

The Rules of Korfball 2022 - Changes made in the version published in January 2021 to be published 1st May 2022

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CHANGES MADE IN "THE RULES OF KORFBALL"		
	New Text	Old Text
DEFINITION AND INTRODUCTION	<p>...</p> <p>The rules as published here are the official Korfball rules. These rules shall be used in full, without making use of any "exceptions", in all senior national top leagues and national championships or cups, in Friendly International Matches and in IKF Official, patronaged, and recognised events. Deviations from these rules need to be officially reported to the International Korfball Federation before the start of the league season, match or match series, or event. Any deviation that is not officially reported to the IKF shall be considered a breach of the IKF Regulations. If the deviation constitutes an official experiment, prior permission needs to be obtained from the IKF Playing Rules Committee.</p> <p>In lower level and youth competitions, certain rules may be adapted to suit different competitions and local circumstances, according to "The Rules of Korfball – Exceptions and Recommendations for Competition Regulations".</p> <p>...</p>	<p>...</p> <p>The rules as published here are the normal rules used in adult matches, in particular, IKF Tournaments and Friendly International Matches. However, certain rules may be adapted to suit different competitions and local circumstances.</p> <p>...</p>
Table of contents	Changes on point 4 following the exclusion of point 4.7 Assistant Referee	
4	Persons	
4.4	<p>Coach and assistant coach</p> <p>...</p> <p>The coach and the assistant coach are expected to make themselves known to the referee duo before the start of the match.</p> <p>...</p>	The coach and the assistant coach are expected to make themselves known to the referee before the start of the match.
4.6	<p>Referee Duo</p> <p>The control of the game is an exclusive task of the referee duo. Both referees are equally empowered to execute this task. They must wear an outfit that is sufficiently different from the competing teams. Their tasks are:</p>	The control of the game is his and his alone. He must wear an outfit that is sufficiently different from the competing teams. His tasks are:
a)	<p>to decide the suitability of the hall, field of play, material and equipment</p> <p>Before the match, the two referees ascertain that all conditions (according to 1, 2 & 3), satisfy the requirements and those conditions are maintained during the game. They must not tolerate non-compliance in this respect.</p> <p>Dangerous obstacles in the hall or a very slippery floor are reasons to cancel the game.</p> <p>The referees must be aware of their responsibility as regards to injuries and illnesses that the players might incur as a result of unfavourable conditions of the playing area. They can assume that the players are in good health.</p>	<p>Before the match, the referee ascertains that all conditions (according to 1, 2 & 3), satisfy the requirements and those conditions are maintained during the game. He must not tolerate non-compliance in this respect.</p> <p>Dangerous obstacles in the hall or a very slippery floor are reasons to cancel the game.</p> <p>The referee must be aware of his responsibility as regards to injuries and illnesses that the players might incur as a result of unfavourable conditions of the playing area. He can assume that the players are in good health.</p>
b)	<p>to indicate the starting, stopping and restarting of the game</p> <p>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 d) or 7.5 d)) are satisfied.</p> <p>The referee duo must stop the game whenever:</p> <p>...</p> <ul style="list-style-type: none"> - a player is bleeding; - a player who falls and/or gets injured without contact, and not being able to stand up immediately, and stays in a position that poses an injury problem for himself and others; - misbehaviour or interference by the public occurs; <p>...</p>	<p>To start, stop or restart the game the referee 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 d) or 7.5 d)) are satisfied.</p> <p>The referee must stop the game whenever:</p> <p>...</p> <ul style="list-style-type: none"> - a player is bleeding; - misbehaviour or interference by the public occurs; <p>...</p>

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c)	to enforce the rules	The referee duo punishes infringements of the rules unless they choose to play on (according to 7.2). They may punish any infringements of the rules at any time during the match, even when play has been stopped.	The referee punishes infringements of the rules unless he chooses to play on (according to 7.2). He may punish any infringements of the rules at any time during the match, even when play has been stopped.
e)	to take action when one side obtains an unfair advantage from circumstances outside the game	... - a player is prevented from catching the ball because the public has crossed a boundary line. If, in the opinion of the referees, the player would normally have caught the ball, then the referee duo will give the ball to the player concerned.	... - a player is prevented from catching the ball because the public has crossed a boundary line. If, in the opinion of the referee, the player would normally have caught the ball, then the referee will give the ball to the player concerned.
g)	to take action against interference by the public	When it appears necessary to the two referees, they can let the public be warned, or they can cancel or terminate the match. In the case of interference by the spectators, the referee duo will ask the captain to have this stopped. In the case of repetition, the referee duo may adjourn or terminate the match, as circumstances require.	When it appears necessary to him, he can let the public be warned, or he can cancel or terminate the match. In the case of interference by the spectators, the referee will ask the captain to have this stopped. In the case of repetition, the referee may adjourn or terminate the match, as circumstances require.
4.7	assistant Referee	Deleted	In each match there is one assistant referee who must wear an outfit with the same colour of the referee. On the advice of the assistant referee he may change his previous decision provided he has not re-started play.
4.7	Jury	Now 4.7 The jury assists the referee duo in controlling the match protocol, rules and regulations. ...	It was 4.8
4.8	Timekeeper	Now 4.8	It was 4.9
4.9	Shot clock operator	Now 4.9	It was 4.10
4.10	Scorekeeper	Now 4.10	It was 4.11

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5	The game		
5.3	Golden Goal	<p>...</p> <p>Substitutions are allowed at any time according to 5.9.</p> <p>When the buzzer sounds to the end of the regular playing time, if:</p> <ul style="list-style-type: none"> - the ball is in the air or no player has reasonable control of the ball, the ball possession is given to the team who was the last to have controlled ball possession; - the ball had left the hands of a shooting attacker, was on its way to the korf and this shot passes through the korf, a goal is awarded and if this goal equalises the score, the ball possession is given to the team who conceded the goal. A change of ends must happen when necessary according to 5.6. <p>Infringements that occur immediately before the sound of the buzzer for the end of regular playing time shall be considered and the ball possession must be attributed to the non-offending team.</p>	<p>Substitutions are allowed at any time according to 5.9.</p> <p>When the buzzer sounds to the end of the regular playing time, if the ball is in the air or no player has reasonable control of the ball, the ball possession is given to the team who was the last to have controlled ball possession.</p> <p>Infringements that occur immediately before the sound of the buzzer for the end of regular playing time shall be considered and the ball possession must be attributed to the non-offending team.</p>
5.8	Time-out	<p>...</p> <p>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 it has restarted for the first time that the timekeeper sounded the buzzer.</p> <p>If the coach submits the time-out request when the game has already been stopped (throw off, treatment of injured players, infringement of the rules), but before the restart, the request will only be granted, if the request is made on time allowing the timekeeper and jury to communicate the request by an audible signal and showing the 'time-out (T)' sign before the game is restarted.</p> <p>If the request by the coach doesn't allow sufficient time, the time-out will be communicated to the referee at the next stop of the game and will be authorized by the referee.</p> <p>Treatment of an injured player on the field of play should be completed before a time-out can be given. A time-out must be completed by the game restarting before any new time-out can be given. During a time-out the coaches and the teams shall stay on, or in the immediate vicinity of, the bench allocated to each team.</p>	<p>...</p> <p>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 it has restarted for the first time that the timekeeper sounded the buzzer.</p> <p>Treatment of an injured player on the field of play should be completed before a time-out can be given. A time-out must be completed by the game restarting before any new time-out can be given. During a time-out the coach and his team shall stay on, or in the immediate vicinity of, the bench allocated to his team.</p>
5.9	Substitution of players	<p>...</p> <p>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 substitution, the match is restarted on the spot and in the manner it has restarted for the first time that the timekeeper sounded the buzzer.</p> <p>If the coach submits the substitution request when the game has already been stopped (throw off, treatment of injured players, infringement of the rules), but before the restart, the request will only be granted, if the following two conditions are satisfied: :</p> <ul style="list-style-type: none"> - the substitute player is ready in the substitution spot; - the request is made allowing the timekeeper and jury sufficient time to communicate the request by an audible signal and 'substitution' sign to the referee before the game is restarted. <p>If the request by the coach doesn't allow sufficient time for this, the substitution will be communicated to the referee at the next stop of the game and authorized by the referee.</p> <p>When being substituted, a player may not return into the other zone at the same time. The game must have restarted before he becomes eligible again to be used as a substitute.</p> <p>...</p>	<p>...</p> <p>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 substitution, the match is restarted on the spot and in the manner it has restarted for the first time that the timekeeper sounded the buzzer.</p> <p>When being substituted, a player may not return into the other zone at the same time. The game must have restarted before he becomes eligible again to be used as a substitute.</p> <p>...</p>

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4	Persons	
4.6	Referee Duo	
	<p>When CR allows matches without timekeeper, the referee duo controls the timing of the game.</p> <p>When CR allows matches without a scorer, the referee duo controls the scores and the result of the game.</p> <p>CR may allow matches without referee duo.</p>	
4.7	Assistant referee	Deleted
4.7	Jury	Now 4.7
4.8	Timekeeper	Now 4.8
4.10	Scorekeeper	Now 4.10
		It was 4.8
		It was 4.9
		It was 4.11