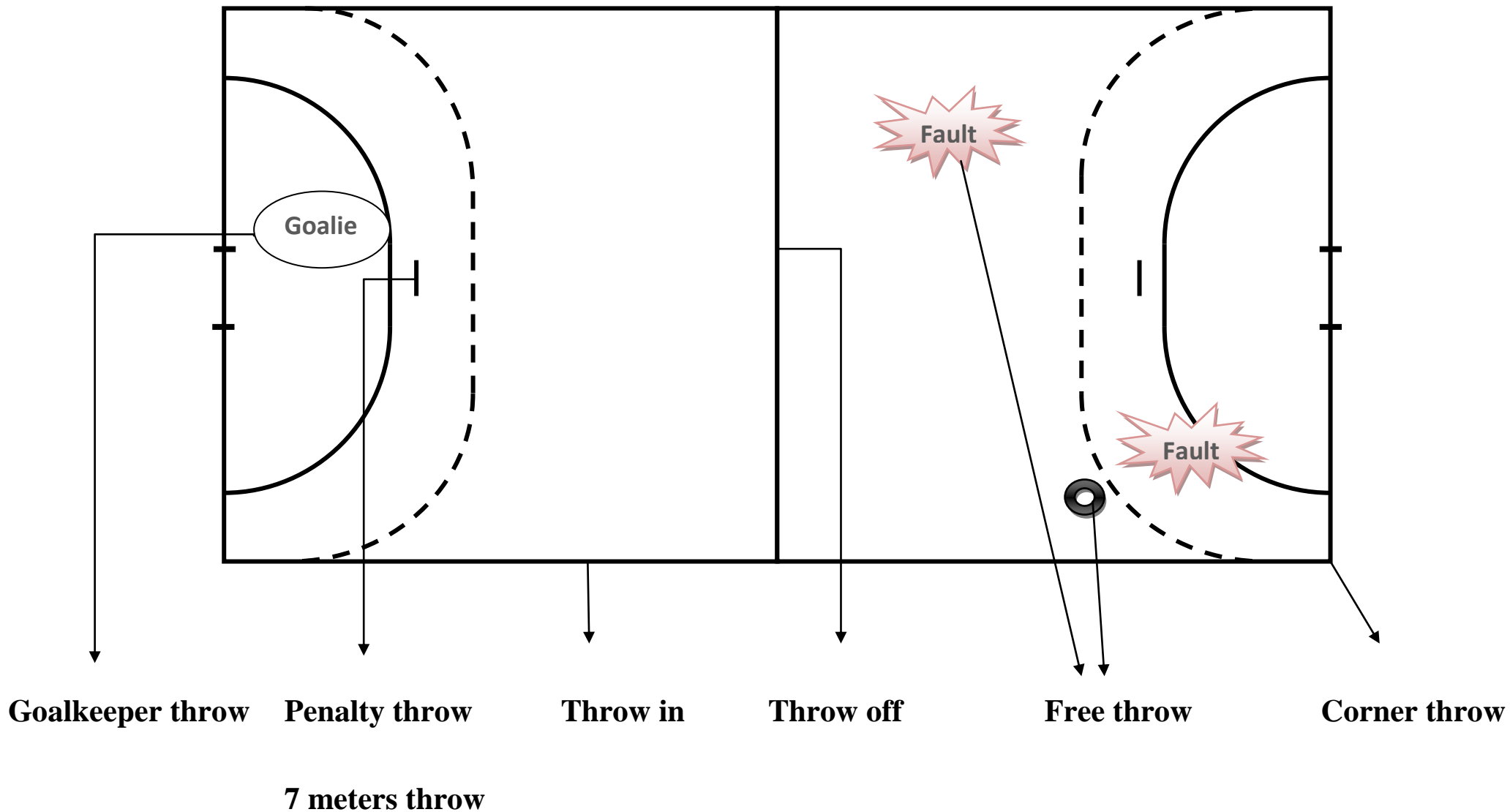


HAND BALL THROWS



VOCABULARY

When a team plays a throw, opponents must stay more than 3 meters away.

Free throw : restart the game after a fault. Where the fault occurred, except if it was in the 9 meters.

Throw off : restart the game when a point is scored, from the middle line.

Throw in : restart the game when the ball goes out of the court through the sideline, one foot on the sideline.

Corner throw : restart the game when the ball goes out of the court through the endline and a defender touched it last (but not the goalkeeper), one foot on the corner.

Penalty throw : a chance to score after a dangerous fault, behind the 7m throw line.

Goalkeeper throw : goalie restarts the game if he stops a shoot, the ball pass the end line (except if corner throw) or an attacker walks in the goalkeeper area.