

The Rules of Korfball

Part 1

Chapter 1: Hall, ground and material

§1 Field of play and bench

a Field of play

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

The competition rules may prescribe or permit smaller dimensions for the field of play where the normal pitch size is not possible and in games for young players.

The ratio of length to width must remain at 2:1.

The field of play should be even and dust free and should not be slippery.

b Bench

Two benches shall be placed near one of the sidelines, one on each side of the middle line, separated from each other by at least two metres.

If possible, the benches should be placed at least at two metres from the field of play.

§2 Marking

The whole of the field of play is marked out by clearly visible lines, which should be 3-5 cm wide. The line separating the two zones is marked in the same way.

The playing area can also be marked out by tapes, at least 3 cm wide, stuck to the floor. If possible, the field of play should be surrounded by a border area, which is kept free from obstacles, and is at least 1m wide. The field of play together with this border and the benches shall be deemed to be the "playing area".

The penalty spots must be marked 2.50 m in front of the post as seen from the centre of the field.

A penalty area as described in §20 b 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.

§3 Posts

Posts are erected 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.

The posts are round and may consist of solid wood, metal tubing or synthetic material with an external diameter of 4.5 - 8 cm.

The posts can have squared ends to facilitate connection to the korfs or the bases. The connection of the post in, or on, the ground must be such that the players cannot trip over or be injured by it, while falling or passing near it. In particular the bases must lie flat on the ground. Cross connections to the base are not permitted. If synthetic material is to be used, the behaviour of this material must resemble that of solid wood or metal tubing.

They are fixed perpendicularly in or on the ground.

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, e.g. 80 cm diameter and 1 cm thick. The base plate must be completely flat.

The competition rules can prescribe or permit shorter posts, resulting in the top of the korf being less than 3.50 m above the ground, e.g. for matches between very young players.

§4 Korfs

A korf is fitted to each post. The korf must face towards the centre and all of its top edge must be 3.50 m above the ground. The korfs are cylindrical without a bottom; they are 23.5 - 25.0 cm high and have a inner diameter of 39.0 - 41.0 cm on the upper side and 40.0 - 42.0 on the bottom side. The rim (top edge) of the korf has a width of 2.0 - 3.0 cm. The korfs are made of cane or synthetic material; they must be one colour and must be similar.

The colour of the korf must contrast sufficiently from the background. A strong yellow colour is preferable.

The competition rules may prescribe or permit a korf made of synthetic material to be used. The behaviour of such a korf must resemble that of one made from cane. The IKF, from time to time, shall decide what constitutes approved materials and any such approved materials shall be certified as such.

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;**
- **no fixtures of more than 1 cm may protrude inside or outside:**
- **a metal support underneath the korf is only permitted over not more than one quarter of the circumference nearest to the post; metal strips against the outside of the korf are only permitted over one third of the circumference.**

§ 5 Ball

Korfball is played with a round ball whose outer casing is made from leather or other

approved materials. The surface of the ball should not be smooth; the players should be allowed to have a good grip, e.g. by the seams of the ball. Indicated on the surface of the ball should be which ranges of pressures are suitable for the particular ball's construction. The indication will be made in bar but an extra indication in pounds per square inch is permitted. The ball shall be two-coloured (preferably white/black). No material shall be used in its construction that might prove dangerous to the players. The circumference is 68.0 - 70.5 cm. It must be inflated to the prescribed pressure indicated on the ball. At the start of a match the weight of the ball must be not less than 445 g and not more than 475 g. When it is dropped onto the playing surface from a height of about 1.80 m, measured from the bottom of the ball, it will rebound to a height, measured to the top of the ball, of not less than 1.10 m nor more than 1.30 m.

When synthetic material is used, the outer casing must resemble a leather ball in all respects. The IKF, from time to time, shall decide what constitutes approved materials and any approved material shall be certified.

A two-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.

A number 5 ball is used. The competition rules can prescribe or permit the use of a number 4 ball - circumference 64 - 66 cm; weight approx. 370 g (e.g. in games for very young persons).

In international matches a ball with the designation "International Match Standard" must be used.

National boards can prescribe that in national competitions matches must be played with a ball with the designation either "IKF Approved" or "International Match Standard".

Chapter 2: Persons

§ 6 Players

(* whenever the word "he" is used it should be understood that this could be "she".

a Numbers and position

The game is played by two teams, each consisting of 4 male and 4 female players, of whom 2 men and 2 ladies are placed in each zone.

If a team has not fielded a player, or has dropped him for good reasons (injury or because the opposing side did not field a full team), then it has at all times the right to bring this player into play in the proper zone where he belongs (except when in exceptional cases, and in accordance with § 13 b, he should be placed in another zone).

b Incomplete teams

When one or both teams are incomplete, the games can only start, or be continued, if a line up is possible which 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.

When one team has less than six players, the game is abandoned. The game can also not continue when, for instance, side A has 4 male and 2 female players and side B has 4 female and 2 male players.

c Substitution of players

Up to four players of a team can be substituted without the approval of the referee. After the aforementioned substitutions, injured players who can no longer take part in the match may be substituted with the permission of the referee.

A player sent off by the referee can be replaced by one of the substitutes. If any of the substitutions referred to above has not been made then this replacement shall be deemed to be one of those substitutions. If four or more players have already been substituted then the player may still be replaced.

If the player sent off is not replaced then the team shall still be deemed to have used one of the four substitutions referred to above and in addition the team may not have any more substitutions of the same sex as the player sent off.

Once a player has been substituted he cannot return to the match.

Substitution is only allowed during an interruption of play. The coach (see § 7 b) must inform the referee of intended player substitution. Substitution itself is not a valid reason to interrupt play. Failure to inform the referee of a substitution shall be deemed to be misbehaviour.

The competition rules may prescribe that a request by a coach for a substitution must be made via the scorer (§ 9 b).

Time required for substitution will not be part of the game's duration.

Substitution must be done quickly. Time wasting during substitution may be punished according to § 16 g (delaying the game unnecessarily)

If substitutes were not immediately available then the line up should be changed in accordance with § 6b to allow the game to be continued. If injured players who are not substituted return, or substitutes become available, then the original line up is resumed.

d Equipment of players

The players of each side must be dressed in a uniform sports costume that is sufficiently different from that of the other side. The players must wear shoes. Players are prohibited to wear objects that can cause injuries during the game.

The players' shoes must not endanger other players. All objects that might prove dangerous during the game are prohibited, e.g. rimless glasses, bracelets, wristwatches and dangerous rings.

§7 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 on the upper part of his left arm. He represents the team and is responsible for the proper conduct of his players. In the absence of the team coach, he informs the referee of any change in the team, may ask for a timeout and informs the referee and the coach of the opposing team which of his attackers will not shoot (§16q). 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 right of a captain to approach the referee includes the right to ask the reason for a decision made by the referee. The approach must be made in a reasonable and correct manner in good faith and not too frequently. Misuse of these rights and criticism of the referee should be considered as misbehaviour and can be punished by a warning or sending-off.

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.

b Coach

A coach is permitted to accompany his team to a match. The coach must sit on the bench allocated to his team.

The coach or any other person attached to the team is not allowed to enter the field of play without the permission of the referee.

A team may only be accompanied by one coach. He is expected, as such, to make himself known to the referee before the start of the match. The coach is permitted to give instructions to his team players from outside the field of play and in a manner that will not disturb others. The coach is permitted to leave his place on the bench temporarily, for a short period of time, in order to undertake one of the following tasks:

- a to give instructions from elsewhere on the same side of the field as his team's bench whilst remaining outside the field of play
- b to request and/or use a time out (see § 11 b)
- c to request and execute a substitution (see § 6c)
- d when a change in the formation is necessary in accordance with § 13 b
- e to inform the referee and the coach of the opposing team which of his attackers will not shoot (see §16q).

During a time out the coach and his team shall stay on, or in the immediate vicinity of, the bench allocated to his team.

If the coach takes part in the match as a player, he can no longer be considered to be a coach and his rights as a coach lapse.

If at any time there is no coach present the tasks named under b, c, d and e go to the captain (see §7a).

c Substitutes and other persons

If a team is accompanied by substitutes and/or other persons attached to the team, then during the game those persons must sit on the bench. No other person is allowed to sit on the bench.

The maximum number of substitutes that is allowed to sit on the bench is eight. The maximum of other persons attached to the team that may sit on the bench, in addition to the coach, is four.

The substitutes and all other persons allowed to sit on the bench are considered members of the team.

A player that has been substituted is allowed to sit on the bench.

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

Competition rules may prescribe another number of substitute players and may limit further the number of “other persons” who may sit on the bench.

§ 8 Referee

The referee controls the game.

The referee must be dressed in a suitable costume that is sufficiently different from that worn by either team. The control of the game is his and his alone.

His task is:

a to decide the suitability of the hall, field of play and material

The referee ascertains before the match that the hall and field are suitable, that the materials satisfy the stipulations and that everything is ready for the commencement of the game.

He pays attention to any changes that might occur during the game.

The referee must be aware of his responsibility as regards to injuries and illnesses that the players might incur as a result of unfavourable conditions of the playing area. He can assume that the players are in good health.

Reasons for cancellation can be:

1. a very slippery floor
2. water on the floor
3. dangerous obstacles in the hall

The referee must ascertain that the dimensions of the pitch, the lines, penalty spots

and korfs, satisfy the requirements (chapter 1). He must not tolerate untidiness in this respect. He must also see to it that no dangerous footwear is being used.

b to enforce the rules

The referee punishes infringements of the rules. If it is to the disadvantage of the non-offending team, the referee may choose not to punish an infringement (“advantage rule”).

The referee must use the official signals to clarify his decisions.

The referee may punish any infringements of the rules at any time during the match, even when play has been stopped.

The official signals are shown in an appendix to these rules.

After an infringement, if the non-offending side retains possession of the ball and the offending side at that moment is in an unfavourable position, then the referee will normally not stop the game, especially not where the appropriate punishment would only have been a re-start.

After an infringement which should be punished with a penalty, if the non-offending side immediately obtains a goal-scoring chance, and the referee blows his whistle after the ball is already on its way to the korf, then according to § 12 the goal will count if the ball goes through the korf (naturally the penalty will then not be taken); if the ball misses the korf, a penalty will be awarded.

He takes action when one side obtains an unfair advantage from circumstances outside the game.

Examples of unfair advantage are:

1. the referee hinders a defender so that the attacker obtains a scoring chance
2. the defender falls as a result of an accidental collision between attacker and defender when neither player has committed a foul.

In these cases the referee blows his whistle and allows the defender to take up his position. The ball remains in the possession of the attacker.

He decides in cases of doubt.

Examples of cases of doubt are:

1. two opponents both believe they got hold of the ball first. The referee will award the ball to one of the players or, if he cannot decide who got the ball first, he will award a referee throw (throw-up).
2. a player is prevented from catching the ball because the public has crossed a boundary line. If, in the opinion of the referee, the player would normally have caught the ball, then the latter will give the ball to the player concerned. In cases of doubt he awards a referee-throw (throw-up) (§ 18).

When two infringements take place simultaneously, the referee shall punish the more serious infringement.

Examples of two infringements simultaneously are:

- 1 During the time for taking the free pass a defender is within the 2.50 m distance from the place of the free pass and two attackers under, or near the post, are within 2.50 m of each other without trying to take advantage of this situation. In this case the referee punishes the infringement of the defender.
- 2 During the time for taking the free pass players from both teams are at the same incorrect distance from the taker of the free pass then the attacking team shall be penalised.

c 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 (§19, §20 or §21) are satisfied.

The referee will blow his whistle briefly and vigorously.
For how the time out is administered by the referee see explanations to §11b.

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 (§ 18)
- in the case of a bleeding player. (The player must leave the field of play immediately and may not return until the bleeding has stopped, the wound has been covered and the blood has been removed).
- 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.

Where a timekeeper has been appointed in accordance with § 9 and the competition rules have prescribed that in the last two minutes of each half the time

clock shall be stopped whenever the referee blows his whistle to stop the game
§ 11, the signal for ending each half of the match shall be made by the timekeeper.

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

In the case of misbehaviour the referee can warn any of the persons attached to the team formally, or he can send the person in question away from the playing area. In the case of a person allowed to sit on the bench the referee can also forbid that person to leave the bench without his permission during the rest of the match. The referee has the power to withdraw all authority from the coach for the duration of the match and send him away from the playing area.

Misbehaviour includes striking, punching, kicking or intentionally running down an opponent; repeated infringement of the rules, especially after a warning; the deliberate moving of the post during a shot; the utterance of insults, no matter to whom addressed; making remarks against the referee about his knowledge of the rules; leaving the field without a good reason; delaying the retaking of positions after a time out and failing to inform the referee of a substitution.

Both teams intentionally delaying the game in turns can also be regarded as misbehaviour (see § 16 g). As soon as the referee notices this type of play, he issues a warning to both captains together. If, after the referee's warning, both teams continue to play in the same manner, the referee is empowered to stop the match.

The referee can consider any unsporting action as misbehaviour, e.g. inadmissible forms of appeal or demonstrative gestures against the referee.

During the match the referee shall indicate a formal warning by showing a yellow card to the player, coach, substitute player or any other person concerned attached to a team. Should the player, coach, substitute player or any other person concerned attached to a team misbehave for a second time, then he must be sent off. In this case the referee shall first show a yellow card and then immediately follow this by showing a red card.

If misconduct takes place during the half time and after the players have left the pitch, then the yellow or red card shall be shown to the player, coach, substitute player or any other person concerned attached to a team at that time and the captain and coach of both teams shall be informed before the start of the second half.

If the misconduct takes place after the game and the referee wishes to take action, then a card shall not be shown. However, the person concerned and the captain and coach of both teams shall be informed.

If during the match there is a case of serious misbehaviour, such as violent physical aggression, then the person concerned is sent off at once. The referee sends someone off by showing him a red card.

A coach or substitute player who has been given a red card may not subsequently take part in the match as a player.

The competition rules can prescribe or permit that yellow and red cards are not used when a formal warning is given to a player, or when a player is sent off, if the players taking part in the game are under a certain age limit.

Note: 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.

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

In the case of interference by the spectators, the referee will ask the captain, or another representative, of the home team to have this stopped. In case of repetition the referee will adjourn or terminate the match, as circumstances require.

§ 9 Timekeeper and Scorer

a. Where possible, a timekeeper shall be appointed.

Unless the competition rules prescribe that the timing of the match shall be the responsibility of the timekeeper (§ 11) then the duty of the timekeeper shall be to warn the referee just before the end of each half of the game.

The referee has the responsibility to check that the clock is being stopped and started correctly in accordance with the rules.

The assistant referee can act as timekeeper.

b. Where possible, a scorer shall be appointed.

The duty of the scorer shall be to keep the record of the match.

The competition rules may prescribe that requests for time-outs and substitutions shall be made via the scorer and not direct to the referee.

c. 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.

Where an audible signal is used by the timekeeper to indicate a request for a time-out or substitution this shall be a buzzer, bell or hooter. It may not be any sound that could be misinterpreted as the sound of the referee's whistle.

When such a signal is used then the scorer shall use a sign to indicate whether a time-out or substitution has been requested and by which team.

§ 10 Assistant referee

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

The competition rules may prescribe the use of no assistant referee. The assistant referee shall preferably be dressed in a similar costume to the referee (§ 8).

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.

Other tasks that may be done by the assistant referee are:

- to act as timekeeper (see § 9)
- to bring to the referee's attention misconduct of players, coaches, substitute players and any other persons attached to the team
- to bring to the referee's attention any foul taking place outside the view of the referee
- to bring to the referee's attention a request of a coach concerning § 7b.

In cases of doubt the referee asks the opinion of the assistant referee regarding decisions to be taken on the field. On the advice of the assistant referee he can change his previous decision.

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 (§ 2) 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.

Chapter 3: The game

§ 11 Duration and timeout

- a A game lasts 2 x 30 minutes with a maximum of 10 minutes rest.**

The competition rules can lay down a shorter duration.

Interruptions not forming part of the normal play should be excluded from the timing of the game. If deemed sufficiently important by the referee, any delays in the first half or second half caused by an infringement of §16 g (for instance explanations 2 and 4), or any outside influence (including the treatment of injuries), may be deemed to be delays outside the course of the game and the referee may lengthen the duration of that half accordingly.

Whenever a timekeeper is appointed in accordance with § 9 then the competition rules may prescribe that the end of each half shall be on the sounding of the timekeeper's signal and not on the referee's whistle. Furthermore, the competition rules may prescribe that in the last two minutes of each half the time clock shall

be stopped whenever the referee blows his whistle to stop the game. The timing shall be re-started when the referee blows his whistle for the game to re-start except at the taking of a penalty.

In the case of a penalty the clock shall be re-started

- after a score – with the throw off
- after a missed penalty – with the first touch of the ball by any player.

b Time-out

A time-out is a break in the game lasting 60 seconds.

During a game each team has the right to ask for a time-out with a maximum of two for each team. The referee may only be asked for a time-out by the coach when the play is stopped. The coach makes a request to the referee for a time-out and he confirms to the referee that his request concerns a time-out by making a T-signal with both hands.

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.

The duration of the time out will not be part of the game's duration.

By giving a T-signal and by whistling at the same time, the referee indicates the start of the time-out. After 45 seconds the referee blows his whistle to indicate that both teams have to retake their positions. The game has to be restarted within 60 seconds of the start of the time-out.

In competition rules further stipulations may be inserted concerning the levels of play and the age groups within which the right to request for a time-out may be used.

The competition rules may prescribe that a request by a coach for a time-out must be made via the scorer (§ 9 b).

§ 12 Goals

a A team scores a goal when:

- **the ball has fallen completely through the korf, which is positioned in the attack zone of that team, except for the cases mentioned under c**
- **it is sure that the ball would have fallen completely through the korf, but that it is tapped back from underneath by a defender, except for the cases mentioned under c**

A ball thrown through one's own korf counts as a goal for the opposing team.

The ball must pass through the korf from above.

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

c The referee does not allow the goal when

- **he has blown his whistle before the ball has fallen through the korf and the infringement was committed by an attacker, or because he has blown for the end of the first, or the second, half of the match**
- **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 observed an infringement committed by the attacking side but has not blown for the infringement until after the ball has gone through the korf**
- **he has previously observed an unfair advantage to the attacking side**
- **the ball is first thrown from underneath through the korf and then falls back again through the korf.**

d The team scoring the most goals wins the match.

§ 13 Line up

a Choice of line up

The home team decides into which korf they will shoot in the first half. They arrange their players in the two zones and the visiting team arranges their side accordingly.

When neither team plays at home then the competition rules will decide who shall be regarded as the home team. Alternatively this will be decided by tossing a coin. When both sides are incomplete then the captain of the visiting side must place his players in such a way that the number of players without a direct opponent is a minimum.

b Change in line up

Normally the same 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 in § 6 b or when the number of players with a direct opponent is less than absolutely necessary.

If it is possible to satisfy the conditions in §6b in more than one way, then the referee decides - after taking the advice of both coaches - which of the possible changes will be adopted. He will try to avoid unfair advantage to one of the two sides and will try to keep the number of changes as few as possible. In the absence of a coach the team captain should be consulted and has the right to request a change in the initial line up.

When, after a player has dropped out, it is no longer possible to satisfy the conditions in §6b, then the referee will abandon the match.

§ 14 Zone changes and changes of ends

Each time that two goals have been scored the players change zones. At half time there is a change of ends. The players move to the other zone.

Each time that two goals have been scored, the roles of the players change: attackers become defenders and defenders become attackers. There is no change of roles at halftime merely a change of ends.

The competition rules can stipulate other arrangements, e.g. in matches for young players.

§ 15 Throw off

The throw off is taken by an attacker from a point inside his zone near the centre of the field. A throw off takes place at the start of the game, at the start of the second half and after every goal. In the first case the throw off is taken by the home team, in the second case by the visiting team and in the last case by the team who has just conceded the goal.

The same stipulations apply as for a re-start (see § 21).

Competition rules may be used to determine who takes the throw off at the start of the game.

§ 16 Infringements of the rules

Korfball is a controlled contact sport. This means that during play contact between players of both teams is allowed but that the referee has to react when the controlled contact between players leads to one player gaining an advantage. In this case he should punish the player making the contact in according with the playing rule that was infringed. Naturally in case of uncontrolled contact he should punish the relative player in according with the playing rule that was infringed.

Infringements of the rules are divided into:

- a. infringements made by defenders**
- b. infringements made by attackers**

Infringements of the rules by defenders are divided into:

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

Light infringements are:

1. technical infringements (like running and delaying the game)
2. 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:

1. physical infringements with uncontrolled contact (like knocking the ball out of an opponent's hand, pushing, clinging to and holding off an opponent)
2. 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 (§ 20B)**

- d. very heavy infringements which result in the loss of a scoring chance - punished by the award of a penalty to the other side.**

Infringements of the rules by attackers are divided into:

- a. 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. If a national organisation does not discriminate between light and heavy infringements **by defenders** all the relative infringements are deemed as heavy infringements, but in this case the free pass will be taken from the spot of infringement and not from the penalty spot. If the infringement was committed against a certain person (§ 16 h, i, j, k, l and sometimes m), then the free pass is taken from the spot where this person was standing.

During the game it is prohibited:

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

All hitting with a clenched fist is punishable, even when the ball is actually touched by the wrist or the back of the hand.

- **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 the ball in a fallen position

When any part of the body other than the feet is touching the ground, catching or tapping the ball is not allowed. However, when a player who is already in possession of the ball falls, then he is allowed to play the ball from a fallen position. It is, of course, permitted to stand up after having fallen with the ball.

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

d to run with the ball

Running with the ball is contrary to the requirement of cooperation. Change of position with possession of the ball is therefore only permitted when otherwise it would be impossible to pass the ball fluently, or to shoot, or to stop with the ball.

This rule, together with the next, ensures that Korfball is a game of cooperation.

In applying these principles three cases are to be distinguished.

- 1. When seizing the ball the player stands at rest.
In this case he may move one leg at will, provided the other one remains in its place. Turning on the latter is permitted.**

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 has not moved 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 away from where he jumped, then this has to be considered as an infringement of the no-running rule. However, a player taking a long throw from a stationary position is allowed to place one foot forward and lift his other foot at the end of the throwing motion before the ball has left his hands.

A player should not be penalised for moving a little over the field during a throw that is discontinued before completion.

- 2. When seizing the ball the player is running or jumping, first stops and afterwards throws the ball or shoots.
The requirement is that, after seizing the ball, he has immediately and fully tried to come to a stop.
After coming to a stop, the same rules apply as mentioned under 1.**

In deciding on the question whether a player has done everything to stop etc., the referee must consider the condition of the field, as well as the speed

and the technical capacity of the player.

3. **After seizing the ball while running or jumping the player throws the ball or shoots before he has come to a stop completely. In this case the player is not allowed to be still in possession of the ball at the moment that he places his 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 seizes the ball. When the player seizes the ball while he is obviously in contact with the ground, then this contact has to be considered as the first time that the player has placed a foot on the ground after seizing 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 to avoid cooperation (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, e.g.:

- 1 he throws the ball away with the intention of collecting it elsewhere. This is not allowed even if he throws the ball against another player or against the post. On the other hand, when a player tries to pass the ball to another player but the latter fails to catch the ball, then the first player is allowed to recover the ball.
- 2 he taps the ball along while running beside it.

Solo-play is not punishable

1 when the player does not change his position appreciably

Solo-play is never punishable when the player in question is not changing his position; e.g. a player, while standing still, throws the ball from one hand to the other, or bounces the ball to the ground first and seizes it afterwards. When he does move, the criterion is whether he intentionally avoided cooperation. Tapping the ball along will not be punished when the ball cannot be seized directly. On the other hand when the ball could have been taken earlier, then tapping along and seizing it afterwards is forbidden. Tapping along must also be punished when it is done because it makes the later seizing of the ball easier.

2 when the avoidance of cooperation was not intentional

It often occurs that two opponents contest the ball either by jumping for it or by both reaching for it whilst running next to each other in a stooping position. If one of the players has a sufficient lead, he will in most cases be able to seize it right away. If this lead is not sufficient, he is permitted to knock the ball on in a favourable direction to seize it afterwards. He is allowed to shoot from a position thus obtained. In such a duel it may well occur that the ball has to be touched several times before it is finally seized by one of the players. This is quite correct. The same thing might occur when a player tries to keep the ball within the

boundaries of his zone. The referee will only blow his whistle when he thinks the ball could have been seized earlier.

It is clear that the referee has to consider the technical capabilities of the players. The better the player the quicker it can be assumed that cooperation has been avoided intentionally.

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. If two players of the same team seize the ball at almost the same time and one of these players then takes his hands off the ball, it can never be considered to be an infringement of this rule.

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

g to delay the game

This includes:

1. waiting too long before passing the ball;
2. throwing the ball far outside the field, or kicking the ball when the game has been stopped;
3. playing the ball back from the attack to the defence, unless this is done to set up an attacking move;
4. wasting time during substitution, changing zones or retaking positions after a time out;
5. excessive passing aimed at delaying getting the ball into the attacking zone;
6. excessive passing aimed at not creating shooting chances;
7. intentionally ignoring clear shooting chances.

Referees, in deciding whether or not players are guilty of delaying play, should bear the following points in mind:

1. the technical capacity of the players, as in § 16 d and e;
2. the score and stage of the match;
3. the degree to which the opposing party does everything in its power to prevent shooting chances or gain possession of the ball.

This means that a referee does not blow immediately to stop the game, when in the last phases of a close-score game, the winning team decides to play more

cautiously and avoid high risks. This also applies when the referee gives the attacking party some time to orientate themselves to the strategic play of the defending party trying to force their opponents to use shooting chances by becoming less active in chasing and hindering, accepting the risk of a goal, in the hope that an unsuccessful shot at goal will provide a better chance of gaining control of the ball. In both cases, however, the play may not continue solely concentrated on maintaining ball possession. In the play of the attacking party, actions aimed to create and use shooting chances must remain recognisable. If both parties, with an equal score, delay the game in turns or appear to accept the score as it is, with no ambitions to change it, the referee warns both captains together that this form of play is regarded as misbehaviour, and if continued will, according to §8d, lead to the game being stopped. This kind of situation will only occur when a score has been reached in the match in which both parties feel the situation offers them advantages.

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

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

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 jumps so suddenly in the path of a moving opponent that a collision becomes inevitable.

The ban on holding-off ensues directly from the fact that Korfball is a game of skill and not of force.

Examples of unlawful hindering are: pushing, running down, landing on a stationary opponent after jumping, preventing an opponent from standing up or jumping up, bending into the path of a jumping opponent, extending an arm or leg to an approaching or passing opponent thus forcing him to take a longer path round the first player.

Holding off by means of spreading out arms or legs does not necessarily mean actually impeding a moving opponent. An infringement already occurs when the opponent is forced to take a longer way round the offending player to avoid the

arms or legs.

A player is allowed to position himself in the path of the approaching opponent provided:

- that by extending his arms or legs he does not force the opponent to take a longer way round than necessary to avoid personal contact
- he does not jump so suddenly in the path of the opponent that the opponent is unable to avoid a collision.

Repeated violations of the above conditions can lead to a penalty according to § 20 clarification B. On the other hand, the attacker must try to avoid a collision with the defender. When the attacker runs against a defender to put him off balance or when he pushes him out of his defending position with his arm or shoulder, then the attacker infringes § 16 i.

When a player cannot follow an opponent because another opponent positions himself in the path of the player, then the latter opponent violates § 16 i (holds off).

It often occurs that two players touch each other in an effort to seize the ball. Such contact will only be punished if it is the result of recklessness or holding-off. In these cases the referee has to decide who is to be blamed. This may be either the player to whom the ball is passed, or his opponent who tried to intercept.

The so-called "jumping at the line" should only be punished if the opponent has been hampered in freely using his body. No offence is committed when the defender taps the ball before it has come within the reach of the attacker. On the other hand, an offence is committed if the defender, standing next to or behind the attacker, hangs over him, hampers him in catching and then taps the ball. The tapping of the ball while jumping can only be punished if it leads to physical contact degenerating into running down or jumping-down.

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

This rule, like the rule for holding-off, follows from the principle that Korfball is a game of skill and not of force.

This rule applies when the opponent has the ball in his possession.

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.

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

- 1 hinder his opponent in the free use of his body by blocking the arm instead of the ball;**
- 2 beat the ball or hit the throwing arm, i.e. the hindering arm or hand must not move towards the ball at the instant of contact.**

Unexpected movements by an opponent will often cause a restriction in a player's freedom of movement. Such cases will not be punished, provided immediate action is taken by the opponent to restore the player's freedom of movement.

The hindering arm and hand are brought in the path of the throwing arm in trying to counter the ball.

No infringement is possible when the hindering player touches the ball after it has already left the hand of the thrower. If contact is made when the ball is still on the hand of the thrower then no foul is committed when the hindering arm or hand is at rest. On the other hand an infringement is committed when the arm moves towards the ball at the moment the ball is thrown. If contact is only slight and the pass is not affected unfavourably, then the referee can apply the advantage rule and allow play to continue.

Strong action must be taken when the hindering degenerates into "hitting" even when the throw does not fail (except when a scoring chance results from the throw: the referee will then await the result and warn the offending player later).

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.

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

The rule can only be broken when the player who is in possession of the ball is actually trying to throw it. Any action that impedes throwing must be considered as hindering.

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

Just like in §16 k the rule can only be broken when the player who is in possession of the ball is actually trying to throw it. Any action that impedes

throwing must be considered as hindering. When two defenders hinder an attacker who is in possession of the ball, the referee should observe carefully to see if the defender who was the first to hinder has satisfied the conditions of § 16 n. If he does and the attacker shoots, there is no question of breaking §16 l (see the explanation to § 16 n). If the defender, who was the first to hinder, did not satisfy the conditions of § 16 n and the shot, or the pass to another attacker in a scoring position, fails because of the hindering by more than one defender, then a penalty will be awarded (see § 20a explanation A 3)

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

Playing can consist of touching the ball as well as hindering an opponent. 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 the ground outside his zone.

When a player, playing outside his zone, touches the ball, then the point where the ball was touched is the point where the infringement occurred. For touching the ball outside the field of play see § 19.

In a case of unlawful hindering, the re-start must be taken according to § 21 b from the point where the hindering occurred. The rule regarding the touching of the ball by a player in contact with the line applies both to the lines dividing the zones and the boundary lines of the field.

According to § 16 i it is therefore permissible

- 1 to catch or tap the ball when it is over one of the lines provided the player stands in his own zone;
- 2 to tap the ball, when the player is in the air outside his own zone, (provided he jumped from his own zone);
- 3 to hinder an opponent in another zone provided the player stands in his own zone.

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

n to shoot from a defended position

The rule against defended shooting is based on the desire to prevent slick hand and arm movements being rewarded by a goal, and to encourage players to cooperate together to attain free positions from which shots may be taken.

The shot must be considered defended when the hindering defender satisfies each of the following conditions:

- 1 he must be nearer the post than the attacker (except when he and the attacker are near and on opposite sides of the post in which case conditions**

2, 3 and 4 alone are sufficient);

- 2 he must be within arm's length of the attacker. (Arm's length means that the defender is close enough to be able to touch the chest of the attacker);**
- 3 he must have his face turned towards the attacker;**
- 4 he must actually try to block the ball.**

The rule makes it clear that a shot cannot be considered defended if:

- 1 the body of the defender is further from the post than that of the attacker. It is not sufficient when the defender's hand or arm is nearer the post
- 2 the defender is at a greater distance than arm's length
- 3 the defender has his back to the attacker and is not facing him
- 4 the defender is unaware that the attacker has the ball in possession (very fast shot, tapping), or doesn't actually try to hinder (the simple raising of the arms is insufficient).

The rule does not state that the defender must actually be able to hinder the shot. For instance, when the attacker is much taller than the defender, the attacker will probably always be able to shoot in such a way that the defender cannot block the ball. The shot must be considered defended if the defender satisfies each of the conditions laid down in §16 n. The same applies when the attacker, having jumped up, shoots or taps the ball over the hindering arms of the defender towards the korf.

If an attacker, hindered by a defender satisfying each of the conditions mentioned in § 16 n, still shoots after a second defender has started hindering, there is no question of an infringement of § 16 1. Instead the attacker is penalised because of shooting from a defended position.

The following cases require special attention:

- a An attacker receives the ball while he has his back to the korf and the defender is behind him and therefore nearer the post. If the attacker shoots from this position, i.e. backwards, then the shot must be considered defended provided the defender satisfies each of the conditions of § 16 n.
- b During an underhand shot against a tall defender, there is the possibility that the defender touches the ball. This touching can also occur when the defender jumps up very high. Touching of the ball by the defender is, in itself, not a reason to consider the shot defended. The criterion is that the defender must be within arm's length at the instant the shot is taken.
- c An attacker shoots while running towards the post, while the defender is behind him. Defended shooting is then not possible. The defender is allowed to try to block the shot by hindering from behind, but often he will then violate § 16 j (hinder an opponent excessively). A penalty should then

be given.

- d An attacker stands in a defended position. If the attacker steps or jumps backwards (without infringing the running rule - § 16d) and shoots, and the defender tries to follow the movement of the attacker, actually trying to block the shot, then the shot must be considered defended, even if the attacker is for a short period out of arm's length.

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 this attacker because the attacker runs so close past another attacker that the defender collides with, or is likely to collide with, this 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 this attacker because the attacker runs so close past another attacker that the defender collides with, or is likely to collide with, this 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 the cutting. Shooting 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.

If the defender is not at arm's length from the attacker when the attacker runs close by a team mate, then there can be no question of 'cutting' and the shot must be allowed.

When a defender cannot follow an attacker because another attacker deliberately moves into the path of the defender then the 'cutting' is a form of holding-off (§ 16 i) and the other attacker is punished with a re-start, whether or not the first attacker shoots after the 'cutting'.

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

- p to score from the defence zone or directly from a free pass**

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

- 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 the ball is dead (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.

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.

If the coach of the attacking side fails to inform the referee, then the referee must see to it that he does so at once.

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

r to influence a shot by moving the post

The goal counts if the ball goes through the korf after a defender has moved the post. The goal counts even when the referee has already blown for this offence by the defender (see § 12).

A penalty will be awarded if the movement of the post by a defender might have prevented a goal. The penalty is awarded because a scoring chance was lost. If an attacker moves the post and the ball goes through the korf, or bounces back in a direction favourable to the attack, then a re-start will be awarded to the defence. The referee will not blow his whistle when an attacker moves the post and the ball does not go through the korf, nor 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

A player can do this to reach higher during a jump, or in order to change direction quickly with the aid of the post, 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

The offence can also be committed by the player taking the throw (waiting too long before taking the throw or touching the ground between the post and penalty spot) or by one of his team mates (coming within the distance, influencing the result of 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 § 20).

u to play in a dangerous manner

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

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

This situation occurs when an attacker takes his path in a way that he subsequently forces his defender, who is within arm's distance, to collide at speed with another attacker. The defender necessarily must not be aware, or be aware too late, that an attacker is standing in his path.

In the above-mentioned situations it might also be the case that a defender causes the collision with the other attacker on purpose, despite the fact that he is definitely aware of the attacker in his path, or becomes aware of this situation at such a time that he could avoid a collision. In these situations the referee has to punish the defender **by awarding a free pass to the attacking team.**

While judging which situation is the case, the referee must take into account the technical and tactical level of the players and the speed with which the attacker moves onto the other attacker. When a light collision takes place, for which the defender should be punished, but this does not influence the continuation of the game, the referee may decide to let the game go on ("advantage rule").

v to hinder an opponent who is taking the re-start

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

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

Since it is not permitted to hinder the player taking a re-start and the ball must travel at least 2.50 m (§ 21), referees should ensure that hindering does not take place. Hindering shall not only include active hindering but also passive hindering where the opponent places himself so close to the taker of the re-start that he prevents the ball from being brought quickly into play.

§ 17 Out-ball

The ball is out as soon as it touches a boundary-line of the field of play, or the ground, a person or an object outside the field of play. The ball is also out when it touches the ceiling or an object above the field of play.

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 the boundary lines, or the ground, a person or an object outside the field of play, and § 16 m is not violated.

In the case of an out-ball a re-start is awarded against the side who touched the ball last. The re-start is taken under the same conditions as stated in §21.

In the case of an out-ball or when § 16 m has been violated on or outside the boundaries of the field of play, then the out-ball is taken from outside the field near the boundary line where the ball or the offending player crossed the line.

When the ball is out because it touches the ceiling or an object above the field of play, the out-ball is taken near one of the long boundaries and nearest to the spot where the ball touched the ceiling or the object.

If the ball touches a spectator or an object within the field of play, then the referee will award a referee-throw (throw-up) (§ 18) unless it is certain that the ball would have gone out, in which case an out-ball is awarded

When the person taking the out-ball 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 out-ball can be taken and before the ball has left his hands, then the referee awards an out-ball to the opposing side .

§ 18 Referee-throw (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 restarted without one side being entitled to the ball. For this purpose the referee chooses two players from the zone concerned, 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. 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 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.

Apart from the case when two opponents catch the ball simultaneously, the ball is also thrown-up if:

- the ball touches a spectator or an object inside the field of play unless it is clear that one side would otherwise have caught the ball (see § 8 b) or the ball would have gone out (see § 17);
- neither side had a right to the ball after the game has been interrupted for reasons as under § 8 d.

§ 19 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 § 16 has been violated with a heavy infringement by the defending side.

After a goal has been awarded, the game is always resumed with a throw off according to § 15 and any infringement of § 16 g, explanations 2 and 4, shall not be penalised by a free pass or re-start to the opponents.

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

b place of the free pass

The free pass is taken from the penalty spot .

The place to take the free pass will be the penalty spot. In sports halls showing the penalty zone it will be possible to follow the semi-circle before the post with a line 3-5 cm wide. The line belongs to the area of the circle with a radius of 2.50 m. In sports halls where a penalty zone is not indicated, the suggestion is to consult with the owner to realise a circle with a radius of 2.50 m. (with a line 3-5 cm wide) or to realise a circle with a broken line of easily fixed but removable material (for example tape 3-5 cm wide). The broken line belongs to the area of the circle with a radius of 2.50 m. All

players, except the taker of the free pass, are not allowed to stand in the area of the circle during the taking of the free pass.

c how to take a free pass

At the moment that the player 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 the preparation period for a free pass the referee is allowed to punish any infringements of the rules.

The referee can still punish an offender for an offence occurring during the preparation time of a free pass. If the offender is a defender, he can give an attacker a new free pass on a spot nearer to the post. If the offender is an attacker, he can give a free pass to the defending team.

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

- A.**
- 1. All the players are at a distance of at least 2.50 m from the taker of the free pass.**
 - 2. When the free pass is taken in the attack zone the players of the same team as the taker of the free pass 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 (§ 8c). If the taker of the free pass has not brought the ball into play within this period, then the referee shall blow his whistle 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

- either**
- 1 a player of the defending team touches the ball**
- or**
- 2 when a player of the same team as the player taking the free pass touches the ball whilst standing at least 2.50 m from the spot at which the pass has been taken**
- or**
- 3 when the ball has travelled at least 2.50 m from the spot where the free pass was taken (measured along the ground).**

The player taking the free pass is not allowed to score directly from the free pass. He can only score when the ball has moved freely through the air and has been

touched by another player.

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. 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 must keep a strict hold upon the conditions concerning the set time and distance. At the same time as raising his arm the referee may indicate to the players, or tell them, that they need to take their distance. The referee does not have to wait for a complete four seconds before blowing his whistle to restart play. He must do so as soon as he is satisfied that the players are at the correct distance.

The referee decides when each period of four seconds has elapsed.

If a defender repeatedly comes within the prescribed distance, the referee can award a penalty (§ 20 explanatory note B) or, in an extreme case, treat the offence as misbehaviour.

As soon as the referee has blown for the free pass to be taken thereby giving the taker 4 seconds to bring the ball into play, the opponents can enter the free space granted to the taker of the free pass as soon as the latter moves the ball or makes a clearly visible movement of an arm or leg. It does not matter whether this movement actually leads to a throw or is meant as a feint.

Competition rules may prescribe that the four-second period for the players taking their positions can be adapted for matches between very young players.

Preventing the preparation of the free pass or trying to prevent taking the free pass may be treated as misbehaviour.

§ 20 Penalty

a when to award a penalty

Infringements that result in the loss of a scoring chance are punished by the award of a penalty to the other side. A penalty can also be awarded for other infringements that repeatedly hinder the attack unfairly.

It is necessary to distinguish between the following cases:

- 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.

Examples:

- 1 a male player hinders a female player who has a free chance or vice versa (§ 16 k)
- 2 a player prevents an opponent in a free position from shooting by
 - a pushing or running down (§ 16 i)
 - b excessive hindering (§ 16 j)
- 3 a player has a scoring chance and a partner is hindered in passing the ball correctly and timely to him because of
 - a incorrect hindering by an opponent (§ 16 j)
 - b knocking the ball out of the hands of the opponent (§ 16 h)
 - c pushing, running down or clinging to by an opponent (§ 16 i)
 - d hindering by an opponent of the opposite sex (§ 16 k)
 - e hindering by two opponents (§ 16 l)

It is obvious that in these cases a penalty should also be awarded if the infringement is committed by a player or players in the other zone.

- 4 a defender influences the shot unfavourably by moving the post (§ 16 r)

- B Infringements repeatedly made by the defender that prevent the attacker from obtaining scoring chances. The referee *may* then award a penalty.

These infringements may be:

- 1 holding off, clinging to or running against the attacker thus preventing him from running into a free position (§ 16 i)
- 2 incorrect hindering, thus preventing him from passing the ball (§ 16 j)
- 3 beating the ball out of his hands (§ 16 h)
- 4 repeated encroaching within 2.50 m during the taking of a free pass before the player taking the pass has moved the ball (§ 19 c explanatory note)
- 5 repeatedly failing to take a position of at least 2.50 m from the place

of a free pass within the 4-second preparation time for the free pass.

b place of a penalty

The penalty must be taken from the penalty spot (see § 2) that is 2.50 m from the post as seen from the centre of the field.

The fact that a distance of 2.50 m must be observed in all directions from the imaginary line joining the post and the penalty spot means that the other players must be outside an area enclosed by two half circles, one behind the post and one behind the player taking the penalty, and the two common tangents (see drawing).

c how to take a penalty

It is permitted to score directly from a penalty. The person taking the penalty must not touch the ground between the post and the penalty spot with any part of his body before the ball has left his hands. The penalty must be retaken if it is taken before the referee has blown his whistle to indicate that the penalty may be taken.

All other players must observe a distance of 2.50 m (in all directions) from any point on the imaginary line between the spot and the post. They must refrain from any actions or comments which 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 basket as a direct result of the penalty.

During the taking of a penalty the opposing team, including the coach, must not divert the attention of the player taking the penalty in any way. The latter is advised to wait until everything is quiet.

The four-second rule does not apply to the taking of the penalty. Attempts to interfere with the correct taking of the penalty will result in a new penalty being awarded when the first penalty fails. This can be considered to be misbehaviour, especially when repeated.

The stipulation of § 19 c that the opponents may move within the prescribed distance as soon as the person taking the free pass moves the ball, and the stipulation that players from the same team as the person taking a free pass in the attack zone must remain 2.50 m from each other until the ball is brought into play, do not apply in the case of a penalty. Everybody must observe the 2.50 m distance until the ball has left the hands of the player taking the penalty. If a defender moves too soon into the prescribed distance, then the penalty must be retaken should it fail. When an attacker moves too soon into the prescribed distance, then the penalty shot is invalid and the defence must be awarded a re-start.

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

§ 21 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 § 16 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 (§ 16 h, i, j, k, l and sometimes m), then the re-start is taken from the spot where this person was standing.

If the player touches the ball while he himself touches the inner dividing line, then the re-start is taken in the other zone near the point where he touched the dividing line.

If the ball is touched when the player is in the other zone, then the spot where he touched the ball will be the place of the re-start

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).

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.

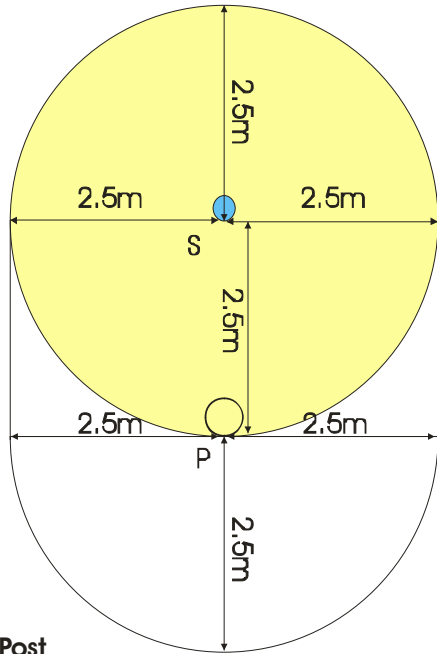
The player taking the re-start is not allowed to score directly from the re-start. He can only score when the ball has been brought into play and has been touched by another player.

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 § 16 m) or an out-ball (see § 17).

Preventing the preparation of the re-start or trying to prevent the taking of the re-start is punishable under § 16 v and may also be treated as misbehaviour.

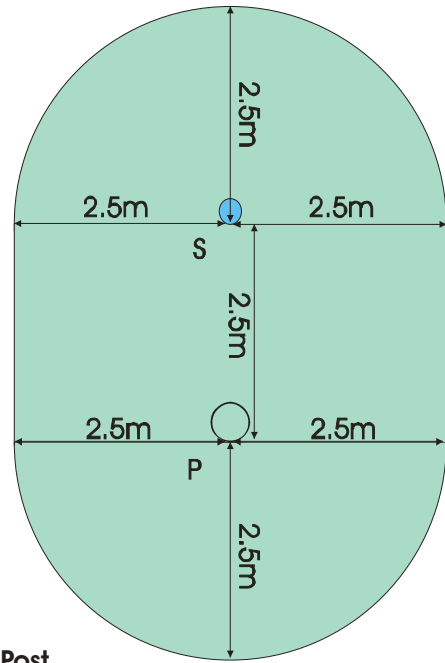
Diagrams of the pitch and Penalty Area

Shaded area shows the area where no player may stand during the taking of a free pass except the taker who must stand with one foot on the spot

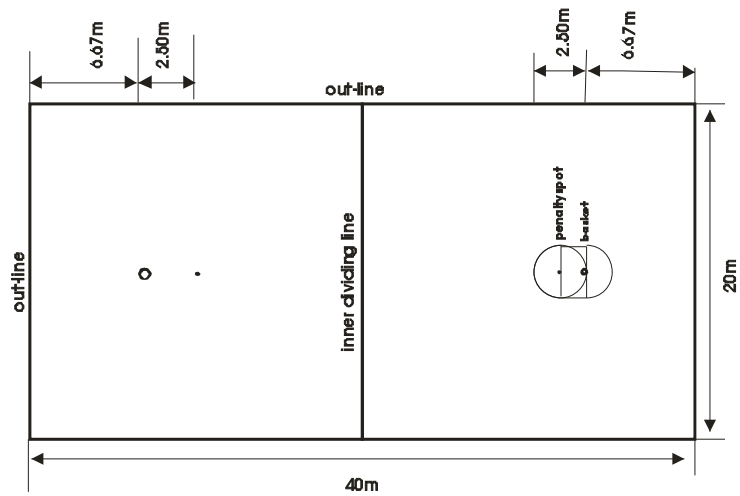


P = Post
S = Penalty spot

Shaded area shows the area where no player may stand during the taking of a penalty except the taker who must stand with one foot on the spot



P = Post
S = Penalty spot



Part 2

The Rules of Outdoor Korfball

Chapter 1: Ground and material

§1 Field of play and bench

a Field of play

The dimensions of the field of play are 60 x 30 m. The field of play is divided into two equal zones by a line parallel to the ends of the field.

Competition rules may prescribe or permit the field of play to be smaller than 60 x 30 m.

The recommended minimum size shall be 50 x 25 m. The competition rules can prescribe or permit still smaller dimensions in games for young players. In all cases the ratio of length to width shall be 2:1.

The field of play should be even, springy and dust free, and should not be slippery. A well kept grass field, cut short and properly drained, or artificial grass field with sand between the blades of artificial grass, will have preference over all other kinds of fields.

b Bench

As part 1.

Competition rules may permit a bench not to be used.

§ 2 Marking

The whole of the field of play is marked out by clearly visible lines or tapes, which should be 3 - 5 cm wide. The line separating the two zones is marked in the same way.

No spectators are allowed within a 2 m wide border round the field of play. The field of play together with this border shall be deemed to be the 'playing area'. It is advisable to rope off this area.

The penalty spots must be marked 2.50 m in front of the post as seen from the centre of the field.

The tapes must be fixed flat and straight on the ground.

On fields other than grass it is permissible to use lines, tapes or ropes. They must be clearly visible and their colour must contrast with the field's surface. For lines or tapes their width shall be 3 - 5 cm and for ropes the diameter must be at least 5 mm.

The penalty spots must be marked in such a way that players cannot trip over, or get injured by, them.

A penalty area as described in § 20 b may be marked on the field around each post. This area may be designated by either a solid colour contrasting from the other lines and surface of the field or by lines on the ground showing the limits of the area. Corner flags are allowed at the four corners of the field; the top of the corner flags must be 1.50 m above the ground. The use of flags at the end of the inner dividing line is forbidden. The corner flags are considered to be part of the lines.

§ 3 Posts

As part 1

§ 4 Korfs

As part 1

§ 5 Ball

As part 1 but the ball can also be one coloured.

Chapter 2: Persons

§ 6 Players

As part 1

§ 7 Captain and Coach

As part 1

§ 8 Referee

The referee controls the game.

His task is:

- a to decide the suitability of the weather, field and material.**

The referee ascertains before the match that the field and weather conditions are not unsuitable the ground and materials satisfy the stipulations and everything is ready for the commencement of the game.

He pays attention to any changes which might occur during the game.

The referee must be aware of his responsibility as regards to injuries and illnesses which the players might incur as a result of unfavourable conditions of ground or weather. He can assume that the players are in good health

Unpleasant conditions of ground or weather, by themselves, are not sufficient to cancel a match. Reasons for cancellation can be:

- very slippery pitch;

- hard, frozen pitch which is not absolutely flat;
- very muddy pitch;
- large pools on the pitch;
- rain, combined with cold weather;
- biting wind coupled with severe frost;
- thunder and lightning.

The referee must ascertain that the dimensions of the pitch, the lines, penalty spots and korfs, satisfy the requirements (chapter 1). He must not tolerate untidiness in this respect. He must also see to it that no dangerous footwear is being used.

b to enforce the rules

As part 1

c to indicate the starting, stopping and re-starting of the game and a time-out by means of blowing a whistle

To start or re-start the game the referee blows his whistle as soon as the player taking the throw is ready and all the requirements (§19, §20 or §21) are satisfied.

The referee will blow his whistle briefly and vigorously.

For how the time out is administered by the referee see explanations to § 11b.

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 (§ 18)
- in the case of a bleeding player. (The player must leave the field of play immediately and may not return until the bleeding has stopped, the wound has been covered and the blood has been removed).
- when action must be taken owing to changed circumstances such as weather, 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 weather, field, material or players, or a result of misbehaviour or outside interference.

d to take action against misbehaviour by the players and coaches, and interference by the public

As part 1

§ 9 Timekeeper and scorer

As part 1

§ 10 Assistant Referee

As part 1

Chapter 3: The game

§ 11 Duration and Time out

- a A game lasts 2 x 35minutes with a maximum of 10 minutes rest**
- b As part 1**
- c As part 1**

§ 12 Goals

As part 1

§ 13 Line up

As part 1

§ 14 Zone changes and changes of ends

As part 1

§ 15 Throw off

As part 1

§ 16 Infringements of the rules

As part 1

§ 17 Out-ball

The ball is out as soon as it touches a boundary-line of the field of play, the ground, a person or an object outside the field of play.

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 the boundary lines, or the ground, a person or an object outside the field of play, and § 16 m is not violated.

In the case of an out-ball a re-start is awarded against the side that touched the ball last.

If the ball touches a spectator or an object within the field of play, then the referee will award a referee-throw (throw-up) (§18) unless it is certain that the ball would have gone out, in which case an out-ball is awarded.

§ 18 Referee-throw (throw-up)

As part 1

§ 19 Free pass

a when to award a free pass

As part 1

b place of the free pass

As part 1.

c how to take a free pass

As part 1

§ 20 Penalty

As part 1

§ 21 Re-start

As part 1

Diagrams of the pitch and Penalty Area

For outdoor korfbal the length is 60m instead of 40m and the width is 30m instead of 20m

The place of the post outdoors is 10m from the end line instead of 6.67m

