Street Handball Fair Play Match Schedule - 13 to 16 teams

(For your street handball festival, cup, tournaments, leagues, local/national sh championships.)
Number of fields: 2 eller 3
Number of matches in total: 40
Info: For 13, 14 or 15 teams, a walk-over is used in those matches where a team is missing.

Expected time spending: (Based on 16 teams) 2 hours 20 min. with around 10 min. for each match, by 3 fields. (3 hours 20 min. 10 min. each match, with 2 fields.) SHI prefer some times to shorten the time for each match to 5, 7 min. to get more activity.

Street Handball Fair Play Rules: No physical contact, No dribbling, Max 3 steps. Goalkeeper takes part in the attack. Played against 2 goals. Four-a-side (4vs4 is good for field size 10(13)x20 meters with 2 goal area zones).

The scoring system:
You can choose to count goals or points. But in most cases don't count goals/points let them just play and have fun.
For young children we recommend not to count the goals/points scored. The most important thing is to play and have fun and be part of the game. This also means without a scoreboard. It's here we get the new players ;D Ideas 3 point for a won match, 2 point for a straight match, 0 point for a lost match.

Quote from a street-handball-international match: "We were counting goals up to around 3 and it seemed that the Instructor and later the players forgot to keep track of the score, but the match continued, and the kids enjoyed it and had fun. Finally, prizes were awarded by way of a draw." - See more rules on last page or www.streethandball.com

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Info: Each team plays 5 matches. (By 16 teams) Preliminary group matches, main round and placement matches are played.

Group A	Team name (School/class/club)	Won matches	Straight matches	Lost matches	Total points
Team A1					
Team A2					
Team A3					
Team A4					

Group B	Team name	Won matches	Straight matches	Lost matches	Total points
Team B1					
Team B2					
Team B3					
Team B4					

Group C	Team name	Won matches	Straight matches	Lost matches	Total points
Team C1					
Team C2					
Team C3					
Team C4					

Group D	Team name	Won matches	Straight matches	Lost matches	Total points
Team D1					
Team D2					
Team D3					
Team D4					

Preliminary Matches

Results The winning team in each match is clearly marked in the plan.						
Field	**Time**	**Team No.**	**Team name**	**Goals or Points**	**Team name**	**Team No.**
		A1		-		A2
		A3		-		A4
		B1		-		B2
		B3		-		B4
		C1		-		C2
		C3		-		C4
		D1		-		D2
		D3		-		D4
		A1		-		A3
		A2		-		A4
		B1		-		B3
		B2		-		B4
		C1		-		C3
		C2		-		C4
		D1		-		D3
		D2		-		D4
		A1		-		A4
		A2		-		A3
		B1		-		B4
		B2		-		B3
		C1		-		C4
		C2		-		C3
		D1		-		D4
		D2		-		D3

Main round (The winner is clearly marked in the game plan)

Field	**Match No.**	**Team**	**Team name**	**Goals or Points**	**Team name**	**Team**
	M1	No. 4 group A		-		No. 4 group B
	M2	No. 4 group C		-		No. 4 group D
	M3	No. 3 group A		-		No. 3 group B
	M4	No. 3 group C		-		No. 3 group D
	M5	No. 2 group A		-		No. 2 group B
	M6	No. 2 group C		-		No. 2 group D
	M7	No. 1 group A		-		No. 1 group B
	M8	No. 1 group C		-		No. 1 group D

Placement matches - The winner is clearly marked in the game plan.

Field	**Match about**	**Team**	**Team name**	**Goals or Points**	**Team name**	**Team**
	15.-16. place	Loser M1		-		Loser M2
	13.-14. place	Winner M1		-		Winner M2
	11.-12. place	Loser M3		-		Loser M4
	9.-10. place	Winner M3		-		Winner M4
	7.-8. place	Loser M5		-		Loser M6
	5.-6. place	Winner M5		-		Winner M6
	3.-4. place	Loser M7		-		Loser M8
	1.-2. place	Winner M7		-		Winner M8

Final ranking:

Placement	Team name
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	

Street Handball Fair Play Rules

General rules

1. IMPORTANT RULES

- Play fair with no physical contact
- No dribbling
- Maximum 3 steps
- Field 10m(13) wide x 20m long is preferred.
- Play against 2 goals
- The goalkeeper must take part in the attack. There are no fixed line-up roles.
- After scoring, the game is restarted from the goal.
- 5m Penalty throw will be given for any dangerous play.
- Both teams must stand along the half line of the field and give high fives to the opponent players before and end of match.
- To avoid shooting from goal to goal, all players from the attacking team must have crossed the center line for a throw at goal to be allowed.
- To avoid playing which defense players run around on all over the field for defense, the team completed their attack or lost their ball, they must back to the goal area line before they are allowed to defend. They are allowed to move sideways.

2. PLAYERS & SUBSTITUTES (4-a-side street handball is recommended)

- A team should have 4 players on the field and can have maximum 3 substitutes.
- A minimum of 4 players are required for the game to go ahead.
- The person who scores the goal must be replaced by a substitute player.
- The substitute player can or must be a goalkeeper.
- There are no fixed line-up roles, even goalkeeper.

3. AGE CATEGORY (You choose)

- All players of the kid's category must be between 8 to 12 years old.
- All players of the adult category must be above 13yrs ord.
- Matches are conducted without distinction (Mix) between Girl/Women and Boy/Men.

4. DURATION OF THE MATCH

- Each game can be from 5 to 10 minutes straight through.
- Each game will be timed independent of each other. 2 fields same time.
- There is a 8 or 13-minute time slot provided for each game.

5. EQUIPMENT

- All team players must wear the same color shirts.
- Bibs will be available if required.

6. REFEREE (For goal counting) **or MATCH INSTRUCTOR** (For not counting goals)

- Please respect the referee and remember the cause you are playing for.
- Dissent will not be tolerated. All refereeing decisions are final.
- All games will have 1 referee or match instructor..

7. SCORING SYSTEM (Ideas 3 point for a won match, 2 point for a straight match, 0 point for a lost match.)

- Counting goals as usual.

※ Restrictions may apply to scoring methods for ensuring fair play .