

In red - the text deleted.
In blue - the text added or changed.

CHANGES MADE IN "THE RULES OF KORFBALL"		
	New Text	Old Text
Glossary	The zone belonging to the playing area called "border area" where no obstacles (something which hinders; something which obstructs, holds back or causes problems) are allowed.	It was deleted (in red): 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.
Glossary	He/Him/His Whenever the word "he/him/his" is used it should be understood that this could be "he/him/his" or "she/her/her".	He Whenever the word "he" is used it should be understood that this could be "he" or "she". Him Whenever the word "him" is used it should be understood that this could be "him" or "her".
1	Field	
1.1	Playing area	Small adjustments in the diagram
4	Persons	
4.2	Substitute players	Added text (in blue): The maximum number of substitute players is six (three males and three females). They must remain seated on the bench during the match except to warm up prior to substitution.
		The maximum number of substitute players is six. They must remain seated on the bench during the match except to warm up prior to substitution.
4.4	Coach and assistant coach	Added text (in blue): 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:
		It was deleted (in red): 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 and whilst remaining outside the field of play, in order to:
4.5	Other persons attached to the team	Added and changed text (in blue): The maximum number of other persons attached to the team who are allowed to sit on the bench is four (4), in addition to the coach. They must all remain seated on the bench during the match, except the assistant coach and the team's medical staff member, who is allowed to leave the bench to examine/treat an injured player and can enter the field of play, only with the permission of the referee.
		It was deleted (in red): The maximum number of other persons attached to the team who are allowed to sit on the bench is four (4), in addition to the coach. They must all remain seated on the bench during the match, except the assistant coach and the one designated as team's medical staff, which is allowed to leave the bench to examine/treat an injured player and can enter the field of play, only with the permission of the referee.
4.11	Scorekeeper	Changed text (in blue): The scorekeeper is responsible for the game score and operates the scoreboard, according to 5.5 .
		Changed the text (in red): The scorekeeper is responsible for the game score and operates the scoreboard, according to 5.4 .

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		New Text	Old Text
5	The game		
5.3	Golden Goal	Changed text (in blue): Substitutions are allowed any time according to 5.9 .	Changed the text (in red): Substitutions are allowed any time according to 5.8 .
5.3	Golden Goal - Penalties	If there is no winning team at the end of the golden goal period, penalties shoot out takes place as described below: - a toss is made immediately after the end of the golden goal period; - the winner of the toss chooses if it takes the first penalty or not and to which korf the penalties are taken; - the coaches of both teams inform the Jury about the sequence of players who will take the penalties and after this moment, no more substitutions are allowed; - series of penalties are taken using the “sudden death” system, where penalties are shot in the set sequence until one team has scored a goal more than the other has from the same number of penalty shots.	If there is no winning team at the end of the golden goal period, penalties shoot out takes place as described below: - a toss is made immediately after the end of the golden goal period; - the winner of the toss chooses if it takes the first penalty or not; - until this moment substitutions are still allowed (according to 5.9); - the coaches of both teams inform the Jury about the sequence of players who will take the penalties (only the players who were playing at the end of the golden goal period are eligible); - series of penalties are taken using the “sudden death” system, where penalties are shot in the set sequence until one team has scored a goal more than the other has from the same number of penalty shots.
5.3	Golden Goal - Penalties	Changed text (in blue): After the coach hands over the sequence of players to the Jury, the players are obliged to take the penalty in the set order . If for any reason a player does not take the penalty, it is considered to be a missed shot.	Changed the text (in red): After the coach hands over the sequence of players to the Jury, the players are obliged to take the penalty. If by any reason a player does not take the penalty in the set order , it is considered to be a missed shot.
5.8	Time-out	Changed text (in blue): If the referee is not aware of the buzzer and whistles too fast to restart the match, then the playing time will not restart and the timekeeper shall continue to sound the buzzer until the referee stops the match again. After the time-out, the match is restarted on the spot and in the manner that has restarted at the first time that the timekeeper sounded the buzzer.	Changed the text (in red): If the referee is not aware of the buzzer and whistles too fast to restart the match, then the playing time will not restart and the timekeeper shall continue to sound the buzzer until the referee stops the match again. After the time-out, the match is restarted on the spot and in the manner that has restarted on the first time.
5.9	Substitution of players	Changed text (in blue): If the referee is not aware of the buzzer and whistles too fast to restart the match, then the playing time will not restart and the timekeeper shall continue to sound the buzzer until the referee stops the match again. After the time-out, the match is restarted on the spot and in the manner that has restarted at the first time that the timekeeper sounded the buzzer.	Changed the text (in red): If the referee is not aware of the buzzer and whistles too fast to restart the match, then the playing time will not restart and the timekeeper shall continue to sound the buzzer until the referee stops the match again. After the time-out, the match is restarted on the spot and in the manner that has restarted on the first time
5.10	Treatment of injured players	Changed text (in blue): An injured player is allowed to be assessed/treated for a period of one minute starting when the medical attendant reaches the location of the injured player . If after one minute the player is deemed not to be fit to immediately continue then, provided the injury is such that it is safe to move the player, he should be immediately removed from the field and be substituted.	Changed the text (in red): An injured player is allowed to be assessed/treated for a period of one minute starting when the medical attendant reaches the local . If after one minute the player is deemed not to be fit to immediately continue then, provided the injury is such that it is safe to move the player, he should be immediately removed from the field and be substituted.
6	Infringements of the rules		

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		New Text	Old Text
6.3	To shoot from a defended position		It was deleted all last paragraph (in red): - during an underhand shot against a tall defender or when the defender jumps up, the defender does not follow the attacker movement and does not actively tries to block the ball.
6.16	To exceed the allowed time-limit in the attack zone	Changed text (in blue): c) The shot clock is stopped and reset on 25 seconds when: - a defender takes the possession of the ball; - a score is given by the referee; - a period of the match has ended; - the referee whistles for a re-start, a free pass or a penalty; - the referee whistles for an injury of a defender. After one of the situations mentioned in c) occurs , the shot clock starts from 25 seconds (according to a)).	Changed text (red): c) The shot clock is stopped and reset on 25 seconds when: - a defender takes the possession of the ball; - a score is given by the referee; - a period of the match has ended; - the referee whistles for a re-start, a free pass or a penalty; - the referee whistles for an injury of a defender. After one of the above situations occurs , the shot clock starts from 25 seconds (according to a)).
6.16	To exceed the allowed time-limit in the attack zone	Changed text (in blue): d) The shot clock is stopped when the referee whistles: - for an out-ball; - to stop the game due to an injury or fall of an attacker player; - for situations of unreasonable advantage; -for any interruption of the game for circumstances other than those mentioned above. After one of the situations mentioned in d) occurs , the shot clock continues counting down from the time it was stopped. The shot clock starts counting down at the moment the referee whistles for the recommencement of the game, except for an out-ball. For an out-ball, the shot clock starts counting down at the moment the first attacker seizes the ball after the ball is brought into play.	Changed or deleted the text (red): d) The shot clock is stopped when the referee whistles: - for an out-ball; - to stop the game due to an injury or fall of an attacker player; - for situations of unreasonable advantage; -for any interruption of the game for circumstances other than those mentioned above. After one of the above situations occur , the shot clock starts counting down from the time it was at the moment it was stopped. The shot clock starts counting down at the moment the referee whistles for the recommencement of the game, except for an out-ball. For an out-ball, the shot clock starts counting down at the moment the first attacker seizes the ball after the ball is brought into play.

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		New Text	Old Text
7	Sanctions and Disciplinary		
7.4	Free pass	<p>Changed text (in blue): 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.</p>	<p>Changed text (red): e) Infringements during the taking of a free pass Since the whistle to signalise the free pass 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.</p>
7.4	Free pass	<p>Changed text (in blue): - 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.</p>	<p>- 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 5.4 (goals) apply, the goal will count if the ball goes through the korf.</p>
7.5	Penalty	<p>Added text (in blue): b) Conditions to take the penalty A penalty is taken by the attacker who lost the free scoring chance, which is either - the attacker who had or would have had the free scoring chance at the moment of the infringement; or - the attacker who would have had the free scoring chance at the moment of the repeated infringement;</p> <p>If, in the opinion of the referee, no player had a free scoring opportunity at the moment of the repeated infringement, the player fouled is the penalty taker.</p> <p>In the specific situation under 7.4 e) of a second infringement during the taking of a free pass that results in the award of a penalty, the penalty taker is the attacker who is taking the free pass.</p> <p>Any time the player appointed by the referee to take the penalty is substituted, the penalty can be taken by any other player on the attack zone.</p>	<p>Changed text (red): b) Conditions to take the penalty A penalty is taken by the attacker who lost the free scoring chance, which is either - the attacker who had or would have had the free scoring chance at the moment of the infringement; or - the attacker who would have had the free scoring chance at the moment of the repeated infringement;</p> <p>If, in the opinion of the referee, no player had a free scoring opportunity at the moment of the repeated infringement, the player fouled is the penalty taker.</p> <p>In the specific situation under § 7.4 e) of a second infringement during the taking of a free pass that results in the award of a penalty, the penalty taker is the attacker who is taking the free pass.</p>
7.6	Disciplinary	<p>Changed text (in blue): 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:</p>	<p>Changed text (red): 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 4.12) and spectators. In the case of misbehaviour, the referee can:</p>
CHANGES MADE IN "THE RULES OF KORFBALL EXCEPTIONS OR RECOMENDATIONS FOR COMPETITION REGULATIONS"			
		New Text	Old Text

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		New Text	Old Text
1	Field		
1.9	Substitution spot	Substitution spot CR can allow field of play without substitution spots.	
4	Persons		
4.8	Jury	CR may prescribe that requests for time-outs and substitutions shall be made via timekeeper or scorer. CR may allow matches without a Jury. If so, all the tasks of the jury shall be the responsibility of the referee.	CR may prescribe that requests for time-outs and substitutions shall be made via timekeeper or scorer.