



BEACH KORFBALL RULES

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BEACH KORFBALL PLAYING RULES

INTRODUCTION

Beach korfball is an attractive, highly strenuous and competitive korfball variant, especially when played 3-3 at the top level of the sport.

It is aimed to be played on the beach or other sand-surface which can be outdoor but also indoor.

These rules are based on the last officially published IKF Playing Rules & Guidance Notes but modified as necessary.

As the field is not divided into two halves, for the purposes of these rules a player of the team in possession of the ball is considered to be an attacker.

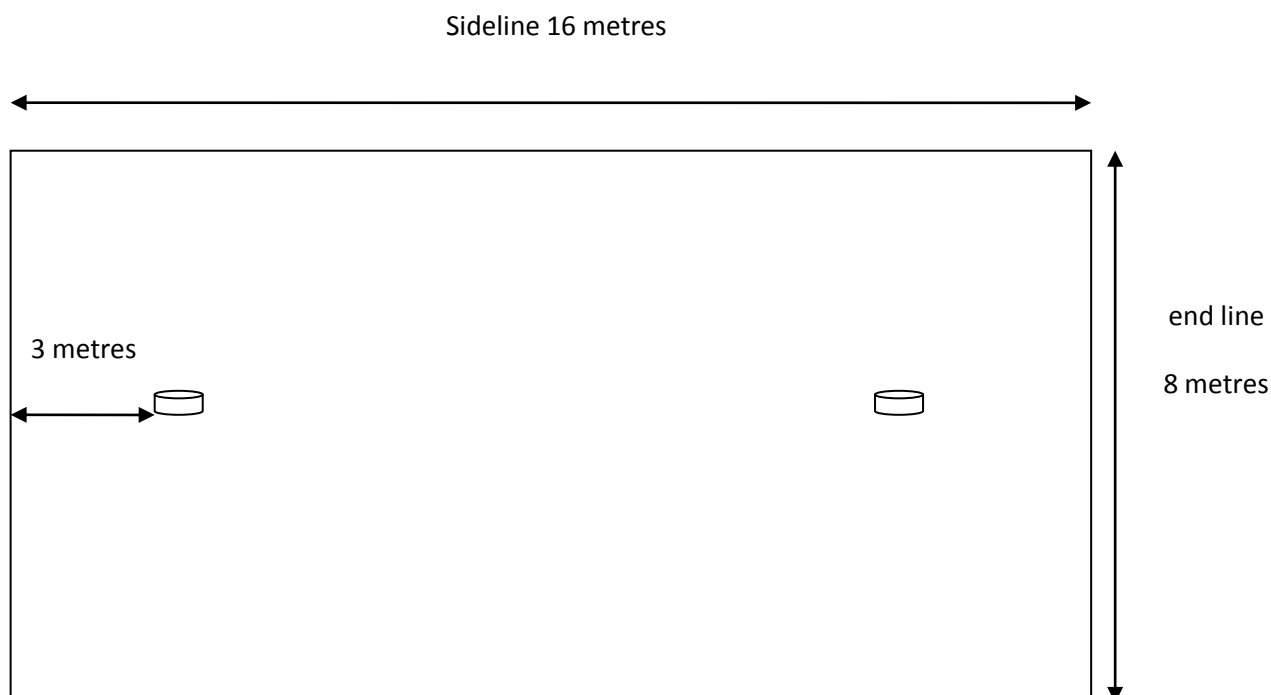
Section 1: Field and Equipment

1.1 Playing area

1. The dimensions of the field of play is one zone 8 x 16 m (maximum 10 x 20 m) with 2 synthetic korfs, positioned at an equal distance from each side line and 3m from the end line (see drawing below).
2. The borders are marked with highly contrasting lines or other special markers.
3. If a stadium-format is used side-walls may be used for the boundary lines. The walls must be sufficiently high as to not be dangerous to a player.

1.2 Markings

The field of play is clearly marked out with highly contrasting lines: - at least 3.0 cm lines or other special markers with a method of fixing to the ground which cannot cause any injury to any player.



The post is placed 3 metres from each end line.

Note: If using a field of play 20 x 10 m then the post will be positioned on 4 m from the end line.

There will be no penalty spot marker, but a virtual marker at 2.5 m from the post shall be used. It can help if a clearly contrasting coloured marker is placed on both sidelines to assist judgement of the penalty spot.

There shall be four virtual free pass spots located 2.50 m in front/behind/to the left side /to the right side of the post. A virtual circle of radius 2.50 m shall be considered to be drawn using the chosen virtual spot as its centre.

1.3 Posts

The post should be fixed into the sand or may be fixed to a sufficiently, heavy and large metal plate. The base plate must be completely flat and at least 80 cm in diameter, covered with at least 5 cm of sand, so players cannot be injured.

1.4 Korfs

A korf is fitted to each post. The korf must face towards the centre of the field and all of its top edge must be 3.50 m above the ground. The korfs must be cylindrical without a bottom; they should be 23.5 - 25.0 cm high and have an inner diameter of 39.0 - 41.0 cm on the upper side and 40.0 - 42.0 cm on the bottom side. The rim (top edge) of the korf shall have a width of 2.0 - 3.0 cm.

The korfs should be made of an approved synthetic material (see IKF Korf Regulations). They must be similar and must be in a strong yellow or other contrasting colour.

The method of fixing the korfs to the post must satisfy the following conditions:

- no movement of the korf with respect to the post is permitted
- the post must not protrude above the korf

1.5 Ball

Korfball is played with a round number 5 ball of a type that has been approved by the IKF. The ball shall be at least two-coloured. Its circumference should be 68.0 - 70.5 cm and the weight of the ball must be in the range 445 g to 475 g inclusive. The ball must be inflated to the prescribed pressure indicated on it so that when it is dropped onto the playing surface from a height of about 1.80 m, measured from the bottom of the ball, it should rebound to a height, measured to the top of the ball, of between 1.10 m and 1.30 m (measured on an indoor-hard court). A coloured outer casing is understood to be a ball on which a pattern is printed in a colour other than the basic colour of the ball. This pattern must be so symmetrical that the ball, whilst turning, does not lose the visual effect of actually being round.

1.6 Equipment of players and officials

The players of each side must be dressed in a uniform sports outfit that is sufficiently different from that of the other side and wearing shoes is not allowed. It is allowed to wear sun-caps and sports sunglasses. The referee must wear an outfit that is sufficiently different from the competing teams. No one is allowed to wear any object that could cause an injury during the game. All objects that might prove dangerous during the game are prohibited, e.g. rimless glasses, bracelets, necklaces, earrings, wristwatches and rings. They must be either removed or taped in such a way that they are no longer dangerous.

1.7 Shot clock apparatus

There will be no shot-clock used during the game but may be an option in the future.

Section 2: Persons

2.1 Players

- a Numbers and position

The game is played by two teams of 6 players each, 3 women and 3 men. In a 3 vs 3 match the game follows a special sequence (see line-up below).

b Line up and incomplete teams

Two men and two women are declared as the starting 'team' with the other two players listed as substitutes.

In a 3 vs 3 match the match is played according to the following line up:

The line up in Q1 + Q3 is 2 women and 1 man and in Q2 + Q4 is 2 men and 1 woman.

c Substitution of players

Players can be changed at any time when that team has possession of the ball.

- The outgoing player has to leave the field before his replacement can enter.
- The incoming player has to enter the field from the sideline where he was sitting and level with the penalty spot nearest to the korf that his team is defending.
- If a player enters the field before the player being replaced has left the field then a penalty is awarded against that team.

A substituted player is allowed return to the match. The composition of male and female players must be maintained.

2.2 Captain, Coach, Substitutes and other persons attached to the team

a **Captain**

One player of each team is the captain. He wears a clearly visible band or tape in a contrasting colour to the shirt on the upper part of the arm (or on top of one shoulder on sleeveless shirts). He represents the team and is responsible for the proper conduct of his players. He has the right to draw the referee's attention to anything he thinks desirable in the interest of the good progress of the match. The approach must be made in good faith in a reasonable and correct manner and not too frequently. The captain shall remain as captain of the team throughout the match (even when on the side line) and can only give up this role if he no longer takes part in the match and has gone away from the playing area. In this case one of the other players must be designated as the captain.

b **Coach, Assistant Coach and other person attached to the team**

No person other than the players nominated under 2.1 is allowed to be in the playing area during the game.

c **Substitutes**

The substitutes are considered members of the team. Other than in circumstances mentioned below, they must all remain seated on the floor during the match.

Substitutes are allowed to stand to warm up prior to substitution.

However, a player that has been substituted because he has been given a red card must leave the playing area.

2.3 Referee

The referee controls the game. His task is:

a **to decide the suitability of the field of play and material and pay attention to any changes that might occur during the game.**

Reasons for cancellation can be:

- outdoor weather conditions

b to enforce the rules

The referee punishes infringements of the rules unless it is to the disadvantage of the non-offending team when the referee may choose to play “advantage” and not punish an infringement. The referee may punish any infringements of the rules at any time during the match, even when play has been stopped.

c to use the official signals and his voice to clarify his decisions

The official signals that the referee may use are shown in an appendix to the Rules of Korfball referred to in the introduction. When available the referee may use a microphone to indicate his decisions.

d to take action when one side obtains an unfair advantage from circumstances outside the game
e to indicate the starting, stopping and restarting of the game by means of blowing a whistle except for a re-start, throw off after a goal or out-ball.

To start or restart the game the referee blows his whistle at the start of each quarter, at a free-pass and a penalty as soon as the player taking the throw is ready and all the requirements are satisfied (see § 3.9 and § 3.10).

The game must be stopped:

- whenever a goal has been scored
- when an infringement must be punished
- in a case of unfair advantage
- when a referee-throw (throw-up) is to be awarded
- in the case of a bleeding player.
- when action must be taken owing to changed circumstances such as weather, material or players or in cases of misbehaviour or interference
- at the end of each quarter of the match.

The game must be terminated:

- at the end of full time
- when it is impossible to continue the match owing to changes in the field, material or players, or a result of misbehaviour or outside interference.
- If, even having used substitutes, in a 4 v 4 match a line up of at least 3 players (with at least one of each gender) cannot be maintained or in a 3 v 3 match the designated line-up for that quarter cannot be maintained then the game is declared over with 5-0 result to the other team.

f to take action against misbehaviour by the players or a substitute player

In the case of misbehaviour the referee can formally warn any of the aforementioned persons (yellow card -> means the player is sent off for the rest of the quarter; 2x a yellow-card to the same person in the same match is equal to red), or he can send the person in question away from the playing area (red card -> means out for the rest of the game).

Substitution is allowed for any player sent off for a yellow or red card.

In addition to the above-mentioned formal warnings the referee can informally warn a player or substitute player that he must change his method of playing or his behaviour.

Examples of what constitutes misbehaviour are in the guidance notes to the Rules of Korfball referred to in the introduction.

If during the match there is a case of serious misbehaviour then the person concerned is sent off at once.

g to take action against interference by the public

When it appears necessary to him, he can let the public be warned or removed, or he can cancel or terminate the match.

h the referee officiates from outside the field of play

The referee is also allowed to officiate from an elevated chair.

2.4 Timekeeper and scorer

Where possible, a timekeeper shall be appointed.

Where possible, a scorer shall be appointed.

Section 3: The game

3.1 Duration and breaks

a The length of a match

The length of a match and the breaks between quarters shall be determined by the competition rules.

Preferably the length of each quarter will be 150 seconds (2¹/₂ min) with 45 seconds break between each quarter. Unless using real playing time, the time will be stopped when there is an out-ball, injury, substitution or a yellow or red card. At the start of Q3 the teams change the direction of playing towards the other korf. When there is more than one match there will be 5 min maximum rest to prepare the playing-field and to do all the administration for the next game.

b Time-out

There is no time-out allowed during the game.

c Substitution

The game or time clock does not have to be stopped for a substitution to take place (see § 2.1 c for how substitutions are made).

3.2 Goals

a How to score

Except for the cases mentioned below under c, a team scores a goal when:

- the ball has, from above, completely passed through the korf of the opposing team
- it is sure that the ball would have fallen completely through the korf, but that it was tapped back from underneath by a defender
- If the ball is thrown through one's own korf it counts as a goal for the opposing team.

b Previous infringement

Except for the cases mentioned below under c, provided the ball had left the hands of the shooting attacker at the moment of whistling and was outside the reach of any opponent, a goal stands even when the referee has previously blown for an infringement committed by an opponent.

c Goal not allowed

The referee shall not allow the goal in the following circumstances

- because he has blown (or the signal has gone) for the end of any quarter of the match unless, at the moment that the whistle or signal goes to end the quarter, the ball had left the hands of a shooting attacker and was outside the reach of any other player, in which case a goal stands if this shot passes through the korf
- he has observed an infringement committed by the attacking side before the ball has gone through the korf
- the ball has fallen through the korf following a throw direct from a free pass or re-start
- he has previously observed an unfair advantage to the attacking side
- the ball has first been thrown from underneath, has passed through the korf and then had fallen back again through the korf.

d The team scoring the most goals wins the match

Every score counts for one goal.

3.3 Line up

a Choice of line up

The competition rules shall decide into which korf each team will shoot in the first half (Q1 + Q2). In the absence of competition rules, or any indication in such rules, then a toss shall be made to determine which team shall attack which korf in the first half.

b Change in line-up

As laid down in § 2.1 b, the line-up scheme is followed throughout the match.

3.4 Zone changes and changes of ends

Not applicable as there is one zone. Only a direction change at the start of Q3.

3.5 Throw off

A throw off takes place

- at the start of each quarter
- the team determined in accordance with the competition rules shall start quarters 1 and 2
- at the start of quarters 3 and 4 by the team that did not start the first quarter.
- after every goal by the team who has just conceded the goal.

The throw off is taken by an attacker from the virtual penalty spot in front of the korf he is defending.

3.6 Infringements of the rules

Infringements of the rules are divided into infringements made by defenders and infringements made by attackers. For the purposes of this rule, attackers are defined as the team in possession of the ball.

Infringements of the rules by defenders are divided into:

1 light infringements - punished by a re-start

Light infringements are:

- technical infringements (like running, playing the ball with the leg and delaying the game)

- physical infringements which are not aimed at disrupting the attack and where there is also no uncontrolled contact
- 2 heavy infringements - punished by a free pass**
Heavy infringements are:
- physical infringements with uncontrolled contact (like knocking the ball out of an opponent's hand, pushing, clinging to and holding off of an opponent)
 - infringements which are aimed at disrupting the attack or that result in disrupting the attack.
- 3 infringements which repeatedly hinder the attack unfairly - punished by the award of a penalty to the other side (§ 3.11 a, explanation B)**
- 4 very heavy infringements which result in the loss of a scoring chance - punished by the award of a penalty to the other side (§ 3.11 a, explanation A).**

During the game it is prohibited:

- a to gain an advantage by touching the ball with leg or foot**
The leg shall be deemed to be from the knee downwards.

An infringement is punished by the award of a re-start unless the contact with leg or foot is intentional, with an advantage obtained as result, in which case a free pass is awarded to the other team (or penalty if the touching results in the loss of a scoring chance).
- b to hit the ball with the fist**
An infringement is punished by the award of a free pass.
- c to take hold of, catch or tap the ball when any part of the body other than the feet is touching the ground**
In this version of the sport this rule shall not apply. Therefore, it is allowed to dive towards the ball provided this does not become a case of holding off because it was done in a dangerous manner.
- d to run with the ball**
A change of position with possession of the ball is only permitted in the following three cases:
1. The player receives the ball whilst standing at rest.
In this case he may move one leg at will, provided the other one remains in its place as a pivot foot. Turning on the pivot foot is permitted. He may change the pivot and moving foot provided his initial position does not change.
 2. The player receives the ball whilst running or jumping and comes to a stop before he throws the ball or shoots.
The requirement is that, after seizing the ball, he has immediately and fully tried to come to a stop within the least possible distance. After coming to a stop, the same rules apply as mentioned under 1.
 3. The player receives the ball whilst running or jumping and throws the ball or shoots before he has completely come to a stop. In this case the player is not allowed to still be in possession of the ball at the moment that he places a foot on the ground for the third time after receiving the ball.

An infringement is punished by the award of a re-start.

e solo-play

Solo-play is the deliberate avoidance of cooperation, i.e. a player tries to change his position with the ball in his possession without the help of another player.

Solo-play is not punishable

- when the player does not change his position appreciably
- when the avoidance of cooperation was not intentional

An infringement is punished by the award of a re-start.

f to hand the ball to another player of one's own team

Handing the ball to another player of one's own team means that the second player receives the ball without it having first moved freely through the air or it was free on the ground.

An infringement is punished by the award of a re-start.

g to delay the game

There is a maximum of two seconds allowed in having possession of the ball. An infringement is punished by the award of a re-start. A player taking a penalty and passing instead of shooting is considered to be delaying the game.

h to knock, take or run the ball out of an opponent's hand

The criterion is that the opponent must have the ball reasonably under control. This control can exist in holding the ball with one or two hands and also in letting the ball rest on the palms or the fingers.

An infringement by an attacker is punished by the award of a re-start.

An infringement by a defender is punished by the award of a re-start when there is a light infringement and by the award of a free pass when there is a heavy infringement.

i to push, to cling to, or to hold off an opponent

Every impediment of the free movement of an opponent is forbidden whether this is done deliberately or not.

This rule does not force a player to give way for another player, i.e. each player allowed to position himself just as he pleases. He will only be punished when he moves so suddenly into the path of a moving opponent that a collision becomes inevitable.

An infringement by an attacker is punished by the award of a re-start.

An infringement by a defender is punished by the award of a re-start when there is a light infringement and by the award of a free pass when there is a heavy infringement.

j to hinder an opponent excessively

The hindering player is allowed to hinder the throwing of the ball in the desired direction by actions that result in the ball being thrown against his hand or arm.

An infringement by an attacker is punished by the award of a re-start.

An infringement by a defender is punished by the award of a re-start when there is a light infringement and by the award of a free pass when there is a heavy infringement.

Hindering is only permitted in so far as the thrower is obstructed in playing the ball in the desired direction. Furthermore, movements that cause the player with the ball to throw it against the hinderer's hand or arm, or allow him to intercept it, are allowed.

He is allowed to block the ball by bringing his arm in the path of the ball, but he must not

- hinder his opponent in the free use of his body by blocking the arm instead of the ball
- hit the throwing arm or beat the ball, i.e. the hindering arm or hand must not move quickly towards the ball in such a way that contact takes place with the ball before it has left the opponent's hands.

k to hinder an opponent of the opposite sex in throwing the ball

An infringement by an attacker is punished by the award of a re-start.

An infringement by a defender is punished by the award of a free pass.

l to hinder an opponent who is already being hindered by another player

An infringement by an attacker is punished by the award of a re-start.

An infringement by a defender is punished by the award of a free pass.

m to play outside the field

An infringement is punished by the award of a an out-ball.

A player is outside the field when he plays whilst touching a boundary line or the ground beyond a boundary line, or plays the ball having jumped from a boundary line or the ground beyond a boundary line. Playing can consist of touching the ball as well as hindering an opponent. If side-walls are being used in a stadium format then playing whilst touching a side-wall is an infringement of this rule.

It is permissible to do the following without infringing this rule:

- to catch or tap the ball when it is over a boundary line provided the player stands inside the field
- to tap the ball when the player is in the air outside a boundary line provided he jumped from inside the field

n to shoot from a defended position

A shot must be considered defended when the attacker shoots and the hindering defender satisfies the following conditions:

- **he must actively be trying to block the ball AND**
- whilst actively trying to block the ball he must
 - i) be within arm's length of the attacker
 - ii) have his face turned towards the attacker and
 - iii) be nearer the post than the attacker.

If the attacker is so close to the post that the hindering defender cannot stand nearer the post then condition iii) can be deemed to be satisfied if the defender and attacker are on opposite sides of the post and all other conditions are satisfied.

An infringement is punished by the award of a re-start

o to shoot after cutting past another attacker

This rule will not apply in this version of the sport.

p to score directly from a free pass or a re-start

An infringement is punished by the award of a re-start taken from under the korf.

q to shoot when one plays without a personal opponent

This can only happen in a 4 v 4 game because in a 3 x 3 game if a line-up cannot be maintained even after using substitutes then the game is terminated. If a player without a personal opponent does throw the ball towards the korf and the referee deems this to be a shot, then a re-start is awarded to the other team. However, a player without a personal opponent can take a penalty. A change in shooting player can only be made during a break between quarters.

r to influence a shot by moving the post

If done by a defender - if it results in a goal the goal is awarded; if the referee is of the opinion that, but for moving the post, a goal could have been scored then a penalty is given; if the ball rebounds to a defender then a re-start is given to the attack.

If done by an attacker - if it results in the ball going through the korf, no goal is given and a re-start is given to the defence; if the ball rebounds to an attacker then a re-start is given to the defence

The referee will not blow his whistle when the post is moved by a defender and the ball misses the korf by such a margin that moving the post could not have influenced the result of the shot.

s to take hold of the post when jumping, running or in order to move away quickly

An infringement by an attacker is punished by the award of a re-start.

An infringement by a defender is punished by the award of a free pass.

t to violate the conditions laid down for a free pass or a penalty

An infringement by an attacker is punished by the award of a re-start.

An infringement by a defender is punished by the award of a free pass or by the retaking of the penalty (see § 3.11 c).

u to play in a dangerous manner

An infringement is punished by the award of a free pass.

v to violate the conditions laid down for a re-start

This occurs in either of the following situations: -

- a player hinders an opponent who is taking the re-start
- a player from either team touches the ball before it has come into play by travelling 2.50 m from the place of the re-start.

An infringement by an attacker is punished by the award of a re-start to the other team.

An infringement by a defender is punished by the award of a free pass and can be deemed as misbehaviour if this is repeated.

3.7 Out-ball

The ball is out as soon as it touches any of the following

- a boundary line of the field of play
- the ground, a person or an object outside the field of play.
- the ceiling or an object above the field of play.

In the case of an out-ball a re-start is awarded against the side that touched the ball last. The re-start is taken under the same conditions as stated in § 3.9.

The field of play is not three-dimensional. It is therefore permitted to hit the ball, wherever it may be, back into the playing area, provided that the ball has not touched anything listed above and the rule in § 3.6 m is not violated.

3.8 Referee throw-up

When two opponents seize the ball simultaneously the referee will stop play and will throw the ball up. The same applies when play must be re-started without one side being entitled to the ball.

The referee chooses two players who must be of the same sex and if possible of about the same height. The two players take up a position on either side of the referee with the defender taking up his position first. The referee throws the ball up between them so that its highest point is out of the reach of either player and at that moment blows his whistle to indicate the re-start of the match. These two players may touch the ball after the ball has reached its highest point during the throw-up. The other players must observe a distance of 2.50 m from the place of the throw-up and may only touch the ball after one of the two selected players has touched the ball or after the ball has been in contact with the ground.

3.9 Re-start

a when to award a re-start

A re-start is awarded to the opposing side after an infringement of the attacking team or a light infringement of the defending team after the referee has indicated that one of the rules in § 3.6 has been violated. The offending team has to drop the ball immediately to the ground and if this is not done then a yellow card will be shown with the consequences mentioned in § 2.3 f applying.

b place of the re-start

The re-start is taken from the spot where the infringement was committed. If the infringement was committed against a certain person (§ 3.6 h, i, j, k, l and sometimes m), then the re-start is taken from the spot where this person was standing.

c how to take a re-start

At the moment that the player taking the re-start has, or can take, the ball in his hands the player shall bring the ball into play, **without a whistle by the referee**, within a maximum of two seconds with the referee having his arm above his head, showing two fingers and counting down using his fingers. Also after a goal the throw off from the virtual penalty spot in front of the post will be taken within a maximum of two seconds, **without any whistle by the referee**, after the goal-scoring. The players of the opposing team may not hinder him.

The ball is brought into play when the ball has travelled at least 2.50 m from the place of the re-start (measured along the ground). No player from either team may touch the ball until the ball has travelled 2.50 m from the place of the re-start.

If the taker of the re-start has not brought the ball into play within two seconds, then the referee will blow his whistle and award a re-start to the other team.

The player taking the re-start is not allowed to score directly from the re-start. He can only score when the ball has been brought into play and has been touched by another player. An infringement is punished by a re-start to the defence from under the korf.

When the person taking the re-start or an out-ball touches a boundary line after the referee has indicated that the re-start or out-ball can be taken by starting to count down from two to zero with his fingers and before the ball has left his hands, then the referee respectively awards an out-ball to the opposing side (see § 3.6 m) or an out-ball (see § 3.7).

3.10 Free pass

a when to award a free pass

A free pass is awarded to the attacking side after the referee has indicated that one of the rules in § 3.6 has been violated with a heavy infringement by the defending team.

b place of the free pass

The free pass must be taken by a player of the attackers standing immediately behind the nearest of the four virtual spots (see § 1.2).

c how to take a free pass

The person taking the free pass shall stand with one foot immediately behind a virtual spot and the other foot must be placed anywhere in the area behind this virtual spot. He must not place his other foot (or touch the ground with any part of his body) between the virtual spot and the post before the ball has left his hand(s). From the moment that the taker of the free pass is at the spot with the ball, the referee lifts one of his arms vertically and gives the signal with two fingers on his raised hand to indicate that he is going to whistle within 2 seconds for the pass to be taken. During this preparation period for a free pass the referee is allowed to punish any infringements of the rules.

Following the raising of the arm there are two possibilities (see A and B below).

Possibility A:

1. All the players other than the taker are standing outside the virtual free pass circle.
2. The other attacking players, who must be standing outside the virtual free pass circle, must also be at a distance of at least 2.50 m from each other.

All the above must exist within the maximum of two seconds preparation time following which the referee shall blow his whistle to restart play. The player taking the free pass must bring the ball immediately into play within two seconds of the referee blowing his whistle. If the taker of the free pass does not bring the ball into play within this period, then the referee shall blow his whistle again and award a re-start to the defending team.

The players of the defending team must remain meeting condition 1 until the taker of the free pass makes a clearly visible movement of the ball, an arm or a leg.

The players of the same team as the taker of the free pass must remain meeting conditions 1 and 2 until the ball has been brought into play.

The ball is brought into play when any one of the following three things occurs after the referee blowing his whistle for the pass to be taken immediately:

1. a player of the defending team touches the ball
2. the ball has been thrown clear through the air for a distance of at least 1 m (measured along the ground) and a player of the same team as the player taking the free pass touches the ball whilst standing with both feet in contact with the surface outside of the virtual free pass circle
3. the ball has travelled completely outside of the virtual free pass circle.

The player taking the free pass is not allowed to score directly from the free pass. He can only score when the ball has been brought into play under situations 1 or 2, or has been brought into play under situation 3 and has been touched by another player. An infringement is punished by a re-start to the defence from under the korf.

Possibility B:

When the players do not meet conditions 1 and 2 mentioned above in A within the maximum of two seconds of the referee raising his arm, he will whistle twice quickly in succession, the first time to restart the game and the second time to stop play, and punish the offender as follows:

If the infringement was made by a member of the defending team then the free pass is ordered to be re-taken. When the defending team makes this infringement for the second time at the same free pass the referee will give a penalty.

If the infringement was made by a member of the attacking team then a re-start is awarded to the defending team.

If players from both teams are within 2.50 m then the referee will punish the player who is nearest to the spot where the free pass is taken. If the referee considers players from both teams are at the same incorrect distance then the attacking team shall be penalised.

The referee is the sole judge about whether the ball has been thrown by the taker of the pass for a distance of at least 1 m, has passed completely outside the free pass area or when each period of three or one seconds has elapsed.

A free pass must be retaken if the throw is taken before the referee has blown his whistle for the taking of the throw (time should be stopped).

3.11 Penalty

a when to award a penalty

A penalty is awarded in the following situations:

- A Infringements that result in the loss of a free scoring chance of the attacker. In such cases the referee must award a penalty immediately.
- B Infringements repeatedly made by the defender that prevent the attacker from obtaining scoring chances. In such cases the referee may award a penalty.

b place of a penalty

The penalty must be taken by a player of the attacking team standing immediately behind a virtual penalty spot (see § 1.2) situated in front of the post.

c how to take a penalty

The person taking the penalty shall stand with one foot immediately behind the virtual spot and the other foot must be placed anywhere in the area behind the. He must not touch the ground between the virtual spot and the post with either foot (or any part of his body) before the ball has left his hand(s). All other players must remain at least 2.50 m from the virtual penalty spot and the post until the ball has left the hand(s) of the player taking the penalty. The taker shall take the penalty within two seconds of the referee blowing his whistle (indicated by the referee holding an arm in the air showing three fingers and him counting down from 3 till zero).

The opposing team and the substitutes on that team's bench must refrain from any actions or comments that may disturb the person taking the penalty.

If necessary any quarter of the match will be prolonged for the taking of a penalty until it is clear that the ball has, or has not, passed through the korf as a direct result of the penalty.

A penalty may only be taken by a player of the attacking team who is on the field at the time the penalty was awarded.

It is permitted to score directly from a penalty and if the taker does not shoot but chooses to pass to a team mate instead then he shall be considered to infringe §3.6 g - delaying the game.

3.12 To exceed the allowed time-limit in the attack zone

This rule from the main Rules of Korfball concerns the use of a shot clock. A shot-clock will not be used in this version of the sport. For the purposes of this rule the attack zone is the whole field of play and once a team takes possession then that team (now considered to be the attacking team) is allowed 15 seconds



to shoot and touch the korf or to score. The referee should take care of this 15 seconds and should count down the last 3 seconds to zero. The exceeding of the time-limit is indicated by the whistle of the referee and the game is then interrupted. After an infringement of this rule the referee gives a restart to the other team. The re-start is taken from the place where the attacker had the ball in his possession at the moment that the whistle sounded or had in his possession just before the moment that the whistle sounded.

Further Notes:

Beach-korfball can easily be replaced indoor on hard court called Korfball4.

If beach-korfball is played by teams at a lower level than the top, then 4-4 can be considered, whereas a team can consist of 6 players, 3 women and 3 men, always playing 2 women and 2 men per quarter and at least 5 different players should be lined-up during the game. Injuries may only being substituted by the same sexes and no substitutions after receiving a yellow or red card.

Another alternative is playing beach-korfball in one zone with one korf.