

# Handball

## Team Formation Rules (For Boys)

1. 9 players in one team (7 on-field players + 2 substitutes).
2. There should be players from minimum 3 batches in each team.
3. Maximum 4 Inter-IIT players (excluding TT, chess and swimming) are allowed in each team but only a maximum of 3 Inter IIT players can be on the field at the same time. Only two players from **inter-iit Basketball** players will be allowed.
4. MTech, Phd, MSc and Faculty will be considered different batches.
5. Inter IIT players from previous two years are taken into consideration.

## Team Formation Rules (For Girls)

1. 7 Women in one team (5 on-field players + 2 substitutes).
2. There should be players from minimum 3 batches in each team.
3. Maximum 4 Inter-IIT players (excluding TT, chess and swimming) are allowed in each team.
4. MTech, Phd, MSc and Faculty will be considered different batches.
5. Inter IIT players from previous two years are taken into consideration.

## Game Rules

### Duration

15 minutes with an interval of 10–15 minutes. The semifinals and finals will have two periods of 20 minutes each.

### Summary

1. Two teams of seven players (six field players plus one goalkeeper) take the field and attempt to score points by putting the game ball into the opposing team's goal. In handling the ball, players are subject to the following restrictions:
2. After receiving the ball, players can pass, keep possession, or shoot the ball.
3. If possessing the ball, players must dribble (similar to a basketball dribble), or can take up to three steps for up to three seconds at a time without dribbling.
4. No attacking or defending players other than the defending goalkeeper are allowed to touch the floor of the goal area (within six metres of the goal). A shot or pass in the goal area is valid if completed before touching the floor. Goalkeepers are allowed outside the goal area, but are not allowed to cross the goal area boundary with the ball in their hands.

5. The ball may not be passed back to the goalkeeper when they are positioned in the goal area.
6. Field players are allowed to touch the ball with any part of their bodies above and including the knee.
7. A player who is in possession of the ball may stand stationary for only three seconds, and may take only three steps. They must then either shoot, pass, or dribble the ball.
8. Taking more than three steps at any time is considered travelling, and results in a turnover.
9. A player may dribble as many times as they want , as long as during each dribble the hand contacts only the top of the ball.
10. After the dribble is picked up, the player has the right to another three seconds or three steps. The ball must then be passed or shot, as further holding or dribbling will result in a double dribble turnover.
11. Other offensive infractions that result in a turnover include charging, setting an illegal screen, or carrying the ball into the six-meter zone.
12. If the ball crosses the outer goal line without interference from the defending team or when deflected by the defending team's goalkeeper, or when the attacking team violates the D-zone as described above, **a goalkeeper-throw** is awarded to the defending team. The goalkeeper resumes the play with a throw from anywhere within the goal area.
13. **A seven-meter throw** is awarded when a clear chance of scoring is illegally prevented anywhere on the court by an opposing team player, official, or spectator. It is awarded also when the referees have interrupted a legitimate scoring chance for any reason.

**Other throws:** (will be explained by referee before game)

1. Throw in
2. Through off
3. Free throw

## Referees

1. Lakshmi narayan meena
2. Yash Bohre
3. Jammu Tarun
4. Bikramjot Singh Dhindsa
5. Kartik Mandlekar

## Event Coordinators

1. Jammu Tarun Kumar (9490948012)

2. Bikramjot Singh Dhindsa (7436069886)