

THE ABRIDGED RULES OF KORFBALL

Summary of the official Rules of Korfball as approved by the International Korfball Federation

1. Field of play and bench

a field

The dimensions of the field are 40 x 20 m indoors (with a minimum free height of 7 m) and 60 x 30 m (maximum) outdoors, divided into two equal zones. The ratio of length to width is 2 : 1.

b bench

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

2. Marking

The field of play is marked out by clearly visible lines, which should be 3-5 cm wide. The line separating the two zones is marked in the same way. Tapes may be used outdoors provided they are fixed flat to the ground.

The penalty spots must be marked at a distance of 2.50 m in front of the posts as seen from the centre of the field.

3. Posts

Posts are erected in both zones at a point situated midway between the two sidelines and one-sixth of the length of the field of play from the end line. The posts are round and may consist of solid wood, metal tubing or synthetic material with an external diameter of 4.5 - 8 cm. They are fixed perpendicularly in or on the ground and may not protrude above the baskets.

4. Baskets

A cylindrical bottomless basket is fitted to each post. The basket must face towards the centre and all of its top edge must be 3.50 m above the ground. They are 25 cm high and have an inner diameter of 39 - 41 cm. The rim (top edge) of the basket has a width of 2 - 3 cm. The baskets are made of cane; they must be one colour and must be similar.

(Synthetic baskets are permitted provided their behaviour resembles that of those made from cane.)

Baskets are attached to the posts in such a way that movement is not permitted. If metal supports are used underneath then they may only cover one quarter of the circumference nearest to the post. Metal strips against the outside may only cover one third of the circumference.

5. Ball

Korfball is played with a round ball whose outer casing is made from leather or other approved materials. The surface of the ball should not be smooth; the players should be allowed to have a good grip, e.g. by the seams of the ball. The ball shall be two-coloured (preferably white/black). No material shall be used in its construction that might prove dangerous to the players.

The circumference shall be 68.0 - 70.5 cm. It must be inflated to the prescribed pressure indicated on the ball. At the start of a match the weight of the ball must be in the range 445 g to 475 g. When it is dropped onto the playing surface from a height of about 1.80 m, measured from the bottom of the ball, it will rebound to a height, measured to the top of the ball, of between 1.10 m and 1.30 m.

6. Players

a number and position

Each team consists of four male and four female players, of whom two male and two female players are placed in each zone.

b incomplete teams

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

c substitution of players

Up to four players of a team can be substituted. After these substitutions have been made, injured players who can no longer take part in the match may be substituted with the permission of the referee. Players may not return to the match once substituted. Players who are sent off may be replaced by a substitute to maintain a complete team.

d clothing and shoes

The players of each side must be dressed in a uniform sports costume that is sufficiently different from that of the other side. The players must wear sports shoes.

7. Captain, coach and other persons attached to the team

a Captain

One player of each team is captain. He wears a clearly visible band on the upper part of his left arm. He represents the team and is responsible for the proper conduct of his players. In the absence of a coach he also fulfills the task of the coach.

b Coach

When a coach is present he makes himself known to the referee before the match. He shall remain seated on the bench but may leave the bench for short periods to talk to his team from outside the field or, during a break in play, request substitutions or apply for a time out.

c Substitutes

Substitute players are expected to remain seated on the bench.

8. Referee

The referee controls the game. His task is:

- a** to decide the suitability of the hall, field of play, material (and weather when played outdoors).
- b** to enforce the rules and clarify his decision by means of the approved signal.
- c** to indicate the starting, stopping and re-starting of the game and a time out by means of blowing a whistle.
- d** to take action against misbehaviour by the players, coaches, substitute players and other persons attached to the team and interference by the public.

Except when the punishment would be to the disadvantage of the non-offending side ("advantage rule"), the referee may choose to punish any infringements of the rules, including when play has stopped. He takes action when one side obtains an unfair advantage from circumstances outside the game. He decides in cases of doubt. He starts or re-starts the game by blowing his whistle as soon as the player taking the throw is ready and all the requirements (§19 or 20) are satisfied. When two infringements take place simultaneously, the referee punishes the more serious infringement.

In cases of misbehaviour the referee can choose to warn the player, coach, substitute or person attached to the team formally, by showing a yellow card, or informally. If a person who has been shown a yellow card misbehaves for a second time then he must be sent off the field and away from the playing area by showing a red card.

Examples of misbehaviour include striking, punching, kicking or intentionally running down an opponent; repeated infringements 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; leaving the field without a good reason and delaying the retaking of positions after a time out. In cases of serious misbehaviour (e.g. violent physical aggression) the person is sent off at once by the showing of a red card.

9. Timekeeper

If at all possible the referee will appoint a timekeeper, whose duty it is to warn the referee just before the end of each half of the game.

10. Assistant Referee

If at all possible in each match there should be at least one assistant referee whose duty it is to make sure whether the ball is "out", to draw the attention to any foul made in his vicinity and to undertake other pre-defined duties as notified by the referee.

11. Duration and time out

- a** A match lasts 2 x 30 minutes with a maximum of 10 minutes rest (2 x 35 minutes outdoors).
- b** A time out is a break in the game lasting 60 seconds. Each team may request up to two time outs per match.

The referee has the power to extend each half to compensate for delays outside the game or delays caused by infringements of rule §16g. Time outs and the time used for substitutions are not part of the game's duration.

12. Goals

A goal is scored when the ball has fallen completely through the basket.

A goal stands even when the referee has previously blown for an infringement committed by a defender provided the ball has left the hands of the shooting attacker at the moment of the whistling and was outside the reach of the defenders. The team scoring most goals wins the match.

13. Line up

a Choice of line up and zones

The home team decides into which basket they will shoot in the first half. They arrange their players in the two zones and the visiting team arranges their side accordingly. Tournament rules may have the 'home' team decided by a toss.

b Change in line up

If during the game circumstances alter, owing to the dropping out or sending off of a player, and substitutes are not available the referee can permit a change. He will order a change when it is necessary to comply with the conditions mentioned in §6 b or when the number of players with a direct opponent is less than absolutely necessary.

14. Zone changes and changing of ends

After every two goals the players move to the other zone and change function i.e. defenders become attackers and vice versa. At half time there is a change of ends but no change of role.

15. Throw off

A throw off is taken by an attacker from a point inside his zone near the centre of the field at the start of the game, the start of the second half and after every goal. In the first case the throw off is taken by the home team, in the second case by the visiting team and in the last case by the team who has just conceded the goal. The same stipulations apply as for a free pass (see §19).

16. Infringements of the rules

During the game **it is prohibited:**

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

If the touching is unintentional and exerts no important influence on the game it will not be punished.

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 the ball in a fallen position.

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

d to run with the ball

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

In applying these principles three cases are to be distinguished

- 1 When seizing the ball the player is standing at rest. In this case he may move one leg at will, provided the other one remains in its place. Turning on the latter is permitted.
- 2 When seizing the ball the player is running or jumping, first stops and afterwards throws the ball or shoots. The requirement is that, after seizing the ball, he has immediately and fully tried to come to a stop. After coming to a stop, the same rules apply as mentioned under 1.
- 3 After seizing the ball while running or jumping the player 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 his foot on the ground for the third time after receiving the ball.

e to avoid cooperation (“solo play”)

Avoidance of cooperation occurs:

- 1 when throwing the ball away with the intention of collecting it again elsewhere;
- 2 when tapping the ball along whilst running alongside it (“dribbling”).

Solo play is **not** punishable:

- 1 when the player does not change his position appreciably (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)
- 2 when the avoidance of cooperation was not intentional (examples: a player passes the ball to another player, but the latter fails to catch it; when contesting the ball with an opponent, a player is not able to seize the ball right away, but taps it and seizes it afterwards)

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

The ball must move freely through the air before being received by the second player.

g to delay the game

This includes failing to try to create or take, scoring opportunities; waiting too long before passing the ball; delaying the taking of a free pass by failing to take positions up as per §19c; wasting time during substitutions, following a time out or changing zones.

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

This unlawful hindering of an opponent has to be punished no matter whether this opponent does or does not possess the ball. Every impediment of the free movement of an opponent is forbidden, whether this is done deliberately or not.

j to hinder an opponent in possession of the ball 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. He is allowed to block the ball by bringing his arm in the path of the ball, but must not:

- 1 hinder his opponent in the free use of his body by blocking the arms instead of the ball
 - 2 beat the ball or hit the throwing arm; i.e. the hindering arm or hand must not move towards the ball at the instant of contact.
- A player further than arm’s distance from an opponent cannot be considered to be hindering.

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

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

m to play outside one’s zone

n to shoot from a defended position

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

- 1 he must be nearer the post than the attacker (except when he and the attacker are near and on opposite sides of the post in which case conditions 2, 3 and 4 alone are sufficient).

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

o to shoot after cutting past another attacker

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

p to score from the defence zone or direct from a free pass

q to shoot when one plays without a personal opponent

This occurs when the defence zone has only three players against an attack of four players. In that case the coach of the attacking side must inform the referee, and the other coach, which of his attackers will not shoot. A change of attacker can be made at any time when play has stopped but is only allowed twice between a change of zones. A goal can be made from a penalty by an attacker without a personal opponent.

r to influence a shot by moving the post

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

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

u to play in a dangerous manner

e.g. when an attacker forces his defender, who is within arm's distance and running backwards, to collide at speed with another attacker.

17 Out-ball

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

In the case of an out-ball, a free pass is awarded against the side who touched the ball last.

18 Referee-throw ("throw-up")

When two opponents seize the ball simultaneously, the referee will stop play and will throw the ball up. For this purpose he chooses two opponents from the zone concerned, who must be of the same sex and if possible of about the same height. The other players observe a distance of 2.50 m and may only touch the ball after one of the two selected opponents has touched the ball or after the ball has been in contact with the ground.

19. Free pass

a when to award a free pass

A free pass is awarded to the opposing side after the referee has indicated that one of the rules (§16 or §17) has been violated.

b place of the free pass

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

c how to take a free pass

At the moment that the player taking the free pass has, or can take, the ball in his hands the referee lifts one of his arms vertically and gives the signal with four fingers on his raised hand that he is going to whistle for the re-starting of play within four seconds. Following the raising of the arm there are two possibilities (see A and B).

- A**
1. All the players are at distance of at least 2.50 m from the taker of the free pass.
 2. When the free pass is taken in the attack zone, the players of the same team as the taker of the free pass are also at a distance of at least 2.50 m from each other.

As soon as the above situation exists within the four seconds preparation time, the referee shall blow his whistle to re-start 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 (§ 8 c). If the taker of the free pass has not brought the ball into play within this period, then the referee shall blow his whistle and award a free pass to the other side.

The players of the opposing 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 is brought into play.

The ball is brought into play when

either 1 a player of the opposing team touches the ball

or 2 when a player of the same team as the taker of the free pass touches the ball whilst standing at least 2.50 m from the spot at which the pass has been taken
or 3 when the ball has travelled at least 2.50 m from the place of the free pass (measured along the ground)
The player taking the free pass is not allowed to score directly from the free pass.

B The players do not meet conditions 1 and 2 mentioned above in A within four seconds of the referee raising his arm

The referee will whistle twice quickly in succession, the first time to re-start the game and the second time to stop play, and punish the infringing team with a free pass.

If players from both teams are within 2.50 m then the referee will punish the player who is nearest to the taker of the free pass.

If the referee considers players from both teams are at the same incorrect distance then the attacking team will be punished.

When the defending team in the attacking zone makes this infringement for the second time at the same free pass the referee will give a penalty.

20 Penalty

a when to award a penalty

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

b place of a penalty

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

c how to take a penalty

It is permitted to score directly from a penalty. The person taking the penalty must not touch the ground between the penalty spot and the post with any part of his body before the ball has left his hands. Until the ball leaves his hands all players must observe a distance of 2.50 m in all directions from any point on the imaginary line between penalty spot and post and players must refrain from any action disturbing to the thrower. The provisions of §19 concerning the attacking players having to be 2.50 m from each other and the time limit for bringing the ball into play, do not apply at the taking of a penalty. If necessary the first as well as the second half of the game will be prolonged for the taking of the penalty.

The full official rules of the game, as prepared by the Playing Rules Committee and approved by the Board of the International Korfball Federation, have been published in the booklet "The Rules of Korfball" which contains:

Part 1: The Rules of Korfball

Part 2: The Rules of Outdoor Korfball

The Official Referees' Signals

Copies may be obtained from the IKF Korfball pages at www.ikf.org or from the IKF Office

International Korfball Federation

P.O. Box 1000

3980 DA BUNNIK

The Netherlands

Telephone: +31 30 656 63 54

Telefax : +31 30 657 04 68

e-mail: office@ikf.org