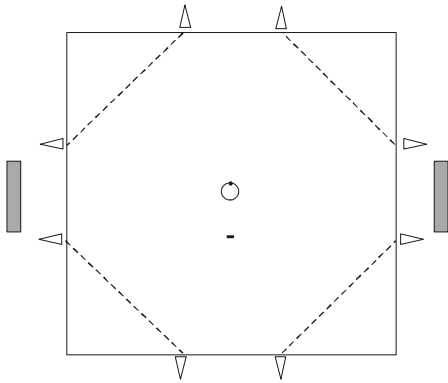


THE RULES OF BEACH KORFBALL

1. Field of play and bench

a field

The dimensions of the field are 20 x 20 m. In each of the four corners there is a triangle whose equal right angled sides are 7 m long.



The marker cones are only used when it is not possible to mark the diagonal lines on the field.

b bench

Two benches shall be placed near one of the sidelines on opposite sides of the field (as shown above).

2. Marking

The whole field of play is marked out by clearly visible lines or tapes. Tapes must be fixed on the ground. If it is not possible to mark the diagonal lines of the corner triangles on the ground then the ends of each line shall be indicated by using markers (e.g. cones or something similar) as shown in the diagram above.

A penalty spot must be marked at a distance of 2.50 m in front of the post.

3. Posts

The post is positioned in the middle of the field. The post is round and can consist of

- solid wood with a diameter of 5 - 8 cm or
- metal tube with an external diameter of 4.50 - 8 cm.

It is fixed perpendicularly in or on the ground and may not protrude above the baskets.

4. Baskets

A cylindrical bottomless basket is fitted to the post. Its top edge must be 3.50 m above the ground at all points. It is 25 cm high and has an inner diameter of 39 - 41 cm. The rim (top edge) of the basket has a width of 2 - 3 cm. The basket is made of cane. It must be of one colour. (A synthetic basket is permitted provided its behaviour resembles that of one made from cane.) The basket is attached to the post in such a way that movement is not permitted. If metal supports are used underneath then they may only cover $\frac{1}{4}$ of the circumference nearest to the post. Metal strips against the outside may only cover $\frac{1}{3}$ of the circumference.

5. Ball

Korfball is played with a round N° 5 ball with an outer casing made of leather or synthetic material resembling leather. The ball shall be two coloured. The surface of the ball should not be smooth; the players should be allowed to have a good grip e.g. by the seams of the ball. Its weight shall be between 445 and 475 g, its circumference between 68 and 70.5 cm and shall be properly inflated.

6. Players

a number and position

Each team consists of up to four male and four female players of whom two male and two female players are playing on the field at any one time.

b incomplete teams

When one or both teams are incomplete, the game can only start or be continued if a line-up of two male and two female players per team is possible.

c substitution of players

The four players in the field of play can always be substituted by one of the other players. Substituted players are always allowed to return to the game. Substitution is only permitted when play has already been stopped by the referee and takes place from the team's bench.

d clothing and shoes

The players of each side must be dressed in a uniform sports costume, which is sufficiently different from that of the other side. The players may wear sports shoes.

7. Captain, coach, substitutes and other persons attached to the team

a Captain

One player of each team is captain. He represents the team and is responsible for the proper conduct of his players. In the absence of a coach he also fulfils the task of the coach.

b Coach

When a coach is present he makes himself known to the referee before the match. He shall remain seated on the bench apart from short periods when he may leave the bench to talk to his team from outside the field or, during a break in play, request substitutions or apply for a time out.

c Substitutes

Substitute players are expected to remain seated on the bench.

8. Referee

The referee controls the game. His task is:

a to decide the suitability of the field of play, material and weather.

b to enforce the rules. The referee punishes infringements of the rules. If this is to the disadvantage of the non-offending side, the referee may choose not to punish an infringement (“advantage rule”).

He takes action when one side obtains an unfair advantage from circumstances outside the game. He decides in cases of doubt.

c to indicate the starting, stopping and re-starting of the game and a time out by means of blowing a whistle.

To start or re-start the game the referee blows his whistle as soon as the player taking the throw is ready and all the requirements (§19 or 20) are satisfied.

d In case of misbehaviour the referee can warn the player, coach, substitute or person attached to the team formally, which he does by showing a yellow card. Should the person concerned misbehave for a second time then he must be sent off the field by showing a red card.

Examples of misbehaviour include striking, punching, kicking or intentionally running down an opponent; repeated infringements of the rules, especially after a warning; the deliberate moving of the post during a shot; the utterance of insults, no matter to whom addressed; making remarks against the referee; leaving the field without a good reason and delaying the retaking of positions after a time-out. In the case of serious misbehaviour (e.g. violent physical aggression) the person is sent off at once by the showing of a red card.

9. Timekeeper

If at all possible the referee will appoint a timekeeper, whose duty it is to warn the referee just before the end of the game.

10. Assistant Referee

An assistant referee, whose duty it is to make sure whether the ball is “out”, to draw the attention to any foul made in his vicinity, and undertake other pre-defined tasks as notified by the referee may be used to assist the referee.

11. Duration and time-out

a A match lasts for two halves of 10 minutes with a half time break in play of 3 minutes.

b A time-out is a break in the game lasting 60 seconds that is not part of the game’s duration. Each team may request up to one time-out per match. Each team shall go to the sideline adjacent to its team bench for the time-out. After 45 seconds the referee shall blow his whistle so that the players can then retake their positions.

12. Goals

A goal is scored when the ball has fallen completely through the basket and counts for one point. A goal scored out of one of the four triangles counts for two points.

A goal stands even when the referee has previously blown for an infringement committed by a defender provided the ball has left the hands of the shooting attacker at the moment of the whistling and was outside the reach of the defenders. The team scoring most points wins the match.

13. Line up

At all times a team must consist of two male and two female players. Players can be substituted during the whole period of the match.

14. Throw off

A throw off is taken from one of the four triangles of the field at the start of the game, after every goal and following any infringement of §16 by the attacking team. After scoring a goal the throw off is taken by a player of the non-scoring team from one of the four triangles. The stipulations of §19d shall apply for any throw off.

15. Gaining possession of the ball

When defenders gain possession of the ball, they first must play the ball to one of the four triangles before they can score. A team taking a throw off is considered to have met this requirement. A team taking a throw in after an out ball does not need to comply with this requirement.

16. Infringements of the rules

During the game **it is prohibited:**

a to touch the ball with leg or foot.

If the touching is unintentional and exerts no important influence on the game it will not be punished.

b to hit the ball with the fist

All hitting with a clenched fist is punishable, even when the ball is actually touched by the wrist or the back of the hand.

c to take hold of the ball in a fallen position.

When any part of the body other than the feet is touching the ground, catching or tapping is not allowed. However, when a player who is already in possession of the ball falls, then he is allowed to play the ball from a fallen position. It is of course also permitted to stand up after having fallen with the ball.

d to run with the ball

Running with the ball is contrary to the requirement of cooperation. A change of position with possession of the ball is therefore only permitted when otherwise it would be impossible to pass the ball fluently or to shoot or to stop with the ball.

In applying these principles three cases are to be distinguished

1 When seizing the ball the player is standing at rest. In this case he may move one leg at will, provided the other one remains in its place. Turning on the latter is permitted.

2 When seizing the ball the player is running or jumping, first stops and afterwards throws the ball or shoots.

The requirement is that, after seizing the ball, he has immediately and fully tried to come to a stop. After coming to a stop, the same rules apply as mentioned under 1.

3 After seizing the ball while running or jumping the player throws the ball or shoots before he has completely come to a stop. In this case the player is not allowed to still be in possession of the ball at the moment that he places his foot on the ground for the third time after receiving the ball.

e to avoid cooperation (“solo play”)

Avoidance of cooperation occurs:

1 when throwing the ball away with the intention of collecting it again elsewhere;

2 when tapping the ball along whilst running alongside it (“dribbling”).

Solo play is **not** punishable:

1 when the player does not change his position appreciably (e.g. a player, while standing still, throws the ball from one hand to the other, or bounces the ball to the ground first and seizes it afterwards);

2 when the avoidance of cooperation was not intentional (examples: a player passes the ball to another player, but the latter fails to catch it; when contesting the ball with an opponent, a player is not able to seize the ball right away, but taps it along and seizes it afterwards)

f to hand the ball to another player of one’s own team

g to delay the game

This includes failing to try to create, or take, scoring opportunities; waiting too long before passing the ball or whilst preparing for a free pass or re-start from a corner;

h to knock, take or run the ball out of an opponent’s hand

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

This unlawful hindering of an opponent has to be punished no matter whether this opponent does or does not possess the ball. Every impediment of the free movement of an opponent is forbidden, whether this is done deliberately or not.

j to hinder an opponent in possession of the ball excessively

The hindering player is allowed to hinder the throwing of the ball in the desired direction by actions, which result in the ball being thrown against his hand or arm. He is allowed to block the ball by bringing his arm in the path of the ball, **but must not:**

1 hinder his opponent in the free use of his body by blocking the arms instead of the ball

2 beat the ball or hit the throwing arm; i.e. the hindering arm or hand must not move towards the ball at the instant of contact.

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

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

m to play outside the field of play

n to shoot from a defended position

The shot must be considered defended when the hindering defender satisfies each of the following four conditions:

1 he must be nearer the post than the attacker (except when he and the attacker are near and on opposite sides of the post in which case conditions 2, 3 and 4 alone are sufficient).

2 he must be within arm’s length of the attacker. (Arm’s length means that he is able to touch the chest of his opponent).

3 he must have his face turned towards the attacker

4 he must actually try to block the ball.

o to shoot after cutting past another attacker

“Cutting” occurs when a defender, who is within arm’s length of his attacker, cannot follow his attacker because the attacker runs so close past another attacker, that the defender collides with, or is likely to collide with this attacker and therefore is forced to give up his hindering position.

p to score from a free pass, an out ball or a throw off

q to influence a shot by moving the post

r to take hold of the post when jumping, running or in order to move away quickly

s to violate the conditions laid down for a free pass or a penalty

t to play in a dangerous manner

e.g. when an attacker forces his defender, who is within arm’s distance and running backwards, to collide at speed with another attacker.

17 Out-ball

The ball is out as soon as it touches a boundary line of the field of play, the ground, a person or an object outside the field of play. The ball is also out when it touches an object above the field of play.

In the case of an out-ball, a throw in is awarded against the side who touched the ball last.

18 Referee-throw (“throw-up”)

When two opponents seize the ball simultaneously, the referee will stop play and will throw the ball up. For this purpose he chooses two opponents, who must be of the same sex and if possible of about the same height. The chosen defender shall take up his position first and the attacker shall stand the other side of the referee. The other players must observe a distance of 2.50 m and may only touch the ball after one of the two selected opponents has touched the ball or after the ball has been in contact with the ground. The attacker selected by the referee for the throw-up is allowed to score directly from the throw-up.

19. Free pass, throw in and throw off

a when to award a free pass, throw in or throw off

A free pass is awarded to the attacking side after the referee has indicated that a defender has violated one of the rules in §16. A throw in is awarded when §17 has been violated. A throw off is awarded to the defending side after the referee has indicated that an attacker has violated one of the rules in §16.

b place of the free pass, throw in or throw off

A free pass is taken from the spot where the infringement was committed. A throw in is taken from outside the field near the boundary line where the ball or the offending player crossed the line. A throw off is taken from the nearest corner to where the offence was committed. Following a goal, the throw off is taken from a corner chosen by the non-scoring team.

c how to take a free pass

At the moment that the player taking the free pass has, or can take, the ball in his hands the referee lifts one of his arms vertically and gives the signal with four fingers on his raised hand that he is going to whistle for the re-starting of play within four seconds. Following the raising of the arm there are two possibilities (see A and B).

A 1. All the players are at distance of at least 2.50 m from the taker of the free pass.

2. The players of the same team as the taker of the free pass are also at a distance of at least 2.50 m from each other.

As soon as the above situation exists within the four seconds preparation time, the referee shall blow his whistle to re-start play. The player taking the free pass must bring the ball into play within no more than four seconds after the whistle has gone for the commencement of play (§ 8 c). If the taker of the free pass has not brought the ball into play within this period, then the referee shall blow his whistle and award a free pass to the other side.

The players of the opposing team must remain meeting condition 1 until the taker of the free pass moves the ball or makes a clearly visible movement of an arm or leg.

The players of the same team as the taker of the free pass must remain meeting conditions 1 and 2 until the ball is brought into play.

The ball is brought into play when

either 1 a player of the opposing team touches the ball

or 2 when a player of the same team as the taker of the free pass touches the ball whilst standing at least 2.50 m from the spot at which the pass has been taken

or 3 when the ball has travelled at least 2.50 m from the place of the free pass (measured along the ground)

The player taking the free pass is not allowed to score directly from the free pass.

B The players do not meet conditions 1 and 2 mentioned above in A within four seconds of the referee raising his arm

The referee will whistle twice quickly in succession, the first time to re-start the game and the second time to stop play, and punish the infringing team with a free pass.

If players from both teams are within 2.50 m then the referee will punish the player who is nearest to the taker of the free pass.

If the referee considers players from both teams are at the same incorrect distance then the attacking team will be punished.

When the defending team makes this infringement for the second time at the same free pass the referee will give a penalty.

d how to take a throw in or throw off

At the moment that a player from the team taking the throw in or throw off is in the correct position on the field and has, or can take,

the ball in his hands the referee shall blow his whistle to re-start play irrespective of the positions of the other players. The player taking the throw in or throw off must bring the ball into play within no more than four seconds. If the ball is not brought into play within four seconds a throw in or throw off is awarded to the opposing team.

The ball is brought into play when it has travelled at least 2.50 m (measured along the ground) from where the throw in or throw off is being taken from. No player may touch the ball until it has travelled this 2.50 m distance, nor may a player interfere with the taking of the throw by hindering. If these conditions are not met then an offence by a defender is punished by a free pass and an offence by an attacker will result in a new throw in or throw off being awarded to the opponents.

20 Penalty

a when to award a penalty

Infringements that result in the loss of a scoring chance are punished by the award of a penalty to the other side. A penalty can also be awarded for other infringements that repeatedly hinder the attack unfairly.

b place of a penalty

The penalty must be taken from the penalty spot (see §2) which is 2.50 m from the post.

c how to take a penalty

It is permitted to score directly from a penalty. The person taking the penalty must not touch the ground between the penalty spot and the post with any part of his body before the ball has left his hands. Until the ball leaves his hands all players must observe a distance of 2.50 m in all directions from any point on the imaginary line between penalty spot and post and players must refrain from any action disturbing to the thrower. The provisions of §19 concerning the attacking players having to be 2.50 m from each other and the time limit for bringing the ball into play, do not apply at the taking of a penalty. If necessary the timing of the game will be prolonged for the taking of the penalty.