

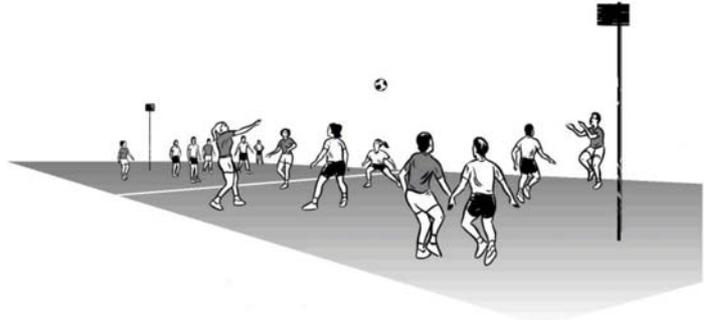
An Introduction to Korfball

The Team

A korfball **team** consists of 8 players - 4 boys and 4 girls.

A team is split into **two divisions**, each consisting of 2 boys and 2 girls.

You can only mark someone of the same sex, otherwise you will give away a penalty.



A korfball court is divided into two halves, each of which will have one division from each team. At the start of a game, one division of a team will be in attack, whilst the other will be in defence. Every two goals (not necessarily by the same team), the divisions swap ends, so the division that was in attack goes into defence and vice-versa.

The aim is to score goals. A shot on goal is only permitted if the attacker is not being actively defended. "**Defending**" is when the defender is within arm's length of the attacker's torso as they take a shot, they have their hand up trying to mark the ball, and are between the attacker and the post. If the shot is defended then the ball will be given to the defending team for a restart at the place the shot was taken.

Positions

There are no set positions (i.e. goal shooter, etc), everyone can play every position on the court (although you must stay in your divisions). However, there are two main positions that you will hear being talked about; collect & feed.



Collect – this is the position held by one of the attackers, where they are standing just behind the post, ready to collect any missed shots. This is also referred to as the **rebound** position.

Feed – this is the **assist** position held by one of the attackers, somewhere near the post and are ready to feed the ball to team-mates. They should face towards to attackers trying to score.

The photo to the right shows Cardiff Dragons, in red, attacking against Horfield. The two Cardiff girls have gone into the **feed** and **collect** positions, while the two boys are looking to get opportunities to shoot. This is a classic example of the Two-Two formation, which is described later.



Types of move

When players run around in arcs, or even run in a direct line sideways across the court, this serves only to tire the attackers. Defenders can easily stick to attackers who move like this, and generally have less distance to run. Therefore attackers must **veer** to create space on court, to minimise the amount of effort they expel and to make it more difficult for the defender to mark them. In general, the attacking movement is either directly towards, or directly away from the post.

Veer - the veer is the main move used in korfball to create space and get away from a defender. It is angular movement, rather like the sections of a cake. The angle of the veer should be sharper than 90 degrees. When running away from the post or the ball, the player is not 'running backwards' as such, but running sideways while turning the upper body and neck to see the incoming pass.

Types of shot

There are two main types of shot in korfball; a long shot and a running in shot.

Long shot – this is generally a more stationary shot taken from anywhere in the attacking half, this is the type of shot used after a veer.

Running in shot – is as the name suggests a shot taken whilst running in towards the post, like a lay up.

Calls

You may hear defenders calling instructions to each other. Often the defenders can't see what is happening in other areas of the court, so these calls are important to ensure everyone knows what is happening.

"Tight" – is the call that a defender should make when their opponent is in the 'collect' position if there is no feed. This call is to let the rest of their team know that the opposition have a collect in place and so should stick tight to their player, so as to not allow them to put a shot up.

"Feed" – is the call that a defender should make when their personal opponent is in the 'feed' position. This call is usually preceded by the sex of the feed, such as 'girl feed' or 'boy feed'. This lets defenders know that the attackers will try to run past them for a 'running in shot'.

"Party" – is the call that a defender makes when they intercept the ball. This call is to let the rest of their team know that they now have the ball, and can work together to get it to their attacking division. "Party" derived a Dutch word, rather than being an instruction to celebrate.

"Switch" – is the call that a defender would make if they need to swap to mark the other attacker of the same sex. It is generally used by a defender that has been beaten by their attacker, who is about to get a running in shot. The other defender of the same sex might be able to switch in time to prevent the shot.

"See you" – is the call that a defender would make to their team mate of the same sex, when they can see their team mate and would be able to switch to defend the attacker, should the need arise. This allows the defender to go tighter on the attacker, with less fear of being run around.

Tactics

There are a number of formations that are used in korfball. The game won't follow the set formations all the time, but they are a good way to get things going when in attack.

For the following formations, the name comes from the position of the players on the court, in relation to the post. The first number indicates how many attackers are away from the post, and the second number indicates how many are close to the post.

Four-Zero

In this formation, all four attackers in the division are out from the post, with nobody underneath it.



For this set play the ball is passed around the court, either in a clockwise and anti-clockwise direction. The attacker runs directly towards the post, then veers sharply away from the post and receives the ball. As the attacker turns to face the post with the ball, they could shoot, or pass the ball on to the next player, who is just completing the same movement. Ideally, movement should be timed so that at the

instant that a shot is possible, the attacker on the opposite side is running towards the post, ready to collect.

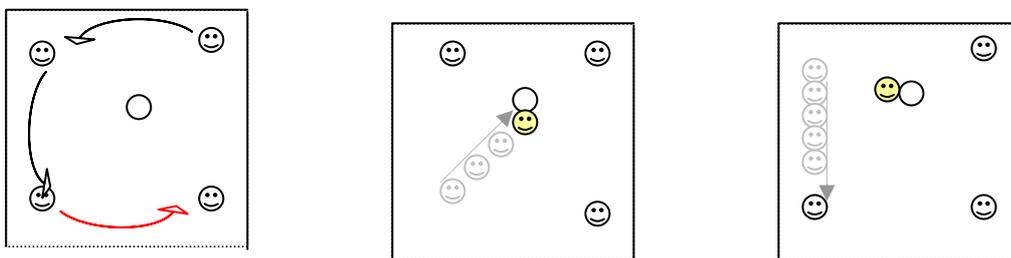
Four-Zero is often used at the start of matches, to get a feel for the ball, and for which defenders may be vulnerable. It isn't a particularly dangerous formation, because there is no feed, but it can be used as a starting point to transition to more attacking formations.

Three-One

For this formation, three players in the division are out from the post, with one player underneath the post in the 'collect' position. Three-One tends to be used against a defence which is one player short, or when the attack has a very tall collector, or at the top level where long shooters are particularly effective.

Although there are many ways of setting this formation up, an effective example is shown below.

From Four-Zero, when one of the two players at the front of the court passes the ball across the front of the post. They then run into the post and take up the collect position. The player at the back of the court, closest to where the collect ran from, then runs up the court into the space that has been created.



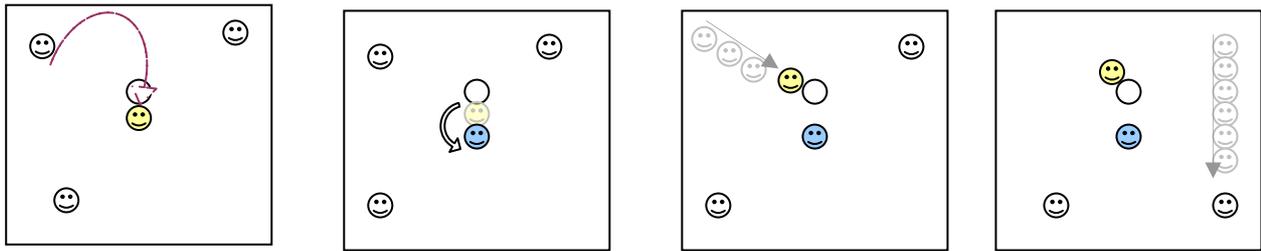
-  Direction of pass
-  Pass across the front of the post
-  Movement of a player
-  Collect

Two-Two

For this formation, two players in the division are out from the post, and two are underneath the post. Two-Two is a formation that can produce a lot of running in shots for quick attackers, and therefore potentially a lot of goals. If the feed and collect are both the same sex, then it also reduces the possibility of a switch.

Again, there are numerous way in which this can be set up, but an example is shown below.

One of the attackers puts a shot up. If the shot doesn't go in, the collect catches the ball and then faces out from the post to become the feed. The player that took the shot then runs in and becomes the new collect. This leaves two players out in the court and two underneath the post. If there is still a player at the back of the court, they can run up the court into the space that has been created.



 Shot

 Direction of player movement

 Collect

 Feed

 Pivot into feed position