



**International
Handball
Federation**

Electronic Team Time-Out Regulations

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A team may request the Team Time-Out directly through pushing a button (buzzer) on an electronic device instead of using green cards.

The buzzer is directly connected to the official scoreboard system. Once the buzzer has been pushed, the time will be directly stopped, and the Team Time-Out automatically begins. In order to make all parties aware of the Team Time-Out, it is also indicated by an audio signal.

The moment of pushing the buzzer is valid for the time of the request of the Team Time-Out.

The general rules regarding the number of Team Time-Outs apply and a Team Time-Out may only be requested, when the team is in possession of the ball.

Only team officials have the authority to ask for a Team Time-Out.

In case of a mistake or misuse of the Electronic Team Time-Out, the following rules will apply:

1. If a team requests a Team Time-Out when the opposing team is in possession of the ball, regardless of whether the ball was in or out of play, the following punishment and decision will apply:

- a. Progressive punishment for the team official who requested the Team Time-Out by pushing the buzzer (see however paragraph 9).
- b. 7-metre throw for the team in possession of the ball.
- c. The team that caused the faulty Team Time-Out will lose one (1) Team Time-Out (the total number of Team Time-Outs will be reduced by one).

2. If a team requests a Team Time-Out when the opposing team is in possession of the ball and has a clear chance of scoring, the following punishment and decision will apply:

- a. Disqualification according to Rule 8:10b (red and blue card) for the team official that requested the Team Time-Out by pushing the buzzer (see however paragraph 9).
- b. 7-metre throw for the team in possession of the ball.
- c. The team that caused the faulty Team Time-Out will lose one (1) Team Time-Out (the total number of Team Time-Outs will be reduced by one).

3. If the situations described in paragraphs 1, 2, 6 or 8 occur during the last 30 seconds of the match, the responsible team official will have the right to choose between a 7-metre throw or to maintain possession of the ball. If the decision is taken to restart with a free-throw, the match will be restarted from the place, where the ball was at the time of the interruption.

4. If a team requests a Team Time-Out immediately after losing ball possession and it is clear that it was not intentional, the following decision will be taken:

- a. The team that caused the faulty Team Time-Out will lose one (1) Team Time-Out (the total number of Team Time-Outs will be reduced by one).
- b. Technical decision based on the situation on the court at the time of the interruption.

5. If a team requests a Team Time-Out while in possession of the ball in any of the following situations:

- a. A fourth (4th) Team Time-Out is requested.
- b. During the last five (5) minutes of the match, a second (2nd) Team Time-Out is requested.
- c. If in the same half, a third (3rd) Team Time-Out is requested.
- d. In overtime, a Team Time-Out is requested.
- e. During the same attack, a second (2nd) Team Time-Out is requested.

the following decisions will be taken:

If the ball was in play at the time of the interruption, the following punishment and decision will apply:

- a. Progressive punishment for the team official who requested the Team Time-Out by pushing the buzzer (see however paragraph 9).
- b. The match is restarted with a free-throw for the opposing team.

If the ball was out of play at the time of the interruption, the following punishment and decision will apply:

- a. Progressive punishment for the team official who requested the Team Time-Out by pushing the buzzer (see however paragraph 9).
- b. The match is restarted with the throw that was to be executed before the interruption.

In case of 5c and 5e, the team that caused the faulty Team Time-Out will lose one (1) Team Time-Out (the total number of Team Time-Outs will be reduced by one).

6. If a situation described in paragraph 5 occurs while the opposing team is in possession of the ball, the decision will be taken according to Rule 8:10b and a 7-metre throw is awarded to the team in possession of the ball.

7. If the buzzer is activated by accident, there will be no punishment for the person that activated the buzzer. The match will be restarted with the throw that corresponded to the situation on the court at the time of the interruption.

8. If a player requests a Team Time-Out by pushing the buzzer, the following punishment and decision will apply:

- a. Personal punishment for the guilty player accordingly to Rule 4:6 or 8:10b depending on the situation on the court at the time of the interruption.
- b. The match is restarted with a free-throw for the opposing team, if the ball was in play and the guilty team was in possession of the ball at the time of the interruption and a 7-metre throw, if the opposing team was in possession of the ball at the time of the interruption.
- c. The team that caused the faulty Team Time-Out will lose one (1) Team Time-Out (the total number of Team Time-Outs will be reduced by one).

9. If the delegates or the referees do not recognise who has caused a faulty Team Time-Out, the responsible team official will receive the punishment according to the above-mentioned punishments.

10. In case of a technical malfunction with the Electronic Team Time-Out system, a team official may request the Team Time-Out by approaching the match management table and make the request orally. The moment of pushing the buzzer is valid for the time of the request of the Team Time-Out.