SPORTS FOR BLIND PEOPLE

GOALBALL FOR BLIND PEOPLE



THE HISTORY OF GOALBALL

Goalball was invented in 1946 by an Austrian Hanz Lorencezen and a German, Sett Reindle. It was used for sport and rehabilitation for the post WW II blind veterans. The game of Goalball developed over the years, gaining International acceptances and became a Paralympic Sport in 1980.

WHAT ABOUT GOALBALL

Goalball is an extremely simple game to learn, but can take years to master. It allows you to use senses that you don't normally rely on such as hand/eye coordination. It allows you to develop different styles of playing and strategies. It provides a high level of intrigue, besides being a physical demanding game.

The object of the game is to throw the ball into the opposing team's net, while defenders attempt to block it with their bodies. The indoor court has tactile lines to assist players with their orientation on court and the ball must make contact with certain areas of the court during the game.

UNFORGETTABLE EXPERIENCE

Ismael (P.E. Teacher): "There must be a lot of silence to play this sport because the players have to speak to their partners every moment"

Students: "You have to trust your partner's voice and you have to listen the sound of the ball with the bell"

RULES

The main rule of the game is to score by rolling the ball into the opposition's goal, while opponents block the ball with their bodies. All athletes wear eyeshades to shield their vision, so that athletes with varying degrees of vision can compete together. The ball, which is always thrown toward the goal (rather than passed), can travel at speeds of up to 60 miles per hour, so players must react quickly. Spectators must keep quiet during play so that players can hear each other and the ball—though cheering after a goal is allowed.

Paralympics matches are played over two 12-minute periods. Twelve men's teams and 10 women's teams compete in two groups each. The top four teams in each group enter the quarterfinals. They play in a knockout format for the gold.



