1 款再重複判定名次。
 - 2.6 如於淘汰賽全場比賽完結時賽和，得以互射七米球定勝負
 - 2.6.1 每隊派 5 名球員輪流射七米球定勝負。
 - 2.6.2 除被判罰退場、驅逐離場或取消資格的球員外，該場比賽的登記球員均可被指派互射七米球。
 - 2.6.3 每一球必須由不同球員主射。
 - 2.6.4 如第一輪互射七米球後仍賽和，第二輪開始以“突然死亡”方式定勝負。
 - 2.6.5 在第二輪（或其後的輪次），每隊再指派 5 名球員主射，曾主射的球員可再被指派主射七米球。
3. 比賽隊伍
 - 3.1 男子一甲組、乙組及丙組。
 - 3.2 女子-高級組（甲及乙一）及初級組（乙二及丙）。
 - 3.3 球隊須有最少 5 名球員方准出賽。
 - 3.4 每場比賽每隊可於記錄表上填寫 16 名球員。
4. 比賽用球

- 4.1 男子甲組：三號手球。
男子乙、丙組及女子高級組：二號手球。
女子初級組：一號手球。
- 4.2 比賽雙方須預備一個標準手球供裁判選擇。

5. 球衣

- 5.1 同隊的場內球員必須穿著劃一的制服，其顏色及圖案必須與比賽對隊有明顯的區別。
- 5.2 同隊的守門員無需穿著劃一的制服（同色同款），但必須與兩隊場內球員及對隊守門員有明顯的區別。
- 5.3 賽事中途如遇守門員出缺，其他隊員可穿前後開洞的號碼背心擔任守門員。惟該號碼背心必須永久縫上或印上學校名稱/簡稱/校徽。
- 5.4 所有球員不能穿著黑色球衣，黑色為裁判專用。
- 5.5 球員必須穿著背面印有高度不少於二十厘米而前面高度不少於十厘米的號碼的球衣。球員號碼應由一至九十九號，隊中不能有相同號碼。
- 5.6 號碼的顏色必須與球衣及其圖案的顏色有明顯的對比。
- 5.7 請參照比賽通則第七項及第八項。
- 5.8 如裁判認為主客雙方的球衣顏色有明顯分別而沒有妨礙比賽時，雙方球隊必須作賽。
- 5.9 任何有關比賽服裝、球衣及顏色之爭議，當場裁判的裁決為最終決定。

6. 裁判

- 6.1 裁判員及記錄員由中國香港手球總會委派。
- 6.2 如指定工作人員在法定比賽時間內 5 分鐘仍未到場，則雙方負責職員應在彼此同意下公舉一人為該場比賽裁判。
- 6.3 如遇惡劣天氣，由裁判及場地主委視乎場地情況而決定賽事應否進行。
- 6.4 當黃色暴雨警告訊號生效期間，所有室外手球比賽自動取消，但室內比賽仍如期舉行。
- 6.5 其他有關天氣之通則請參閱比賽通則第六項。

7. 比賽時間

每半場 20 分鐘。

8. 紀律

- 8.1 請參照比賽通則第三項。
- 8.2 被判罰紅牌之運動員只在犯規之一場比賽中停止參與餘下時間之比賽，並不用運於下一場停賽。
- 8.3 被判罰紅牌後再被罰藍牌之運動員需在犯規之一場比賽中停止參與餘下時間之比

賽及於下一場自動停賽，裁判應以書面向管委會報告。

9. 比賽中斷

如比賽中斷需安排重賽，將保留當日所有記錄，包括球員名單、成績及犯規記錄，重賽時只補回餘下時間。