

THE RULES OF KORFBALL

Field of play and bench

- Field. Divided into two equal zones. The ratio of length to width is 2:1.

Marking

- Rectangular court with a clearly marked centre line. 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.

Posts

- Posts are erected in both zones at a point-situate d midway between the two sidelines and one-sixth of the length of the field of play from the end line.

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.

Ball

- Korfball is played with a round ball (we would recommend a Netball). Circumference will be approximately 68.8-70.5cm.

Players

- 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.

- 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.

- Substitution of players. Up to two 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. Once substituted players may not return to the match. Players who are sent off may be replaced by a substitute to maintain a complete team.

Duration and time out

- A match lasts 2 x 30 minutes with 10 minutes rest (2 x 35 minutes outdoors).
- A time out is a break in the game lasting 60 seconds, which is not part of the game's duration. 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 rules.

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.

Line up

- 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.

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 t

off, 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.

Infringements of the rules

- During the game **it is prohibited:**

- 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.

- 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.

- 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.

- 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.

- 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)

- 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.

- 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, wasting time during substitutions, following a time out or changing zones.

- To knock, take or run the ball out of an opponent's hand.

- 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.

possession of the ball excessively. The hindering player is allowed to hinder desired direction by actions that result in the ball being thrown against his block the ball by bringing his arm in the path of the ball, but must not: in the free use of his body by blocking the arms instead of the ball 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.

- To hinder an opponent of the opposite sex in throwing or shooting the ball.
- To hinder an opponent who is already being hindered by another player
- To play outside one's zone
- 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 able to touch the front of the attacker).
 3. He must have his face turned towards the attacker.
 4. He must actually try to block the ball.
- 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.
- To score from the defence zone or direct from a free pass
- To shoot when one plays without a personal opponent. This occurs when the defence 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.
- To influence a shot by moving the post
- To take hold of the post when jumping, running or in order to move away quickly
- To violate the conditions laid down for a free pass or a penalty
- 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.

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. A free pass is awarded against the side that touched the ball last.

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.

Free pass

- 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 has been violated.

- Place of the free pass. The free pass is taken from the spot where the infringement was committed.

- 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.

Penalty

- When to award a penalty. The award of a penalty to the other side punishes infringements that result in a scoring chance being lost. A penalty can also be awarded for other infringements that repeatedly hinder the attack unfairly.

- Place of a penalty. The penalty must be taken from the penalty spot (situated 2.50 m from the post as seen from the centre of the field).

- 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.



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