



The Rules of Korfball

from 1 July 2011

Definition and introduction

Korfbal 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 korfbal 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

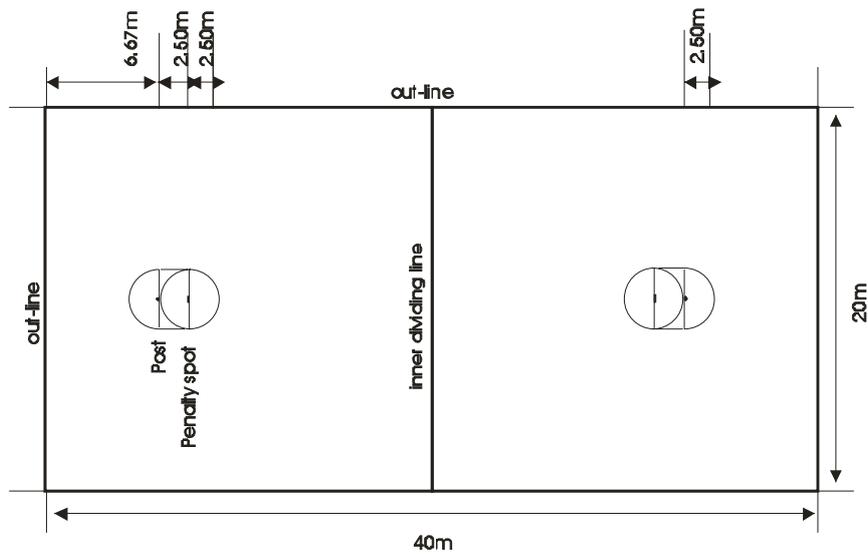
The border area is at least 1 m wide and surrounds the field of play. It must be kept free from obstacles.

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.

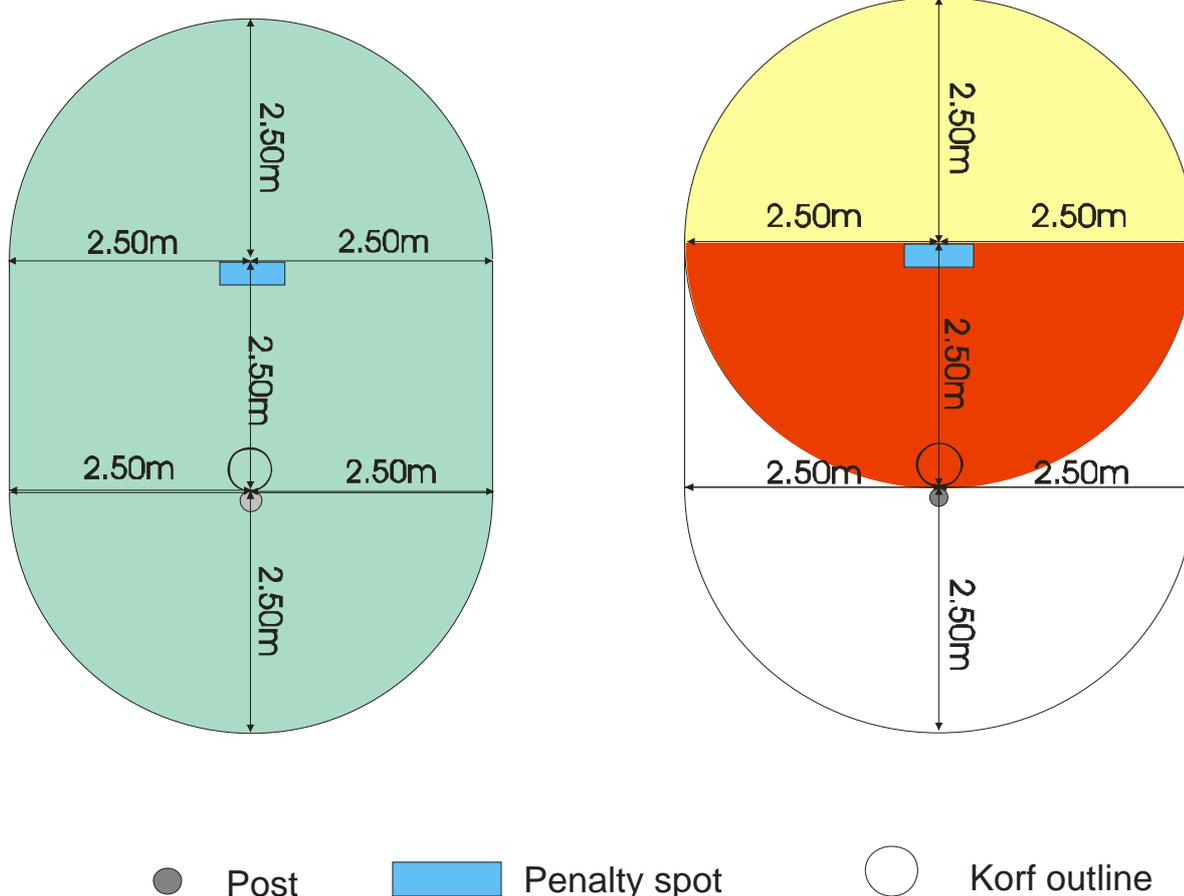
A penalty area as shown in the diagram may be marked on the field around each post. These areas may be designated by either a solid colour (contrasting from the other lines and surface of the field) or by lines fixed on the ground showing the limits of the area.

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.



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, e.g. 80 cm diameter and 1.0 cm thick. 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 0.90 - 1.80 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.

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 2 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

Up to four players of a team can be substituted without the approval of the referee.

A player sent off by the referee can be replaced by one of these 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 the player sent off is not replaced then the team shall still be deemed to have used one of the substitutions 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.

If the maximum permitted number of substitutions has already been made, 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.

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

Substitution is only allowed during an interruption of play.

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, 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

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).

If at any time there is no 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 removed, 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
- 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.

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

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

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

u to play in a dangerous manner

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

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.

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

This occurs in either of the following situations: -

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

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

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

3.7 Out-ball

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

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

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

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

3.8 Referee throw-up

When two opponents seize the ball simultaneously the referee will stop play and will throw the ball up.

The same applies when play must be re-started without one side being entitled to the ball.

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.

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.

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. 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.

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.

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 to 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.

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.



**Guidance Notes to the
Rules of Korfball**

from 1 July 2011

Introduction

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 accordance to the playing rule that was infringed. Naturally in case of uncontrolled contact he should punish the offending player in accordance with the playing rule that was infringed.

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 the "Rules of Korfball".

These notes have been compiled to assist with the control of korfball matches and to indicate areas where competition rules may change or adapt the requirements of the main rules of korfball.

Section 1: Field and Equipment

1.1 Playing area

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

The ratio of length to width must always be 2:1.

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

1.2 Marking

The playing area can also be marked out by tapes, 3.0 - 5.0 cm wide, stuck to the floor. The penalty spot should be either a circle of diameter 8.0 - 10.0 cm or a rectangle about 15.0 cm by 5.0 cm

1.3 Posts

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.

The posts can have squared ends to facilitate connection to the korfs or the bases.

The posts should be round and may consist of solid wood, metal tubing or synthetic material. If synthetic material is to be used, the behaviour of this material must resemble that of solid wood or metal tubing.

1.4 Korfs

With synthetic korfs the approved strong yellow colour as listed in the IKF Korf Regulations is Colour Ral 1023 (Traffic yellow).

If this yellow colour does not contrast sufficiently from the background, competition rules may prescribe or permit another approved colour.

Competition rules may allow advertising on the korfs. Such advertising must comply with the IKF Korf Regulations.

Where approved synthetic korfs are not available, competition regulations may prescribe or permit korfs made of cane (rattan). If a rattan korf is used then the fixing of the korf to the post must also comply with the following:

- no fixtures of more than 1.0 cm may protrude inside or outside;

- if a metal support is used underneath the korf, it is only permitted over no more than one quarter of the circumference nearest to the post;
- if metal strips are used against the outside of the korf, they are only permitted over one third of the circumference.

1.5 Ball

The outer casing of the ball is made from leather or other approved materials. No material shall be used in its construction that might prove dangerous to the players. 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 should be made in bar but an extra indication in pounds per square inch is permitted. 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.

In games for young players the competition rules can prescribe or permit the use of a number 4 ball – circumference 64.0 - 66.0 cm; weight 370 - 390 g or, for even younger players, a number 3 ball – circumference 59.0 - 60.0 cm; weight 310 - 330 g.

The IKF approves balls at two levels: - “International Match Standard” and “IKF Approved”.

Competition rules can prescribe which of these types may be used.

An “International Match Standard” designated ball must be used in international matches.

1.6 Equipment of players and officials

Competition rules may require the teams to have numbered costumes. The players and officials must wear shoes.

1.7 Shot clock apparatus

The competition rules may prescribe in which matches this apparatus will be used.

Competition Rules may also prescribe that more than one clock at each end is used. If so prescribed, then each shot clock apparatus must face the centre of the zone outside which it is placed.

All shot clock apparatus must be placed outside the border area mentioned in §1.1 of the playing rules.

Section 2: Persons

2.1 Players

a Numbers and position

b Line up and incomplete teams

The game cannot continue when, for instance, side A has 4 male and 2 female players and side B has 4 female and 2 male players.

If it is possible to satisfy the conditions in this rule 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.

c Substitution of players

The competition rules may vary the number of players of a team that can be substituted without the approval of the referee.

The coach (see § 2.2 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.

Time required for substitution will not be part of the game's duration (see § 3.1 c).

Substitution must be done quickly. Time wasting during substitution may be punished according to § 3.6 g (delaying the game unnecessarily)

If substitutes were not immediately available then the line up should be changed in accordance with § 2.1 b 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.

The competition rules may prescribe that a request by a coach for a substitution must be made via the scorer (§ 2.4 b).

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

a Captain

Misuse of the right to draw the referee's attention to anything he thinks desirable in the interest of the good progress of the match and/or criticism of the referee should be considered as misbehaviour and can be punished by a yellow or red card.

b Coach

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.

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.

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

c Substitutes and other persons

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

Unless prescribed otherwise in the competition rules, the maximum number of substitutes that is allowed to sit on the bench is eight and the maximum number of other persons attached to the team that may sit on the bench, in addition to the coach, is four.

2.3 Referee

The control of the game is his and his alone.

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 dimensions of the pitch, the lines, the penalty spots, the posts and the korfs satisfy the requirements (section 1)

and that everything is ready for the commencement of the game. He must not tolerate untidiness in this respect.

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.

He must also see to it that no dangerous equipment is being worn.

b to enforce the rules

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

When an out-ball should be awarded then the referee should not play advantage by not penalising the out-ball, even if the non-offending side gains possession of the ball.

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 has left the player's hands and is on its way to the korf, then provided the conditions of § 3.2 b and c apply, the goal will count if the ball goes through the korf and no penalty will then be awarded. However, a penalty will be awarded if the shot misses.

Deciding in cases of doubt – for example

- 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) (see §3.8)
- 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) (see § 3.8).

To punish the more serious infringement when two infringements take place simultaneously – for example

During the time for taking a free pass

- a defender is within the 2.50 m distance from the place of the free pass and two attackers 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.
- there are players from both teams at the same incorrect distance from the place of the free pass.

In this case the attacking team shall be penalised.

c to use the official signals to clarify his decisions

After blowing his whistle for an infringement the referee will normally first indicate whether it is a free pass or re-start and which was the non-offending team by signaling the direction.

Following this the signal for the type of infringement should be indicated.

d to take action when one side obtains an unfair advantage from circumstances outside the game

Examples of unfair advantage are:

- the referee hinders a defender so that the attacker obtains a scoring chance
- 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.

e to indicate the starting, stopping and restarting of the game and a time out by means of blowing a whistle

The referee will blow his whistle briefly and vigorously.

For how the time out is administered by the referee see the guidance notes for § 3.1 b.

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.

Where a timekeeper has been appointed in accordance with § 2.4 a 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 (see the guidance notes for § 3.1), the signal for ending each half of the match shall be made by the timekeeper.

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

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 informing the referee
- 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 the guidance note for § 3.6 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.

The referee sends someone off by showing him a red card. A person is sent straight off if he commits a case of serious misbehaviour (examples of which may be found in the referees guidance notes for the coding of offences). In all cases of serious misbehaviour an immediate red card is shown whether or not the person had previously had a yellow card shown for misbehaviour.

A person shown a red card must leave the playing area (as defined in § 1.1 of the Rules of Korfbal). The person concerned must sit in the area reserved for spectators or leave the hall altogether, whatever he chooses.

Should any person who has received a yellow card 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.

Competition rules should prescribe when the jurisdiction of the referee starts and ends with respect to occurrences of misconduct for which a card can be shown. For IKF matches this will be from the time the team sheet is handed in (declaring which players will start and which players will be substitutes) until the match form is signed by the captain and referee.

Misconduct outside this period may still be reported to the appropriate authority in accordance with the competition rules or the regulations of the national organization.

If misconduct takes place before the match, or during the half time period, then the yellow or red card shall be shown to the player, coach, substitute player or any other person attached to the team concerned at that time and the captain and coach of both teams shall be informed before the next half begins.

If the competition regulations allow it, a yellow or red card may be shown for any misconduct that takes place immediately after the match.

Unless stated otherwise in the competition regulations, this will be at any time up to when the match form (which shall list any cards shown before, during, or immediately after the match) is signed by the captain and referee. Since the match form is signed by a representative of the team concerned (i.e. the captain), it shall be sufficient for the card to be shown to the person concerned and the fact recorded on the match form.

A coach or substitute player who has been given a red card may not subsequently take part in the match as a player or sit on the team bench. He must leave the playing area completely.

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.

g to take action against interference by the public

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

2.4 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 (see the guidance note for § 3.1) 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.

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.

2.5 Assistant referee

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 (see § 1.6).

The competition rules may prescribe that additional means of communication, other than just the flag, may be used between the referee and the assistant referee (e.g. microphone and earpiece; buzzer system incorporated into the flag etc.).

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 may change his previous decision provided he has not re-started play.

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

- to act as timekeeper (see the guidance note for § 2.4)
- 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 tasks listed in § 2.2 b.

Section 3: The game

3.1 Duration and time-out

a The length of a match

The competition rules shall determine the length of match and half time break. Such a determination may allow real playing time to be used. For matches where real playing time is not being used, the recommended length of a match shall be 2 x 30 minutes.

A shorter duration is desirable in matches with younger players.

The recommended half time break shall be a maximum of 10 minutes.

If deemed sufficiently important by the referee, any delays in the first half or second half caused by an infringement of § 3.6 g (for instance explanations 2 and 4 in the guidance notes), or any outside influence (including the treatment of injuries), may be deemed to be delays outside the course of the game and the referee must lengthen the duration of that half accordingly.

Whenever a timekeeper is appointed in accordance with § 2.4 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 a period at the end of each half where the time clock shall be stopped whenever the referee blows his whistle to stop the game. This period shall be a maximum period of 5 minutes. 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

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

b Time-out

Competition rules may vary the number of time-outs allowed per team.

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

The referee may only be asked for a time-out by the coach when the play is stopped. Unless otherwise specified in the competition rules which may prescribe that a request by a coach for a time-out must be made via the scorer (§ 2.4 b), 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.

The referee indicates the start of the time-out by giving a T-signal and by whistling at the same time. 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.

A time-out must be completed by the game restarting before any new time-out can be given.

c Substitution

As substitutions are not part of the playing time, **the** timing of the game shall stop at the moment a coach has his request for a substitution acknowledged by the referee. The timing shall re-start at the moment the whistle is blown for the re-start of the match. In the case of a red card being shown to a player the timing shall only stop if the coach requests a substitution.

3.2 Goals

a How to score

b Previous infringement

c Goal not allowed

If the referee 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 is still allowed to disallow the goal and punish the infringement.

d The team scoring the most goals wins the match

3.3 Line up

a Choice of line up

In IKF tournaments the teams shall toss to decide which team will attack which korf in the first half. In IKF friendly matches, the home team shall choose.

In IKF tournaments each team shall declare in advance to the referee or jury which of its players shall be

- in its first attack zone
- in its first defence zone
- its substitutes.

Unless mutually agreed otherwise, the same principle shall apply to friendly international matches.

When both sides are incomplete then the captain of the team that is not starting the first half 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

See § 2.1 b.

3.4 Zone changes and changes of ends

The competition rules can stipulate other arrangements, e.g. in matches for young players or in tournaments where the length of the match is much shorter.

3.5 Throw off

In IKF tournaments the team winning the toss used in § 3.3a shall also take the throw off at the start of the match. In IKF friendly matches, the home team shall take the throw off at the start of the match.

3.6 Infringements of the rules

If a national organisation does not wish to discriminate between light and heavy infringements by defenders, all the relative infringements are deemed as heavy infringements, in which case the free pass will be taken from the spot of infringement. If the infringement was committed against a certain person (§ 3.6 h, l, 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

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.

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

When a player who is already in possession of the ball falls, then he is allowed stand up after having fallen with the ball or to play the ball from his fallen position.

d to run with the ball

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.

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.

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 receiving the ball.

e solo-play

Examples of solo play are:

- the player 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.
- The player taps the ball along while running beside it.

Examples where solo play should not be punished:

- 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.
- 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 obtained in this manner. 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.

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

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.

g to delay the game

Examples of delaying the game are:

- 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.
- 8 placing and holding the ball between the thighs

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

- the technical capacity of the players, as in § 3.6 d and e;
- the score and stage of the match;
- 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- scoring match, the winning team decides to play more cautiously and avoid high risks. This also applies when the referee gives the attacking team some time to orientate themselves to the strategic play of the defending team 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 team, actions aimed to create and use shooting chances must remain recognisable.

If both teams, 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 shall warn both captains together that this form of play is regarded as misbehaviour, and if continued will, according to the guidance note of § 2.3 f, 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 teams feel that the situation offers them an advantage.

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

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

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 § 3.11 a, explanation 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 § 3.6 i.

When a player cannot follow an opponent because another opponent positions himself in the path of the player, then the latter opponent violates § 3.6 i (holding-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.

j to hinder an opponent excessively

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.

When 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).

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.

Any distance greater than the combined arms' lengths of the two players concerned will mean that hindering is not taking place and therefore no offence is being committed.

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

Just like in § 3.6 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 § 3.6 n. If he does and the attacker shoots, there is no question of breaking § 3.6 l (see the guidance note for § 3.6 n). However, if the defender who was the first to hinder did not satisfy the conditions of § 3.6 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 .

m to play outside one's 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. The rule regarding the touching of the ball by a player in contact with the line applies both to the line dividing the zones and the boundary lines of the field.

For touching the ball outside the field of play see § 3.7.

In a case of unlawful hindering, the re-start must be taken according to § 3.9 b from the point where the hindering occurred.

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

- 1 The defender doesn't actually try to block the shot (the simple raising of the arms is insufficient)
- 2 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
- 3 The defender is at a greater distance than arm's length
- 4 The defender has his back to the attacker and is not facing him
- 5 The defender is unaware that the attacker has the ball in possession (very fast shot, tapping)

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 all of the conditions laid down in § 3.6 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 all of the conditions mentioned in § 3.6 n, still shoots after a second defender has started hindering, there is no question of an infringement of § 3.6 1. Instead the attacker is penalised because of shooting from a defended position.

The following cases require special attention:

- 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 provided the defender satisfies all of the conditions of § 3.6 n the shot must be considered defended.
- 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 as well as fulfilling the other conditions.
- 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 § 3.6 j (hinder an opponent excessively). A penalty should then be given if the violation causes the shot to fail.
- An attacker stands in a defended position. If the attacker steps, or jumps backwards, (without infringing the running rule - § 3.6 d) and shoots, and the defender tries to follow the movement of the attacker and actually tries 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.

o to shoot after cutting past another attacker

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 (§ 3.6 i) and a re-start is awarded against the other attacker, whether or not the first attacker shoots after the 'cutting'.

p to score from the defence zone of the attacking team or directly from a free pass or a re-start

q to shoot when one plays without a personal opponent

If a player who is playing without a personal opponent throws the ball and it hits the korf, then this shall be considered to be a shot and is penalised under this rule.

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.

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 if the referee has already blown for this offence by the defender (see § 3.2).

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 then a re-start will be awarded to the defence. If an attacker moves the post and the ball does not go through the korf then the referee will not blow his whistle unless the ball bounces back in a direction favourable to the attack. In this case he will award a re-start to the defence.

If the post is consciously moved by a defender without the possible loss of a goal, and as a result the ball hits the post or korf and then comes into the hands of a defender, he will award a re-start to the attack.

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

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

Examples of a player doing this are:

- to reach higher during a jump
- in order to change direction quickly with the aid of the post
- pushing against the post to move away quickly.

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

The offence can be committed by

- the player taking the throw touching the penalty spot or ground between the post and penalty spot (see zone diagram in §1.2)
- the player taking the throw (e.g. waiting too long before taking the throw)
- by one of his team mates (e.g. coming within the prescribed distance).
- by an opponent (e.g. coming within the prescribed distance or influencing the result of a penalty).

u to play in a dangerous manner

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. 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 situation 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 towards or past the other attacker. When a light collision takes place, which does not influence the continuation of the game and for which the defender should be punished, the referee may decide to let the game go on (“advantage rule”).

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

Since it is not permitted to hinder the player taking a re-start and the ball must travel at least 2.50 m (§ 3.9), 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.

3.7 Out-ball

In the case of an out-ball or when § 3.6 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.

The referee is obliged to punish the infringement and no advantage should be played instead.

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) (§ 3.8) 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 .

3.8 Referee throw-up

The administration of a referee throw is undertaken as follows:

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. The referee throws the ball up between them so that its highest point is out of the reach of either player and at that moment blows his whistle to indicate the re-start of the match. These two players may touch the ball after the ball has reached its highest point during the throw-up. The other players must observe a distance of 2.50 m from the place of the throw-up and may only touch the ball after one of the two selected players has touched the ball or after the ball has been in contact with the ground.

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 guidance note of § 2.3 b - or the ball would have gone out – see the guidance note of § 3.7)
- neither side had a right to the ball after the game has been interrupted

3.9 Re-start

a when to award a re-start

After a goal has been awarded, the game is always resumed with a throw off in accordance with § 3.5. Any infringement of § 3.6 g, explanations 2 and 4 in the guidance notes, shall not be penalised by a free pass or re-start to the opponents.

b place of the re-start

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

Preventing the preparation of the re-start or trying to prevent the taking of the re-start is punishable under §3.6 v and may also be treated as misbehaviour if repeated.

3.10 Free pass

a when to award a free pass

b place of the free pass

In sports halls showing the penalty zone it will be possible to follow the semi-circle before the post with a line 3.0 – 5.0 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 3.0-5.0 cm wide) or to realise a circle with a broken line of (easily) fixed but removable material (for example tape 3.0-5.0 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

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. If the offender is an attacker, he can give a re-start to the defending team.

The referee needs to take care in stopping any contact fouls whilst players take their positions for a free pass, particularly next to the post. In the immediate vicinity of the post and the line marking the free pass circle, no player should be allowed to straddle the post with one foot on one side and one on the other. They must choose to stand on one side or the other. Players should also not be allowed to place a foot between and in front of the legs of an opponent so that they prevent that opponent from moving into the circle.

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.

If a defender repeatedly comes within the prescribed distance, the referee can award a penalty (see § 3.11 a, explanation 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 of the pass four seconds to bring the ball into play, the opponents can enter the free pass circle as soon as the taker moves the ball or makes a clearly visible movement of the ball, an arm or a leg. It does not matter whether this movement actually leads to a throw or is meant as a feint.

The referee is the sole judge about whether the conditions for bringing the ball into play have been satisfied and no appeal or discussion may be made concerning his judgement on the distances and times mentioned in the rule (either during or after a match). This includes fields where the free pass circle is not indicated by a solid line but by a broken line or points on an imaginary circle.

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 the taking of the free pass may be treated as misbehaviour if repeated.

3.11 Penalty

a when to award a penalty

Examples where a referee **must** award a penalty against a defender:

- a male player hinders a female player who has a free chance or vice versa (§ 3.6 k)
- a player prevents an opponent in a free position from shooting by, for example, pushing or running down (§ 3.6 i) or excessive hindering (§ 3.6 j)
- 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 (§ 3.6 j)
 - b by an opponent knocking the ball out of his hands (§ 3.6 h)
 - c pushing, running down or clinging to by an opponent (§ 3.6 i)
 - d hindering by an opponent of the opposite sex (§ 3.6 k)
 - e hindering by two opponents (§ 3.6 l)
- a defender influences the shot unfavourably by moving the post (§ 3.6 r)
- the defending team encroaches for the second time within 2.50 m at the same free pass (§ 3.10)

A penalty should also be awarded if any of the infringements of § 3.6 h, i, j, k or l mentioned above is committed by a player, or players, in the other zone and this leads to the loss of a free scoring chance.

Examples where a referee **may** award a penalty against a defender:

- holding off, clinging to or running against the attacker thus preventing him from running into a free position (§ 3.6 i)
- incorrect hindering, thus preventing him from passing the ball (§ 3.6 j)

- beating the ball out of his hands (§ 3.6 h)
- repeated encroaching within 2.50 m during the taking of a free pass before the player taking the pass has moved the ball (see guidance note for § 3.10 c)
- repeated 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

c how to take a penalty

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 the penalty area defined in § 1.2 (see drawing).

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

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 § 3.10c that the opponents may move within the prescribed distance as soon as the person taking the free pass moves the ball, an arm or a leg, together with 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.

The referee is the sole judge about whether the conditions for bringing the ball into play have been satisfied and no appeal or discussion may be made concerning his judgement on the distances mentioned in the rule (either during or after a match). This includes fields where the penalty oval is indicated by a broken line instead of a solid line or even by points on an imaginary oval.

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

The competition rules may prescribe in which matches this playing rule will be used.

The competition rules may also prescribe the length of the shot clock period, e.g. in games for younger players. It is recommended that such a period should be in multiples of 5 seconds and no longer than 40 seconds.

If it may not be clear that the ball has touched the korf within the allowed time the referee should indicate that he has seen the ball touch the korf by using the official signal of one arm raised with a clenched fist.

International
Korfball
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Referee Signals of
Korfball
2011

This booklet should be considered as an appendix to the Rules of Korfball.

It contains the approved signals for use by Korfball Referees.

All signals should be considered as compulsory.

Acknowledgements

The IKF would like to thank the following people for their help in the production of this booklet.

Referees:



Lukas Filip



Sandra Anus



Paul Jeanes



Ugurtan Akbulut



Nina Piris



Dirk van Heertum

Plus:

Theo van der Linde who assisted with directing the pictures and **Graham Crafter** who took the photos.

§ 2.1c



Substitution of a player

The referee raises his hands above his head and with the forefinger of each hand pointing towards each other moves his hands back and forth.

§ 3.1a



Stopping playing time

The referee lifts the arm on which he is wearing his watch and with the hand of the other arm indicates that he will stop his stop-watch.

To indicate the restart of the playing-time he gives the same signal and restarts his stop-watch.

§ 3.1b



Time out

To indicate the awarding of a time-out, the referee makes a 'T-signal' with both hands.

§ 3.4



Changing zones after two goals

The referee makes a circling movement with one finger above his head.

§ 3.6a



To touch the ball with leg or foot

The referee touches the outside of his leg below the knee with one of his hands. The leg can be lifted.

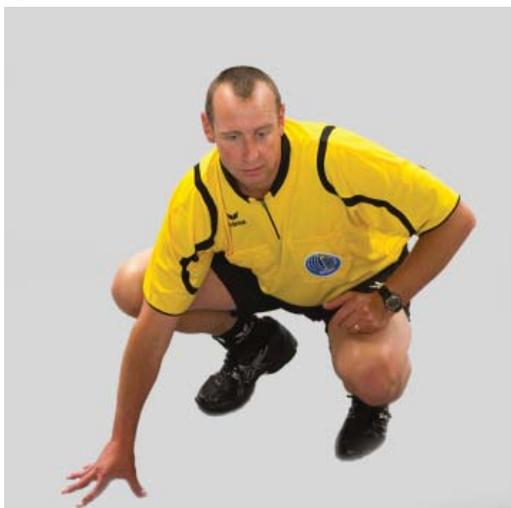
§ 3.6b



To hit the ball with the fist

The referee lifts an arched arm, clenches his fist and moves the arm slightly up and down.

§ 3.6c



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

The referee stoops down and touches the ground.

§ 3.6d



To run with the ball

The referee lifts both arms in front of his body and makes a turning movement with both hands

§ 3.6e



Solo Play

Move hand up and down miming bouncing a ball

§ 3.6g



To delay the game

The referee points towards his watch with a finger.

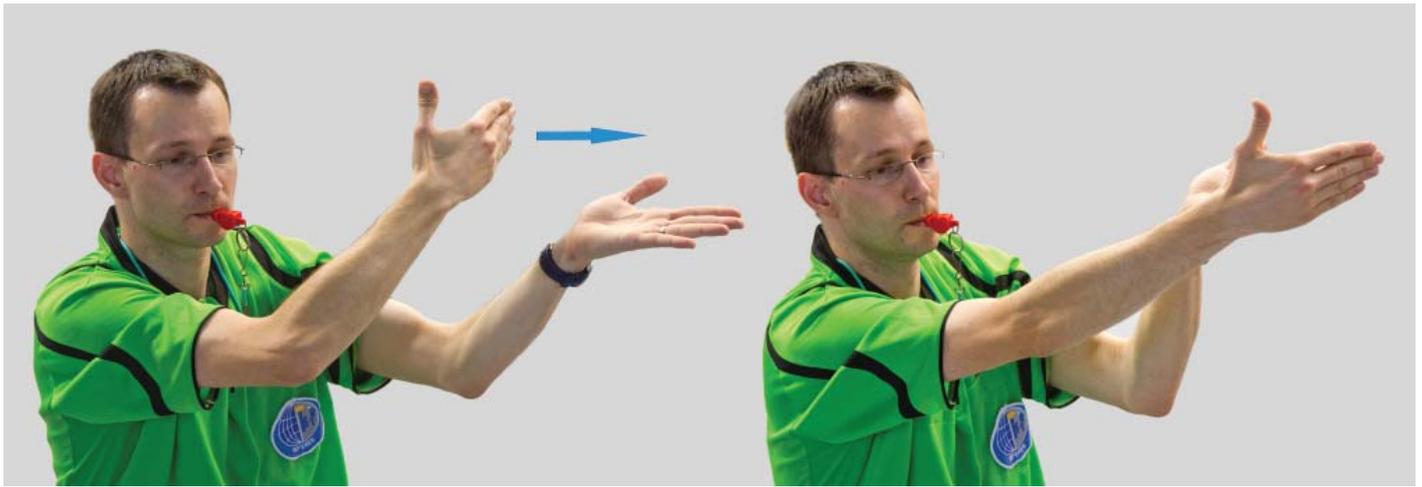
§ 3.6f



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

The referee starts with his arms in front of his body with both hands vertical and makes a rotation movement with both arms showing the giving of the ball to another player.

§ 3.6h



To knock, take or run the ball out of an opponents hand

The referee lifts one of his arms with palm of the hand facing upwards. With the other hand he makes a sweeping movement away from his body over the palm of the raised hand. The signal can be made above shoulder level when the rule is infringed whilst jumping.

§ 3.6i



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

Pushing: The referee points the palms of both hands forward and makes a pushing movement with both arms.

§ 3.6i



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

Holding off: The referee stretches both arms out wide with the hands pointing at a slant to the ground.

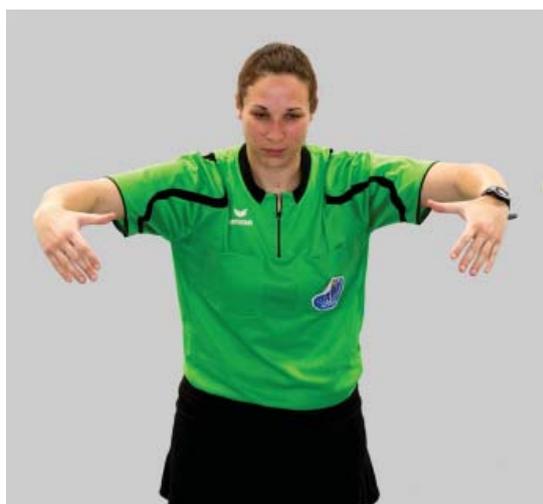
§ 3.6j



To hinder an opponent excessively

Blocking the movement of the arm: The referee lifts one arm upward and with the other hand taps down on the outstretched arm.

§ 3.6j



To hinder an opponent excessively

The referee makes a movement with both arms as if embracing a person.

§ 3.6j



To hinder an opponent excessively

To hit a player in the body: The referee taps on his breast with one hand and points towards the violating player with the other hand.

§ 3.6m

§ 3.7



To play outside one's zone and Out-ball

Using a flat hand the referee moves his arm backwards and forwards as if along a line.

§ 3.6n



To shoot from a defended position

The referee lifts his arm into a defended shooting position.

§ 3.6o



To shoot after cutting past another attacker

The referee lifts both arms and crosses his forearms in front of his body.

§ 3.6u



To play in a dangerous manner

The referee lifts one of his forearms in front of his body with his palm vertical and open. Using the fist of the other hand he punches against the palm of his open hand whilst looking at the offending player.

§ 3.6r

To influence a shot by moving the post

§ 3.6s

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

The referee runs to the post and takes hold of it



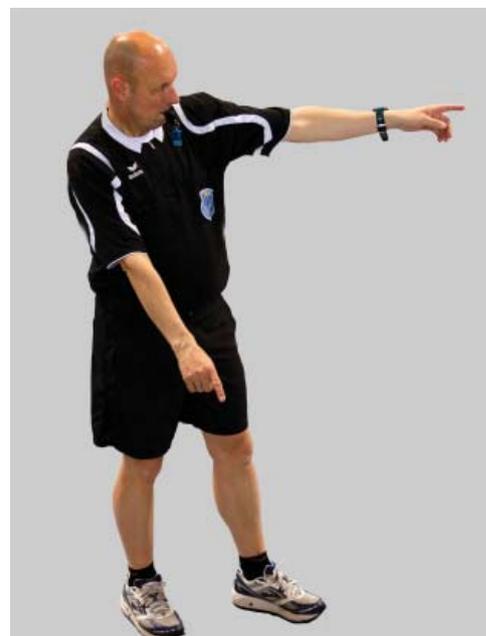
§ 3.8



Referee throw up

The referee raises the thumbs of both hands above his head.

§ 3.9



Re-start

Whenever a re-start is awarded the referee points to where the re-start should be taken from and with the other arm gives the direction.

§ 3.9

§ 3.10



4 Second Rule

Breach of the 4 second rule:

The referee raises one hand showing four raised fingers of that hand.

The same signal is also given at a free pass to indicate that he will whistle to restart the game within, at the latest, 4 seconds.

§ 3.10



Free pass

Within 2.5m after the referee has whistled to restart the game: The referee lifts both forearms in front of his body with his palms vertical and moves the palms of both hands towards each other.

Remark: This signal is also given at the taking of a penalty to indicate that a player has come within the penalty zone before the ball has left the taker's hands and at a restart when the ball has not travelled 2.50 m.

§ 3.10



Free pass

The referee puts up his arm showing an open palm and points to the penalty spot. This signal needs to be preceded by the signal for the offence that has occurred.

Note:

Where the penalty spot is not used as the place of the pass the referee maintains the signal and points to the spot where the free pass is to be taken from.

§ 3.11



Penalty

Direct penalty: The referee points towards the penalty spot with one outstretched arm while blowing his whistle.

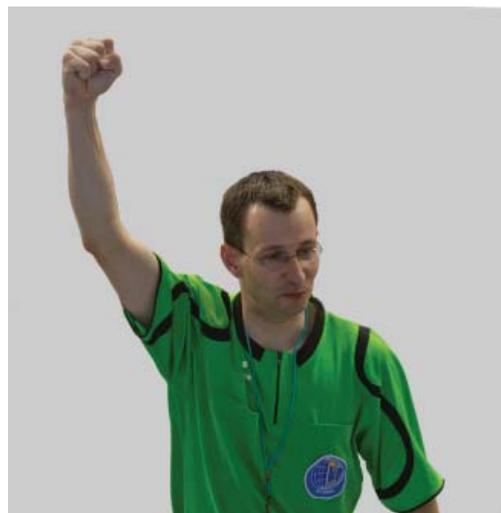
§ 3.11



Repeat Infringement penalty

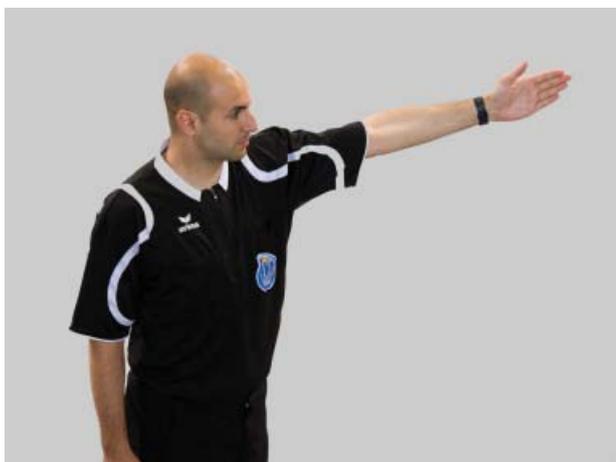
Penalty for making infringements repeatedly: the referee points towards the penalty spot with one outstretched arm while lifting the other hand with two raised fingers and looks towards the offender.

§ 3.12



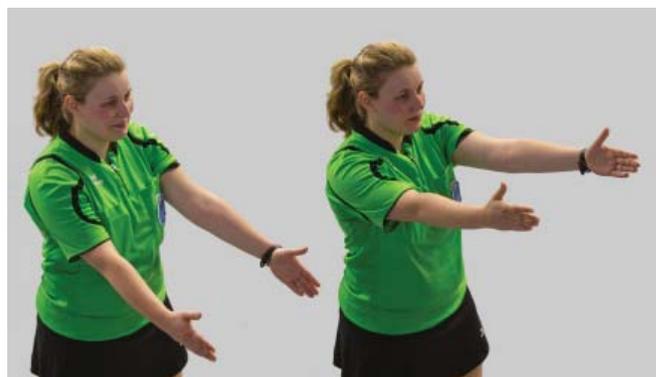
Shot Clock Signal

The signal of one arm raised with a clenched fist should be used to indicate to the shot clock operator whenever it may not be clear that the ball has touched the korf within the allowed time.



Direction

The referee raises his arm in the direction of the play.



Advantage

The referee raises both of his arms in the direction of the play.