



Korfball Rules Course

2013-14



- The Rule Book is made up of three parts:-
 - A part containing the Basic Fundamental Rules and including an appendix of the definitions of terms and phrases used in the rules
 - A part containing Guidance Notes to the basic rules
 - A set of official signals to be used by referees
- The Rules themselves are made up of three sections: -
 - Technical requirements – pitch size, equipment etc. and the people involved in the game with their roles
 - The Game – timing, time-outs, substitutions, how to score a goal, line up etc.
 - The infringements of the rules



Competition Rules and their effect on the overall rules of the game

- In many places in the rules there is an allowance for local competition rules to set match conditions. Some examples are:
 - Length of match; size of field of play; number of time-outs; number of substitutes allowed without the referee's permission (including whether substitutes can return to the match and in what manner); whether to use a timekeeper (thereby determining whether the timekeeper's signal or the referee's whistle ends each half); whether shot clocks are used; who starts the first half and attacks which end and so on.
- This list is not a complete list but covers most major areas and a referee should ensure that he knows the rules of the competition in which he is refereeing.



Part 1 The technical requirements

The field, equipment and persons involved in the game.

The requirements of this part of the course can be found in Sections 1 and 2 of the “Rules of Korfball” and “Guidance Notes for the Rules of Korfball” and are only briefly mentioned here. Potential referees should study carefully these two sections in both documents.

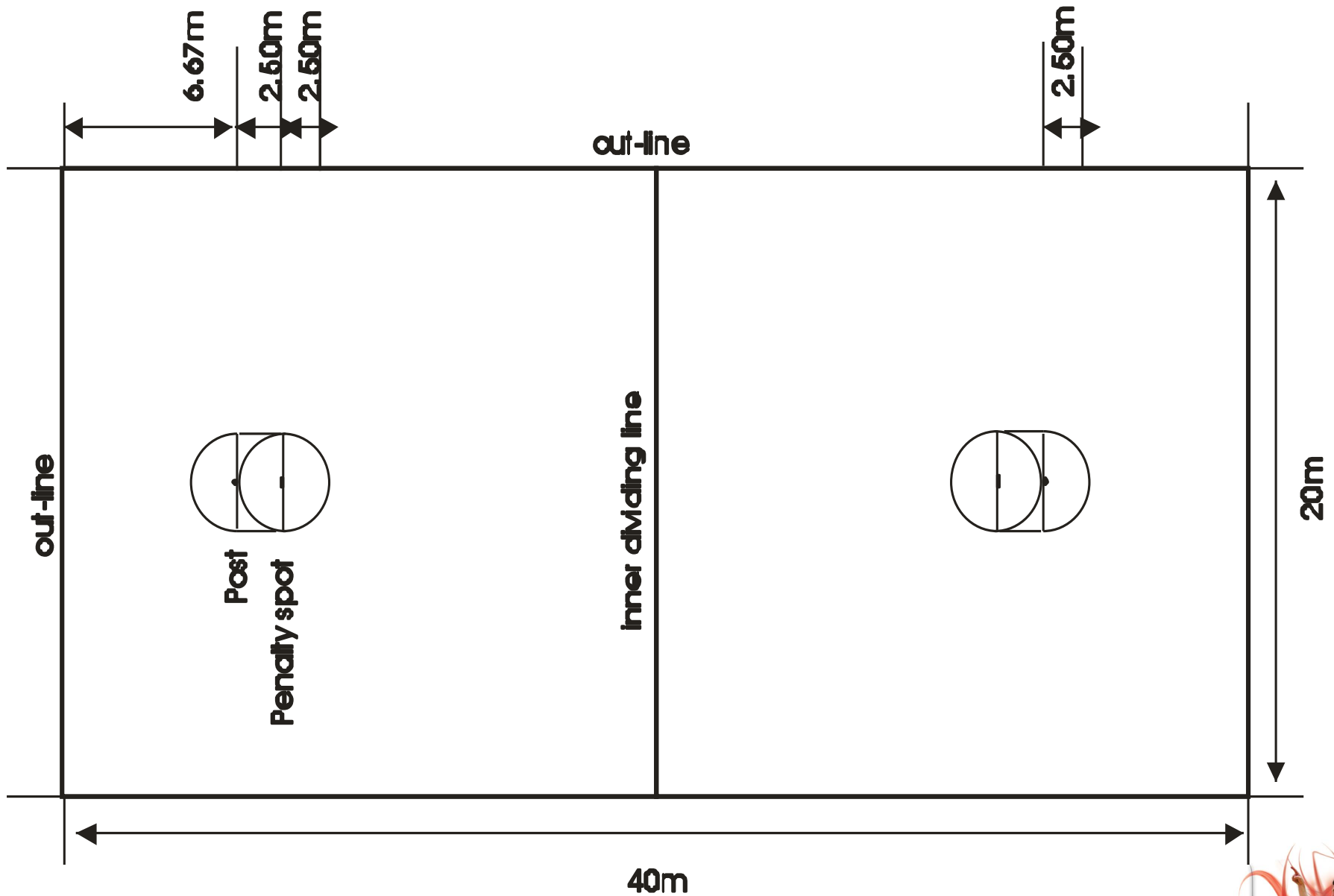


Field & Equipment

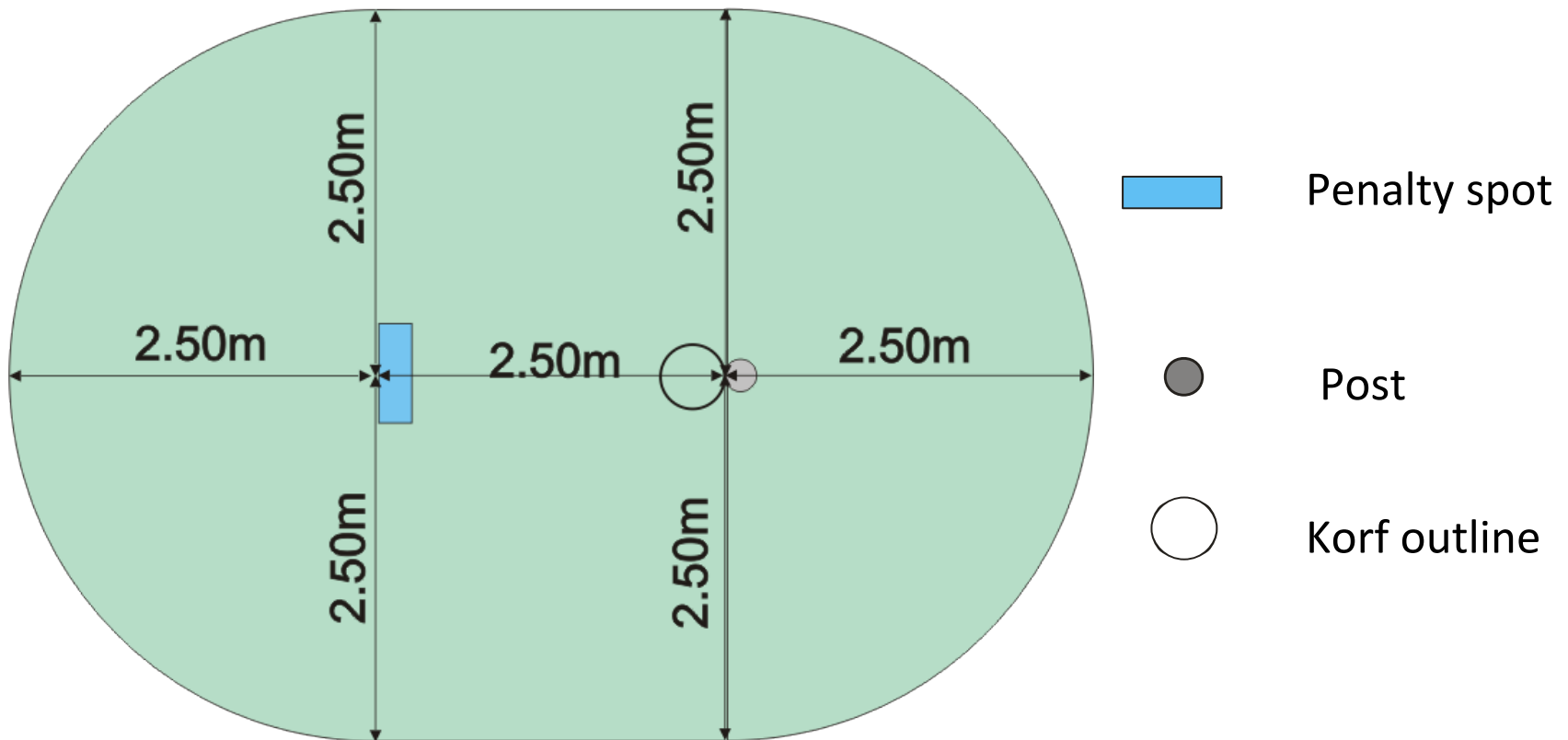
- Pitch size 40 m x 20 m
divided into two 20 m squares
- Main lines outside and halfway
- Posts sited 6.67 m from each end
- Penalty spot 2.5 m in front of the post
- Free pass area circle 2.50 m radius
centred on the penalty spot
- Penalty area see diagram (often optional)



The pitch



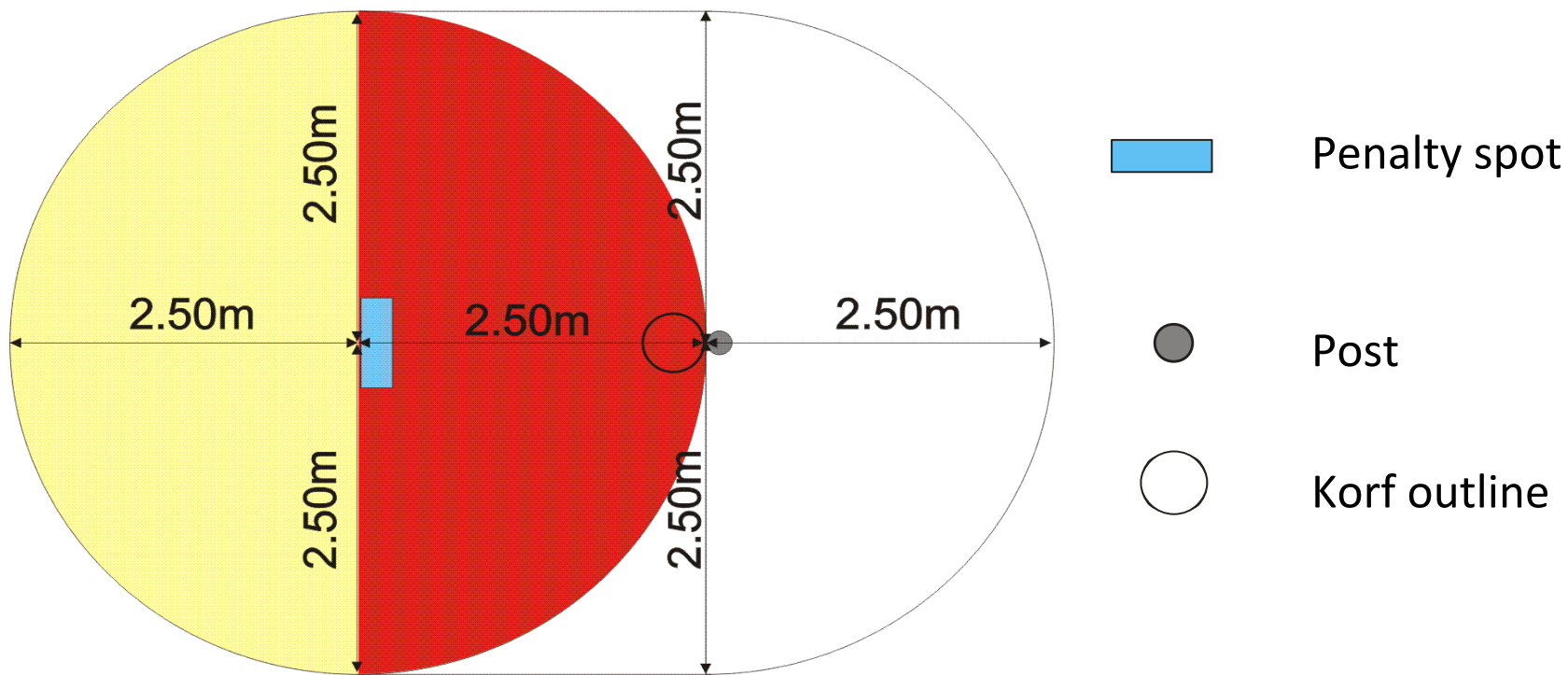
The shaded area shows the area where no player may stand during the taking of a penalty except the taker who must stand immediately behind the penalty spot. No other player may enter the shaded area until the ball has left the taker's hands



Note: All measurements are made to the outside edge of the lines



The shaded area shows the area where no player may stand during the taking of a free pass except the taker who must stand immediately behind the penalty spot. The taker may not touch the spot or the darker shaded area until the ball has left his hands. For when the attacking and defending players may enter the area see § 3.10 c. For an attacking player to be able to bring the ball into play they must have both feet on the floor outside the shaded area. If they jump then they must land with both feet outside the circle.



Posts, korfs and ball

- Posts 3.50 m high including the korf
- Korfs they should be 23.5 - 25.0 cm high and have an inner diameter of 39.0 - 41.0 cm on the upper side and 40.0 - 42.0 cm on the bottom side.
The rim (top edge) of the korf shall have a width of 2.0 - 3.0 cm
- Ball At least two coloured size 5.
Its **circumference** should be **68.0 - 70.5** cm and the **weight** of the ball must be in the range **445 to 475 g** inclusive. The ball must be inflated to the prescribed pressure indicated on it so that when it is dropped onto the playing surface from a height of about 1.80 m, measured from the bottom of the ball, it should **rebound** to a height, measured to the top of the ball, of between **1.10 m and 1.30 m.**



Persons

- Players 4 male + 4 female.

Two of each sex in each half of the field.

Minimum of 3 players per section and these 3 players must be able to match up by sex if one or both teams are incomplete.

- Substitutes Competition rules prescribe the number allowed and whether they can return to the match.



Substitutes scenario A

- Competition Rules allow substitutes to return to the match:

The normal allocation is 8 changes irrespective of gender. Players must have played in both attack and defence. Changes are made when teams change ends and only players going into the attack may be changed.

In addition two tactical substitutions may be made. A player changed in these circumstances may not return to the game.



Substitutes scenario B

- Competition Rules do not allow substitutes to return to the match:
- The normal allocation is up to 4 players irrespective of gender. Players who have been substituted may not come back into the game.



Other notes on substitutes 1

- Injured players:

In the case of injury if it is safe to move the player then the player can be replaced temporarily by a substitute. This counts as one of the allowed changes.

If the injured player has recovered and is fit to return within a set period (set in competition rules – normally 4 minutes when real playing time is used or 5 minutes when real playing time is not used) then the player may return and the temporary substitute comes off. The change is made no later than the first interruption in play following the end of the set period.

If the deadline is not met then the substitution is deemed to be one of the allowed tactical changes and the injured player becomes ineligible to return.



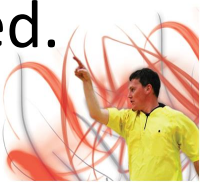
Other notes on substitutes 2

- If there is an injury, or a player is sent off, and the number of allowed changes (including tactical changes used under scenario A) has been used up, then a change may still be made with the permission of the referee.
- In the case of a player sent off with a red card, if the player is not immediately replaced then a substitution is still charged to the team, thereby reducing the number of changes left, and in addition no changes of the same sex as the sent off player may be made until the replacement has been made.



Captain, Coach and Assistant Coach 1

- **Captain** He wears a clearly visible band on the upper part of his arm. He represents the team and is responsible for the proper conduct of his players. In the absence of the team coach, he takes on the additional tasks of the coach.
- **Coach** Each team is permitted to be accompanied by a coach. The coach must sit on the bench allocated to his team and is not allowed to enter the field of play without the permission of the referee.
If the coach comes onto the field as a player he cannot take the role of captain unless the captain is substituted.



Tasks of the Coach

- Apart from giving instructions to his team from the team bench (or from the sideline when he has left the bench for a short period – if allowed under the competition regulations) the coach is responsible for the following: -
 - to request and/or use a time-out (see § 3.1 b)
 - to request and execute a substitution (see § 2.1 c)
 - when a change in the formation is necessary in accordance with § 2.1 b
 - to inform the referee and the coach of the opposing team which of his attackers will not shoot (see § 3.6 q).



Captain, Coach and Assistant Coach 2

- Competition Regulations may also allow each team to be permitted to have an assistant coach. An assistant coach takes on the tasks of a coach only when the designated coach is no longer present. Until such time he must remain seated at all times on the bench allocated to his team (unless he is already playing or he is taking a substitution or time-out request from the coach to the jury).
- An assistant coach could be a player initially. However, he can only take on the role of a coach when the original coach is no longer present (e.g. entered the field as a player or been sent off) and he, himself, has been substituted.
- If at any time there is no coach or assistant coach present on the bench the additional tasks named above go to the captain (see § 2.2 a).



Referee

The referee has the following main tasks: -

- to decide the suitability of the hall, field of play and material and pay attention to any changes that might occur during the game
- to enforce the rules
- to use the official signals to clarify his decisions
- to take action when one side obtains an unfair advantage from circumstances outside the game
- to indicate the starting, stopping and restarting of the game and a time out by means of blowing a whistle
- to take action against misbehaviour by the players, coaches, substitute players and other persons attached to the team
- to take action against interference by the public



Advantage

- If the non-offending side retains possession of the ball after an infringement then the referee will not normally stop the game, **especially where the appropriate punishment would only have been a re-start.**
- 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 at the moment he blows his whistle **the ball is outside the reach of all of the players**, 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.



Occasions when advantage may not be played 1

- Where an out-ball is supposed to be given then advantage cannot be played even if the non-offending team gains possession of the ball (e.g. It was tapped back to them by a player who was touching the line or was playing from beyond a boundary line)



Occasions when advantage may not be played 2

- At a free pass when there is encroachment by a defender the referee is obliged to give a second free pass (or penalty if it was a second free pass) even if an attacker is free to shoot.
Furthermore, if he blows after the ball has left the hands and is on its way to the korf no 'advantage' of a goal can be given even if the shot is successful. A second free pass (or penalty) is obligatory.



Circumstances outside the game

- Included in this are the cases of the referee 'interfering' with the game by his positioning.
- Unlike in other sports the referee is NOT 'part of the game'. If he prevents a player from collecting the ball or following his opponent because of his position, then he should rectify the situation. If he is of the opinion that without his influence the player would have collected the ball he should stop play, give the ball to the player, allow the opponent to 'mark up' and then continue. If he is of any doubt whether the ball would have been collected then he could award a referee throw up. If his position stopped a player following his opponent then he should stop play and allow the opponent to take his 'correct' position before recommencing the game.



Timekeeper and Scorer

- These are normally appointed in games where there is a neutral scorer's table and a 'Jury' keeping a record of the game.
- In such cases the timing of the match is normally entrusted to the timekeeper and an automatic signal ends each half instead of the referee's whistle. (However take note of the conditions for the so-called buzzer beater, details of which will be given in the conditions applicable for the shot clock).



Assistant Referee

- The duty of an assistant referee is to assist the referee in controlling the game.
- The assistant referee shall carry a flag and use it to bring to the referee's attention that the ball is "out" and any other foul made in his vicinity. The referee may ask the assistant referee to assist him with other pre-defined tasks.
- The referee will tell the assistant referee where he would like him to be positioned. During the game the assistant referee shall be positioned in the playing area (§ 1.1) and outside the field of play.



Part 3 – the game

- Length of match This is **laid down in the competition rules** but is normally 2 x 30 minutes with up to 10 minutes half time or 2 x 25 minutes when real playing time is being used.
- Time-out The number of time-outs **is laid down in the competition rules**. The normal is 2 per team at any time during a match. Once the referee announces the time-out by whistle and signal the teams have 45 seconds before he blows again and the teams have to re- take their places. One minute after the first whistle the game should recommence.

Once a time out ends, play has to re-start and stop again before a new time-out can be granted.

- Time for substitution The time taken for substitutions is excluded from the game time, i.e. the clock stops and then re-starts on the referee's whistle.



Goals, Line up, Zone changes, Throw off

- How to score, how to deal with previous infringements and when goals are not allowed are set out in § 3.2
- Who **lines up** first, **chooses the end to shoot** in the first half and who **throws off** to start the match is determined by the **competition rules**. (This can be the home team, away team or decided by toss).
- Changes of line up are only allowed in order to satisfy § 2.1 b
- Teams change zones after every two goals in the match. They change ends at the end of the first half. If there is a 'golden goal' provision in the competition rules then these rules also determine how the teams start the extra time period.
- A throw off occurs at the beginning of each half (or extra time period) and after every goal.



- Before going on to look at the infringements of the rules it may help to look at a list of definitions of words and terms used in the rules.
- This list was published by the IKF in May 2009 and has now become appendix to the rules.



Definitions used in Korfball 1

- **Actually trying to block the ball**

The conscious use of the arms and/or hands in an admissible manner to prevent a ball being thrown or shot.

- **Arm's length**

The length of the arm (of a defender) measured in any position (vertical, bent, whilst standing on the floor or having jumped up) to his opponent.

This size is used (measured from the defender in his position to the breast of the attacker) as one of the four conditions to decide a shot must be defended.

- **Beating the Ball**

Movement of an arm quickly towards the ball in such a way that contact takes place with the ball before it has left the opponent's hands.



Definitions used in Korfball 2

- **Contact (controlled)**

Admissible manner of contact between players leading to neither player gaining an advantage over the other.

- **Contact (uncontrolled)**

Inadmissible manner of contact between players leading to one player gaining an advantage over the other.

- **Cutting**

Manner of playing when a defender, who is in a defending position, or hindering position within arm's length, cannot follow his attacker because the attacker takes a path so close past another attacker that the defender collides with, or is likely to collide with, this second attacker and is therefore forced to give up his defending position or hindering position within arm's length.



Definitions used in Korfball 3

- **Handing the ball to another player of one's own team**

Inadmissible manner of playing the ball to a player of one's own team where the ball does not become free in the air or free on the ground.

- **Hindering**

Admissible manner of impeding the throwing or catching of the ball by an opponent

- For hindering during cutting see also cutting
- For hindering using the free space see holding off an opponent during maintaining or occupying a position

- **Hindering an opponent of the opposite sex**

Inadmissible manner of hindering when the opponent of opposite sex is ***actually trying to throw the ball*** and the distance between the two players is less than the combined arm's lengths of the two players.



Definitions used in Korfball 4

- **Hindering an opponent who is already being hindered by another player**

Inadmissible manner of hindering an opponent by two players when the opponent is actually trying to throw the ball or trying to use the free space.

- **Holding off an opponent during keeping or occupying a position**

Admissible manner of use of the body during maintaining or occupying a position when the use of the body is made in such a manner that the opponent can prevent a collision.

Inadmissible manner of use of the body during maintaining or occupying a position when the use of the body is made in such a manner that the opponent cannot prevent a collision.

- **Holding off an opponent during taking possession of the ball**

Inadmissible manner of use of the body during taking possession of the ball by placing the body between the ball and the opponent.



Definitions used in Korfball 5

- **Infringement**

An unlawful action which, according the playing rules, has to be punished

The following infringements are distinguished:

- **Infringement (physical)**

- Infringement made by physical contact.

- **Infringement (technical)**

- Infringement which is not made by physical contact.

- **Infringement (light)**

- Technical infringement or physical infringement which is not aimed at disrupting the attack and where there is also no uncontrolled contact.

- **Infringement (heavy)**

- Physical infringement with uncontrolled contact or an infringement which is aimed at disrupting the attack or that results in disrupting the attack.

- **Infringement (very heavy)**

- Light or heavy infringement which results in the loss of a scoring chance.



Definitions used in Korfball 6

- **Obstacle free zone**

The zone belonging to the playing area called “border area” (indoor at least 1 m; outdoor at least 2 m) where no obstacles (something which hinders; something which obstructs, holds back or causes problems) are allowed except for the benches and the people who are allowed to sit on them.

- **Pivot foot**

The standing foot which a player must keep in place whilst moving his other leg or turning around his body.

- **Playing in a dangerous manner**

Manner of playing which is dangerous to another player

- **Scoring chance**

Shooting chance with a reasonable to great possibility to score.

- **Shooting chance**

Chance to shoot from a free position.



Part 3 – the infringements of the Rules

- We start this section with an introduction to '**light**' and '**heavy**' infringements
- Note that **it is not supposed to be the degree of physical infringement** that is taken into consideration in these definitions.



Light infringements

- Light infringements are punished by a **re-start**

Light infringements are:

- *technical infringements (like running, playing the ball with the leg and delaying the game)*
- *physical infringements which are not aimed at disrupting the attack and where there is also no uncontrolled contact*



Heavy Infringements

- A heavy infringement by a **defender** is punished by a ***free pass***

Heavy infringements are:

- physical infringements with uncontrolled contact (like intentionally knocking the ball out of an opponent's hand, pushing, clinging to and holding off of an opponent)
- infringements which are aimed at disrupting the attack or that result in disrupting the attack



Repeat Infringements and/or loss of a scoring chance

- Infringements by the defenders which ***repeatedly hinder the attack*** unfairly are punished by the award of a ***penalty*** to the other side (§ 3.11 a, explanation B)
- Infringements which result in ***the loss of a scoring chance*** (called 'very heavy infringements' in the rules) are punished by the award of a ***penalty*** to the other side (§ 3.11 a, explanation A).



Infringements by attackers

- With the exception of an infringement that results in a loss of a scoring chance for the opposing team, **all infringements by the attacking team are punished by the award of a *re-start*.**
- As in the case of infringements by the defence, an infringement by an attacker causing the loss of a scoring chance is punished by a ***penalty*.**



§3.6 a to touch the ball with the leg or foot

- Unless there is an advantage to the non-offending team, this offence must always be punished.
- The rule is punished by a **re-start** unless the action is deliberate by a defender trying to disrupt the attack in which case it will be a free pass (or penalty if the action caused the loss of a scoring chance).
- Accidental touching is still punished even when no opponent is nearby.
- The leg is deemed to be from the knee downwards. Using the thigh is no longer considered to be an infringement.
- If a player deliberately throws the ball against an opponent's leg (for example to try to win a re-start and a new shot-clock period) then a re-start is given against that player and not against the person whose leg was hit. In certain circumstances a yellow card could also be given.



§3.6 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.
- An infringement by a defender is considered as 'heavy' = **free pass**



§3.6 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 there is no requirement to stand up (only common sense). He is allowed stand up after having fallen with the ball or even to play the ball or shoot from his fallen position.
- The rule is punished by a **re-start**.



§3.6 d to run with the ball - 1

There are three cases to consider: -

1 When the player is standing still when he catches the ball

In this case he may move one leg at will, provided the other one remains in its place as a pivot foot. Turning on the pivot foot is permitted. He may swap the pivot and moving foot provided his initial position does not change.

*From a stationary position, a player is **not** allowed to move one foot and subsequently lift the other foot before the ball has left the hands, particularly during a scoring effort. Jumping is permitted provided that the leg that is the current pivot foot is used for the takeoff.*

If after the jump the player comes down with the ball still in his hands and lands in a position that is almost the same as from where he jumped, then this is not to be considered as an infringement of the no-running rule.



§3.6 d to run with the ball - 2

- 2 The player receives the ball whilst running or jumping and comes to a stop before he throws the ball or shoots.

The requirement is that, after seizing the ball, he has immediately and fully tried to come to a stop within the least possible distance. After coming to a stop, the same rules apply as mentioned under 1.

The number of steps that the player takes in coming to a stop should not be used to punish the player under the terms of case 3. The sole criteria for the referee is to decide whether “*he has immediately and fully tried to come to a stop within the least possible distance*”



§3.6 d to run with the ball - 3

- 3 The player receives the ball whilst running or jumping and throws the ball, or shoots, before he has completely come to a stop.

In this case the player is not allowed to still be in possession of the ball at the moment that he places a foot on the ground for the third time after receiving the ball.

The referee has to pay careful attention to the moment that the moving player receives the ball. When applying this rule the direction in which the player is moving does not matter.

An infringement of any part of the rule is punished by the award of a **re-start**.



§3.6 e solo play

- Solo-play is the deliberate avoidance of cooperation, i.e. a player tries to change his position with the ball in his possession without the help of another player.

The Guidance Notes give several examples of what are, and what are not, cases of solo play.

- Solo-play is not punishable when the player does not change his position appreciably or when the avoidance of cooperation was not intentional.
- A player who has not touched the ball is not obliged to immediately pick up a ball that may be bouncing or rolling along the floor near him. However, if he has touched the ball and has no opponent challenging for the ball he must collect it at the first opportunity.
- When two players are challenging for a ball it can be tapped as often as one needs to in order to collect it. However, if it is further tapped when possession is not being contested (or after when the referee is of the opinion that the ball could have been safely collected earlier) then this is an infringement of this rule.
- An infringement is punished by the award of a **re-start**.



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

- Handing the ball to another player of one's own team means that the second player receives the ball without it having first moved freely through the air or it was free on the ground.
- An infringement is punished by the award of a **re-start**.



§3.6 g to delay the game

- The guidance notes give some examples:
 - 1 waiting too long before passing the ball;
 - 2 throwing the ball far outside the field, or kicking the ball when the game has been stopped;
 - 3 playing the ball back from the attack to the defence, unless this is done to set up an attacking move;
 - 4 wasting time during substitution, changing zones or retaking positions after a time out;
 - 5 excessive passing aimed at delaying getting the ball into the attack zone;
 - 6 excessive passing aimed at not creating shooting chances;
 - 7 intentionally ignoring clear shooting chances.
- The punishment is a **re-start**.
- However, a team taking the throw off after a goal cannot have a re-start awarded against them for delaying the game since after a goal a throw off is the only way to recommence the game. In such cases the clock may have to be stopped and players dealt with in another way, e.g. Yellow card



Delaying the Game 2

- There are other points that the referee has to take into consideration, for example the ability of the players, the score and stage of the match and whether the opposing side is doing everything in its power to prevent shooting chances or gain possession of the ball.
- If the defending team changes its way of defending by dropping off and giving attackers shooting opportunities with little chance of getting the rebound then the attacking team should not be punished if it takes a little time to counter the defending team's tactics.



Delaying the Game 3

- You should note that although a team has 25 seconds to shoot and hit the korf when a shot clock is being used, it is still obliged to attempt to create scoring chances. Excessive passing and not attempting to shoot can still be punished except in cases mentioned above – i.e. the opposing team is not defending ‘normally’ but is trying to tempt the attackers to shoot from a disadvantageous position.



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

- The criterion is that the opponent must have the ball reasonably under control. This control can exist in holding the ball with one or two hands and also in letting the ball rest on the palms or the fingers.
- An infringement by an **attacker** is punished by the award of a **re-start**.
- An infringement by a **defender** is punished by the award of a **re-start** when there is a light infringement and by the award of a **free pass** when there is a heavy infringement (or even a penalty if this causes the loss of a scoring chance).



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

- Every impediment of the free movement of an opponent is forbidden whether this is done deliberately or not.
- This unlawful hindering of an opponent's free movement has to be punished no matter whether this opponent does, or does not, possess the ball and even if the ball is in the other zone.
- This rule does not force a player to give way for another player, i.e. each player is allowed to position himself just as he pleases. He will only be punished when he moves so suddenly into the path of a moving opponent that a collision occurs or becomes inevitable.
- An infringement by an **attacker** is punished by the award of a **re-start**.
- An infringement by a **defender** is punished by the award of a **re-start** when there is a light infringement and by the award of a **free pass** when there is a heavy infringement.

Examples of unlawful hindering are given in the guidance notes.



§3.6 j to hinder an opponent excessively

- The hindering player is allowed to hinder the throwing of the ball in the desired direction by actions that result in the ball being thrown against his hand or arm. He is allowed to block the ball by bringing his arm in the path of the ball, but he must not
 - hinder his opponent in the free use of his body by blocking the arm instead of the ball
 - hit the throwing arm or beat the ball, i.e. the hindering arm or hand must not move quickly towards the ball in such a way that contact takes place with the ball before it has left the opponent's hands.
- An infringement by an **attacker** is punished by the award of a **re-start**.
- An infringement by a **defender** is punished by the award of a **re-start** when there is a light infringement and by the award of a **free pass** when there is a heavy infringement.



§3.6 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 active 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.
- An infringement by an **attacker** is punished by the award of a **re-start**.
- An infringement by a **defender** is punished by the award of a **free pass**.



- There are some cases where a defender may be within the two arms' length but is not committing an offence. For example:-
 - When an attacker runs close to a team mate (e.g. the feeder) and the defender is closely following. Provided the defender follows the opponent closely, concentrating on and showing that he is hindering the attacker in receiving the ball, then he does not commit an offence if the feeder throws the ball and it hits his hand. However, moving his hand back towards the feeder or stopping close to the feeder without following his attacking 'partner' would show that he is no longer hindering his 'partner' but attempting to hinder the feeder's throw.
 - A defender's arms are already in the air as an attacker runs in for a running in shot. Provided that the arms are not lowered towards the ball whilst the opponent is within the two arms' length, he commits no offence.



- It is important to remember that the hindering has to be **active**. Merely being in a certain stationary position without moving one's hands towards the ball (e.g. in a running in shot situation) or even moving one's arm away from the ball should not be considered active hindering.
- Being in a stationary position in the path of someone doing a running in shot often has a penalty awarded when there is a collision. Provided the defender was stationary, did not suddenly move into the path (opponent > 2.5 m is a good guideline) and makes no attempt to actively hinder, then if a collision occurs it is the attacker that is at fault.
- There is also no offence of “putting the opponent off” of their shot by moving one's arm out of their path (sometimes wrongly given as a reason to give a penalty).



§3.6 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 the defended rule. If he does and the attacker shoots, there is no question of breaking § 3.6 l and the shot can be called 'defended' (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.
- An infringement by an **attacker** is punished by the award of a **re-start**.
- An infringement by a **defender** is punished by the award of a **free pass**.



§3.6 m to play outside one's zone

- A player is outside his zone when he touches, or has jumped from, a boundary line, the centre line or the ground outside his zone.
- Playing can consist of touching the ball as well as hindering an opponent.
- It is permissible to do the following without infringing this rule:
 - *to catch or tap the ball when it is over one of the lines provided the player stands in his own zone*
 - *to tap the ball when the player is in the air outside his own zone provided he jumped from his own zone*
 - *to hinder an opponent in another zone provided the player stands in his own zone*
- An infringement is punished by the award of a **re-start**



§3.6 n to shoot from a defended position

- A shot must be considered defended when the hindering defender satisfies the following conditions:
 - **he must actively be trying to block the ball**
 - **whilst actively trying to block the ball he must be in the following position**
 - he must be within arm's length of the attacker
 - he must have his face turned towards the attacker and
 - be nearer the post than the attacker.
- An infringement is punished by the award of a **re-start**



Notes on the defended rule 1

If the hindering defender and the attacker are near and on opposite sides of the post then the conditions about actively trying to block the ball, being within arm's length and having his face turned towards the attacker are sufficient;

Nearer is defined as having at least one foot nearer to the post. ***This position does not mean the defender has to be directly in line between the attacker and the post.***

Arm's length means that the defender is close enough to be able to touch the chest of the attacker.



Notes on the defended rule 2

- The referee also has to look out for situations where the defender is in a defending position and the attacker suddenly moves either the ball or himself (e.g. to shoot with one hand or by jumping or leaning backwards).
- In such cases if the defender reacts to this movement to try once again to actively block the ball, albeit too late to stop the shot, then it shall still be deemed to be defended.
- However, if there is no prompt reaction to the movement the shot cannot be considered to be defended.



§3.6 o to shoot after cutting past another attacker

- The rule on cutting comes in two parts depending on the starting position of the players (i.e. whether the defender was 'defending' or 'hindering'). ***Cutting in itself is not an offence, only shooting after cutting.***
- Cutting occurs when a defender cannot follow his attacker because the attacker takes a path so close past another **attacker** that the defender collides with, or is likely to collide with, this second attacker and is therefore forced to give up either (a) his defending position or (b) hindering position.
- An infringement is punished by the award of a **re-start**



Some notes on Cutting 1

- *Just as a defending position implies the defender is within arm's length, in this rule a hindering position is also a position within arm's length. This position may even be behind the attacker, i.e. in a position to intercept the ball. However, the defender must be at arm's length at the instant that cutting takes place for it to subsequently become an offence.*
- *Cutting can only occur when the attacker runs close to a **team mate**. If he becomes free because he runs close to another **defender**, causing the defenders to collide, then this is **NOT** an offence.*



Some notes on Cutting 2

- *If a defender is moving backwards towards the attacker's team mate (e.g. feeder) and then chooses to move further backwards by going to one side or the other of this co-attacker and his 'partner' attacker then moves away in the opposite direction, this is not a case of cutting as the defender has voluntarily chosen his position.*
- *If the cutting attacker allows time for the defender to regain his position within arm's length, obviously no offence has occurred as he has not taken a shot. However, if the defender chooses not to retake his position then this is considered to be the choice of the defender and if the attacker now shoots no offence is deemed to have occurred.*



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

- An infringement is punished by the award of a ***re-start*** taken from under the korf.
- Note: The offence is to **score** and not to shoot (or throw the ball in the direction of the korf). Unless the ball actually goes through the korf such actions are ignored.



§3.6 q to shoot when one plays without a personal opponent

- This occurs when the defence zone has only three players playing against four attackers.
- In this case the coach of the attacking side must inform the referee, and the other coach, which of his attackers will not shoot. The coach is entitled to change his decision, but only after informing the referee and the other coach at a time when play has stopped (due to the whistle having been blown). This change of an attacker is allowed twice between a change of zones.
- An infringement is punished by the award of a **re-start**
- **Note:** Unlike in the previous rule, it is an offence to shoot or throw the ball in the direction of the korf in a way that the referee may consider it to be a shot. However, a goal can be made from a penalty by an attacker without a personal opponent.



§3.6 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**.
- 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.



§3.6 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.
- An infringement by an **attacker** is punished by the award of a **re-start**.
- An infringement by a **defender** is punished by the award of a **free pass**.



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

- An infringement by an **attacker** is punished by the award of a **re-start**.
- An infringement by a **defender** is punished by the award of a **free pass** or by the **retaking of the penalty** (see § 3.11 c).



§3.6 u to play in a dangerous manner

- There is only one example shown in the rules but there are other possibilities.
- *This listed example is when an attacker forces his defender, who is within arm's distance of the attacker, to collide **at speed** with another attacker.*
- *A defender running into another defender, even if engineered by an attacker. is NOT an offence*
- Like all offences by an attacker it is punished by a **re-start**.



Other dangerous play possibilities

- There is the feeling that there are other examples, like diving on the ball in a dangerous manner, but these are normally treated as examples of 'holding off' with the punishment made according to that rule and not the dangerous play rule.
- Another example is a defender not hindering the ball but hindering with his hand near the face of an opponent (particularly with the fingers pointing towards the eyes). Normally in this case the referee should warn the player first before penalising him for further occurrences under this rule with a **re-start**.



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

- This occurs in either of the following situations: -
 - 1 a player hinders an opponent who is taking the re-start
 - 2 a player from either team touches the ball before it has come into play (i.e. by travelling 2.50 m from the place of the re-start).
- An infringement by an **attacker** is punished by the award of a new **re-start** and can be deemed as misbehaviour if this is repeated.
- An infringement by a **defender** is punished by the award of a **free pass** and can be deemed as misbehaviour if this is repeated.



§3.7 Out-ball 1

- The ball is out as soon as it touches any of the following
 - a boundary line of the field of play
 - the ground, a person or an object outside the field of play
 - the ceiling or an object above the field of play.
- In the case of an out-ball a **re-start** is awarded against the side that touched the ball last. The re-start is taken under the same conditions as stated in § 3.9.
- You are reminded that if a player should have had an out-ball awarded against him, then the referee has to punish the offence. He is not allowed to play advantage in cases where, for example, the ball is knocked back into play by an offending player and the opposing team get the ball, even when by doing so he has a free shot at goal.



§3.7 Out-ball 2

- The positions from where the out-ball is taken are laid down in the Guidance notes.

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

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). However, if it is certain that the ball would otherwise have gone out then an out-ball is awarded.



§3.8 Referee throw-up

- When two opponents seize the ball simultaneously the referee will stop play and will throw the ball up.
- Apart from this case 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 .
- *For how a Throw -up is administered see the Guidance notes.*



§3.9 Re-start 1

A when to award a re-start

A re-start is awarded to the opposing side after any infringement of the attacking team, or after a light infringement of the defending team, after the referee has indicated that one of the rules in § 3.6 has been violated.

B place of the re-start

The re-start is taken from the spot where the infringement was committed. If the infringement was committed against a certain person (§ 3.6 h, i, j, k, l and sometimes m), then the re-start is taken from the spot where this person was standing.



§3.9 Re-start 2

C how to take a re-start

At the moment that the player taking the re-start has, or can take, the ball in his hands the referee shall blow his whistle. (There should be the minimum of delay and the referee should not wait for the players to take up their positions).

The player taking the re-start has, from the moment the referee has blown his whistle, four seconds to bring the ball into play. **The players of the opposing team may not hinder him.** If the taker of the re-start has not brought the ball into play within four seconds, then the referee will blow his whistle and award a re-start to the other side.



Notes:

*Hindering by an opponent cannot be **active** (i.e. 'normal' hindering within arms' distance and moving the arms and hands to try to block the path of the ball)*

*or **passive***

(i.e. standing close to the opponent, within the opponent's arms' distance, but not actively trying to block the ball with his hands).

Any movement of the hands or body of the passively hindering player makes the hindering active.

Unlike with a free pass an opponent is NOT allowed to move in to hinder the taker if the taker moves the ball.



§3.9 Re-start 3

- The ball is brought into play when the ball has travelled at least 2.50 m from the place of the re-start (measured along the ground). **No player from either team may touch the ball until the ball has travelled 2.50 m from the place of the re-start.**
- The player taking the re-start is not allowed to score directly from the re-start. He can only score when the ball has been brought into play (as above) and has been touched by another player.



- When the person taking the re-start touches a boundary line, or the playing area on the other side of the boundary line, after the referee has blown his whistle to indicate that the re-start can be taken and before the ball has left his hands, then the referee respectively awards an out-ball (see § 3.7) or a re-start to the opposing side (see § 3.6 m)
- *A re-start must be retaken if the throw is taken before the referee has blown his whistle for the taking of the throw.*



§3.10 Free pass 1

A when to award a free pass

A free pass is awarded to the attacking side after the referee has indicated that one of the rules in § 3.6 has been violated with a 'heavy' infringement by the defending side.

B place of the free pass

The free pass must be taken by a player of the attack zone **standing immediately behind the spot**. The taker of the free pass must not touch the penalty spot, or the ground between the post and the penalty spot (shaded orange in the pitch diagram of § 1.2), with any part of his body before the ball has left his hands.



§3.10 Free pass 2

C how to take a free pass

At the moment that a player of the team taking the free pass has, or can take the ball, in his hands the referee lifts one of his arms vertically and gives the signal with four fingers on his raised hand that he is going to whistle for the commencement of play within four seconds.

During this preparation period for a free pass the referee is allowed to punish any new infringements of the rules.



Following the raising of the arm there are two possibilities (see A and B).

Possibility A:

1. All the players are at a distance of at least 2.50 m from the spot where the free pass is taken, i.e. all are outside the free pass circle.
2. 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 restart play. **It is not necessary to wait the full 4 seconds if players are complying with the rule.**



Also as a referee you should not wait until players are 'ready' before starting the 4 seconds preparation period. This starts as soon as the ball and an attacker are at the penalty spot (whether in his hands or not).

The player taking the free pass must bring the ball into play within no more than four seconds after the whistle has gone for the commencement of play. If the taker of the free pass has not brought the ball into play within this period, then the referee shall blow his whistle again and award a re-start to the defending side.



§3.10 Free pass 3

- The players of the **defending** team must remain meeting condition 1 (i.e. **outside the free pass circle**) until the taker of the free pass makes a clearly visible movement of either the ball, an arm or a leg.
- The **attacking** team's players must remain meeting conditions 1 and 2 (i.e. **outside the free pass circle AND 2.50 m from each other**) until the ball has been brought into play.



§3.10 Free pass 4

- The ball is brought into play when any **one** of the following three things occurs:
 - 1 a player of the defending team touches the ball.
 - 2 a player of the attacking team touches the ball whilst having both feet clearly on the floor outside the free pass circle (or has jumped from and lands outside the circle).

Note that the ball must be passed for a **minimum of 1 m** before it can be played by an attacker (the referee decides whether this minimum distance has been achieved by the pass)
 - 3 the ball has travelled completely outside the free pass circle.



§3.10 Free pass 5

- Possibility B:

When, within four seconds of the referee raising his arm, the players do not meet the required conditions mentioned in A he will whistle twice quickly in succession, the first time to restart the game and the second time to stop play, and will punish the offender as follows:

- If the infringement was made by a member of the defending team then the free pass is ordered to be re-taken. When the defending team makes this infringement for the second time at the same free pass the referee will give a penalty.
- If the infringement was made by a member of the attacking team then a re-start is awarded to the defending team.
(This should be taken from where the attacker entered the circle).
- The referee is obliged to take this action when the offence is caused by the defending team since it is not allowed to play advantage even if the attacking team still get the ball and shoot. Any successful shot has to be disallowed, i.e. a second free pass or penalty has to be given.



§3.10 Free pass 6

- If players from both teams are within 2.50 m then the referee will punish the player who is nearest to the penalty spot. If the referee considers players from both teams are at the same incorrect distance then the attacking team shall be penalised.
- *The referee decides when each period of four seconds has elapsed.*
- *A free pass must be retaken if the throw is taken before the referee has blown his whistle for the taking of the throw.*
- *The player taking the free pass is not allowed to score directly from the free pass. He can only score when the ball has been brought into play under situations 1 or 2, or has been brought into play under situation 3 and has been touched by another player.*



Note on positions of players during a free pass

- 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 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. If they stand back from the post, allowing players to stand between them and the free pass circle, then this is not considered to be straddling.
- 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. A player who comes and stands behind a previously positioned player does not cause that player to infringe this requirement.



§3.11 Penalty 1

A when to award a penalty

A penalty is awarded in the following situations:

- A Infringements that result in the loss of a free scoring chance of the attacker. In such cases the referee **must** award a penalty immediately.
- B Infringements repeatedly made by the defender that prevent the attacker from obtaining scoring chances. In such cases the referee **may** award a penalty.

B place of a penalty

The penalty must be taken by a player of the attack zone standing immediately **behind** the penalty spot (see § 1.2).



§3.11 Penalty 2

C how to take a penalty

- The person taking the penalty shall stand immediately behind the spot and must not touch the spot or the ground between the post and the penalty spot (i.e. The region shaded orange in the pitch diagram of the free pass circle shown in § 1.2) with any part of his body before the ball has left his hands.
- All other players must stand outside the penalty area (shaded green in the penalty area diagram in § 1.2) until the ball has **left the hands** of the player taking the penalty.
- The opposing team, coach and members of that team's bench must refrain from any actions or comments that may disturb the person taking the penalty (only the spectators may shout etc).
If necessary the first, as well as the second, half of the match will be prolonged for the taking of a penalty until it is clear that the ball has, or has not, passed through the korf as a direct result of the penalty.



§3.11 Penalty 3

- *The penalty must be retaken if it is taken before the referee has blown his whistle to indicate that the penalty may be taken.*
- *A penalty may only be taken by a player of the attack.*
- *The **four-second rule** as used in other forms of re-starting play **does not apply** to the taking of the penalty.*
- *If the taker does not take the penalty shot but instead passes the ball to a team mate, then he should be punished for 'delaying the game'.*



§3.12 to exceed the allowed time-limit in the attack zone (shot clock rule)

- An attacking team has a time of 25 seconds to touch the korf with a shot or to score. This time is indicated by a shot clock.
- The exceeding of the time-limit is indicated by the buzzer of the shot clock, whereby the game is interrupted.
- After an exceeding of the time-limit the referee must give a **re-start** to the defending team (except in the case where a shot had been taken before the buzzer sounded, was out of the reach of any player and subsequently goes through the korf – see buzzer beater slide).
- The re-start is taken from the place where the attacker had the ball in his possession at the moment that the buzzer sounded or had in his possession just before the moment that the buzzer sounded.



- The rule lays out the conditions to be used for the use of the shot clock and can be summarised as follows:

1. The clock is **stopped** whenever

- the whistle is blown (including if a goal is scored)
- the defence takes possession of the ball

2.(a) The clock **re-set** if a shot hits the korf, the defence takes possession of the ball or whenever the game is to be recommenced:

- by the **attack** taking a re-start, free pass or penalty
- by the **defence** taking a re-start or an out-ball
- following an interruption due to an **injury to a defender**

(Note: a throw from the defence zone that directly hits the korf is not considered to be a shot)



(b) Clock is **not re-set** if the game is to be recommenced:

- by an **out-ball** to the **attack**
- following an interruption due to an **injury to an attacker or circumstances outside the game.**

3. The clock is **re-started**

- when the ball is **received** by an **attacker** in the attack zone **following the clock being stopped** for any reason (after a goal this means the receipt of the throw off).
- The shot clocks should be placed in a clearly visible spot outside the field and near to the middle of both end-lines at a height of 0.90 -1.50 m.
- In cases of doubt about whether the ball has touched the korf, the referee shall indicate to the shot clock operator that it has touched by raising a clenched fist above his head. The clock can then be re-set.



The so called “Buzzer beater” Rule

- This applies in any case where a shot had been taken before the buzzer sounded, whether it is the buzzer for the shot clock or from the signal to end a half of the game.
- The rule states that if the ball has left the hands of the attacker and was, at the time the buzzer/signal goes, out of the reach of any player and subsequently goes through the korf) then the goal is allowed.

