The Rules of Korfball 2024 - Changes made in the version published in 2023

In red - the text is deleted - In Green - the text added

| | CHANGES MADE IN "THE RULES OF KORFBALL" | | | | |
|-----|---|--|--|--|--|
| | | New Text | Old Text | | |
| 4 | Persons | | | | |
| 4.4 | Coach | Each team shall be accompanied by one coach who must sit on the bench allocated to the team. He is permitted to leave his place on the bench in a manner that will not disturb others, whilst remaining along the sideline where the teams' benches are and outside the field of play, in order to: - give instructions to the team's players; - request and/or use a time-out (see 5.8); - request and execute a substitution (see 5.9). Each team can also be accompanied by one assistant coach who must sit on the bench allocated to the team. The assistant coach takes on the tasks of the coach only when the coach is no longer present. At any given time during the match, only one of the coaches is permitted to leave the bench. The coach it is responsible for the actions and behaviour of other persons attached to the team seated in the bench. The coach and the assistant coach are expected to make themselves known to the referee duo before the start of the match. Entering the field of play without the permission of the referee or misuse the right to leave their place in the bench should be considered as misbehaviour (see 7.6). If they take part in the match as a player, they can no longer be considered to be a coach or assistant coach and the rights as a coach lapse. If at any time there is no coach or assistant coach present the additional tasks named above go to the captain (see 4.3). | Each team shall be accompanied by one coach who must sit on the bench allocated to the team. He is permitted to leave his place on the bench in a manner that will not disturb others, whilst remaining along the sideline where the teams' benches are and outside the field of play, in order to: - give instructions to the team's players; - request and/or use a time-out (see 5.8); - request and execute a substitution (see 5.9). Each team can also be accompanied by one assistant coach who must sit on the bench allocated to the team. He is permitted to leave his place on the bench in a manner that will not disturb others and whilst remaining outside the field of play, in order to give instructions to his team's players. The assistant coach takes on the tasks of the coach only when the coach is no longer present. At any given time during the match, only one of the coaches is permitted to leave the bench. The coach and the assistant coach are expected to make themselves known to the referee duo before the start of the match. Entering the field of play without the permission of the referee or misuse the right to leave their place in the bench should be considered as misbehaviour (see 7.6). If they take part in the match as a player, they can no longer be considered to be a coach or assistant coach and the rights as a coach lapse. If at any time there is no coach or assistant coach present the additional tasks named above go to the captain (see 4.3). | | |
| 4.6 | Referee duo | b) to indicate the starting, stopping and restarting of the game To start, stop or restart the game one of the referees blows his whistle. He must start or restart the game as soon as the player taking the throw is ready and all the requirements (according to 7.3 d), 7.4 c) or 7.5 d)) are satisfied. The referee duo must stop the game whenever: | b) to indicate the starting, stopping and restarting of the game To start, stop or restart the game one of the referees blows his whistle. He must start or restart the game as soon as the player taking the throw is ready and all the requirements (according to 7.3 d), 7.4 c) or 7.5 b)) are satisfied. The referee duo must stop the game whenever: | | |
| 5 | The game | | | | |
| 5.4 | Start of the game | The home team starts with the ball by a throw off (see 5.7) in the first half and chooses which korf it will attack. After half time break both teams change the ends where they attack, keeping the same line-up and the away team starts with the ball in the second half. After the technical time-outs on both halves, the game re-starts with a throw off for the team who had the ball possession at the end of the previous period with the same rules as to start a Golden Goal period (see 5.3). | attack. After half time break both teams change the ends where they attack, keeping the same line-up and the away team | | |

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| 6 | | | |
| 6.3 | To shoot from a defended position | Whenever an attacker player shoots the ball towards the korf while a defender satisfies all the following conditions: a) is actively trying to block the ball; b) is within one (1) arm's length in relation to the attacker; c) is nearer the post than the attacker; d) has his face turned towards the attacker. The rule is based on the desire to encourage players to cooperate together to attain free positions from which shots may be taken and prevent slick hand and arm movements being rewarded by a goal. When judging the distance of an arm's length between the attacker and the defender, the referee must consider (visualise) the vertical position of both players. Exceptions where a shot must still be considered defended when one of the four (4) conditions are not satisfied: | Whenever an attacker player shoots the ball towards the korf while a defender satisfies all the following conditions: a) is actively trying to block the ball; b) is within one (1) arm's length in relation to the attacker; c) is nearer the post than the attacker; d) has his face turned towards the attacker. The rule is based on the desire to encourage players to cooperate together to attain free positions from which shots may be taken and prevent slick hand and arm movements being rewarded by a goal. When judging the distance of an arm's length between the attacker and the defender, the referee must consider (visualise) the vertical position of both players. Exceptions where a shot must still be considered defended when one of the four (4) conditions are not satisfied: |
| 7 | Sanctions and Disciplinary | | |
| 7.4 | Free Pass b) it was d) | b) How to take a free pass After making the signal for the free pass (see referee signals), the referee allows the attackers to take their position. At the moment the taker of the free pass has, or can take the ball, in his hands, and the other attackers are positioned, the referee gives the 4-second signal (see referee signals). This begins the preparation period which give the defenders a maximum of four (4) seconds to position themselves. All players must satisfy all five conditions described below before the referee whistles for the free pass to be taken. The referee does not have to wait the full four (4) seconds. If all conditions are satisfied before that time, he shall immediately blow his whistle. | d) How to take a free pass At the moment the taker of the free pass has, or can take the ball, in his hands the referee shows the 4 seconds signal (see referee signals). From that moment, there will be a maximum of four (4) seconds preparation period for the players to satisfy the conditions 1 to 5 described above, before he whistles for the free pass to be taken. He does not have to wait the complete four (4) seconds. If all conditions are satisfied before that time, he shall immediately blow his whistle. |
| 7.4 | Free Pass c) it was b) | c) Conditions to take the free pass - Same text | b) Conditions to take the free pass - Same text |
| 7.4 | Free Pass d) it was c) | d) When the ball is brought into play - Same text | c) When the ball is brought into play - Same text |
| 7.4 | Free Pass | e) Infringements during the taking of a free pass Once a free pass has been awarded, until the ball is brought into play by the taker of the free pass, the referee shall punish any infringements of the rules even when the game is stopped. If so, he should whistle twice quickly in succession, the first time to restart the game and the second time to stop play, and punish the offender. Any violation of conditions described in 7.4.c) should be punished by the referee as follow: - if committed by an attacker, a re-start to the defending team; - if committed by a defender, a new free pass to the attacker team. Except if the ball is out of the hands of an attacker and is on its way to the korf at the time the whistle is blown to signalise the infringement, then provided the conditions of 5.5 (goals) apply, the goal will count if the ball goes through the korf. If the defending team makes an infringement for the second time at the same free pass, a penalty should be awarded to the attacker team. | e) Infringements during the taking of a free pass Once a free pass has been awarded, until the ball is brought into play by the taker of the free pass, the referee shall punish any infringements of the rules even when the game is stopped. If so, he should whistle twice quickly in succession, the first time to restart the game and the second time to stop play, and punish the offender. He should take special attention in stopping any contact fouls whilst players take their positions for a free pass, particularly next to the post and around the free pass area. Any violation of conditions described in 7.4.b) should be punished by the referee as follow: - if committed by an attacker, a re-start to the defending team; - if committed by a defender, a new free pass to the attacker team. Except if the ball is out of the hands of an attacker and is on its way to the korf at the time the whistle is blown to signalise the infringement, then provided the conditions of 5.5 (goals) apply, the goal will count if the ball goes through the korf. If the defending team makes an infringement for the second time at the same free pass, a penalty should be awarded to the attacker team. |

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| 7.6 | Disciplinary | The referee can consider any unsporting action from a player, coach, substitute player or any other person attached to a team, as misbehaviour, e.g. inadmissible forms of appeal, any kind of discriminatory comments or actions or demonstrative gestures against the referee or any other participant in the match (see 4.1 to 4.11) and spectators. In the case of misbehaviour, the referee can: ✓ informally warn the person that he must change his method of playing or his behaviour; ✓ formally warn the person by showing him a yellow card; ✓ formally warn the same person for the second time by showing him a second yellow card, followed by a red card; ✓ in case of serious misbehaviour, send the person off at once by showing him a red card. ✓ with respect to the coach or assistant coach, the referee has the power to forbid them from leaving the bench without his permission during the rest of the match. A person who has been given a yellow card: ✓ If a player is currently playing, he must be substituted and sit on the bench for 4 minutes of real playing time. He may leave the bench to warm up or to be substituted only after that period; ✓ If a player is a substitute, he may only be available to take part in the match after 4 minutes of real playing time; ✓ If he is any other persons attached to the team, the card will be attributed to the coach with the consequences described below; ✓ If he is the coach or assistant coach, both must sit on the bench for 4 minutes of real playing time. For that period, they lose the right to leave their place on the bench for any reason, including: o to give instructions to the team's players; o to request and/or use a time-out (see 5.8); o to request and or use a time-out (see 5.9). A person shown a red card must leave the playing area (see 1.1) and sit in the area reserved for spectators or leave the hall altogether, whatever he chooses and: ✓ If he is a player, he must be replaced by a substitute; ✓ If he is a player, he must be replaced by a substitute; ✓ If he is any o | The referee can consider any unsporting action from a player, coach, substitute player or any other person attached to a team, as misbehaviour, e.g. inadmissible forms of appeal, any kind of discriminatory comments or actions or demonstrative gestures against the referee or any other participant in the match (see 4.1 to 4.11) and spectators. In the case of misbehaviour, the referee can: In informally warn the person that he must change his method of playing or his behaviour; In formally warn the person by showing him a yellow card; In formally warn the same person for the second time by showing him a second yellow card, followed by a red card; In case of serious misbehaviour, send the person off at once by showing him a red card. |
| 7.6 | Disciplinary | The jurisdiction of the referee, with respect to occurrences of misconduct for which a card can be shown and the occurrence can be recorded on the match form, is 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 captains and the referee. If misconduct takes place before the match, or during the half time period, then the yellow or red card shall be shown to the aforementioned person concerned at that time and the captain and coach of both teams shall be informed before the next half begins. | The jurisdiction of the referee, with respect to occurrences of misconduct for which a card can be shown and the occurrence can be recorded on the match form, is from the time the team sheet is handed in (declaring which players will start and |