



WINTER GAMES



GREATER MANCHESTER SCHOOL GAMES 2017

UNDER 13 BOYS & GIRLS HANDBALL COMPETITION

Tuesday 21st March 2017

National Cycling Centre (Opening Ceremony in Outdoor Arena first)

SCHOOL GAMES BACKGROUND INFORMATION:

The Greater Manchester School Games aims to further revive the culture of competitive sport in schools. This exciting new concept will harness the power of the Olympics and Paralympics and is designed to motivate and enthuse more young people than ever before to participate in high quality, meaningful competition within and across schools, supporting them in achieving their own personal best in sport and in life.

The competition will run across three distinct, but integrated levels (see below) providing a simple and progressive pathway culminating in a multi sport festival (level 3) that will showcase the very best of competitive sport across the County.

Level 3 – Greater Manchester School Games

Level 2 – Inter-school competition

Level 1 – Intra-school competition



Teams from Primary, Secondary and Special Schools will win the right to compete in the Level 3 Games having qualified through their local level 2 inter-school competitions. The 'Winter Games' will feature thirteen sports; all of which will be delivered simultaneously utilizing a number of the City's world class sporting facilities.





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COMPETITION PATHWAY:

In partnership with the England Handball, the Greater Manchester Local Organising Committee proudly presents the Under 13 Boys and Girls Handball Competition. The event is aimed at encouraging more young people to participate in and enjoy competitive Handball and it is hoped it will also be used as a catalyst for ongoing participation and development.

The School Games competition is open to all schools; however they must have qualified through their local SGO area/borough heats in order to progress to the County Final. The event is aimed at new and emerging schools and therefore not for those who already compete in the Under 13 National Schools Cup. If Schools do take part in this Cup, they should enter their 'B' team.

The competition adopts a simple pathway as follows:

1. SGO Area/Borough Stage

Secondary Schools within an SGO area/Borough will be encouraged to enter the first stages of the competition at a venue local to their school. The winning boys' team and winning girls' team from the Borough will then be invited to the School Games County Final.

2. Greater Manchester School Games County Final

This stage of the competition will be organised in partnership with the England Handball and will comprise of the winning boys and girls teams from across Greater Manchester.

NB An athlete can only represent their school in one sport at the GM School Games County Final.

STANDARD RULES:

Age Groups

- Boys and girls will compete separately. All players must be from Year 7 and/or Year 8.

Team Composition

- Each squad should have maximum of 14 players with 7 players on court at any time (6 field players and 1 goalkeeper).
- Substitutes may enter the game at any time through the substitution area as long as the player they are replacing has left the court
- All field players of a team wear identical, coloured uniforms. Goalkeepers wear uniforms that differ from those of the field players.

Court/Equipment Requirements

- A size 1 (girls) and size 2 (boys) ball should be used – It is very important players must be able to grip the ball in one hand.
- All matches should be played on or as close to a standard handball court (see appendix.1).
- The goal height is 2 metres; the goal width is 3 metres.
- The 6 meter line is the most important line – No one except the goalie is allowed to stand in the goal area – Players may jump into the area if the ball is released before landing in the area.

Competition Format

- At SGO area/Borough level, local organisers will decide on the format i.e. 'home & away' leagues, Central Venue festivals or one off tournament. Leagues are the preferred model to encourage regular participation.



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- An official game is 2 x 15 minutes; however the playing time can be varied depending on the number of teams/courts.

Referees

- Referees have complete authority. Their decisions are final. Progressive punishment is given to players who do not follow the rules of fair play or violate the rules in any other way.
 - Warning (Yellow card)
 - 2 minute suspension
 - Disqualification (Red Card)

See appendix.2 for Referee signals.

Playing the Game

All games are to be played in accordance with EHA rules

THE ATTACKING PLAYERS

ALLOWED

Throw and catch the ball using hands and arms

Pass the ball to a team mate

Bounce the ball with one hand and catch it again

Take a maximum of 3 steps before having to dribble or pass

Move outside the goal areas

Touch the ball in the air above the goal area

Break through the defence

Pass the ball in order to create a scoring chance

NOT ALLOWED

Block or kick the ball using the feet

Hold the ball for more than 3 seconds

Bounce the ball, catch it and bounce it again = Dribble fault

Take more than 3 steps with the ball

Enter the goal area

Touch the ball lying inside the goal area

Charge the opponent or run into a defending player = Offensive foul

Keep the ball in the team's possession without creating a scoring chance = Passive play

CONSEQUENCES

Free throw for the defending team

Free throw for the defending team

Free throw for the defending team

Free throw for the defending team

Goalkeeper throw

Free throw for the defending team

Free throw for the defending team

Free throw for the defending team

THE DEFENDING PLAYERS

ALLOWED

Use the hands and arms to block the ball

Make a frontal body contact with the attacking player

Stay outside the goal area

Stay at least 3m from attacking player when executing a throw to (re)start the game

NOT ALLOWED

Pull or hit the ball out of the hands of the attacking player

Hold the attacking player's body/shirt, push run or jump into him/her.

Use the goal area as a defence position / prevent a clear scoring chance

Interfere with an attacking player when executing a throw to (re)start the game

CONSEQUENCES

Free throw for the attacking team

Free throw/progressive punishment

7 metre throw

Progressive punishment



THE GOALKEEPER

ALLOWED

Touch the ball with any part of the body inside the goal area

Leave the goal without the ball and play as a field player

NOT ALLOWED

Take the ball into the goal area from outside the 6m line

Leave the goal area with the ball

CONSEQUENCES

Free throw for the attacking team

Free throw for the attacking team

Passive Play: It is illegal to keep the ball in a team's possession without making a recognizable attempt to attack and to try to score. In other words, a team can only hold the ball for 3 seconds

Throw-Off: A throw-off is taken by the team that wins the coin toss and chooses to start the game with the ball. Each team must be in its own half of the court with the defence 3 meters away from the ball. Following a whistle, the ball is passed from centre court to a teammate and play begins. Throw-off is repeated after every goal scored and after half-time.

Fair Play

- The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

HEALTH & SAFETY:

Before any matches take place, the following **MUST** be read and adhered to:

- Long hair must be tied back
- No jewellery should be worn
- All loose clothing must be tucked in and shoelaces tied
- No chewing gum/sweets
- Please ensure your pupils bring some liquid refreshments with them.
- Please make sure all players warm up appropriately before each match.
- When not playing, please ensure that you remain away from the court and do not get in the way or distract the officials.
- First aiders will be on site, however please ensure your pupils bring with them any medical supplies they may need i.e. asthma inhalers.
- Please ensure that your pupils have been thoroughly briefed with regards to health and safety.
- All team teachers must ensure their pupils are under adult supervision at all times, even when not playing. During this time teams can watch the other matches.

DEADLINE FOR ENTRY: FRIDAY 3rd MARCH 2017*

***please note if you enter past this deadline your school will not feature in pre-press material or the lanyard.**



Appendix 1

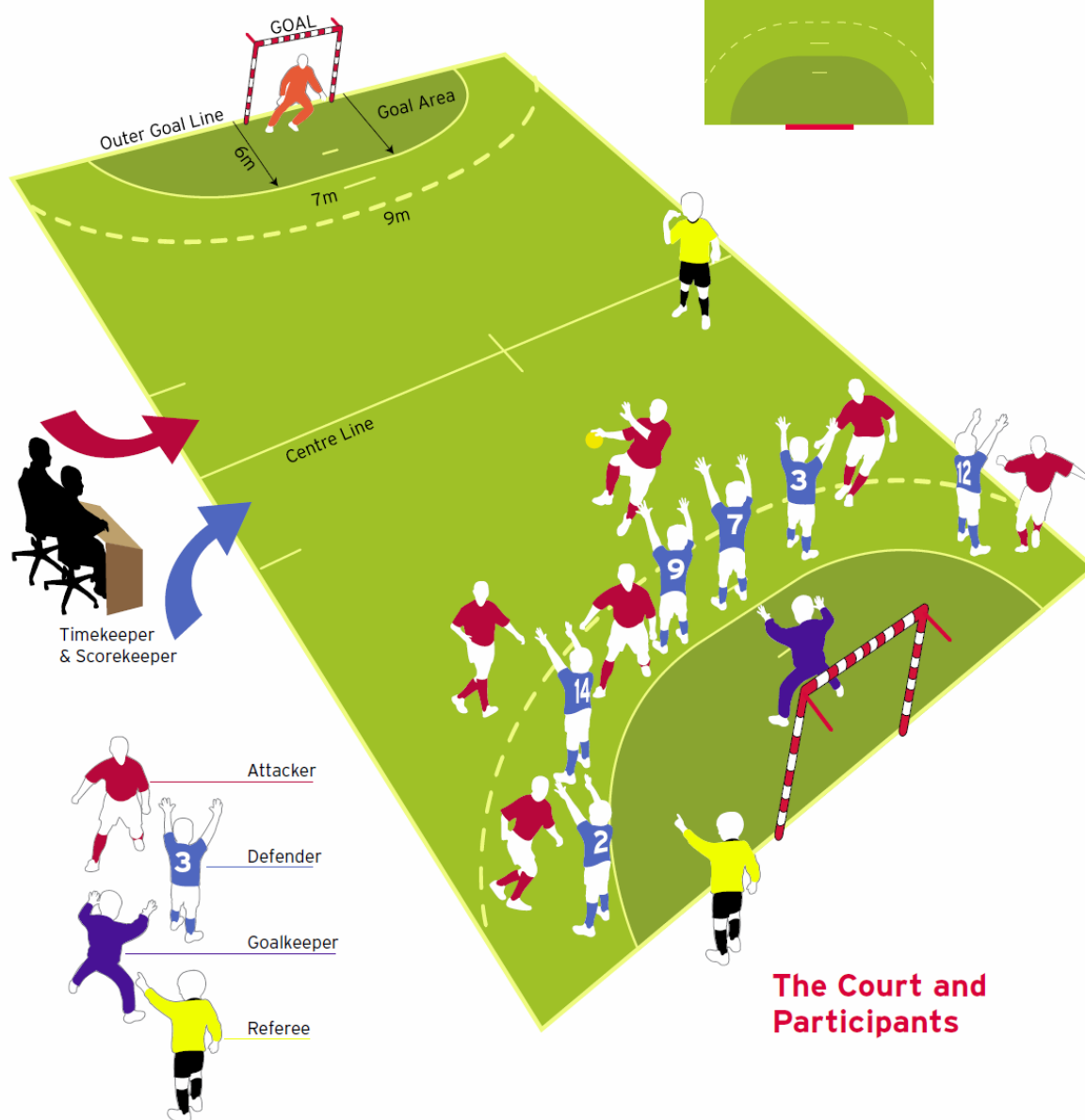


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Handball in 5 Minutes

Playing Court
40 x 20 metres

Goals:
3 x 2 metres

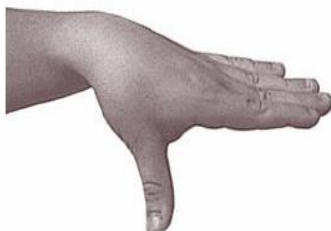


Appendix 2

Referee Signals

// FREE THROW

A free throw is awarded either when the defending players or the team in possession of the ball commit a rule violation.



// OFFENSIVE FOUL

An offensive foul results in a free throw for the defending team.



// GOALKEEPER THROW

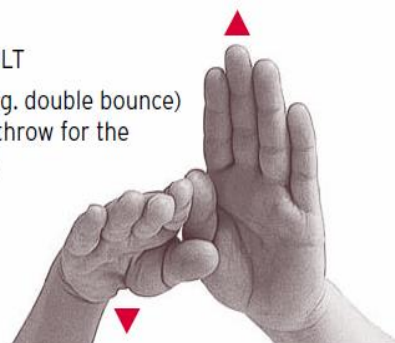
- A goalkeeper throw is awarded when: a player of the attacking team touches the ball when it is rolling or lying on the floor in the goal area.

- the goalkeeper has control of the ball in the goal area or when the ball has crossed the outer goal line.



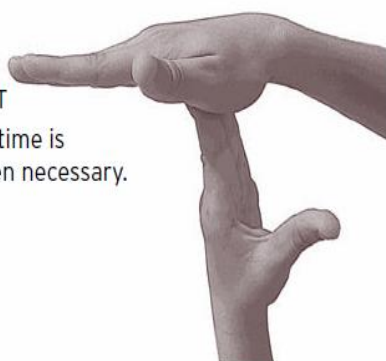
// DRIBBLE FAULT

A dribble fault (eg. double bounce) results in a free throw for the defending team.



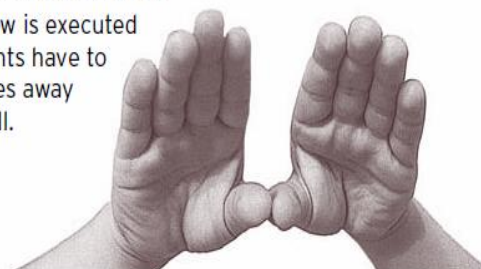
// TIME OUT

The playing time is stopped when necessary.



// KEEP THE 3M DISTANCE

While a throw is executed the opponents have to stay 3 metres away from the ball.



// STEPS

Taking more than 3 steps with the ball results in a free throw for the defending team.



// THROW IN

A throw-in is awarded when the ball goes outside the court.

