

## **The Rules of Outdoor Korfball (valid from 1 July 2010)**

### **Definition and introduction**

As Indoor

### **Section 1: Field and Equipment**

#### 1.1 Playing area

The "playing area" shall be deemed to be the field of play together with its border area and the benches.

##### a. Field of play

The dimensions of the field of play are 60 x 30 m.  
It is divided into two equal zones by a line parallel to the ends of the field.

##### b. Border area

The border area is 2 m wide by preference, but at least 1 m wide and surrounds the field of play. It must be kept free from obstacles.

##### c. Bench

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#### 1.2 Marking

The field of play is marked out by clearly visible lines or tapes, 3.0 - 5.0 cm wide.

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#### 1.3 Posts

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#### 1.4 Korfs

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#### 1.5 Ball

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#### 1.6 Equipment of players and officials

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#### 1.7 Shot clock apparatus

Not applicable

## Section 2: Persons

### 2.1 Players

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

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### 2.3 Referee

The referee controls the game.

His task is:

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

Reasons for cancellation can be:

- a very slippery pitch
- hard frozen pitch which is not absolutely flat
- very muddy pitch
- large pools on the pitch
- rain, combined with cold weather
- biting wind coupled with severe frost
- thunder and lightening

- b. to enforce the rules

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- c. to use the official signals to clarify his decisions

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- d. to take action when one side obtains an unfair advantage from circumstances outside the game
- e. to indicate the starting, stopping and restarting of the game and a time out by means of blowing a whistle

To start or restart the game the referee blows his whistle as soon as the player taking the throw is ready and all the requirements are satisfied (see § 3.9 and § 3.10).

The game must be stopped:

- whenever a goal has been scored
- when an infringement must be punished
- in a case of unfair advantage

- when a referee-throw (throw-up) is to be awarded
- in the case of a bleeding player.
- when action must be taken owing to changed circumstances such as weather, ground, material or players or in cases of misbehavior or interference
- at the end of the first half of the match.

The game must be terminated:

- at the end of full time
  - when it is impossible to continue the match owing to changes in the weather, field, material or players, or a result of misbehavior or outside interference.
- f. to take action against misbehaviour by the players, coaches, substitute players and other persons attached to the team

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- g. to take action against interference by the public

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#### 2.4 Timekeeper and scorer

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#### 2.5 Assistant referee

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### **Section 3: The game**

#### 3.1 Duration and time-out

- a. The length of a match

The length of a match shall be 2 x 35 minutes with a maximum of 10 minutes half time break.

The competition rules may prescribe a different duration.

Interruptions not forming part of the normal play should be not be included in the timing of the game. This includes time-outs (see b below) and the time taken for substitutions.

- b. Time-out

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- c. Substitution

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#### 3.2 Goals

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### 3.3 Line up

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### 3.4 Zone changes and changes of ends

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### 3.5 Throw off

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### 3.6 Infringements of the rules

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### 3.7 Out-ball

The ball is out as soon as it touches any of the following

- boundary line of the field of play
- the ground, a person or an object outside the field of play.

In the case of an out-ball a re-start is awarded against the side that touched the ball last. The re-start is taken under the same conditions as stated in § 3.9.

The field of play is not three-dimensional. It is therefore permitted to hit the ball, wherever it may be, back into the playing area, provided that the ball has not touched anything listed above and the rule in § 3.6 m is not violated.

### 3.8 Referee throw-up

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### 3.9 Re-start

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### 3.10 Free pass

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### 3.11 Penalty

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

Not applicable