CALL TO ALL IBSA MEMBER NATIONS FOR GOALBALL RULE CHANGES FOR

2005-2009 Request of proposals for Goalball rules for the period of 2005-2009.

Dear Goalball friends,

Although we are only at the end of 2003, it is now time to start the work to prepare for the Goalball rules for the period 2005-2009. We ask all IBSA member nations that have proposals for changes in the Goalball rules to send them in no later than June 30,2004. After that date the IBSA Goalball sub-committee will put together a draft for the new rules that will be presented to all nations present at the Athens's Paralympic Games for feedback and discussion. The final rules will be presented for ratification at the next IBSA general Assembly. We are hoping for as wide a discussion as possible and would ask that you receive input from as many persons as possible that are active in Goalball in your country to guarantee the new rules will contain the opinions of the majority of players and coaches from all IBSA member countries.

You can send in your proposals to Mr. Stephen Kearney, Chairman IBSA Goalball sub-committee to coordinate the proposals. Please remember to send in your proposals no later than June 30 2004 by mail: Stephen Kearney, 2802 Georgia St., Muskogee, Oklahoma 74403 USA or by Email

rease sustinct the proposation the format presented below.
Country:
Contact:
Address:
Phone:
Fax:
E-mail:
1a) Number of the rule that you wish to change.

Please submit the proposals in the format presented below

- 1b) Proposal of new wording of the rule.
- 1c) Tell us why you think that the rule need to be changed and what the advantages are with the new wording.

- 2a) If you are submitting a totally new rule that you think should be in the rules please write the wording of the new rule and the section in the rules where it should be placed.
- 2B) Please explain what advantages of the new rule proposed.
- 3) If you do not have any distinct proposal, but want to make a statement about ways the we could improve the game, please write it down here.