



# **BEACH KORFBALL RULES**

**with effect from 1 JUNE 2016**

## BEACH KORFBALL PLAYING RULES

### INTRODUCTION

Beach korfball is an attractive, highly strenuous and competitive korfball variant. It is aimed to be played on the beach or other sand-surface which can be outdoor but also indoor. These rules are based on the last officially published IKF Playing Rules & Guidance Notes but modified as necessary.

As the field is not divided into two halves, for the purposes of these rules a player of the team in possession of the ball is considered to be an attacker.

Whenever the word "he" or "him" is used it should be understood that this could be "she" or "her".

### Section 1: Field and Equipment

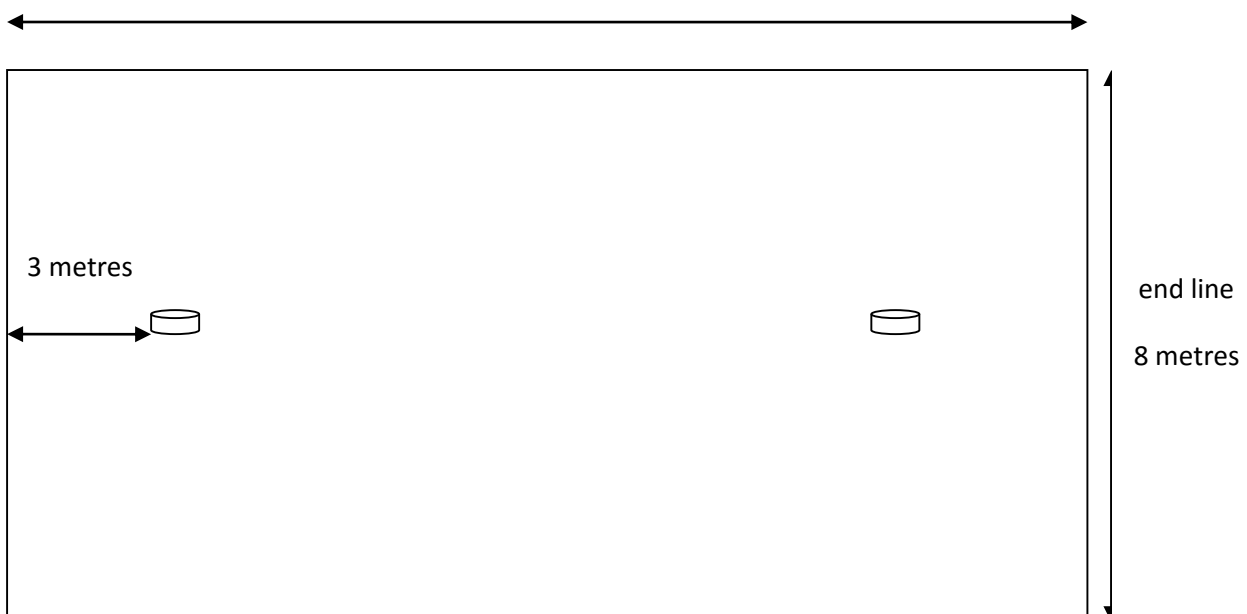
#### 1.1 Playing area

1. The dimensions of the field of play is one zone 8 x 16 m (maximum 10 x 20 m) with 2 synthetic korfs, positioned at an equal distance from each side line and 3m from the end line (see drawing below).
2. The borders are marked with highly contrasting lines or other special markers.
3. If a stadium-format is used side-walls may be used for the boundary lines. The walls must be sufficiently high as to not be dangerous to a player.

#### 1.2 Markings

The field of play is clearly marked out with highly contrasting lines: - at least 3.0 cm lines or other special markers with a method of fixing to the ground which cannot cause any injury to any player.

Sideline 16 metres





The post is placed 3 metres from each end line.

Note: If using a field of play 20 x 10 m then the post will be positioned on 4 m from the end line.

There will be no penalty spot marker (see §3.11 for the taking of a penalty)

### 1.3 Posts

The post should be fixed into the sand or may be fixed to a sufficiently, heavy and large metal plate. The base plate must be completely flat and at least 80 cm in diameter, covered with at least 5 cm of sand, so players cannot be injured.

### 1.4 Korfs

A korf is fitted to each post. The korf must face towards the centre of the field and all of its top edge must be 3.50 m above the ground. The korfs must be cylindrical without a bottom; 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.

The korfs should be made of an approved synthetic material (see IKF Korf Regulations). They must be similar and must be in a strong yellow or other contrasting colour.

The method of fixing the korfs to the post must satisfy the following conditions:

- no movement of the korf with respect to the post is permitted
- the post must not protrude above the korf

### 1.5 Ball

Korfball is played with a round number 5 ball of a type that has been approved by the IKF. The ball shall be at least two-coloured. Its circumference should be 68.0 - 70.5 cm and the weight of the ball must be in the range 445 g 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 (measured on an indoor-hard court). A coloured outer casing is understood to be a ball on which a pattern is printed in a colour other than the basic colour of the ball. This pattern must be so symmetrical that the ball, whilst turning, does not lose the visual effect of actually being round.

### 1.6 Equipment of players and officials

The players of each side must be dressed in a uniform sports outfit that is sufficiently different from that of the other side. The wearing of shoes is not allowed. It is allowed to wear sun-caps and sports sunglasses. The referee must wear an outfit that is sufficiently different from the competing teams. No one is allowed to wear any object that could cause an injury during the game. All objects that might prove dangerous during the game are prohibited, e.g. rimless glasses, bracelets, necklaces, earrings, wristwatches and rings. They must be either removed or taped in such a way that they are no longer dangerous.

### 1.7 Shot clock apparatus

There will be no shot-clock used during the game but may be an option in the future.

## Section 2: Persons

### 2.1 Players

- a Numbers and position  
The game is played by two teams of 6 - 8 players each, in equal numbers by gender.
- b Line up and incomplete teams  
Two men and two women are declared as the starting 'team' with the other players listed as substitutes.
- c Substitution of players

Players can be changed at any time when that team has possession of the ball.

- The outgoing player has to leave the field before his replacement can enter.
- The incoming player has to enter the field from the sideline where he was sitting and level with the penalty spot nearest to the korf that his team is defending.
- The incoming player has to touch hands with the outgoing player before he may enter the field
- If a player enters the field before the player being replaced has left the field or without touching hands then a penalty is awarded against that team.

A substituted player is allowed return to the match. The composition of male and female players must be maintained. There shall be no limit placed on the number of substitutions made.

## 2.2 Captain, Coach, Substitutes and other persons attached to the team

### a Captain

One player of each team is the captain. He wears a clearly visible band or tape in a contrasting colour to the shirt on the upper part of the arm (or on top of one shoulder on sleeveless shirts). He represents the team and is responsible for the proper conduct of his players. He has the right to draw the referee's attention to anything he thinks desirable in the interest of the good progress of the match. The approach must be made in good faith in a reasonable and correct manner and not too frequently. The captain shall remain as captain of the team throughout the match (even when on the side line) and can only give up this role if he no longer takes part in the match and has gone away from the playing area. In this case one of the other players must be designated as the captain.

### b Coach, Assistant Coach and other person attached to the team

No person other than the players nominated under 2.1 is allowed to be in the playing area during the game.

### c Substitutes

The substitutes are considered members of the team. Other than in circumstances mentioned below, they must all remain seated on the floor during the match.

Substitutes are allowed to stand to warm up prior to substitution.

A player that has been substituted because he has been given a red card must leave the playing area.

## 2.3 Referee

The referee controls the game. His task is:

### a to decide the suitability of the field of play and material and pay attention to any changes that might occur during the game.

Reasons for cancellation can be:

- outdoor weather conditions

### b to enforce the rules

The referee punishes infringements of the rules unless it is to the disadvantage of the non-offending team when the referee may choose to play "advantage" and not punish an infringement. The referee may punish any infringements of the rules at any time during the match, even when play has been stopped.

**c to use the official signals and his voice to clarify his decisions**

The official signals that the referee may use are shown in an appendix to the Rules of Korfball referred to in the introduction. When available the referee may use a microphone to indicate his decisions.

**d to take action when one side obtains an unfair advantage from circumstances outside the game**

**e to indicate the starting, stopping and restarting of the game by means of blowing a whistle except for a re-start, throw off after a goal or out-ball.**

To start or restart the game the referee blows his whistle. This is done at the start of each quarter, at a free-pass and a penalty as soon as the player taking the throw is ready and all the requirements are satisfied (see § 3.9 and § 3.10).

The game must be stopped:

- whenever a goal has been scored
- when an infringement must be punished
- in a case of unfair advantage
- when a referee-throw (throw-up) is to be awarded
- in the case of a bleeding player.
- when action must be taken owing to changed circumstances such as weather, material or players or in cases of misbehaviour or interference
- at the end of each quarter of the match.

The game must be terminated:

- at the end of full time
- when it is impossible to continue the match owing to changes in the field, material or players, or a result of misbehaviour or outside interference.
- If, even having used substitutes, at least 3 players (with at least one of each gender and matched by gender) cannot be maintained in which case the game is declared over with 5-0 result to the other team. This can also occur when more than one player has been sent off for that quarter due to a yellow or red card.

**f to take action against misbehaviour by the players or a substitute player**

In the case of misbehaviour the referee can formally warn any of the aforementioned persons by the award of a yellow card or he can send the person in question away from the playing area (red card -> means he is out for the rest of the game). A second yellow card received by the same player in the same match means he is out for the rest of the game.

A player receiving a yellow card must leave the field. He may return after a period of two minutes of playing time or after his team has conceded a goal whichever occurs first. He may not be substituted until he is scheduled to return. In the case of a second yellow card to the same player he may be substituted after a period of two minutes of playing time or after his team has conceded a goal whichever occurs first.

A player sent off for a direct red card for serious misbehaviour may not be substituted until a period of two minutes of playing time has elapsed or after his team has conceded a goal whichever occurs first.

In addition to the above-mentioned formal warnings the referee can informally warn a player or substitute player that he must change his method of playing or his behaviour.

Examples of what constitutes misbehaviour are in the guidance notes to the Rules of Korfball referred to in the introduction.

If during the match there is a case of serious misbehaviour then the person concerned is sent off at once.

**g to take action against interference by the public**

When it appears necessary to him, he can let the public be warned or removed, or he can cancel or terminate the match.

**h the referee officiates from outside the field of play**

The referee is also allowed to officiate from an elevated chair.

**2.4 Timekeeper and scorer**

Where possible, a timekeeper shall be appointed.

Where possible, a scorer shall be appointed.

**Section 3: The game**

**3.1 Duration and breaks**

**a The length of a match**

The length of a match and the breaks between quarters shall be determined by the competition rules.

Preferably the length of each quarter will be 150 seconds (2<sup>1</sup>/<sub>2</sub> min) with 30 seconds break between Q1 and Q2 and between Q3 and Q4 with 60 seconds break at half time. Unless using real playing time, the time will be stopped when there is an out-ball, injury or a yellow or red card. At the start of Q3 the teams change their direction of playing.

Interruptions not forming part of the normal play should be not be included in the timing of the game.

**b Time-out**

There is no time-out allowed during the game.

**c Substitution**

Since substitutions may be made by the team in possession of the ball whilst the game is ongoing (see § 2.1 c), the time taken for making a substitution shall not affect the playing time.

A player that has had to be leave the field due to a yellow card cannot be replaced until the start of the next quarter or until that team concedes a goal (whichever occurs first). He may not be replaced until the start of the next quarter in the case of a red card.

**3.2 Goals**

**a How to score**

Except for the cases mentioned below under c, a team scores a goal when:

- the ball has, from above, completely passed through the korf of the opposing team
- it is sure that the ball would have fallen completely through the korf, but that it was tapped back from underneath by a defender
- If the ball is thrown through one's own korf it counts as a goal for the opposing team.

**b Previous infringement**

Except for the cases mentioned below under c, provided the ball had left the hands of the shooting attacker at the moment of whistling and was outside the reach of any opponent, a goal stands even when the referee has previously blown for an infringement committed by an opponent.

**c Goal not allowed**

The referee shall not allow the goal in the following circumstances

- because he has blown (or the signal has gone) for the end of any quarter of the match unless, at the moment that the whistle or signal goes to end the quarter, the ball had left the hands of a shooting attacker and was outside the reach of any other player, in which case a goal stands if this shot passes through the korf
- he has observed an infringement committed by the attacking side before the ball has gone through the korf
- the ball has fallen through the korf following a throw direct from a re-start
- he has previously observed an unfair advantage to the attacking side
- the ball has first been thrown from underneath, has passed through the korf and then had fallen back again through the korf.

**d The team scoring the most goals wins the match**

Every score counts for one goal.

**3.3 Line up****a Choice of line up**

In the absence of competition rules, or any indication in such rules, then each team will inform the referee which of their players shall be their first attacking players and a toss shall be made to determine which team shall attack which korf in the first half.

**b Change in line-up**

As laid down in § 2.1 b, the line-up scheme is followed throughout the match except when under the conditions of § 2.3 f.

**3.4 Zone changes and changes of ends**

Not applicable as there is one zone. Only a direction change at the start of Q3.

**3.5 Throw off**

Each quarter shall start with a referee throw up (§ 3.8) in the centre of the field. A throw off by the team who has just conceded the goal takes place after every goal. This is taken by the team who has conceded the goal from immediately in front of the korf it is defending. The same stipulations apply as for a re-start (see § 3.9).

**3.6 Infringements of the rules**

Infringements of the rules are divided into infringements made by defenders and infringements made by attackers. For the purposes of this rule, attackers are defined as the team in possession of the ball.

Infringements of the rules by defenders are divided into:

**1 light infringements - 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

**2 heavy infringements - punished by a free pass**

Heavy infringements are:

- physical infringements with uncontrolled contact (like 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.

**3 infringements which repeatedly hinder the attack unfairly - punished by the award of a penalty to the other side (§ 3.11 a, explanation B)**

**4 very heavy infringements which result in the loss of a scoring chance - punished by the award of a penalty to the other side (§ 3.11 a, explanation A).**

Infringements of the rules by **attackers** are divided into:

- light infringements - *punished by a re-start*
- very heavy infringements which result in the loss of a scoring chance by the team attacking in the other zone - *punished by the award of a penalty to the other side*

**During the game it is prohibited:**

**a to gain an advantage by touching the ball with leg or foot**

The leg shall be deemed to be from the knee downwards.

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 the contact with leg or foot is unintentional.

An infringement by a defender is punished by a free pass when the contact with leg or foot is intentional, with an advantage obtained as result, or the defending side disrupts the plan of the attack.

**b to hit the ball with the fist**

An infringement is punished by the award of a free pass.

**c to take hold of, catch or tap the ball when any part of the body other than the feet is touching the ground**

In this version of the sport this rule shall not apply. Therefore, it is allowed to dive towards the ball provided this does not become a case of holding off because it was done in a dangerous manner.

**d to run with the ball**

A change of position with possession of the ball is only permitted in the following three cases:

1. The player receives the ball whilst standing at rest.  
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 change the pivot and moving foot provided his initial position does not change.
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.

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.

An infringement is punished by the award of a re-start.

**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.

Solo-play is not punishable

- when the player does not change his position appreciably
- when the avoidance of cooperation was not intentional

An infringement is punished by the award of a re-start.

**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.

**g to delay the game**

An infringement is punished by the award of a re-start.  
See also § 3.11 c for delaying the game at a penalty.

**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.

**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 rule does not force a player to give way for another player, i.e. each player 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 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.

**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.

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.

Hindering is only permitted in so far as the thrower is obstructed in playing the ball in the desired direction. Furthermore, movements that cause the player with the ball to throw it against the hinderer's hand or arm, or allow him to intercept it, are allowed.

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.

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

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.

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

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.

**m to play outside the field**

An infringement is punished by the award of an out-ball.

A player is outside the field when he plays whilst touching a boundary line or the ground beyond a boundary line, or plays the ball having jumped from a boundary line or the ground beyond a boundary line. Playing can consist of touching the ball as well as hindering an opponent. If side-walls are being used in a stadium format then playing whilst touching a side-wall is an infringement of this rule.

It is permissible to do the following without infringing this rule:

- to catch or tap the ball when it is over a boundary line provided the player stands inside the field
- to tap the ball when the player is in the air outside a boundary line provided he jumped from inside the field

**n to shoot from a defended position**

A shot must be considered defended when the attacker shoots and the hindering defender satisfies the following conditions:

- **he must actively be trying to block the ball AND**
- **whilst actively trying to block the ball he must**
  - i) be within arm's length of the attacker
  - ii) have his face turned towards the attacker and
  - iii) be nearer the post than the attacker.

If the attacker is so close to the post that the hindering defender cannot stand nearer the post then condition iii) can be deemed to be satisfied if the defender and attacker are on opposite sides of the post and all other conditions are satisfied.

An infringement is punished by the award of a re-start

**o to shoot after cutting past another attacker**

This rule will not apply in this version of the sport.

**p to score directly from a re-start**

An infringement is punished by the award of a re-start taken from under the korf.

**q to shoot when one plays without a personal opponent**

This occurs when a team has only three players playing against four opponents. The numerical advantage of attack over defence may be due to one side not fielding a full team, or due to one or more players leaving the field due to injury etc. and not being replaced by a substitute or by a player having been given a yellow or red card.

In this case the coach of the team with four players must inform the referee and the other coach, which of his players will not shoot. The coach is entitled to change his decision during the match, but only after informing the referee and the other coach at a time when play has stopped (i.e. the referee has blown for an infringement, a goal etc.). This change of an attacker is only allowed once within one quarter.

A goal can be made from a penalty by an attacker without a personal opponent.

An infringement is punished by the award of a re-start

However, when a player has left the field following a yellow or red card having been given this rule about shooting without a personal opponent shall not apply.

**r to influence a shot by moving the post**

If done by a defender - if it results in a goal the goal is awarded; if the referee is of the opinion that, but for moving the post, a goal could have been scored then a penalty is given; if the ball rebounds to a defender then a re-start is given to the attack.

If done by an attacker - if it results in the ball going through the korf, no goal is given and a re-start is given to the defence; if the ball rebounds to an attacker then a re-start is given 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.

**s to take hold of the post when jumping, running or in order 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.

**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 penalty by the retaking of the penalty (see § 3.11 c).

**u to play in a dangerous manner**

An infringement is punished by the award of a free pass.

**3.7 Out-ball**

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.
- an object above the field of play (or the ceiling if playing indoors).

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.

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 above and the rule in § 3.6 m is not violated.

**3.8 Referee throw-up**

At the start of each quarter the referee will throw the ball up. He will also do so when two opponents seize the ball simultaneously and in this case the referee will stop play and throw the ball up.

The same applies when play must be re-started without one side being entitled to the ball.

For how this is administered see the guidance notes.

**3.9 Re-start**

**a when to award a re-start**

A re-start is awarded to the opposing team after a light infringement and the referee has indicated that one of the rules in § 3.6 has been violated. The offending team has to drop the ball immediately to the ground and if this is not done then a yellow card will be shown with the consequences mentioned in § 2.3 f applying.

**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.

**c how to take a re-start**

At the moment that a player of the team taking the re-start has, or can take, the ball in his hands the player shall, without delaying the game, bring the ball into play as soon as possible. ***This shall be done without a whistle by the referee.*** The same applies for a throw off following a goal. This is taken from immediately in front of the post ***without any whistle by the referee.***

During a re-start the players of the opposing team may not hinder the taker.

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.

If the taker of the re-start has not brought the ball into play without delaying the game, then the referee will blow his whistle and award a re-start to the other team.

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 and has been touched by another player. An infringement is punished by a re-start to the defence from under the korf.

When the person taking the re-start or an out-ball touches a boundary line after the taker has taken the ball into his hands, then the referee respectively awards an out-ball to the opposing side (see § 3.6 m) or an out-ball (see § 3.7).

An infringement by an opponent is punished by the award of a free pass and can be deemed as misbehaviour if this is repeated.

### 3.10 Free pass

#### a when to award a free pass

A free pass is awarded after the referee has indicated that one of the rules in § 3.6 has been violated with a heavy infringement by the opposing team.

#### b place of the free pass

The free pass must be taken by the player who was fouled from the place where the offence occurred.

#### c how to take a free pass

The player who was the person who was fouled by the opponent shall bring the ball into play, within four seconds of the referee blowing for the throw to be taken. He shall take the free pass from where he was standing when the offence occurred. It is permitted to shoot and score direct from a free pass.

An opponent may not hinder the taking of a free pass. An infringement is punished by the award of a penalty.

A free pass must be retaken if the throw is taken before the referee has blown his whistle for the taking of the throw (time should be stopped).

### 3.11 Penalty

#### 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 that are repeatedly made by the defender that prevents the attacker from obtaining scoring chances. In such cases the referee may award a penalty.
- C An opponent hinders the taking of a free pass.

#### b place of a penalty

The penalty shall be taken from any spot 2.5 m from the post. In case A the penalty shall be taken by the member of the attacking team who lost the scoring chance. In the case of B and C it shall be taken by the person who was infringed against.

#### c how to take a penalty

The taker shall take the penalty within four seconds of the referee blowing his whistle (indicated by the referee holding an arm in the air showing four fingers and him counting down from 4 till zero).

The opposing team and the substitutes on that team's bench must refrain from any actions or comments that may disturb the person taking the penalty.



If necessary any quarter 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.

It is permitted to score directly from a penalty and if the taker does not shoot but chooses to pass to a team mate instead then he shall be considered to infringe §3.6 g - delaying the game.

### **3.12 To exceed the allowed time-limit in the attack zone**

This rule from the main Rules of Korfball concerns the use of a shot clock. A shot-clock will not normally be used in this version of the sport.

If a shot clock is allowed to be used under the competition rules then the following shall apply: -

For the purposes of this rule the attack zone is the whole field of play and once a team takes possession then that team (now considered to be the attacking team) is allowed 15 seconds to shoot and touch the korf or to score. The referee should take care of this period of 15 seconds and should count down the last 3 seconds to zero. The exceeding of the time-limit is indicated by the whistle of the referee and the game is then interrupted. After an infringement of this rule the referee gives a restart to the other team. The re-start is taken from the place where the attacker had the ball in his possession at the moment that the whistle sounded or had in his possession just before the moment that the whistle sounded.

#### **Further Notes:**

*Another alternative is playing beach-korfball in one zone with one korf.*