2026

THE RULES OF URBAN KORFBALL

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Adopted by the
International Korfball Federation
Utrecht, The Netherlands

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Official Rules of Urban Korfball
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GLOSSARY

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 defenders) measured in each position (vertical, bent, whilst standing on the floor or having jumped up) to their opponent. This size is used (measured from the defender in his position to the torso of the attacker) as one of the four conditions to decide whether a shot is defended. When judging the distance of an arm's length between the attacker and the defender, the referee must consider and visualise the vertical position of both players.
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.
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 unfair advantage over the other.
CR	Whenever the Initials "CR" are used it should be understood that this could be "match regulation" or "competition regulations".
Female or male player (women or man)	Refer to the IKF Gender Policy for the definition of a female player or a male player.
Hindering	Admissible manner of preventing the throwing or catching of the ball by an opponent.
Holding off	Admissible manner of using the body when maintaining or occupying a position, when the use of the body is made in such a manner that the opponent can prevent a collision.
Korf	Basket.
Obstacle free zone	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.
Passive hindering	Passive hindering is where the opponent prevents the ball from being brought quickly into play by standing within an arm's distance in front of the taker but not hindering the throw by any movement of the arms or body.
Pivot foot	The standing foot that a player must keep in place whilst moving their other leg or turning around their body.

Playing in a dangerous manner	Manner of playing which is dangerous to another player.
Protected ball possession	Whenever a player has reasonable control of the ball by holding it with one or two hands or letting the ball rest on the palm(s) of their hand(s) or in their fingers, and no opponent can take it away.
Scoring chance	Shooting chance with a reasonable to great possibility to score.
Shooting chance	Chance to shoot from a free position.
They/Them/Theirs	Whenever the words "they/them/theirs" is used it should be understood that this could be “he/him/his” or "she/her/hers".

DEFINITION AND INTRODUCTION

Urban Korfball is a sport played by hand within a circular field of play whereby two mixed-gender teams try to shoot a ball into a korf. The sport's main characteristics encompass all-round skills, cooperative play, controlled physical contact, gender equality, players' right to protected ball possession, and scoring from 360° around the korf.

Urban Korfball is designed to create a vibrant urban ambiance to make it not just a game, but an experience for both players and fans.

The rules as published here are the official Urban 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 International Korfball Federation (IKF) official, patronaged, and recognised events. Deviations from these rules need to be officially reported to the IKF 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.

In lower level and youth competitions, certain rules may be adapted to suit different competitions and local circumstances.

Within "The Rules of Urban Korfball," various words and phrases are used that are integral to the rules. Definitions of these words and phrases are given in the glossary.

This document is organised with the following structure:

(i) description of the rule or regulation;
(ii) conditions to apply the rule;
(iii) examples of the rule application, if necessary.

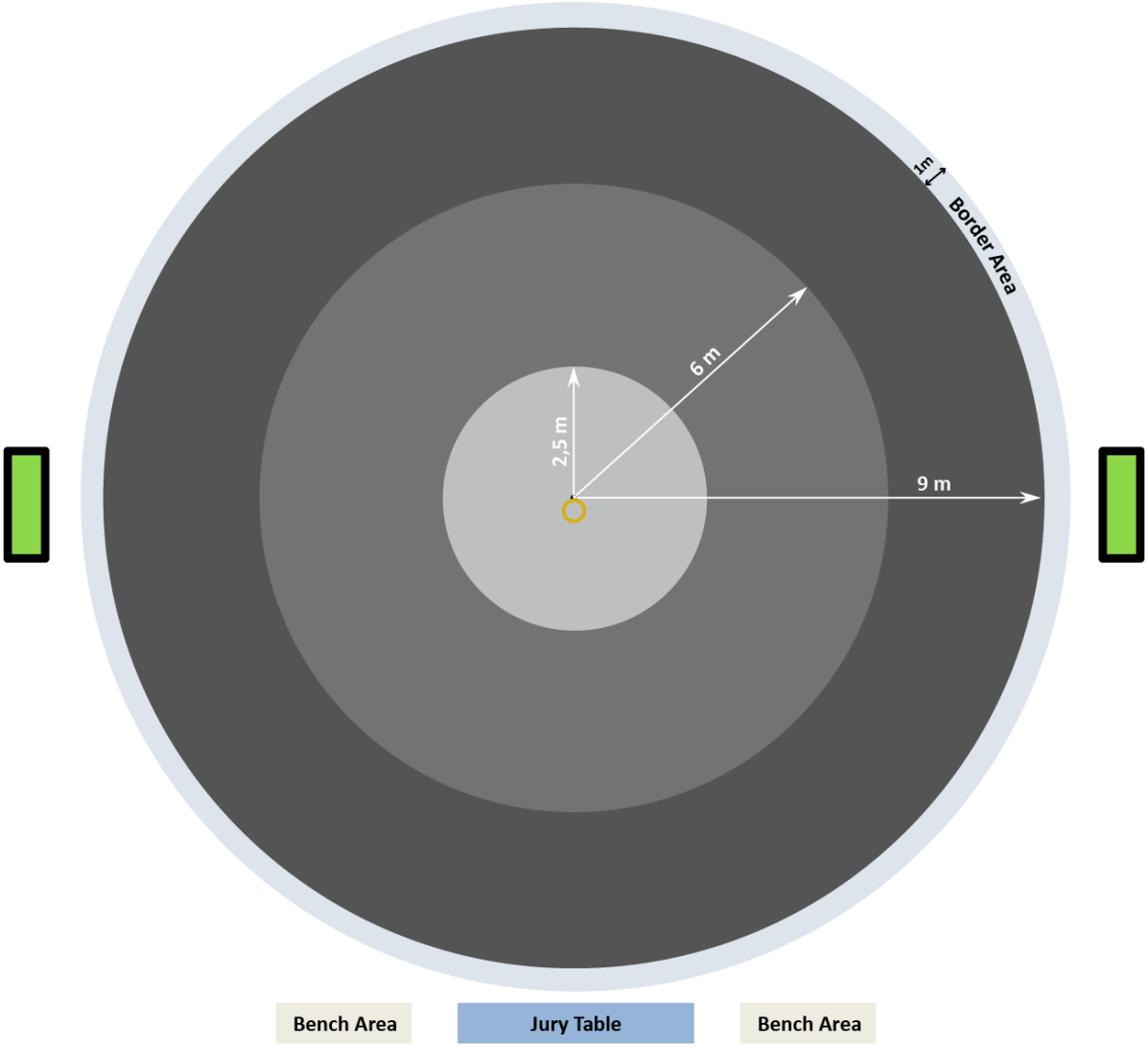
The blue text under each rule is the guidance note to assist with the control of the game where:

(i) there are described examples when the rule cannot be applied (if necessary);
(ii) more detailed explanations are given.

1. FIELD

1.1 Playing Area

The Playing Area shall be deemed the field of play together with its Border Area, the Bench Areas, the Substitution Areas, and the Jury Table (see diagram 1).



+ +	Field of Play		Post and korf
	4 Seconds Area		Boundary Line
+	1 Point Area		Border Area
	2 Point Area		Shot Clock

Diagram 1 – Playing Area

1.2 Field of Play

The field has a radius of 9.0 m (total diameter = 18.0 m) (see diagram 1).

The free height must be at least 7 m, and the floor has to be even and non-slippery. The floor should also be self-draining for rain water, and can absorb lateral forces to avoid injuries.

1.3 Boundary Line

The field of play shall be limited by the circular boundary line marked out by a clearly visible line, 3.0 - 5.0 cm wide (see diagram 1).

The field of play can also be marked by 3.0 - 5.0 cm wide tape that is stuck to the ground, chalk for hardcourts, or spray chalk for grass/turf.

1.4 4 Seconds Area

An area with a 2.50 m radius is measured from the centre of the field of play and limited by a clearly visible line, 3.0-5.0 cm wide (see diagram 1).

The 4 Seconds Area may be marked by either a solid colour contrasting the other lines and surface of the field or by lines fixed on the ground showing the limits of the area using 3.0 - 5.0 cm wide tape that is stuck to the ground, chalk for hardcourts, or spray chalk for grass/turf.

1.5 1 Point Area

An area with a 6.0 m radius is measured from the centre of the field of play and limited by a clearly visible line, 3.0-5.0 cm wide (see diagram 1).

The 1 Point Area may be marked by either a solid colour contrasting the other lines and surface of the field or by lines fixed on the ground showing the limits of the area using 3.0 - 5.0 cm wide tape that is stuck to the ground, chalk for hardcourts, or spray chalk for grass/turf.

1.6 2 Point Area

An area limited by the 1 Point Area line and the Boundary Line (see diagram 1).

The 2 Point Area may be marked by a solid colour contrasting the other lines and surface of the field.

1.7 Border Area

The Border Area surrounds the field of play and is at least 1.0 m wide.

It must be kept free from obstacles (see diagram 1).

1.8 Bench Area

Two benches shall be placed outside the Border Area along the side facing the front of the post and korf, one on each side of the jury table (see diagram 1).

1.9 Substitution Area

The space in front of the Bench Area of each team (see diagram 1).

2. MATERIAL

2.1 Post

A post with an external diameter of 4.5 - 8.0 cm is fixed perpendicularly in the ground in the centre of the field of play (see diagram 1).

The post should be round and can have squared ends to facilitate connection to the korf or the bases. It may consist of metal tubing or synthetic material. If synthetic material is to be used, the behaviour of this material must resemble that of metal tubing.

When it is not possible to fix the post into the floor, the post may be fixed to a sufficiently heavy, large metal base plate as long as it complies with the following requirements:

- ✓ it is completely flat;
- ✓ has a maximum thickness of 1.0 cm;
- ✓ the connection of the post must be such that the players cannot trip over it or be injured by it while passing or falling near it;
- ✓ cross-connections to the base are not permitted;
- ✓ an attempt must be made to maintain the stability of the post (e.g., fixing the base to the floor using tape).

2.2 Korf

An IKF approved synthetic korf is fitted to the post.

The korf must:

- ✓ be cylindrical without a bottom;
- ✓ have its top edge at 3.50 m above the ground and parallel to it;
- ✓ be in a strong contrasting colour;
- ✓ be facing the jury table and Bench Area.

The dimensions of the korf are:

- ✓ 23.5 - 25.0 cm high;
- ✓ 39.0 - 41.0 cm inner diameter on the top edge;
- ✓ 40.0 - 42.0 cm inner diameter on the bottom side;
- ✓ 2.0 - 3.0 cm top edge rim width.

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.

For more details see the IKF Korf Regulations.

2.3 Ball

Korfball is played with a round number 5 ball of a type that has been approved by the IKF. 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 of between 1.10 m and 1.30 m, measured to the top of the ball.

The ball shall have a printed pattern of at least two colours. This pattern must be so symmetrical that the ball, whilst turning, does not lose the visual effect of being round.

For more details see the IKF Ball Regulations.

3. EQUIPMENT

3.1 Jury Table

The jury table is placed outside the Border Area along the side facing the front of the post and korf (see diagram 1).

The shot clock, time display, and score displays' control panels are placed on the jury table.

3.2 Time Clock

A time clock consists of a time display and a sound signal buzzer. It must be placed outside the Border Area or above the Playing Area in a spot clearly visible from the jury table, the Bench Area, and spectators.

The sound signal shall be sufficiently powerful to be easily heard in the most adverse or noisy conditions.

3.3 Shot Clock

Shot clocks should be placed outside the Border Area at a height of at least 0.90 m in a clearly visible spot at both ends of the imaginary line running through the centre of the Field of Play and perpendicular to the jury table see diagram 1).

The sound signal shall be sufficiently powerful to be easily heard in the most adverse or noisy conditions.

3.4 Scoreboard

A scoreboard consists of a score display for points scores in each set and for the set score in the match. It must be placed outside the Border Area or above the Playing Area in a spot clearly visible from the jury table, the Bench Areas, and the spectators.

The time clock and score display may be combined with the shot clock (see diagram 1).

4. PERSONS

4.1 Players

The players of each team must:

- ✓ be dressed in numbered matching sports outfits that are sufficiently different from that of the other team;

- ✓ use appropriate sports footwear;
- ✓ not wear any objects that might be considered dangerous, unless they are taped or fixed in a way that they are no longer dangerous;
- ✓ have closely cut and smooth fingernails.

Examples of dangerous objects include rimless glasses, bracelets, necklaces, earrings, wristwatches, and rings.

Because it is a mixed-gender sport, slight differences between men's and women's clothes are allowed on the same team's outfits as long as they look similar and have the same colours.

4.2 Substitute Players

The maximum number of substitute players is two (one male and one female). They must remain seated on the bench during the match except prior to substitution.

4.3 Captain

One player of each team is the captain. They must be a player who starts the match and shall remain as captain of the team throughout the match. They can only give up their role if they no longer take part in the match due to injury or red card. In this case one of the other players must be designated as the captain.

The captain wears a clearly visible band or tape in a contrasting colour to their shirt on the upper part of the arm (or on sleeveless shirts on top of one shoulder). They represent the team and are responsible for the proper conduct of their players.

The captain has the right to draw the referee's attention to anything they think desirable in the interest of the good progress of the match. Any approach must be made in a reasonable and correct manner in good faith and not too frequently. Misuse of this and/or criticism of the referees should be considered as misbehaviour (see 7.5).

4.4 Referee Duo

The control of the game is an exclusive task of the referees. Both referees are equally empowered to execute this task. They must wear an outfit that is sufficiently different from the competing teams.

They mainly shall be positioned outside the field of play.

Their tasks are:

a) to decide the suitability of the field of play, material, and equipment and to evaluate the weather conditions

Before the match, the two referees ascertain that all conditions (according to sections 1, 2 & 3) satisfy the requirement and those conditions are maintained during the game. They must not tolerate non-compliance in this respect. If the conditions are no longer suitable for play, then the game should be cancelled.

The main reason for cancellation could be outdoor weather conditions, in particular thunderstorms.

A time lag of less than 30 seconds between lightning and thunder is considered dangerous.

Dangerous obstacles on the field of play or a very slippery floor are reasons to cancel the game.

The referees must be aware of their responsibility with regard 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.

b) to indicate the starting, stopping, and restarting of the game

To start, stop or restart the game one of the referees blows their whistle.

They must start or restart the game as soon as the player taking the throw off is ready and all the requirements (according to 7.3 b) and 7.4 b)) are satisfied.

The referees must stop the game whenever:

- ✓ action must be taken owing to changed circumstances, such as weather, ground, material, or equipment (according to sections 1, 2 & 3);
- ✓ a goal has been scored;
- ✓ an infringement must be punished;
- ✓ the end of each set occurs;
- ✓ an unfair advantage occurs (according to 4.6 e));
- ✓ a player is bleeding;
- ✓ a player who falls and/or gets injured without contact is not able to stand up immediately and stays in a position that poses an injury problem for themselves and/or others;
- ✓ misbehaviour or interference by the public occurs;
- ✓ both teams intentionally play passively in turns (see 6.9);
- ✓ it is not possible to continue the match owing to changes in the line-up (according to 5.1).

c) to enforce the rules

The referees punish 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.

d) to use the official signals and their voices to clarify their decisions

As described in the “Referee Signals”.

After blowing their whistle for an infringement, the referees will normally first indicate whether it is a free shot or re-start and which was the non-offending team by signalling the direction. Following this, the signal for the type of infringement should be indicated.

e) to take action when one side obtains an unfair advantage from circumstances outside the game

After blowing their whistle to stop the game, the referees allow the players to get back to their position and gives the ball to the team that should have had ball possession.

Examples of unfair advantage are:

- ✓ a referee hinders a defender so that the attacker obtains a scoring chance;

- ✓ the defender falls as a result of an accidental collision between attacker and defender when neither player has committed a foul. In these cases, the referees stop the game and allow the defender to take up their position;
- ✓ 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 referees will give the ball to the player concerned.

f) to take action against misbehaviour

See 7.5.

This includes players and substitutes.

g) to take action against interference by the public

When it appears necessary to the 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 referees will ask the captain to have this stopped. In the case of repetition, the referees may adjourn or terminate the match as circumstances require.

h) check players for dangerous items

See 4.1.

4.5 Third Referee

The third referee, who is seated in front of the jury table, ensures that the substitutions are properly carried out and that the substitute players comply with the playing rules.

They can stop the game and request the referee duo take action on any occurrence in the bench areas or for any infringement during substitutions

4.6 Jury

The jury assists the referees in controlling the match protocol, rules, and regulations.

The jury instructs and supervises the shot clock operator, timekeeper, and scorer during the match.

In a situation not covered by the protocol, rules, and regulations, the jury may advise the referees who will make the decision regarding this situation.

4.7 Timekeeper

The timekeeper is responsible for the playing time and operates the time clock (according to 5.2).

4.8 Scorekeeper

The scorekeeper is responsible for the game score and operates the scoreboard (according to 5.5).

4.9 Shot Clock Operator

The shot clock operator is responsible for controlling the 15-second time-limit during the attack and operates the shot clock (according to 6.15).

5. THE GAME

5.1 Teams

From each team, two (2) male players and two (2) female players are declared as the starting team. Two players (of each gender one) are listed as substitutes.

A match can only start when both teams have starting 'teams'.

When one or both teams are temporarily incomplete and have less than 2 players, the game is abandoned.

5.2 Playing Time and Sets *Referee Signal*

A match is played in two (2) sets of five (5) minutes real playing time, with a one-minute break between sets 1 and 2. The score is reset at the end of each set.

The time clock starts every time a player first touches the ball after it leaves the hands of the taker of the:

- ✓ throw off;
- ✓ re-start;
- ✓ out-ball;
- ✓ missed free shot;
- ✓ recommencement of the game after the referee had stopped it due to a player's injury or fall.

The time clock stops every time:

- ✓ time expires at the end of the set;
- ✓ the referees blow their whistle for any reason when the game is being played;
- ✓ a goal is scored for one of the teams.

Both sets must have a winner. The team that wins two sets wins the match.

5.3 Golden Goal in Set

When the first or the second set has ended in a draw, a decision is obtained by playing a golden goal period of two (2) minutes as described below. The same conditions shall be applied as for the playing time in the set.

- ✓ the set must re-start immediately;
- ✓ the set re-starts with a throw off for the team who had the ball possession at the end of regular playing time of that set;

The set is finished immediately after one of the teams scores the first goal and the scoring team is declared the winner of the set.

When the buzzer sounds the end of the regular playing time of a set, 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;

- ✓ the ball has left the hands of a shooting attacker and is 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.

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.

5.4 Match Decider

When the score after the first and the second set has ended in a draw (1-1), a decision is obtained by playing a match decider period of maximum five (5) minutes real playing time as described below.

The same conditions shall be applied as for the playing time in the set

- ✓ the match decider must re-start after a 1-minute break;
- ✓ the set re-starts with a throw off for the team who had the ball possession at the end of regular playing time of the second set; this is also valid if the second set need to be decided by a (set) golden goal period.

The match decider period ends, and a team is declared the winner of the match, when one team scores at least two points (one 2pt goal, two 1pt goals, or one 1pt goal followed by one 2pt goal).

If after 5 minutes RPT the score is 0-0, 0-1, or 1-1, a team is declared the winner of the match by Free Shots Shoot-out (see 5.5).

When the buzzer sounds the end of the regular playing time of the second set, 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;
- ✓ the ball has left the hands of a shooting attacker and is 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.

Infringements that occur immediately before the sound of the buzzer for the end of regular playing time of the set shall be considered and the ball possession must be attributed to the non-offending team.

5.5 Free Shots Shoot-out (sudden victory)

If there is no winning team at the end of the golden goal period during the first and second sets (5.4), or after the match decider period (5.3), free shots take place as described below:

- ✓ a toss is made immediately after the end of the golden goal period (sets) or match decider period;
- ✓ the winner of the toss chooses if it takes the first free shot or not;
- ✓ the teams must alternate the gender of the free shot taker;
- ✓ the captains of both teams inform the jury about the sequence of the two (2) male and two (2) female players who will take the free shots and after this moment, no more substitutions are allowed;
- ✓ free shots that are part of this sudden victory series should be taken immediately behind the 4 Seconds Area line in front of the korf (see 7.4a).

The team that scores more points from the same number of free shots is declared the winner of the set or match.

After the captain hands over the sequence of players to the referee, the players are obliged to take the free shot in the set order. If, for any reason, a player does not take the free shot, it is considered to be a missed shot.

During the free shots, only the eligible players and match officials are permitted to remain on the field of play. All players taking the free shots, except the free shot taker, must remain behind the line marking the 2 Point Area at the side of the jury table and Bench Area. The players not taking part in the free shots must remain behind the line marking the Boundary Area near the Bench Area.

5.6 Start of the Game

A toss is made before the start of the game. The winner of the toss chooses whether their team will start the first set with the throw-off (see 5.8).

The team that doesn't start the first set will start the second set.

5.7 Goals *Referee Signal*

A goal is scored when the ball has, from above, completely passed through the korf, and it has not first been thrown from underneath, has passed through the korf, and then has fallen back again through the korf.

It is also a goal if it is sure that the ball would have fallen completely through the korf but a defender prevented it from happening by tapping it back through from underneath.

A goal is recorded as one point, except when it is scored from the 2 Point Area. The goal then counts as two (2) points.

A goal is only credited to the team when all conditions have been met to have the right of attack and score (see 5.9).

The team scoring the most points wins the set.

The goal shall not be allowed when:

- ✓ there was an infringement committed by the attacking team before the ball has gone through the korf;
- ✓ the ball has fallen through the korf following a throw directly from a throw off or re-start;
- ✓ the ball had left the hands of a shooting attacker after the whistle or signal for the end of any set of the game;
- ✓ a ball is thrown through the korf when the team has not fulfilled the conditions to have the right to attack and score (see 5.9).

5.8 Throw Off

The throw off is taken by an attacker from a point in front of the korf in the 2 Point Area, with the same stipulations as for a re-start (see 7.3).

A throw off takes place:

- ✓ at the start of the first and second set of the match, a golden goal period or match decider period;

- ✓ after every goal by the team who has just conceded the goal;

5.9 Transition Defence to Attack

After a team that is defending recovers the possession of the ball, they only become attackers and can only score after one of its players receives the ball while with at least one foot inside the area created by the 2 Point Area.

If a team on the attack loses the ball and recovers it before the opposite team becomes on the attack, they can immediately shoot the ball to the korf and score.

If it may not be clear that a player has received the ball while with at least one foot inside the area created by the 2 Point Area, the referee should indicate that he has seen this requirement of a team becoming on the attack by using the official signal (see referee signal 6.15 – Reset/Start Shot Clock).

5.10 Substitutions of Players

Substitutions may be made at any time as described below:

- ✓ the substitution must be done in the Substitution Area (see diagram 1);
- ✓ the outgoing player is required to leave the field before their replacement can enter;
- ✓ outgoing and incoming players must be of the same gender.

If a substitution is made without fulfilling all of the above requirements then:

- ✓ the incoming player cannot enter the game until the next immediate attack from the opposing team is completed and their team recovers the ball possession.

A substituted player is allowed to return to the match. The number of male and female players must be maintained, except in the case of yellow or red cards (see 7.5) where fewer players can be on the field.

A player that has been substituted must sit on the bench.

5.11 Treatment of Injured Players *Referee Signal*

Provided the injury is such that it is safe to move the player, they should be removed immediately from the field to be treated and to be substituted.

In the case of a bleeding player, the player must leave the field of play immediately and may not return until the bleeding has stopped, the wound has been covered, and the blood has been removed.

6. INFRINGEMENTS OF THE RULES

During the game it is prohibited:

6.1 To run with the ball *Referee Signal*

When a player in possession of the ball changes their position.

The infringement of this rule depends on the initial position and action of the player, as explained in the three following situations:

a) A player receives the ball whilst standing in a stationary position.

They are not allowed to move one foot and subsequently lift the other foot before the ball has left their hands, particularly during a scoring effort.

They are permitted to:

- ✓ move one foot at will provided the other one remains in its place as a pivot foot;
- ✓ rotate on itself, moving both feet, while maintaining the same starting position;
- ✓ change the pivot and moving their foot provided the initial position does not change;
- ✓ jump provided that the leg that was the pivot foot immediately before the jump is used for the take-off;
- ✓ after a jump, come down with the ball still in their hands, provided the landing position is almost the same as the starting position where they jumped from.

A player should not be penalised for moving a bit over the field during a throw that is discontinued before completion.

b) A player receives the ball whilst running or jumping and comes to a stop before they throw the ball or shoot.

After seizing the ball, they must immediately try to come to a stop within the least possible distance.

In deciding on the question of whether a player has done everything to stop, the referees must consider the conditions of the field, as well as the speed and the technical capacity of the player.

After coming to a stop, the same rules apply as mentioned under 6.1 a).

c) A player receives the ball whilst running or jumping and throws the ball or shoots before they have completely come to a stop.

They are not allowed to still be in possession of the ball at the moment they place a foot on the ground for the third time after receiving the ball.

When a player seizes the ball while they are obviously in contact with the ground, then this contact has to be considered as the first one.

6.2 To solo play *Referee Signal*

Whenever a player intentionally plays the ball avoiding cooperation with a teammate and the following two conditions are met:

- ✓ the player changes their position considerably;
- ✓ the avoidance of cooperation is intentional.

Examples of solo play are:

- ✓ a player throws the ball away with the intention of collecting it elsewhere. This is not allowed even if they throw the ball against another player or against the post.
- ✓ a player taps the ball along while running beside it when the ball could have been taken earlier. This must also be punished because it makes the later seizing of the ball easier.

Examples where solo play should not be punished:

- ✓ when a player tries to pass the ball to another player but the latter fails to catch the ball, then the first player is allowed to recover the ball;
- ✓ when a player is not changing their position; e.g. a player, while standing still, throws the ball from one hand to the other, or bounces the ball on the ground and seizes it afterwards;

- ✓ tapping the ball along when the ball cannot be seized directly;
- ✓ when two opponents contest the ball from a stationary position, by jumping for it or by reaching for it whilst running next to each other. If one of the players does not have a sufficient lead they are permitted to knock the ball on in a favourable direction to seize it afterwards. They are allowed to shoot from a position obtained in this manner. In such a duel it may occur that the ball may be touched several times before it is finally seized by one of the players. The same thing might occur when a player tries to keep the ball within the boundaries of their zone.

The referees have to consider the technical capabilities of the players. The better the player the earlier it can be assumed that cooperation has been avoided intentionally.

6.3 To shoot from a defended position *Referee Signal*

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) they have their 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 referees must consider (visualise) the vertical position of both players.

A shot must still be considered defended when specific circumstances do not allow for one of the four (4) conditions to be satisfied:

Exceptions where a shot must still be considered defended when one of the four (4) conditions are not satisfied:

Condition a) cannot be achieved when:

- ✓ the attacker is much taller than the defender, and because of that, the defender cannot actually block the ball;
- ✓ the attacker, having jumped up, shoots or taps the ball over the hindering arms of the defender towards the korf;
- ✓ the attacker has received the ball while they have their back to the korf and the defender is behind them.

Condition b) cannot be achieved when:

- ✓ the attacker standing in a defended position steps, or jumps backwards, without infringing 6.1 (to run with the ball) and shoots. If the defender immediately tries to follow their movement and actually tries to block the shot, even if the attacker is out of an arm's length.

Condition c) cannot be achieved when:

- ✓ the attacker is so close to the post that the hindering defender cannot stand nearer the post and the defender and the attacker are on opposite sides of the post.

A shot cannot be considered defended if:

- ✓ the defender doesn't actually try to block the shot (the simple raising of the arm is insufficient);
- ✓ the torso of the defender is further from the post than that of the attacker. It is not sufficient when the defender's hand or arm is nearer the post. The reference must be most of the torso (upper body) being closer to the post;
- ✓ the defender is unaware that the attacker has the ball in their possession (very fast shot, tapping);
- ✓ during a shot against a tall defender or when the defender jumps up, the ball is touched but the defender was not within an arm's length at the instant the shot is taken.

6.4 To shoot after cutting past another attacker *Referee Signal*

Whenever an attacker player shoots the ball at the korf after their defender has been forced to give up their defending or hindering position because cutting occurred as described.

A defender, who is in a defending or hindering position within an arm's length of their attacker, cannot follow them 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 their defending or hindering position.

Cutting in itself is not an offence, only shooting after cutting is.

Cutting is also punishable when the cutting attacker first passes the ball to one of their teammates to improve their position and then shoots from the return pass.

If the defender is not at an arm's length from the attacker when they run close by a teammate, then 'cutting' does not apply and the shot must be allowed.

After being forced to give up their defending or hindering position because cutting occurred, if the defender does not immediately try to recover their initial position then the shot is allowed and no cutting can be considered.

6.5 To hand the ball to another player of one's own team *Referee Signal*

Whenever a player hands the ball to another player of one's own team without the ball having neither first moved freely through the air nor was free on the ground.

If two players of the same team seize the ball at almost the same time and one of these players then take their hands off the ball, it can never be considered an infringement of this rule.

6.6 To hinder an opponent of the opposite gender in throwing the ball

Whenever a player makes any action to hinder an opponent of the opposite gender in throwing the ball and the following two conditions are satisfied:

- ✓ the player who is in possession of the ball is actually trying to throw it;
- ✓ the distance between the two players is less than the combined lengths of their arms.

6.7 To play the ball with leg or foot *Referee Signal*

Whenever a player plays the ball with the leg from the knee downwards or foot.

Infringement only occurs when this is intentional.

6.8 To touch or hold the post *Referee Signal*

Whenever a player touches or holds the post with any part of the body and:

- ✓ It influences the result of a shot (intentionally or unintentionally);
- ✓ uses it for jumping higher, running, change direction or to move away quickly.

When an attacker moves the post during a shot:

- ✓ if the movement is intentional, a re-start will be awarded to the defence;
- ✓ if the movement is unintentional without a goal, the referees should play-on.

When a defender moves the post during a shot:

- ✓ if the ball goes through the korf, the goal counts even if the referees have already blown for this offence;
- ✓ if the movement of the post might have prevented a goal, a free shot will be awarded to the attack; if the shot from the attacker is made from the 2 Point Area, the attacker may choose to take the free shot immediately behind the 4 Seconds Area line **OR** from the place to shot was taken.
- ✓ if the movement is intentional without the possible loss of a goal, a free shot will be awarded to the attack;
- ✓ if the movement is unintentional without the possible loss of a goal, it's play on.

6.9 To passive play *Referee Signal*

Whenever a player or team, at any time during the match, plays in a way solely concentrating on maintaining possession of the ball. No matter if in bringing the ball from defence to attack, or on the attack where actions aimed to create and use scoring chances must remain recognisable.

Examples of passive play are:

- ✓ waiting too long before passing the ball;
- ✓ excessive passing aimed at not creating shooting chances;
- ✓ intentionally ignoring clear shooting chances;
- ✓ not bringing the ball into play as soon as possible at a re-start;
- ✓ not moving in a timely manner to the virtual spot if he has chosen to take the free shot from that position;
- ✓ both teams passively play in turns or appear to accept the score as it is with no ambitions to change it.
- ✓ throwing the ball far outside the field or kicking the ball when the game has been stopped.

The referees should not blow immediately to stop the game when:

- ✓ in the last phases of a close-scoring match, the winning team decides to play more cautiously and avoid high risks;
- ✓ the strategy of the defending team changes trying to force their opponents to use shooting chances by becoming less active in hindering, accepting the risk of a goal, in the hope that an unsuccessful shot will provide a better chance of gaining control of the ball.

In both cases, however, the play may not continue solely concentrating on maintaining ball possession. In the play of the attacking team, actions aimed to create and use scoring chances must remain recognisable.

Referees, in deciding whether or not players are passively playing, should bear the following points in mind:

- ✓ the technical capacity of the players;
- ✓ the degree to which the opposing team does everything in its power to prevent scoring chances or gain the ball possession.

6.10 To score directly from a throw off, out-ball, re-start or when the team does not have the right to attack and score *Referee Signal*

Whenever a player scores directly from a throw off, an out-ball or before the team fulfils the conditions to have the right to attack and score (5.9).

6.11 To hinder an opponent excessively *Referee Signal*

Whenever a player hinders an opponent and:

- ✓ knocks, takes or runs the ball out of their hands;
- ✓ limits the free use of their body by blocking their arm instead of the ball;
- ✓ hits the throwing arm or beats 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.

For this rule to be violated the opponent must have reasonable control of the ball by holding it with one or two hands or letting the ball rest on the palms on their hands or in their fingers.

It is allowed to hinder an opponent in throwing f the ball in the desired direction by using actions that result in the ball being thrown against their hand or arm.

No infringement occurs when:

- ✓ the hindering arm and hand are brought in the path of the throwing arm in an attempt to intercept the ball which is touched after it has already left the hand of the thrower;
- ✓ the contact with the ball is made while it is still on the hand of the thrower but the hindering arm or hand is at rest.

Unexpected movements by an opponent will often cause a restriction in a player's freedom of movement. Such cases will not be punished, provided immediate action is taken by the opponent to restore the player's freedom of movement.

If there is only slight contact and the pass is not affected unfavourably, then the referees should play on.

Strong action must be taken when the hindering degenerates into "hitting" even when the throw does not fail (except when a scoring chance results from the throw: the referees will then await the result and warn the offending player later).

6.12 To push, to cling to, or to hold off an opponent *Referee Signal*

Whenever a player blocks the free movements of an opponent, deliberately or not and no matter whether this opponent does or does not possess the ball and even if the ball is in the other zone.

Examples of unlawful holding off are:

- ✓ pushing;
- ✓ running down;
- ✓ landing on a stationary opponent after jumping;
- ✓ a player intentionally positions themself where a jumping player will land;
- ✓ preventing an opponent from standing up or jumping up;
- ✓ bending into the path of a jumping opponent;
- ✓ extending an arm or leg to an approaching or passing opponent thus forcing them to take a longer path around the first player;
- ✓ deliberately move into the path of a defender stopping them from following their opponent.

This rule does not force a player to give way for another player or to position themselves where they want unless they move so suddenly into the path of a moving opponent that a collision becomes inevitable.

On the other hand, an attacker must try to avoid a collision with the defenders. When they run into a defender to put them off balance or when they push them out of their defending position with their body, then the attacker shall be punished.

The ban on holding off ensues directly from the fact that Korfball is a game of skills and not of strength.

Holding off by means of spreading out arms or legs does not necessarily mean actually preventing an opponent from moving. An infringement already occurs when the opponent is forced to take a longer path around the offending player to avoid their arms or legs.

It often occurs that two players contact each other in an effort to seize the ball. Such contact will only be punished if it is the result of recklessness or holding-off. In these cases, the referees have to decide who is to be blamed. This may be either the player to whom the ball is passed to or their opponent who tried to intercept it.

The so-called "jumping at the line" should only be punished if the opponent has been prevented from using their body freely. No offence is committed when the defender taps the ball before it has come within the reach of the attacker. On the other hand, an offence is committed if the defender, standing next to or behind the attacker, hangs over them, making it difficult for them to catch the ball and then taps the ball.

The tapping of the ball while jumping can only be punished if it leads to physical contact degenerating into running down or jumping-down.

6.13 To play in a dangerous manner *Referee Signal*

Whenever a player plays in a manner that puts in danger any other player.

Examples of dangerous play are:

- ✓ an attacker takes their path in a way that they subsequently force their defender, who is within an arm's distance of the attacker, to collide at speed with another attacker;
- ✓ in the above-mentioned situation if the defender is aware of the attacker in their path, or becomes aware of it in such a time that they could avoid a collision and still causes the collision on purpose then the defender shall be punished;
- ✓ a player intentionally throws the ball against the body of an opponent;
- ✓ a player hits the ball in a dangerous manner, for example towards the face of the opponent;
- ✓ a player lands on a stationary opponent after jumping;
- ✓ a player intentionally positions themself where a jumping player will land.

While judging which situation is the case, the referees must take into account the technical and tactical level of the players and the speed with which the attacker moves towards or past the other attacker.

When a light unintentional collision takes place, which does not influence the continuation of the game, the referees may decide to play-on.

6.14 Out-ball *Referee Signal*

Whenever the ball 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.

A re-start is awarded against the team that touched the ball last.

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.

For an out-ball, the referees cannot allow the match to play-on, they must always punish the infringement.

When the ball is out because it touches the ceiling or an object above the field of play, the out-ball is taken near the boundary line and nearest to the spot where the ball touched the ceiling or the object.

If the ball touches a spectator or an object within the field of play, and it influences the ball possession, then the referees award the ball to the team who would have had possession without this interference.

6.15 To exceed the allowed time-limit during the right of attack and score *Referee Signal*

Whenever the attacking team exceeds the 15 seconds time-limit to attack by neither scoring a goal nor making the ball touch the korf from a shot by a player with the right to attack and score.

This time-limit is indicated by a shot clock according to the procedures described below.

Exceeding the time-limit is indicated by the buzzer of the shot clock.

After exceeding the time-limit, the referees stop the game and awards a re-start to the defending team unless they decide to play-on in case the non-offending team has possession of the ball.

Procedure

a) The shot clock starts counting down from 15 seconds when:

- ✓ after a team that is defending recovers the possession of the ball and one of its players touches the ball while with at least one foot inside the area created by the 2 Point Area (see 5.9);
- ✓ an attacker touches the ball after the ball is brought into play by the taker of a throw off or a re-start;
- ✓ an attacker touches the ball after a missed free shot;
- ✓ the referees whistle for the recommencement of the game after they have stopped it due to a defender injury or fall;
- ✓ the first player who touches the ball after a team that is on the attack, lost the ball, and recovers it before the opposite team becomes on the attack (see 5.9).

b) The shot clock is reset on 15 seconds and starts counting down when:

- ✓ the ball touches the korf after a shot by an attacker.

c) The shot clock is stopped and reset on 15 seconds when:

- ✓ a defender takes the possession of the ball;
- ✓ a score is given by the referees;
- ✓ a set of the match has ended;
- ✓ the referees whistle for a re-start or a free shot;
- ✓ the referees whistle for an injury of a defender.

After one of the situations mentioned in c) occurs, the shot clock starts from 15 seconds (according to a)).

d) The shot clock is stopped when the referees whistle:

- ✓ 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 first attacker touches the ball after the ball is brought into play.

If the ball touches the korf directly from the throw from the taker of the out-ball, the shot clock is not reset to 15 seconds.

If it may not be clear that the ball has touched the korf, the referees should indicate that they have seen the ball touch the korf by using the official signal (see referee signals). *Referee Signal*

If it may not be clear that the defending team after having recovered the ball and a player of this team touches the ball with a least one (1) foot in the 2 Point Area, the referees should indicate that they have seen the ball touch the korf by using the official signal (see referee signals).

The referees have the responsibility to check if the clock is being stopped and started correctly in accordance with the rules.

The referees will also allow a goal if, when the buzzer sounds, the ball had left the hands of a shooting attacker (with the right of attack), was on its way to the korf and this shot passes through the korf.

6.16 To exceed the allowed time-limit for a player to stay in the 4 Seconds Area *Referee Signal*

Whenever an attacker player exceeds the allowed time-limit of four (4) seconds to stay in the 4 Seconds Area with any part of their body (see diagram 1).

The count starts when the attacker player has at least one (1) foot in the 4 Seconds Area and his team has ball possession and right of attack and score (5.9).

The 4 seconds time-limit is reset by the attacker player placing both feet outside the 4 Seconds Area. The count pauses during a shot attempt of an attacker teammate (as the ball leaves the attacker's hand) and continued after the team touches the ball after the shot.

7. SANCTIONS & DISCIPLINARY

7.1 Types of Sanctions

Every time a player violates one of the rules of the game, the referees must take one of the following actions according to the criteria described:

a) Play-on *Referee Signal*

Used with the aim to maintain speed of the game, when the non-attacking team has possession of the ball after an infringement that would result in a re-start ((i.e., the infringement is unintentional and without uncontrolled contact)

b) Whistle for a re-start *Referee Signal*

After any infringement of the rules done unintentionally and without uncontrolled contact, when the offending team has possession of the ball.

After an infringement is committed by an attacker (with the right of attack and score)

c) Whistle for a free shot *Referee Signal*

After any infringement of the rules:

- ✓ done intentionally or with uncontrolled contact, regardless of the team that has ball possession;

- ✓ which results in the loss of a scoring chance or which repeatedly hinder the attack unfairly;
- ✓ clearly aimed to stop the fast change-over from defence to attack and score.

Examples when a free shot should be awarded:

- ✓ a player prevents an opponent in a free position from shooting; for example, by pushing or running down (see 6.12);
- ✓ incorrect or excessive hindering (see 6.11) or hitting the ball out of an attacker's hands; thus, preventing them from passing the ball to an attacker who has a free scoring chance;
- ✓ holding off, clinging to, or running against an attacker; thus, preventing them from running to a free position (see 6.12);
- ✓ a defender influences the shot unfavourably by moving the post (see 6.8);
- ✓ a player hinders an opponent of the opposite gender who has a free scoring chance (see 6.6).

When the non-offending team immediately obtains a goal-scoring chance and the referees blow their whistle after the ball has left the player's hands and is on its way to the korf, then provided the conditions of 5.7 (i.e., goals) are fulfilled, the goal will count and no free shot is awarded.

Being a controlled contact sport means that during play, contact between players of both teams is allowed, but the referees must react when the controlled or uncontrolled contact between players leads to one player gaining an unfair advantage. In this case, they should punish the player making the contact in accordance with the infringed playing rule.

7.2 Play-on *Referee Signal*

After an infringement that would be punished with a re-start and if the non-offending side has possession of the ball, the referees don't stop the game, allow play to continue, and shows the play-on signal (see referee signals). The play-on has the aim to maintain the speed of the game.

When an out-ball (see 6.14) should be awarded, the referees should not play-on, even if the non-offending team has possession of the ball.

7.3 Re-start *Referee Signal*

a) Place of the re-start

The re-start is taken from the spot where the infringement was committed.

If 6.14 (i.e., out-ball) is violated, then the re-start is taken from outside the field, near the boundary line where the ball or the offending player crossed the line.

If 6.15 (i.e., to exceed the allowed time-limit during the Right of Attack), then the re-start is taken in the place where the attacker has ball possession the moment the buzzer sounds or in the last place where they touched the ball just before the buzzer sounds.

b) Conditions to take the re-start

It is not permitted to hinder actively of passively the player taking a re-start.

Passive hindering is where the opponent prevents the ball from being brought quickly into play by standing within an arm's distance in front of the taker of the re-start, even not hindering the throw by any movement of the arms or body. If there is any movement of the arms or body to attempt to delay or prevent the throw, then the hindering is no longer passive but active.

c) When the ball is brought into play

The ball is brought into play after it has travelled at least 2.50 m from the place of the re-start, measured along the ground.

d) How to take a re-start

At the moment the player taking the re-start has, or can take, the ball in their hands, the referees shall blow their whistle.

The player taking the re-start has, from that moment, four (4) seconds to bring the ball into play.

e) Infringements during the take of a re-start

After the referees has blown the whistle for the re-start to be taken, they can award a new re-start in favour of the other team. This is done when the taker of the re-start touches the boundary line or the Playing Area (see 6.14 out-ball) before the ball has left his hands or when the taker of the re-start takes more than four (4) seconds to play the ball.

7.4 Free Shot *Referee Signal*

a) Place of the free shot

The free shot must be taken immediately from any point immediately behind the 4 Seconds Area line or from the place where the offence occurred, or - in case of infringement of to touch or hold the post – optionally in the 2 Point Area (see section 6.8).

Free shots that are part of the sudden victory series after the golden goal period of a set, or after the match decider period ,should be taken immediately behind the 4 Seconds Area line in front of the korf.

b) How to take a free shot

At the moment the player who was fouled has the ball in their hands or is able to take it, they must inform the referees whether they want to take the free shot from behind the 4 Seconds Area line or from the place of the foul. If the former, they should move toward the 4 Seconds Area as soon as possible.

As soon as conditions 1 and 2 below are satisfied, the referees will blow their whistle for the free shot to be taken. The taker of the free shot must shoot within a maximum of four (4) seconds.

c) Conditions to take the free shot

A free shot is taken by the attacker who was fouled.

Before the referees can whistle for the free shot to be taken:

1 The taker of the free shot must stand immediately behind the 4 Seconds Area line (see diagram 1) or at the position where the foul occurred.

2 All other players must stand outside the 4 Seconds Area and keep 2.50 m distance from the taker of the free shot.

3 All players and substitute players on the bench of the opposing team must refrain from any actions or comments that may disturb the player taking the free shot.

After the referees have whistled for the free shot to be taken:

4 Whenever the ball leaves the hands of the taker, it must go towards the korf.

5 The taker must not touch the 4 Seconds Area or its line with their foot or any part of their body before the ball has left their hands.

6 Conditions 1 and 2 above must be satisfied until the ball is brought into play.

d) When the ball is brought into play

The ball is brought into play as soon as it leaves the hands of the taker of the free shot.

e) Infringements during the taking of a free shot

Any violation of conditions 4, 5 & 6 described above should be punished by the referees as follows:

- ✓ if committed by an attacker, the free shot is invalid and a re-start is awarded to the defending team;
- ✓ if committed by a defender, the free shot must be retaken if there is no goal. This can be considered misbehaviour, especially when repeated.

The free shot must be retaken if it is taken before the referees have blown their whistle to indicate that the free shot may be taken.

If necessary, a free shot can be taken after the end of the playing time.

7.5 Disciplinary *Referee Signal*

The referees can consider any unsporting action from a player or substitute player as misbehaviour (e.g., inadmissible forms of appeal, any kind of discriminatory comments or actions, or demonstrative gestures against the referees, any other participant in the match (see 4.1 to 4.8), and spectators).

In the case of misbehaviour, the referees can:

- ✓ informally warn the person that they must change their method of playing or their behaviour;
- ✓ formally warn the person by showing them a yellow card;
- ✓ formally warn the same person for the second time by showing them a second yellow card, followed by a red card;
- ✓ in case of serious misbehaviour, send the person off at once by showing them a red card.

a) Player receiving a yellow card

If a player who is currently playing receives a yellow card, they must leave the field of play and sit on the bench. They may return, or be substituted, after a period of two (2) minutes of real playing time or after their team has conceded a goal, whichever occurs first. They may leave the bench to warm up or to be substituted only after that period.

b) Player receiving a red card

A player receiving a red card must leave the Playing Area and stay in the area reserved for spectators. they may only be substituted after a period of two (2) minutes of real playing time.

c) A substitute player receiving a yellow or red card

In the instance that a player who is not a player in the field (i.e., a substitute player) receives a yellow or red card, the team must withdraw a player of the same gender from the field complying with the same conditions as a player receiving a yellow or red card.

A substitute player who receives a red card must leave the Playing Area and stay in the area reserved for spectators.

A goal scored from a free shot following the showing of a yellow or red card shall not be the conceded goal that allows a player who has left the field after having received a yellow card to return or be substituted. The player must remain off the field until the period of two (2) minutes of real playing time has elapsed or after their team has conceded a goal in normal circumstances, whichever occurs first. Returning or substitute players should re-enter the field at the same place as substitutions.

d) Player received a yellow or red card and implications for sudden victory free shot series

If a team has less than 4 players due to a player having received a yellow or red card (see: 7.5) prior to the sudden victory free shot series in set 1 or set 2 or in the match decider period, the following rules should be followed:

- ✓ a player with a yellow card may only return or be substituted as the fourth player in the series and only if their team has conceded a goal;
- ✓ a player with a red card is not allowed to participate or to be substituted in the free shot series – the number of attempts in each free shot team serie will be reduced by one.

Examples of actions that may be treated as misbehaviour:

- ✓ hindering the taker of a re-start or free shot;
- ✓ preventing the preparation or taking of the re-start or free shot;
- ✓ disturbing the person taking the free shot;
- ✓ throwing the ball far outside the field;
- ✓ kicking the ball when the game has been stopped;
- ✓ any unsporting action as inadmissible forms of appeal or demonstrative gestures against any other participant in the match or spectators;
- ✓ uttering insults, no matter to whom addressed;
- ✓ making remarks to the referees about their knowledge of the rules;
- ✓ leaving the playing area without informing the referee;
- ✓ repeatedly infringing the rules, especially after a warning;
- ✓ striking, punching, kicking, or intentionally running down an opponent;
- ✓ deliberately moving the post during a shot;
- ✓ deliberately throwing the ball against the body of an opponent;
- ✓ both teams intentionally passively playing the game in turns or appearing to accept the score as it is with no ambitions to change it. The referees shall warn both captains together that this form of play is regarded as misbehaviour and if continued, may lead to a formal warning and the game to be stopped;
- ✓ a captain misusing the right to draw the referee's attention to anything they think desirable in the interest of the good progress of the match and/or criticising the referees (see 4.3);

✓ time wasted during the transition from defence to attack.

With respect to occurrences of misconduct for which a card can be shown and when occurrences can be recorded on the match form, the jurisdiction of the referees is from the time the team sheet is handed in (i.e., 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 by a player before the match, or during the half-time period, then the yellow or red card shall be shown to the aforementioned person and the captains of both teams shall be informed before play begins.

A substitute player who has been given a red card may not subsequently take part in the match as a player or sit on the team's bench.

8. REFEREE SIGNALS

The referees must use the official referee signals to clearly communicate their decisions in accordance with 4.4 (d). After blowing the whistle for an infringement the referee shall use the official referee signals to communicate whether the decision is a re-start a free pass or a penalty, and then the type of infringement.

Click a referee signal image to view the corresponding playing rule text. Similarly, click the "referee signal" next to a playing rule title to see the associated referee signal.

8.1 Signals about the game

5.2 Playing time

Start/stop playing time

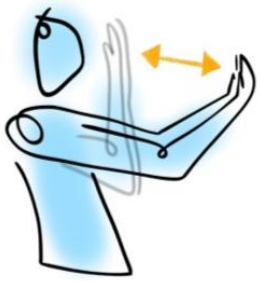
Mimic starting/stopping a stopwatch

5.7 Goals

2 points

Index and middle fingers extended and pointed upwards and downwards

Used only in Beach Korfball and Urban Korfball



5.11 Treatment of Injured players

Open palms alternate moving towards and away from the face

6.15 Reset/Start the Shot Clock

Shot Clock

Arm raised with closed fist

Also used to indicate team has gained right of attack and score in urban korfball

8.2 Signals about the Infringements of the Rules

6.1 to run with the ball

Palms down rotate in front of the body

6.2 to solo-play

Imitate bouncing a ball

6.3 to shoot from a defended position

With arm raised, open palm faces the floor

6.4 Shoot after cutting past another attacker

Cross forearms

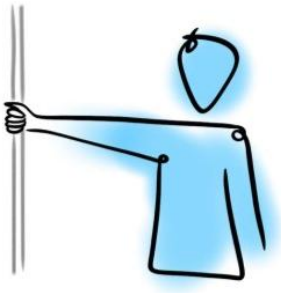
6.5 to hand the ball to another player of one's own team

Move arms to imitate handing off a ball

6.7 to play the ball with leg or foot

Football

Touch leg below the knee



6.8 to touch or hold the post

Use the post

Arm extended and semi-open hand mimics holding the post

6.9 to passive play

Point at stopwatch

6.10 to score directly from a throw off, out-ball, re-start or free pass, or when the team has not obtained the right of attack and score

Scissor-like action with forearms horizontal at chest level

6.11 to hinder an opponent excessively

a) Contact the body of the opponent

Open palm touches chest

6.11 b) to hinder an opponent excessively

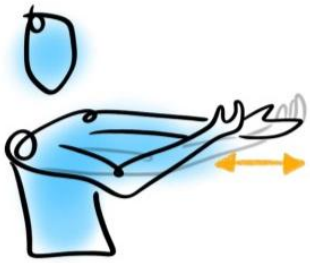
b) Blocking the arm

Arm extended and wrist grasped and moved downwards

6.11 c) to hinder an opponent excessively

c) Use opponent space

Both arms used to mimic embracing a person



6.11 to hinder an opponent excessively

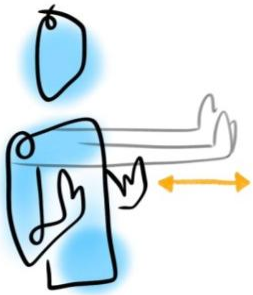
d) Out of the hands

With arm extended and palm open, other hand performs sweeping movement away from the body

6.12 to push, to cling to, or to hold off an opponent

a) Holding off

Arms lifted at sides and palms face backwards



6.12 to push, to cling to, or to hold off an opponent

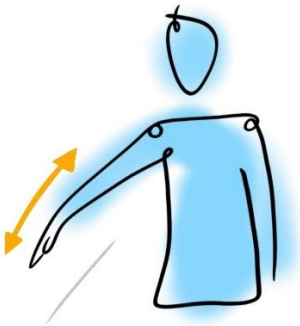
b) Pushing

Open palms imitate a push

6.13 to play in a dangerous manner

Dangerous play

Closed fist strikes open palm



6.14 out-ball

Open palms moved forwards and backwards along imaginary line

6.15 to exceed the allowed time-limit during the right of attack and score

Shot Clock

Point at stopwatch

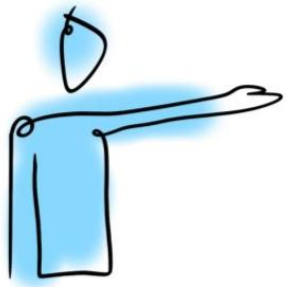
6.16 to exceed the allowed time-limit for a player to stay in the 4 Seconds Area

Point at stopwatch

8.3 Signals about the sanctions and disciplinary

7.2 Play-on

Open palm raised towards korf of attacking team



7.3 Re-start

Horizontal palm point towards korf for re-start for the attacking team or away from korf for re-start for defending team.

7.4 Free shot

Arm raised with open palm

7.4 Free shot for repeat Infringement

Arm raised with two fingers extended

7.4 Free shot

Distance

With palms facing, arms move horizontally toward each other

7.5 Disciplinary

a) Yellow card

One hand shows card, while other points at the player

7.5 Disciplinary

b) Red card

One hand shows card, while other points at the player