



Goal
A legal goal has been scored (the entire ball has completely crossed the goal line) and the referee confirms with two short whistle signals and this hand signal.

2x short




Illegal dribble
The player with the ball violated the rules of dribbling and the referee confirms with one short whistle signal and this hand signal.

1x short




Too many steps or holding the ball for more than 3 seconds
The player is permitted to take a maximum of 3 steps with the ball in his/her hands, and to hold the ball for a maximum of 3 seconds after taking his/her steps. The referee confirms these rule violations with one short whistle signal and this hand signal.

1x short




Restraining, holding or pushing
The referee confirms this rule violation with one short whistle signal and this hand signal. Foul committed by defender can result in progressive punishment.

1x short




Passive play
The referee confirms this rule violation with one short whistle signal and this hand signal. The team loses possession of the ball.

1x short




Time-out
The referee confirms the team time-out with three short whistle signals and this hand signal. One team can have 3 time-outs, but only two in one half and only one in the last 5 minutes of the second half.

3x short




Leg
When a ball touches a player's leg below the knee, the referee confirms this rule violation with one short whistle signal. Team loses possession of the ball.

1x short




Hitting
The referee confirms this rule violation with one short whistle signal and this hand signal. Foul committed by defender can result in progressive punishment.

1x short




Offensive foul
The referee confirms this rule violation with one short whistle signal and this hand signal. Foul committed by attacker results in losing possession of the ball.

1x short

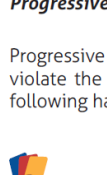


Forewarning signal
The attacking team executes passive play – they risk losing possession of the ball after 6 passes.




Keep the distance of 3 metres
Keep the distance of 3 metres during the execution of throws. Then, the throw is executed after one short whistle signal.

1x short




Progressive punishment
Progressive punishment is given to the players who do not follow the rules of 'fair play' or violate the rules in any other way. The referee whistles once and then shows one of the following hand signals:



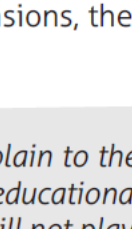
Warning
Yellow card: only one per player, a maximum of three per team.

1x short



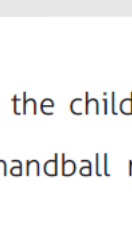
Disqualification
Red card: the player is suspended for the rest of the match, the team continues in numerical inferiority for 2 minutes.

3x short



Information written report
Blue card: can be given after a red card and can lead to consequences for the player for the next competition.

3x short




Suspension
For 2 minutes, the team has to continue in numerical inferiority. The referee stops the time with three short whistle signals and this hand signal.

3x short

In situations requiring disqualification and suspensions, the referee must stop the time with three short whistle signals.


Note: Referees can whistle, stop the game and explain to the players what is not according to the rules without any punishment. From an educational point of view for beginners, the coach can substitute the player and the team will not play in numerical inferiority.

Remarks:
Rules can be adjusted according to the level of the children or by the kind of facilities.
For more information about mini handball or handball rules and refereeing please go to www.ihf.info.



Free throw is given to the opponent if a player violates the rules.

The free throw is normally taken without any whistle signal from the referee and, in principle, from the place where the infraction occurred. The attacker is not allowed to execute a free throw between the goal-area line and the free-throw line.




A goalkeeper throw is taken after saving a shot by the goalkeeper, or if the attacker enters the goal area while possessing the ball. In mini handball, a goalkeeper throw is made immediately after scoring a goal.

The goalkeeper throw is taken by the goalkeeper without whistle signal from the referee, and from the goal area out into the playing area.

7-metre throw is given when a clear scoring chance is destroyed or by the rules governing the last 30 seconds of a half.

The player who is making the 7-metre throw must take up a position behind the 7-metre line, while all court players remain behind the free-throw line, giving the shooter at least 3 metres of space to shoot after one short whistle signal.



Note: The attacker is making a throw from the place where the fault/mistake was made, but outside of the free-throw line. Defenders must be at least 3 metres from the attacker when he/she is doing the throw.

More info: <https://www.ihf.info/media-center/news/beginners-guide-ihf-education-centre>

Or

<https://www.elite-handball.org/officials>

