

# STREETHANDBALL RULEBOOK



Rules and Field Setup



approx. 20 meters

## Positions & Powerplay

- ⊘ Anyone can be the goalkeeper - there are **no fixed goalkeepers**.
- ⊘ **However:** Only one person may be in the goal area at a time (goalkeeper).
- ⊘ The goalkeeper may join the attack - **the attack always outnumbers the defense**.



## Offense

- ⊘ The ball may **not be dribbled**.
- ⊘ A **maximum of 3 steps** is allowed with the ball.
- ⊘ While standing, the ball may be held for **no more than 3 seconds**.

## Gameplay

- ⊘ The game starts with a **tipoff** in the center.
- ⊘ After a goal, the game resumes with a **throw-off**.
- ⊘ Direct throws from one's **own goal area** into the opposing goal are not allowed.
- ⊘ If the ball goes **out of bounds**, there is a **throw-in**.

## Defense

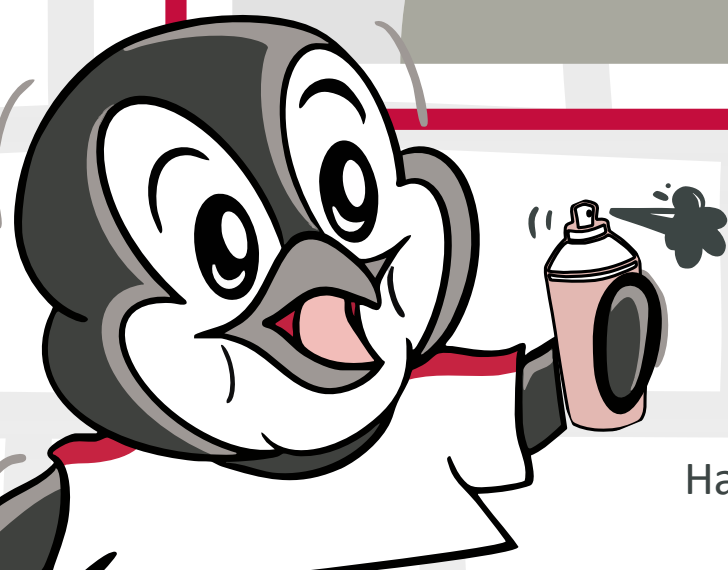
- ⊘ **No active physical contact** is allowed - otherwise a free throw is awarded.
- ⊘ **Ball possession** can only be gained by **intercepting the ball**.

## Substitution Rules

- ⊘ Whoever has **scored a goal** must be **substituted**.
- ⊘ Substitution is **allowed at any time**, even without scoring a goal.



approx. 15 meters



The rulebook is available on our website in various languages.

