



The Rules of Korfball

from 1 September 2016

Definition and introduction

Korfball is a sport played by hand within a rectangular field of play whereby a team of four female players and four male players tries to shoot a ball into a korf (basket). The sport's main characteristics encompass all-round skills, cooperative play, controlled physical contact and gender equality.

Whenever the word "he" is used it should be understood that this could be "she".

Within the rules of korfball various words and phrases are used that are integral to the rules. Definitions of these words and phrases are given in an appendix to these rules.

The rules as published here are the normal rules used in adult matches, in particular IKF Tournaments and friendly International matches. However, certain rules concerning, for example, the size of the pitch or ball, length of match, number of substitutions and time outs per team may be varied to suit local circumstances and where this is allowed then the words "competition rules" are used. Whenever the words "competition rules" are used it should also be understood that this could be "match or competition regulations".

Section 1: Field and Equipment

1.1 Playing area

The "playing area" shall be deemed to be the field of play together with its border area and the benches.

a Field of play

The dimensions of the field of play are 40 x 20 m.

It is divided into two equal zones by a line parallel to the ends of the field.

The free height is preferably 9 m but must not be less than 7 m.

b Border area

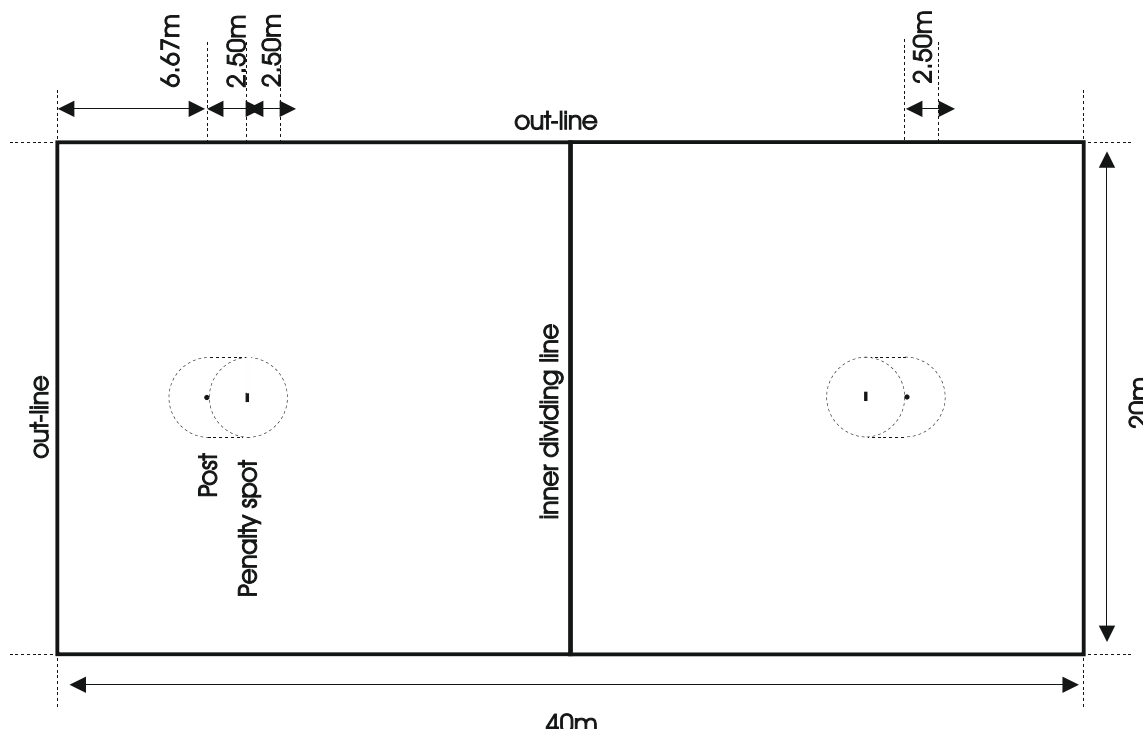
The border area is at least 1 m wide and surrounds the field of play. It must be kept free from obstacles.

c Bench

Two benches shall be placed near one of the sidelines and, if possible, at least 2 m from the field of play. They should be placed one on each side of the middle line and at least two metres apart.

1.2 Marking

The field of play is marked out by clearly visible lines, 3.0 - 5.0 cm wide as shown in the diagram.



The penalty spots are marked in front of the post as seen from the centre of the field. The edge of the spot furthest from the post must be 2.50 m from the front of the post. For the recommended size of the penalty spot see the guidance notes.

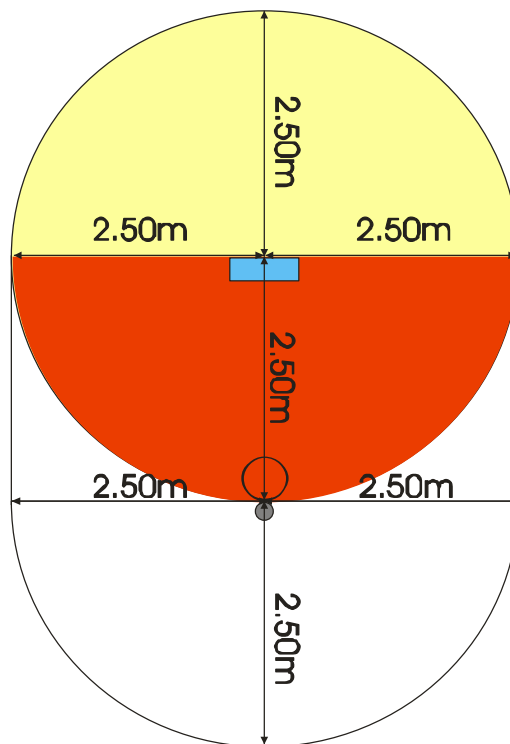
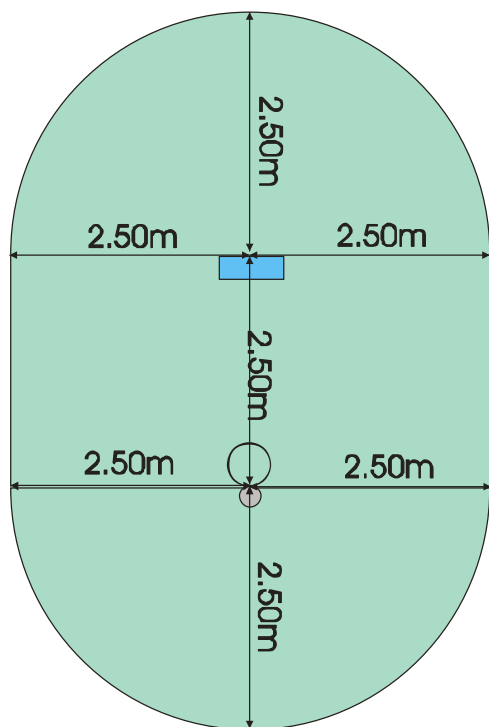
A penalty area as shown in the diagram may be marked on the field around each post. These areas may be designated by either a solid colour (contrasting from the other lines and surface of the field) or by lines fixed on the ground showing the limits of the area.

The penalty area shows an area that is 2.50 m (in all directions) from the spot, the post and any point on the imaginary line between the spot and the post.

The free pass circle is a circle of 2.50 m radius measured from the edge of the penalty spot that is furthest from the post.

The shaded area shows the area where no player may stand during the taking of a penalty except the taker who must stand immediately behind the penalty spot. No other player may enter the shaded area until the ball has left the taker's hands

The shaded area shows the area where no player may stand during the taking of a free pass except the taker, who must stand immediately behind the penalty spot with one foot and the other foot must be within the lighter shaded area. The taker may not touch the spot or the darker shaded area until the ball has left his hands. For when the attacking and defending players may enter the area and how an attacking player is able to bring the ball into play see § 3.10 c.



● Post ■ Penalty spot ○ Korf outline

Note: All measurements are made to the outside edge of the lines

The darker shaded area shows an area between an imaginary line through the edge of the penalty spot, parallel to the centre line, and the post. The taker of a free pass or penalty may not touch the ground in this area until the ball has left his hand(s).

(Note: If the free pass circle is marked on the pitch as a solid colour it is not necessary to have this darker area in a different shade or colour. It is shown darker merely to help illustrate the rules.)

1.3 Posts

Posts with an external diameter of 4.5 - 8.0 cm are fixed perpendicularly in or on the ground in both zones at a point situated midway between the two sidelines and one-sixth of the length of the field of play from the end line.

When it is not possible to fix the post into the floor the post may be fixed to a sufficiently heavy and large metal base plate with a thickness of a maximum of 1.0 cm. The base plate must be completely flat. The connection of the post in, or on, the ground must be such that the players cannot trip over it, or be injured by it, while passing or falling near it. In particular the bases must lie flat on the ground. Cross connections to the base are not permitted.

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 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.

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. The referee and his assistant must wear outfits that are 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

Shot clocks should be placed at a height of at least 0.90 m in a clearly visible spot outside the playing area and near to the middle of both end-lines. The clocks should be controlled from the scorer's table.

The competition rules shall determine the maximum height allowed.

Section 2: Persons

2.1 Players

a Numbers and position

The game is played by two teams, each consisting of 4 male and 4 female players, of whom two of each sex are placed in each zone.

b Line up and incomplete teams

When one or both teams are incomplete, the games can only start, or be continued, if a line up is possible that ensures that no zone has less than three players from each side and that in no division one female and two male players are opposed by one male and two female players.

Normally the same starting line up is maintained throughout the match. If, however, during the game circumstances alter owing to the dropping out or sending off of a player the referee can, at the request of a coach and after consulting the other coach, permit a change. He will order a change when this is necessary to comply with the conditions mentioned above or when the number of players with a direct opponent is less than absolutely necessary.

If a team has not fielded a player, or he is missing for good reasons, (e.g. injury or because the opposing side did not field a full team), then it always has the right to bring this player into the proper zone where he belongs (except when, in exceptional cases and in accordance with § 2.1 b above, he should be placed in another zone).

When one team has less than six players or the conditions mentioned above concerning the possible line up of male and female players cannot be met, the game is abandoned.

c Substitution of players

The competition rules shall prescribe how many substitutions (up to the maximum referred to below) are allowed without the permission of the referee and whether a substituted player can return to the game.

There are two scenarios - a substituted player is allowed to return (scenario A) and a substituted player is not allowed to return (scenario B).

A substitution is only allowed during an interruption of play.

A Competition Rules allow a substituted player to return

Where the competition rules prescribe that a substituted player can return to the match then a maximum of eight (8) changes are allowed without the approval of the referee.

B Competition Rules do not allow a substituted player to return

Where the competition rules prescribe that a substitute player cannot return to the game then a maximum of four (4) players can be substituted without the approval of the referee and once a player has been substituted he cannot, under any circumstances return to the match (including cases of injury and replacing a player with a red card).

Players sent off: A player sent off by the referee can be replaced by a substitute. The change shall be considered to be one of the maximum number of changes allowed. Furthermore, if the

player sent off is not immediately replaced then the team shall still be deemed to have used one of the maximum number of changes referred to above and in addition the team may not have any more substitutions of the same sex as the player sent off until such a replacement is made.

Injured players: In the case of injury, a period (fixed by competition rules starting when the medical attendant reaches the injured player), is allowed for the assessment and/or treatment of the injured player. The competition rules shall also prescribe what happens at the end of this assessment period.

If the maximum permitted number of substitutions has already been reached, then a player who has been sent off, or injured players who can no longer take part in the match, may still be replaced with the permission of the referee.

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 sleeveless shirts on top of one shoulder). He represents the team and is responsible for the proper conduct of his players. In the absence of the team coach, when there is no assistant coach, he takes on the additional tasks of the coach as mentioned below. 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 a reasonable and correct manner in good faith and not too frequently.

The captain shall remain as captain of the team throughout the match and can only give up this role if he no longer takes part in the match. In this case one of the other players must be designated as the captain.

b Coach and Assistant Coach

Each team is permitted to be accompanied by a coach. The coach must sit on the bench allocated to his team and is not allowed to enter the field of play without the permission of the referee.

The coach is permitted to give instructions to his team's players from the bench and in a manner that will not disturb others. The competition rules may also allow the coach to leave his place on the bench temporarily, for a short period of time, in order to give instructions to his team's players. This must be done from the same side of the field as his team's bench whilst remaining outside the field of play.

The coach may leave his bench temporarily to undertake one of the following additional tasks:

- to request and/or use a time-out (see § 3.1 b)
- to request and execute a substitution (see § 2.1 c)
- when a change in the formation is necessary in accordance with § 2.1 b to inform the referee and the coach of the opposing team which of his attackers will not shoot (see § 3.6 q).

Competition Regulations may also allow each team to be permitted to have an assistant coach. An assistant coach takes on the tasks of a coach listed above only when the above coach is no longer present. Until such time he must remain seated at all times on the bench allocated to his team.

If at any time there is no coach or assistant coach present the additional tasks named above go to the captain (see § 2.2 a).

c Substitutes and other persons

The substitutes and all other persons allowed to sit on the bench are considered members of the team. Other than in circumstances mentioned below, they must all remain seated on the bench during the match.

Substitutes are allowed to leave the bench to warm up prior to substitution.

A member of a team's medical staff is allowed to leave the bench to examine/treat an injured player. He may only enter the field of play with the permission of the referee.

A player that has been substituted is allowed to sit on the bench. However, a player that has been substituted because he has been given a red card is not allowed to sit on the bench and must leave the playing area.

2.3 Referee

The referee controls the game. His task is:

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

Reasons for cancellation can be:

- a very slippery floor
- water on the floor
- dangerous obstacles in the hall

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 to clarify his decisions

The official signals that the referee must use are shown in an appendix to these rules.

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 and a time out by means of blowing a whistle

To start or restart the game the referee blows his whistle 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 ground, material or players or in cases of misbehaviour or interference
- at the end of the first half 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.

f to take action against misbehaviour by the players, coaches, substitute players and other persons attached to the team

In the case of misbehaviour the referee can formally warn any of the aforementioned persons (yellow card), or he can send the person in question away from the playing area (red card).

In addition to the above-mentioned formal warnings the referee can informally warn a player, coach, substitute player or any other person attached to a team that he must change his method of playing or his behaviour.

Examples of what constitutes misbehaviour are in the guidance notes.

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

With respect to the coach, the referee also has the power to forbid him from leaving the bench without his permission during the rest of the match.

g to take action against interference by the public

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

2.4 Timekeeper and scorer

Where possible, a timekeeper shall be appointed.

Where possible, a scorer shall be appointed.

When play has stopped, the timekeeper may also make an audible signal to the referee to advise him that one of the teams has requested a time-out or substitution.

This signal may not be any sound that could be misinterpreted as the sound of the referee's whistle.

2.5 Assistant referee

In each match there is one assistant referee whose duty it is to assist the referee in controlling the game.

The assistant referee shall carry a flag and use it to bring to the referee's attention that the ball is "out" and any other foul made in his vicinity. The referee may ask the assistant referee to assist him with other pre-defined tasks.

See the guidance notes for examples of these other pre-defined tasks.

The referee will tell the assistant referee where he would like him to be positioned. During the game the assistant referee shall be positioned in the playing area (§ 1.1) and outside the field of play.

The assistant referee is allowed to enter the field of play for a short period of time but only after he has been given permission to do so by the referee.

The referee has the right to deprive an assistant referee of his function and – if possible – to appoint a substitute.

Section 3: The game

3.1 Duration and time-out

a The length of a match

The length of a match and the half time break shall be determined by the competition rules.

Interruptions not forming part of the normal play should be not be included in the timing of the game. This includes time-outs (see b below) and the time taken for substitutions.

b Time-out

A time-out is a break in the game lasting 60 seconds that is excluded from the timing of the game.

The number of time-outs per team shall be determined by the competition rules.

After the time-out the game is restarted on the spot, and in the manner, that the game would have been restarted if no time-out had occurred.

c Substitution

The time taken for making a substitution shall not be part of the playing time.

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 that is positioned in the attack

zone of that 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 defender, a goal stands even when the referee has previously blown for an infringement committed by a defender.

c Goal not allowed

The referee does not allow the goal in the following circumstances

- because he has blown (or the signal has gone) for the end of the first, or the second, half of the match unless, at the moment that the whistle or signal goes to end the half, 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 from the defence zone of the attacking team or 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

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. Teams shall arrange their players in the two zones according to the conditions of the competition rules.

In the absence of competition rules, or any indication in such rules, then each team will inform the referee which of their players shall be their first attacking players and a toss shall be made to determine which team shall attack which korf in the first half.

b Change in line up

Except as laid down in § 2.1 b, the same line up is maintained throughout the match.

3.4 Zone changes and changes of ends

Each time that two goals have been scored, the roles of the players change. Attackers become defenders and defenders become attackers and this is achieved by the players changing zones.

There is no change of roles at half time merely a change of ends.

3.5 Throw off

A throw off takes place

- at the start of the match by the team determined in accordance with the competition rules (or the winner of the toss if one was used in § 3.3 to determine which team attacked which korf)
- at the start of the second half by the team that did not start the first half
- after every goal by the team who has just conceded the goal.

The throw off is taken by an attacker from a point inside his zone near the centre of the field.

The same stipulations apply as for a re-start (see § 3.9).

3.6 Infringements of the rules

Infringements of the rules are divided into infringements made by defenders and infringements made by attackers.

Infringements of the rules by **defenders** are divided into:

- a 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*

- b 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*

- c infringements which repeatedly hinder the attack unfairly - *punished by the award of a penalty to the other side (§ 3.11 a, explanation B)*

- d 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).*

Infringements of the rules by **attackers** are divided into:

- a light infringements - *punished by a re-start*

- b very heavy infringements which result in the loss of a scoring chance by the team attacking in the other zone - *punished by the award of a penalty to the other side*

In their competition rules national organisations may decide if they wish to discriminate between light and heavy infringements by defenders and in which levels of play and age groups.

During the game it is prohibited:

- a **to touch the ball with leg or foot**

The leg shall be deemed to be from the knee downwards.

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 the contact with leg or foot is unintentional.

An infringement by a defender is punished by a free pass when the contact with leg or foot is intentional, with an advantage obtained as result, or the defending side disrupts the plan of the

attack.

b to hit the ball with the fist

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.

c to take hold of, catch or tap the ball when any part of the body other than the feet is touching the ground

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

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.

From a stationary position, a player is not allowed to move one foot and subsequently lift the other foot before the ball has left the hands, particularly during a scoring effort. Jumping is permitted provided that the leg that was the pivot foot immediately before the jump is used for the takeoff. If after the jump the player comes down with the ball still in his hands and lands in a position that is almost the same as from where he jumped, then this is not to be considered as an infringement of the no-running rule.

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.

The referee has to pay careful attention to the moment that the moving player receives the ball. When applying this rule the direction in which the player is moving is of no interest.

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

Examples of delaying the game are given in the guidance notes.

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

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 unlawful hindering of an opponent's free movement has to be punished no matter whether this opponent does or does not possess the ball and even if the ball is in the other zone.

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.

Examples of unlawful hindering are given in the guidance notes.

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 one's zone

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

A player is outside his zone when he touches a boundary line, the centre line, or the ground outside his zone, or has jumped from a boundary line, the centre line or the ground outside his zone. Playing can consist of touching the ball as well as hindering an opponent.

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

- to catch or tap the ball when it is over one of the lines provided the player stands in his own zone
- to tap the ball when the player is in the air outside his own zone provided he jumped from his own zone
- to hinder an opponent in another zone provided the player stands in his own zone

n to shoot from a defended position

A shot must be considered defended when 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

Cutting occurs when a defender, who is in a defending position, cannot follow his attacker because the attacker takes a path so close past another attacker that the defender collides with, or is likely to collide with, this second attacker and is therefore forced to give up his defending position.

Cutting also occurs when a defender, who is in a hindering position within arm's length of his attacker, cannot follow his attacker because the attacker takes a path so close past another attacker that the defender collides with, or is likely to collide with, this second attacker and is therefore forced to give up his hindering position within arm's length.

Cutting in itself is not an offence, only shooting after cutting.

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

Cutting is also punishable when the cutting attacker first passes the ball to one of his partners to improve his position and then shoots from the return pass.

p to score from the defence zone of the attacking team or 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 occurs when the defence zone has only three players playing against four attackers.

In this case the coach of the attacking side must inform the referee and the other coach, which of his attackers will not shoot. The coach is entitled to change his decision during the match, but only after informing the referee and the other coach at a time when play has stopped (i.e. the referee has blown for an infringement, a goal etc.). This change of an attacker is only allowed twice between a change of zones.

A goal can be made from a penalty by an attacker without a personal opponent.

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

The numerical advantage of attack over defence may be due to one side not fielding a full team, or due to one or more players leaving the field due to injury etc., or to their being sent-off by the referee and not being replaced by a substitute.

r to influence a shot by moving the post

The guidance notes indicate what action, if any, needs to be taken.

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 play in a dangerous manner

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.

An example of this is for an attacker to force his defender, who is within arm's distance of the attacker, to collide at speed with another attacker.

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.

For how this is administered see the guidance notes.

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.

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 referee shall blow his whistle. The player taking the re-start has, from the moment the referee has blown his whistle, four seconds to bring the ball into play. 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.

An infringement of either of the above by an attacker is punished by the award of a new re-start and can be deemed as misbehaviour if this is repeated.

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

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

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 touches a boundary line, or the playing area on the other side of the boundary line, after the referee has blown his whistle to indicate that the re-start can be taken and before the ball has left his hands, then the referee respectively awards a re-start to the opposing side (see § 3.6 m) or an out-ball (see § 3.7).

A re-start must be retaken if the throw is taken before the referee has blown his whistle for the taking of the throw.

Since it is not permitted to hinder the player taking a re-start and the ball must travel at least 2.50 m, referees should ensure that hindering does not take place. Hindering shall not only include active hindering but also passive hindering.

Passive hindering is where the opponent prevents the ball from being brought quickly into play by standing within arms' distance in front of the taker but not hindering the throw by any movement of the arms or body. If there is any movement of the arms or body to attempt to block the throw, then the hindering is no longer passive but active.

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 side.

b place of the free pass

The free pass must be taken by a player of the attack zone standing immediately behind the spot.

c how to take a free pass

The person taking the free pass shall stand with one foot immediately behind the spot and the other foot must be placed anywhere in the area behind the spot (the lighter shaded area shown in the diagram for §1.2). He must not touch the penalty spot or anywhere in the darker shaded zone shown in the drawing of the free pass area in §1.2 with either foot (or any part of his body) before the ball has left his hand(s).

At the moment that a player of the team taking the free pass has, or can take the ball, in his hands the referee lifts one of his arms vertically and gives the signal with four fingers on his raised hand that he is going to whistle for the commencement of play within four seconds.

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

As soon as the above situation exists within the four seconds preparation time, the referee shall blow his whistle to restart play. The player taking the free pass must bring the ball into play within no more than four seconds after the whistle has gone for the commencement of play. If the taker of the free pass has not brought the ball into play within this period, then the referee shall blow his whistle again and award a re-start to the defending side.

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 within four seconds of the referee blowing his whistle for the pass to be taken:

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 floor outside of the free pass area
3. the ball has travelled completely outside of the 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 four 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. However, if the ball is out of the hands of an attacker and is on its way to the korf at the time the whistle is blown, then provided the conditions of § 3.2 b and c apply, the goal will count if the ball goes through the korf.

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 four 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.

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 attack zone standing immediately behind the penalty spot (see § 1.2).

c how to take a penalty

The person taking the penalty shall stand with one foot immediately behind the spot and the other foot must be placed anywhere in the area behind the spot (the lighter shaded area shown in the diagram for §1.2). He must not touch the penalty spot or anywhere in the darker shaded zone shown in the drawing of the free pass area in §1.2 with either foot (or any part of his body) before the ball has left his hand(s). All other players must remain outside the penalty area as shown in the diagram in §1.2 until the ball has left the hand(s) of the player taking the penalty.

The opposing team, coach and members of that team's bench must refrain from any actions or comments that may disturb the person taking the penalty.

If necessary the first, as well as the second, half 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.

The penalty must be retaken if it is taken before the referee has blown his whistle to indicate that the penalty may be taken.

A penalty may only be taken by a player of the attack.

The four-second rule as used in other forms of re-starting play does not apply to the taking of the penalty.

It is permitted to score directly from a penalty. The person taking the penalty is obliged to shoot and if he does not do so he is deemed to infringe § 3.6 g (see example 5 in the guidance notes for § 3.6 g - "intentionally ignoring clear shooting chances")

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

An attacking team has a time of 25 seconds to touch the korf with a shot or to score. This time is indicated by a shot clock. The exceeding of the time-limit is indicated by the buzzer of the shot clock, by which the game is interrupted. After an exceeding of the time-limit the referee must give a re-start to the defending team. The re-start is taken from the place where the attacker had the ball in his possession at the moment that the buzzer sounded or had in his possession just before the moment that the buzzer sounded.

- 1 The shot clock is set at 25 seconds when an attacker comes in possession of the ball.
- 2 The shot clock is reset on 25 seconds when the ball touches the korf after a shot.
- 3 The shot clock is stopped and reset on 25 seconds when a defender takes possession of the ball, when a score is given by the referee and when the first and second half of the match has ended.
- 4 a. The shot clock is stopped and re-set at 25 seconds when the referee blows his whistle one of the following:
 - for an infringement which is punished by a free pass (taken immediately behind the penalty spot)
 - a re-start (i.e. all infringements of §3.6 of the Rules of Korfbal)
 - a penalty (§ 3.11 of the Rules of Korfbal)
 - following the interruption of the game for an injury to a defender.
- 4 b. After the referee has recommenced the game by a signal of his whistle, the shot clock is restarted when an attacker has taken possession of the ball following the ball being brought into play by the taker of the free pass, the re-start or the penalty (see §3.10, 3.9 and 3.11 respectively).

Therefore the moment of seizing the ball is used to decide when the shot clock is re-started.

- 5 a. The shot clock is stopped if the referee blows his whistle to interrupt the game for circumstances other than those listed in 4 above.

Examples - an out-ball, a referee-throw, injuries of attackers or situations of unreasonable advantage.

- 5 b. The shot clock is re-started after an attacker has taken possession of the ball following the referee re-starting the game by a signal of the whistle. In these circumstances the shot clock is re-started from the time which it was showing when the clock was stopped. However, for an interruption of the game for an injury to a defender (see 4 above) then the clock is re-set to 25 seconds and re-started from that time.

Therefore it is the moment that an attacker takes possession of the ball that is used to decide when the shot clock is re-started.

- 6 When an attacker plays the ball directly, or indirectly via a defender, backwards to a team mate in the defence zone, the shot clock will not be stopped and will not be re-set on 25 seconds again when an attacker comes in possession of the ball directly after such an occurrence.
- 7 The referee will also allow a goal if, when the buzzer sounds, the ball had left the hands of a shooting attacker, was on its way to the korf and was outside the reach of any other player, and this shot passes through the korf.

APPENDIX

Definitions of words and phrases used in the Rules of Korfbal

Actually trying to block the ball

- The conscious use of the arms and/or hands in an admissible manner to prevent a ball being thrown or shot.

Arm's length

- The length of the arm (of a defender) measured in each position (vertical, bent, whilst standing on the floor or having jumped up) to his opponent.

This size is used (measured from the defender in his position to the breast of the attacker) as one of the four conditions to decide a shot must be defended.

Beating the Ball

- Movement of an arm quickly towards the ball in such a way that contact takes place with the ball before it has left the opponent's hands.

Contact (controlled)

- Admissible manner of contact between players leading to neither player gaining an advantage over the other.

Contact (uncontrolled)

- Inadmissible manner of contact between players leading to one player gaining an advantage over the other.

Cutting

- Manner of playing when a defender, who is in a defending position or hindering position within arm's length, cannot follow his attacker because the attacker takes a path so close past another attacker that the defender collides with, or is likely to collide with, this second attacker and is therefore forced to give up his defending position or hindering position within arm's length.

Handing the ball to another player of one's own team

- Inadmissible manner of playing the ball to a player of one's own team where the ball does not become free in the air or free on the ground.

Hindering

- Admissible manner of impeding the throwing or catching of the ball by an opponent
 - For hindering during cutting see also cutting
 - For hindering using the free space see holding off an opponent during maintaining or occupying a position

Hindering an opponent of the opposite sex

- Inadmissible manner of hindering when the opponent of opposite sex is actually trying to throw the ball and the distance between the two players is less than the combined arm's lengths of the two players.

Hindering an opponent who is already being hindered by another player

- Inadmissible manner of hindering an opponent by two players when the opponent is actually trying to throw the ball or trying to use the free space.

Holding off an opponent during keeping or occupying a position

- Admissible manner of use of the body during maintaining or occupying a position when the use of the body is made in such a manner that the opponent can prevent a collision.
- Inadmissible manner of use of the body during maintaining or occupying a position when the use of the body is made in such a manner that the opponent cannot prevent a collision.

Holding off an opponent during taking possession of the ball

- Inadmissible manner of use of the body during taking possession of the ball by placing the body between the ball and the opponent.

Infringement

- An unlawful action which, according the playing rules, has to be punished

The following infringements are distinguished:

- **Infringement (physical)** – Infringement made by physical contact.
- **Infringement (technical)** – Infringement which is not made by physical contact.
- **Infringement (light)** – Technical infringement or physical infringement which is not aimed at disrupting the attack and where there is also no uncontrolled contact.
- **Infringement (heavy)** – Physical infringement with uncontrolled contact or an infringement which is aimed at disrupting the attack or that results in disrupting the attack.
- **Infringement (very heavy)** – Light or heavy infringement which results in the loss of a scoring chance.

Obstacle free zone

- The zone belonging to the playing area called “border area” (indoor at least 1 m; outdoor at least 2 m) where no obstacles (something which hinders; something which obstructs, holds back or causes problems) are allowed except for the benches and the people who are allowed to sit on them.

Passive Hindering

- Passive hindering is where the opponent prevents the ball from being brought quickly into play by standing within arms' distance in front of the taker but not hindering the throw by any movement of the arms or body.

Pivot foot

- The standing foot which a player must keep in place whilst moving his other leg or turning around his body.

Playing in a dangerous manner

- Manner of playing which is dangerous to another player

Scoring chance

- Shooting chance with a reasonable to great possibility to score.

Shooting chance

- Chance to shoot from a free position.