



**Guidance Notes to the**

**Rules of Korfball**

**from 1 September 2017**

## **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

To assist with the control of substitutions, substitution spots may be marked on the floor outside the field of play, 1 m from the side line and between the end of each team bench and a position close to the half way line or jury/scorer's table (when used). The suggested dimensions for these spots are either a rectangle 90 cm by 60 cm or a circle with diameter 90 cm.

Competition rules may allow advertising to be placed on the floor and/or a contrasting coloured strip used along an outside line provided that the floor remains non-slip and all lines are clearly visible.

### **1.3 Posts**

When base plates are being used the maximum thickness should be 1.0 cm and an attempt must be made to maintain the stability of the post, e.g. fixing the base to the floor using tape.

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 appropriate sports footwear.

Fingernails must be closely cut and smooth.

## **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.

Competition rules may prescribe that in addition to the shot clock apparatus referred to in this rule, LED lights may be affixed to each post to further indicate the counting down of the clock.

## **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 shall prescribe whether a player can return to the match or not and may vary the following:

- the number of substitutions in a team that can be made without the approval of the referee (it is allowed that the competition rules can prescribe that there be no limit in the number of substitutions that can be made)

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)

A player being replaced must leave the field of play before the replacement player may enter.

Where competition regulations allow a player to return to the game after being substituted, he may not return into the other zone at the same time as being replaced. The game must have restarted before he becomes eligible again to be used as a substitute.

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.

The captain must be a player who starts the match.

**b Coach and Assistant 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.

The competition rules may determine whether communications equipment may be used in the bench area.

**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.

The competition rules may determine whether a person serving a disciplinary measure is allowed to sit on the bench as one of the four other persons and, if not, where such a person may be situated during a match.

**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 are 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 signalling 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 real playing time is being used for all or part of each half (i.e. 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
- deliberately throwing the ball against the leg of an opponent (see guidance notes §3.6e)
- 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 Korfball). 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 50 seconds the referee blows his whistle to indicate that both teams have to retake their positions. (Competition Regulations may give the task of making this signal to the scorer). The game should be restarted within 60 seconds of the start of the time-out.

In the case of an injured player, treatment on the field of play for the injury should be completed before a time out can be given. During the treatment of an injury, players must remain in their zones and the coach must remain at his bench.

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.

In matches where real playing time is not being used it is possible for the team taking a throw off to forfeit that right if they are punished under § 3.6 g (delaying the game). This would result in a re-start being awarded to the opposing team.

**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, i, j, k, l and sometimes m), then the free pass is taken from the spot where this person was standing.

**During the game it is prohibited:**

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

**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.
- The player deliberately throws the ball against the leg of an opponent.

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 playing the ball back from the attack to the defence, unless this is done to set up an attacking move;
- 3 excessive passing aimed at delaying getting the ball into the attacking zone;
- 4 excessive passing aimed at not creating shooting chances;
- 5 intentionally ignoring clear shooting chances.
- 6 placing and holding the ball between the thighs

Where real playing time is not being used and there are examples of misbehaviour (e.g. throwing the ball far outside the field, or kicking the ball when the game has been stopped) or time wasted by changing zones then the referee is allowed to add time on to compensate for the time lost.

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 Korfbal 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 and makes contact with the ball before the ball is thrown. If the ball has already been thrown, i.e. the ball has left the hands of the opponent, it shall not be considered an infringement of this rule.

However, if the beating action is made in a dangerous manner, for example towards the face of the opponent, then the action should be penalised under §3.6 u.

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.

If the post is accidentally moved by a defender without the possible loss of a goal, and the referee feels that otherwise the ball would have hit the korf, he will award a re-start to the attack.

**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 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”).

### **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**

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.

Passive hindering is where the opponent prevents the ball from being brought quickly into play by standing within arms' distance in front of the taker but not hindering the throw by any movement of the arms or body. If there is any movement of the arms or body to attempt to block the throw, then the hindering is no longer passive but active.

### 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.

Since the player taking the penalty is obliged to shoot, once the whistle has gone to take the penalty whenever the ball leaves the hands of the taker then this is deemed to be a shot. If the ball leaving the hands is not a throw towards the korf then the taker infringes this rule.

### **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 (especially in games with younger players). The shortest period 20 seconds and the longest period 40 seconds. It is recommended that such a period should be in multiples of 5 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.

When the game clock is showing less than the fixed shot clock period, competition rules may prescribe that the shot clock is no longer used.

