

DERBY
H A N D B A L L



Derby Handball is a team field sport played by two teams of an odd number (5, 7 or 9) or players. This document governs teams of 9 players.

The object of Derby is to score more points than the opponent by advance a pneumatic elliptical spheroid oval ball across the opponent's try line or striking the ball by hand or foot under or over the opponent's crossbar.

Each team has designated numbers of possessions of the ball with 6 plays to score. When each team has a possession the two possessions are called an Outing. A typical match has 9 Outings unless one team is mathematically prevented from tying the score then a match ends early.

Derby plays are stopped when a defender touches a ball carrier with both hands. The ball is spotted where the play ended with the possession team having 15 seconds to start the next play by touching the ball to the turf.

1- BALL (MANUS QUANCO)

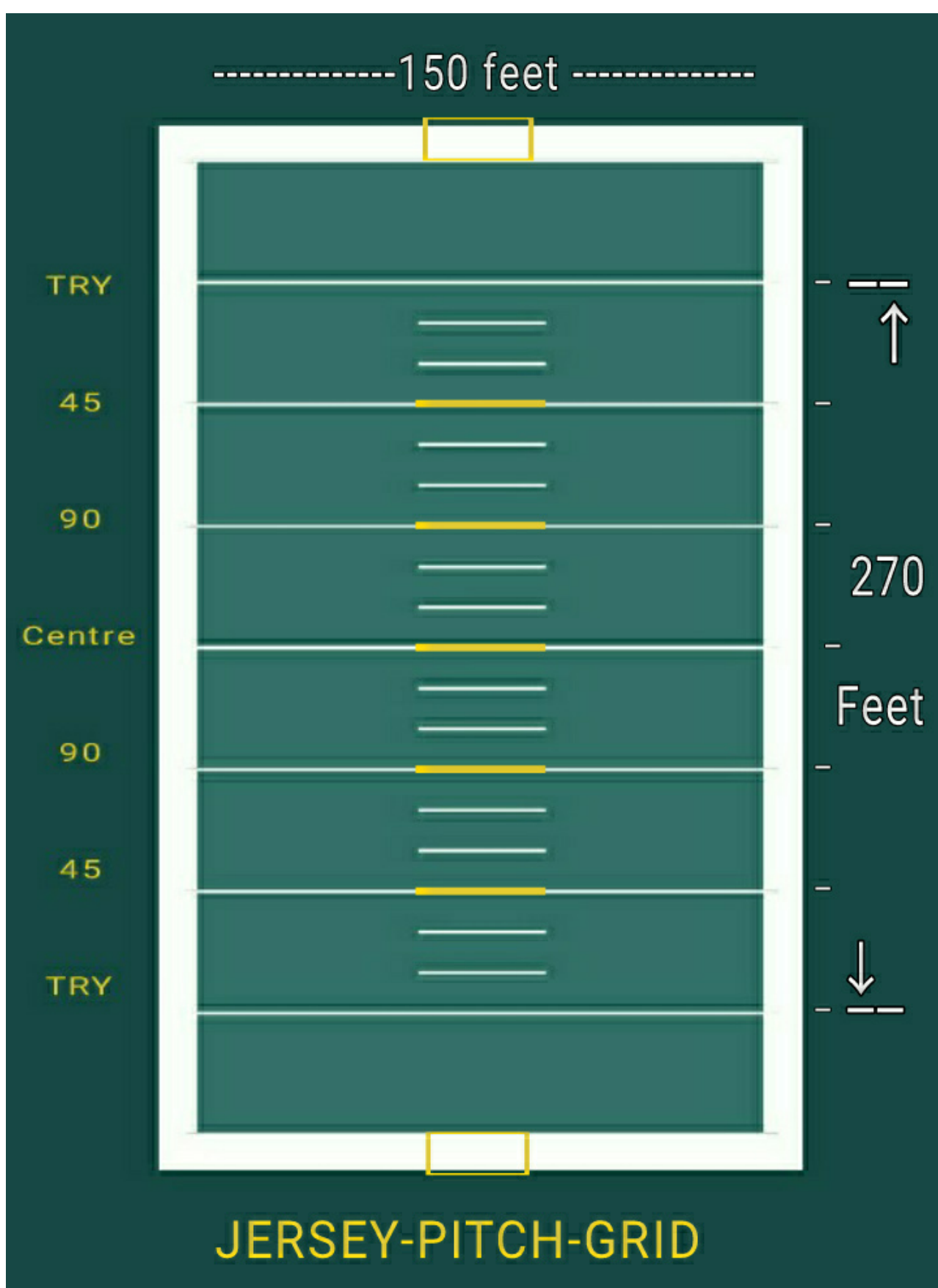
The game ball is 9.25 inches point to point. It's measures with a short circumference of 20.25 inches by a long circumference of 24.25 inches. The circumference ratio is over 80% which is exclusively a handball feature. Oval pneumatic handballs must employ this feature for proper performance.



2- JERSEY-PITCH

Derby is played on a Jersey-Pitch or Pitch-Grid Handball Field exclusive to Hurling Handball Sports. The field is delineated in units of feet. The field is 270 feet between both try lines by 150 feet between both side touch line boundaries. End goal areas will vary based on which Football pitch is host for Jersey-Pitch lines.

The field has 5 Set Lines every 45 feet. The field is divided into two equal 45 yard territories by a Centre Set Line 135 feet from each Try line. Each territory has a 45 and 90 foot set line.

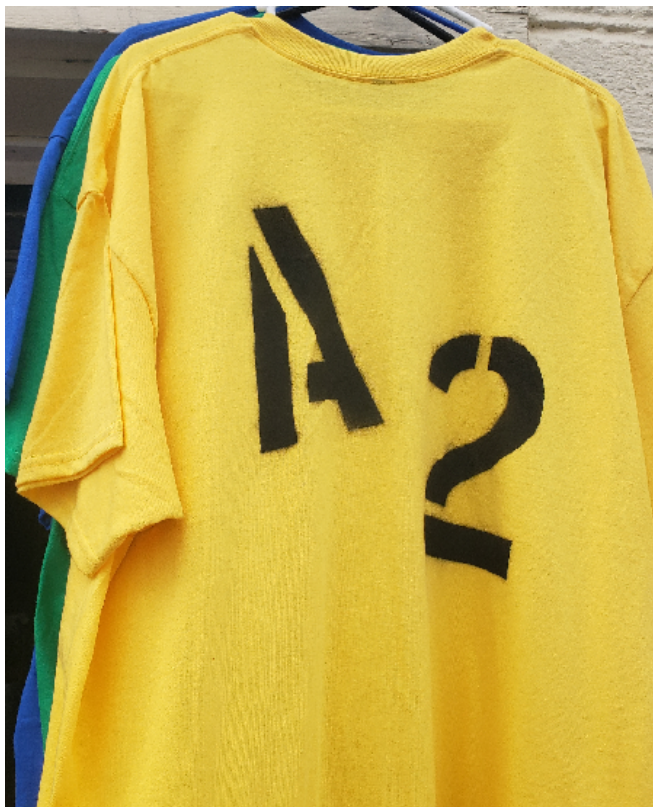




Jersey-Pitch lines can be applied to American and Canadian Football fields, Union or League Rugby Pitch, Association Football pitch and GAA Hurling/Caid pitch or Shinty Fields. A Crossbar 18.5 feet in length centered on each rear end goal boundary suspended 10 feet above the turf with two goal posts is preferred.



3- PLAYERS



A Jersey-Pitch Handball player is called a "Mummer" and is a male adult human age 18 or older. Each mummer wears black shorts with a same color jersey with a code exclusive to Derby Handball teams. Each code must consist of one of three letters "A, J or K" with one of seven numeral characters which include "2, 3, 4, 5, 7, 8 or 9". Characters may be in either first or second position clearly visible on the back of the official jersey. A team icon or symbol must be on the front breast section. Characters are a minimum of 7 inches in height.





4- STRUCTURE

- Each match consists of 9 outings.
- Each outing consists of each team having a possession.
- A possession consists of 6 plays.
- Each play has 15 seconds to begin.
- Each team has 4 Pauses of Play lasting 1 minute 30 seconds.
- An Official's Pause of 1 minute 30 Seconds happens during each possession change.
- A match ends early if one team trails by more points than are possible with remaining possessions.
- Extra Outings may be required to break a tied score.
- Captains meet at midfield before each match to draw cards. High card chooses first possession and which goal try line to defend.
- Offensive Captains wear "J" in the first jersey position.
- Defensive Captains wear the "K" in first jersey position.
- Captains communicate with officials.

5- PROCEDURE

Ball Spot



The Dead Ball is spotted for each play. The ball carries a Spot Line at all times. The spot line is an invisible line extending to both side touch line boundaries. The spot line determines Onside play. During live play the spot line becomes the Live Line.

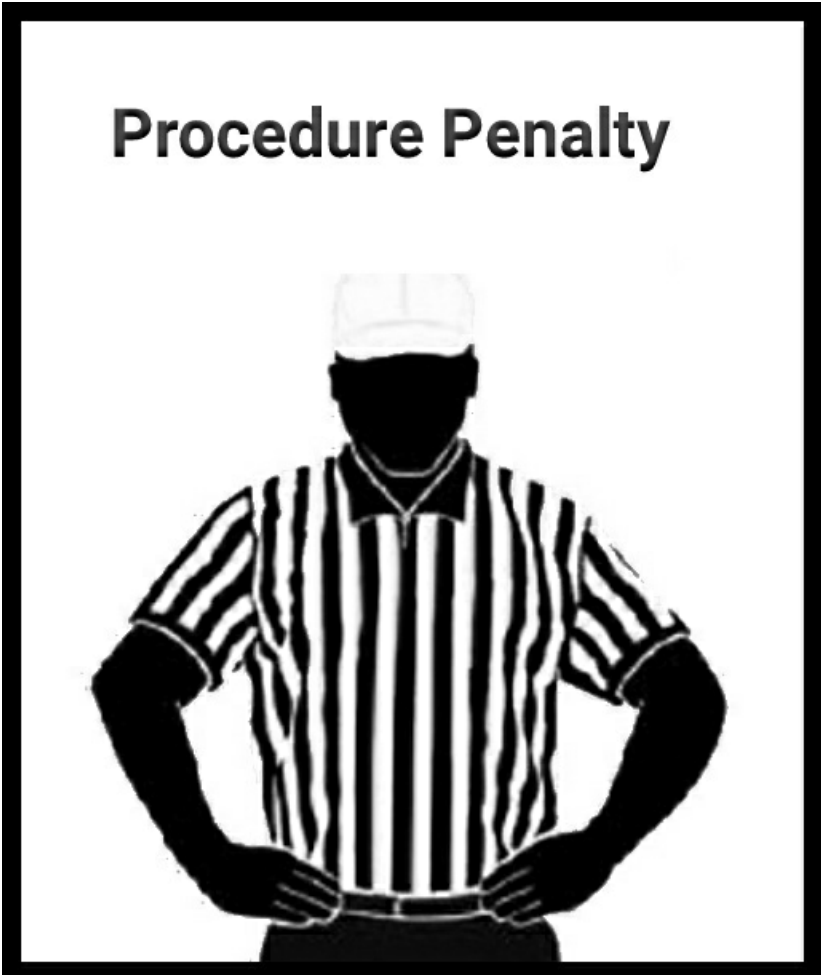
- The ball is spotted where the play ended a minimum of 5 feet from a side touch line boundary or a minimum of 3 feet from a defensive team's try line.

The defensive team is permitted to line up on their try line if the ball is spotted within 15 feet from their try line.

- Any ball traveling into touch on the turf or in the air is a dead ball.
- The ball is spotted at the possession team's 45 foot line after a Touch-Back or to begin the match.
- A touch-back happens when a ball is struck traveling through the opponent's end goal area or when a team scores.

Formation

- The offense must line up behind the ball. A single player may stand on the spot line and pick up the ball. Live play doesn't begin until the player holding the ball touches the ball down against the turf. The act of the "Touch-Down" makes the ball live.
- No player is permitted to line up a greater distance than 30 feet from either side of the dead ball spot line before live play begins.
- The defensive team must line up a minimum 15 feet from the dead ball spot line and no greater distance than 30 feet from the dead ball spot line before live play begins.



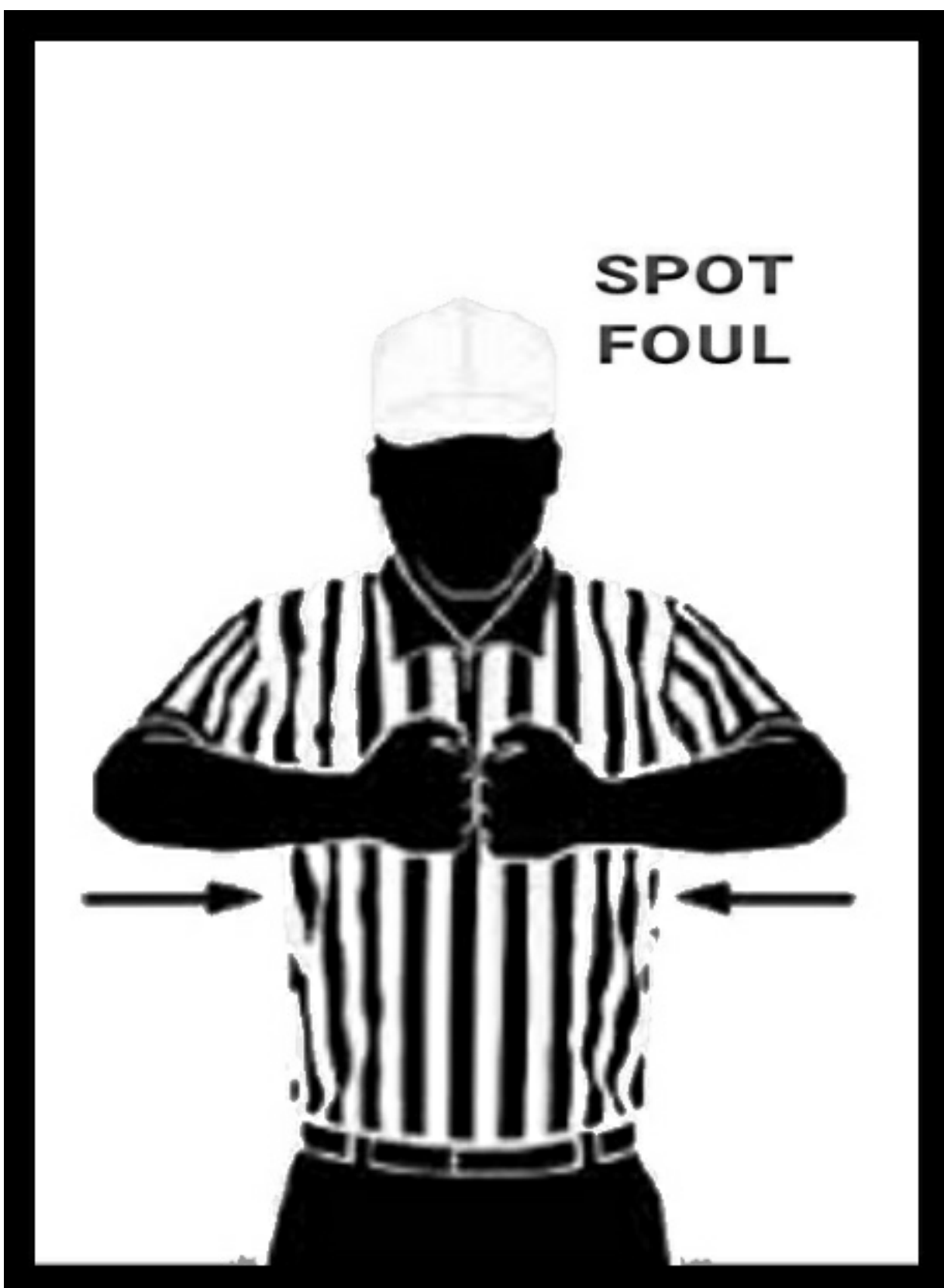
6- LIVE ACTION

- The Ball holder is the ball carrier. The ball carrier is also the passer. The ball can be passed several different ways depending on teammate positioning.
- Running with the ball is Rushing. The ball can be handed from player to player forward or backward with no flight of the ball.
- The ball can be passed backwards by throw at any time without restrictions. This is called Rugby.
- The ball can be passed forward by Hurling which is striking the ball by hand or foot. A Hurling Strike ball traveling into touch surrenders possession of the ball where the ball leaves the field.
- A Hurling Strike ball deflected or touched by the defense remains in possession where the ball leaves the field.
- A ball carrier is permitted to pass the ball forward by throw if there are no teammates behind the ball's live spot line and a minimum of 4 teammates remain within 15 feet of the ball's live spot line. Multiple forward passes during a single play are possible.
- A forward pass contacting the field is incomplete unless the defense has touched the ball.

- A defender contacting a live ball creates a Free Ball. A free ball remains live after contacting the field. A freed ball traveling into touch not being recovered by either team returns to the previous spot line where the offense retains possession unless the action took place on a final play of a possession.
- No contact between players without the ball is permitted.
- Offensive players are permitted to be in the defender's way. No contact is permitted.
- Passing routes crossing must be 9 feet from each other in order to prevent obstruction or collisions between defenders.



- The ball carrier is stopped when a defender has both hands touching the ball carrier from an onside position.
- An onside defender is forward the ball's live spot line during live play.
- Defenders are not permitted to contact a ball or ball carrier from an Offside Position.
- Offside contact is a spot foul. The ball is spotted where the foul took place wherein the same play is resumed.
- An off-side forward pass results in a surrender of possession where the foul took place.



- Any hard contact or aggressive contact intended or not results in a Personal Foul.
- A personal foul results in the offending player sitting out the next play without substitution leaving their team short handed by one player.
- Three personal fouls leaves a team short handed for the remainder of the match.
- Three personal fouls by a single player results in a Black Card ejection.



- All penalties except spot fouls result in a loss of one play if the offensive team committed the foul. A penalty on a final play results in a surrender of possession.
- All penalties committed by the defense results in an added play to the offensive possession.
- Onside refers to the possession team's direction.
- All substitutions must be complete when the line player picks up the ball.
- All penalties are accepted or declined by a team Captain.
- Captains are permitted to call a Pause of Play if one is available.
- No communication is permitted between a side line, coach or manager.



7- SCORING

TRY= 4



A player advancing the ball by Carry, caught Forward Pass or caught Hurling Strike pass across the plane of an opposing team's goal try line scores a Try.

DOWN-GOAL = 2

A Hurling Striked ball traveling through the opponent's end zone under the crossbar between both verticle goal posts scores a Down-Goal.

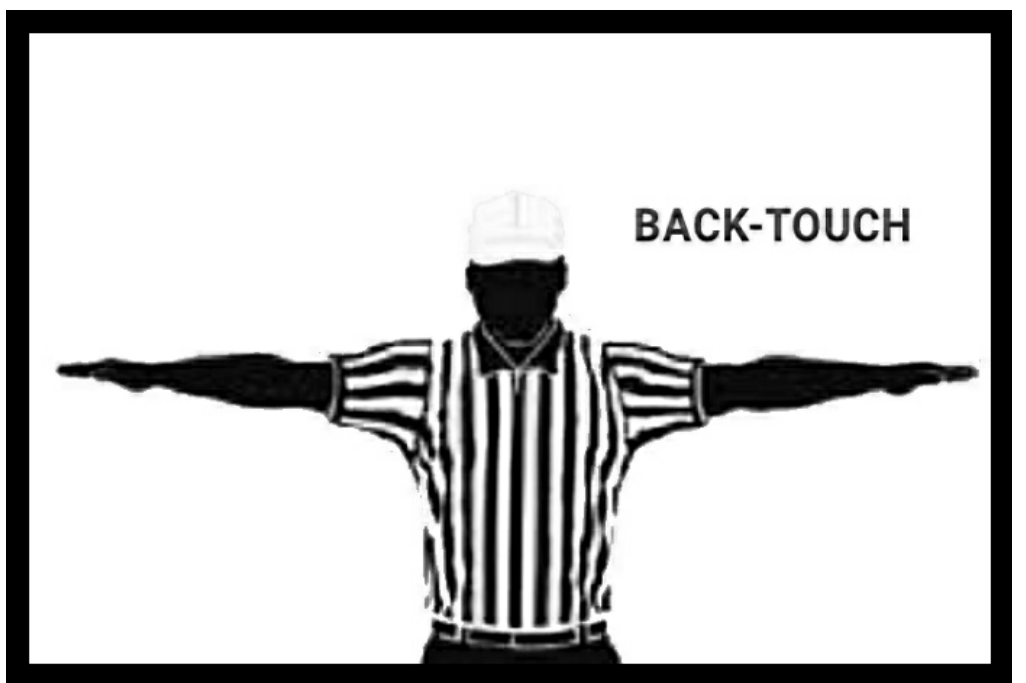


UP-GOAL = 1



A Hurling Striked ball traveling over the opponent's crossbar between both verticle goal posts scores an Up-Goal.

BACK-TOUCH = 1

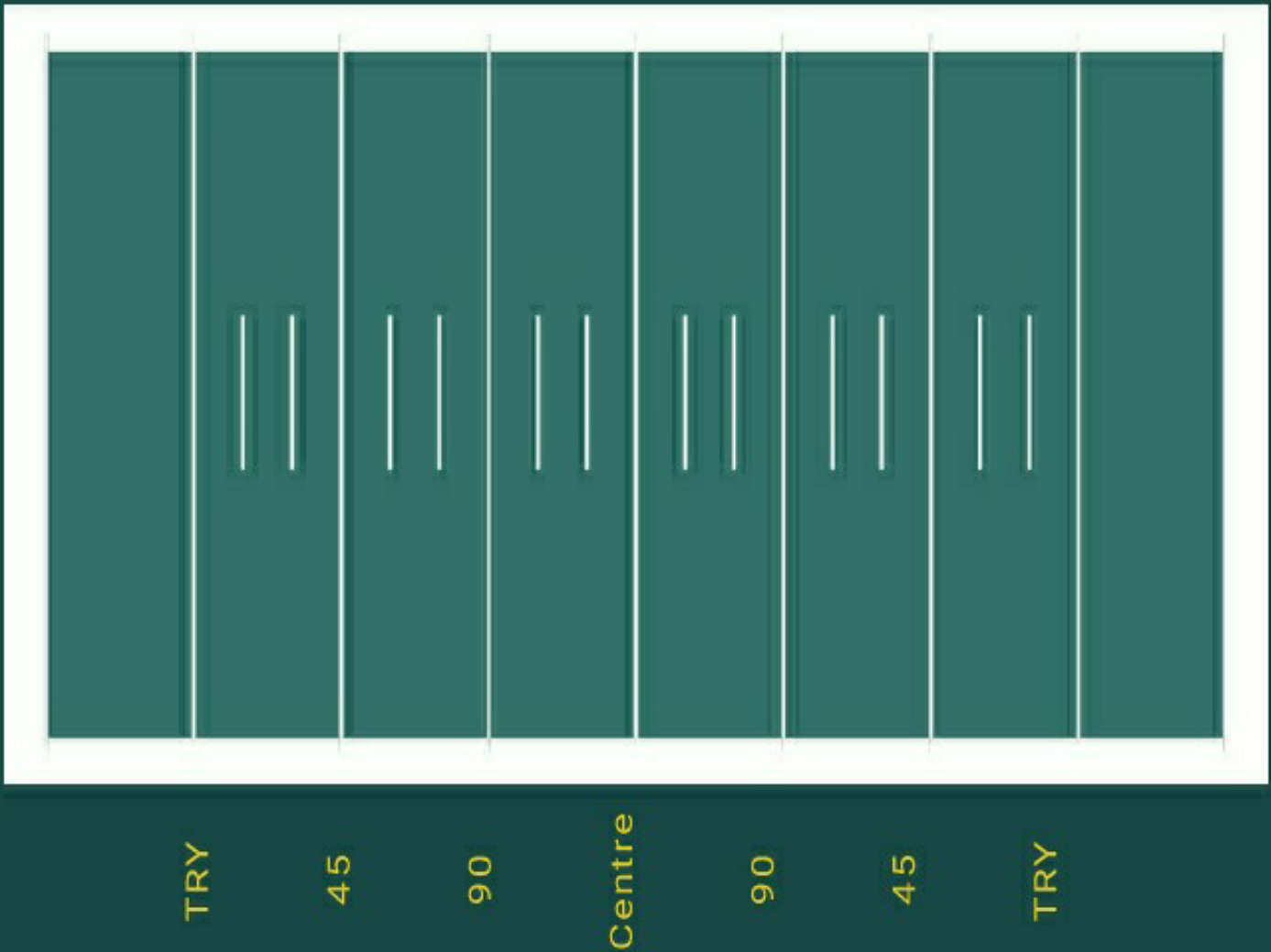


A Hurling Striked ball traveling into an opponent's end goal area can be recovered or downed scoring a Back-Touch. A player whistled down inside their own end goal area surrenders a Back-Touch to their opponents.

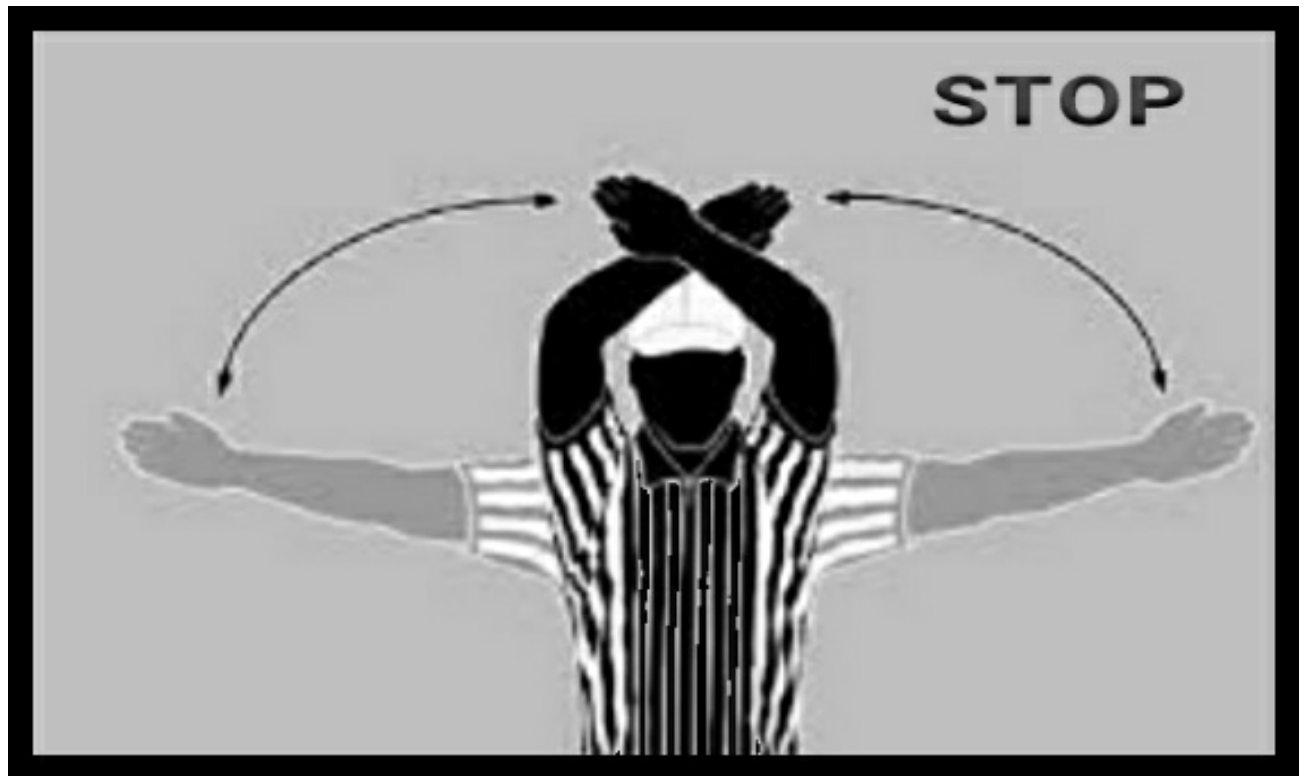
8- LINE-OUT

• A ball carrier on their team's side of the centre set line can line out by kicking the ball across 3 set lines in total with the ball contacting the field before traveling into touch without crossing the opponent's try line. A line out results in a kicking team retaining possession of the ball with their next set of 6 plays in the Outing order. Their opponents lose a possession in the Outing order.

** Example: The Diamonds lined out inside the Clubs 45 foot line in the top of the first Outing. They earned 6 new plays at 20 feet from the Clubs try line. It's now top of the 2nd. The Clubs lost their first possession.*



9- CATCH



- A catch requires the ball be grabbed from the air and controlled while making a move in boundary.
- The ball must be caught over the field in boundary.
- A forward passed ball may not touch the turf or cross a touch line boundary in the air and remain a live ball.

10- STOP

- A ball carrier is stopped when the player possessing the ball steps into touch, falls with a knee, forearm or body contacting the field or a defender has both hands (palms) in contact with the ball carrier shoulders to waist from a forward onside position.

** Onside is forward from the possession team's direction.*



Derby (Dar-bee) Handball is based on several field games played in the Eastern Midlands region of England before the rules of Football were compiled at Rugby School in the Western Midlands.

Derby has roots that stretch all the way back to Roman occupation. Roman soldiers played Harpastum as a team building exercise.

Our sport was also developed in an effort to have a safer game in spring played by adult men who can't afford to risk serious injury.

Onside Defenders



5 Yard Neutral Zone

(F)^o



↑ Offensive Direction

A = Forwards

A

A

A

A

5 Yards



B

B

B

B

Ball Carrier



B

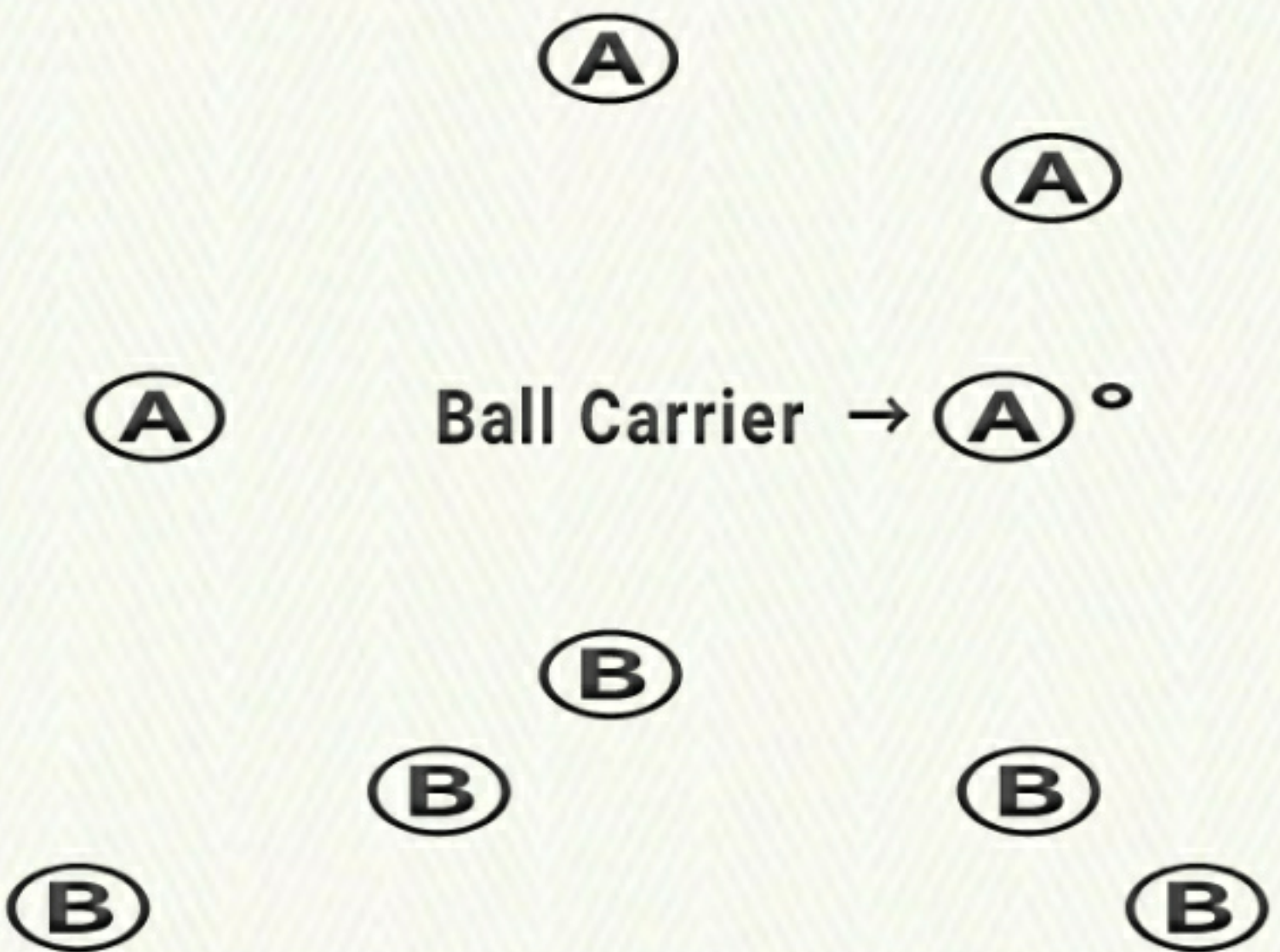


Live Spot Line

B = Backfielders

↑ Offensive Direction

A = Forwards



B = Backfielders

Offensive Direction ↑

D = Defenders



Ball Carrier ↑

↑
Live Spot Line



Offensive Direction ↑

Average Yardage Needed ↑

D

D

A

D

D

A

D

A

A

D

D

5 yards ↑

D

B

D

B

B

B

B°

Offensive Direction ↑

IN TOUCH



BALL SPOT



Charge Direction



STOP



