

COMMON HOME BALL® RULES

HOME BALL® FOOTBALL



HOME BALL® HANDBALL



HOME BALL® WHEELCHAIR



THE AIM OF THE GAME

Two teams compete, the aim is to win the game by scoring more points than the opposing team within the allotted time. Physical contact is not allowed.

DURATION OF A MATCH: 5MN

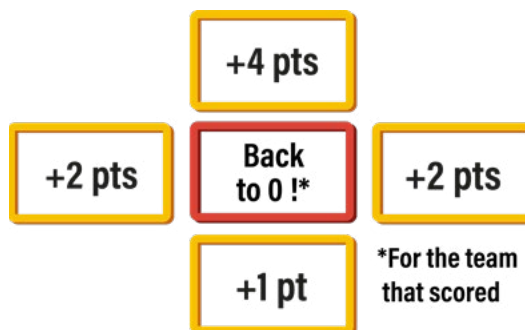
FIRST HALF	HALF TIME	SECOND HALF
2'30	1'	2'30

5 TARGETS PER SIDE

The aim is to score as many points as possible in the yellow targets of the opposing team. But be careful, if a player scores in a red target, his/her team's score returns to 0.



Be careful of changes in ball directions because it is the last player to touch the ball who is penalized!



Values of targets

RESTART

KICK-OFF FIRST HALF

At the start of the first half of the match, the team that wins the RPS (Rock, Paper, Scissors) chooses its side of the court and wins the kickoff.



KICK-OFF SECOND HALF

The teams change sides and the kickoff is by the team which did not kick off the first half.



AT EACH KICKOFF AND RESTART:

- All players must be in their half of the court
- A pass is required before shooting

RESTART DURING THE MATCH

- When a team scores, it is the opposing team which restarts.
- When the referee awards a free kick to a team

IF A DRAW: If the teams are tied at the end of regulation time, then overtime yellow target winner (first team to score wins) or penalty shootout.

WHEELCHAIR HANDBALL HOME BALL®

ADDITIONAL OFFICIAL RULES

SCAN THE QR CODE AND
LEARN ALL ABOUT OUR
WHEELCHAIR HANDBALL
GAME



GAME MODE: Using your feet is not allowed.

BALL: Home Ball® Football diameter 200mm, 300gr



	COURT 4M50 X 4M50	COURT 6M50 X 6M50	COURT 8M50 X 8M50
COMPETITIVE PLAY	<p>1 VS 1</p> <p>1 FREE PLAYER PER TEAM</p>	<p>2 VS 2</p> <p>2 FREE PLAYERS PER TEAM</p>	<p>3 VS 3</p> <p>2 FREE PLAYERS + 1 CENTER PER TEAM</p>
LEISURE PLAY	<p>2 VS 2</p> <p>2 FREE PLAYERS PER TEAM</p>	<p>3 VS 3</p> <p>2 FREE PLAYERS + 1 CENTER PER TEAM</p>	<p>4 VS 4</p> <p>2 FREE PLAYERS + 2 CENTERS PER TEAM</p>

ADDITIONAL REGULATIONS

- When a player recovers the ball or receives a pass, s/he must stop moving.
- The ball carrier is not allowed to move or dribble, but the other players can move freely.
- Passing and shooting are done while stationary with the exception of the “volley shot” which can be done while moving because the shooter does not catch the ball, s/he simply deflects it with a brief tap. **WARNING: On the other hand, if the player scores and ends his/her action in the opposing defense zone, then the goal is disallowed.**
- When a player shoots and the ball does not go in, if this same player recovers the ball first, s/he has to pass to a teammate before being able to shoot again (except in 1vs1).

IN-GAME BANS

NO-GO'S	<ul style="list-style-type: none"> • Move forward for the ball carrier • Dribbling • Fully entering the opponents' defense area • Entering a playing area not allowed by your position • Keeping the ball for more than 5 seconds 	SANCTIONS	<p>INDIRECT FREE KICK</p> <p>Each player returns to their own half of the court and the team that was fouled restarts.</p>
	<ul style="list-style-type: none"> • Intentionally touching the ball with your feet • Holding or pushing your opponent • Dangerous and poor play • Holding or throwing yourself into the nets • Defending in the red area 		<p>PENALTY</p> <p>The player who has been fouled or their partner is positioned in the center of the court and shoots without the opposing team being able to defend. WARNING! If the shooter sends the ball into the red target, their team's score returns to 0!</p>
	<ul style="list-style-type: none"> • Poor play • Lack of respect for the referee / players • Dangerous gestures • Failure to comply with safety instructions 		<p>REFEREE LOSS DECISION</p> <p>The sanctioned team instantly loses with a score of 15 to 0.</p>