

## Changes to the “The Rules of Korfball 2025”

Below you can find the points where there were changes in the text from the previous version of the rules of Beach Korfball

### 4 PERSONS

#### 4.1 Players

Players:

- ✓ must be dressed in numbered, matching sports outfits that are sufficiently different from those of the other team;
- ✓ play barefoot;
- ✓ are permitted to wear regular (cloth made) sport socks or support bandages. All other types of footwear (synthetic, rubber etc.) are not permitted;
- ✓ are authorised to use cap or hat (with soft visor or hard visor turned to the back in order to avoid injuries), head band or bandana. Sunglasses (plastic with restraining bands). Therapeutic support braces (or bandages) for knee/elbow/foot.
- ✓ are not permitted to wear objects that could be dangerous to the players. This includes, for instance, head protection, face masks, bracelets, watches, rings, necklaces or chains, earrings, glasses without restraining bands or with solid frames, orthopaedic aids with hard plastic or metal parts, or any other objects that could be dangerous
- ✓ must have closely cut and smooth fingernails.

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

Players who do not meet the previous requirements will not be allowed to take part in the game until they have corrected the problem.

#### 4.2 Substitute players

The maximum number of substitute players is four (two males and two females). They must remain seated or kneeling in their team area during the match. A player that has been substituted should remain with the other substitutes following the same conditions.

All substitute players, when in the team area, must remain seated or on their knees and can only stand prior to a substitution. Failing this can be considered misconduct.

#### 4.6 Third Referee

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

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

#### 5.2 Playing time [referee signal](#)

A match is played in two (2) sets of 6 minutes, with a two-minute half-time break.

Interruptions not forming part of the normal play should not be included in the timing of the game, including, but not limited to, when there is an injury, a yellow or red card, or the ball leaves the playing area.

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

### 5.3 Golden goal

When a set has ended in a draw, a decision is obtained by playing a golden goal period of two minutes as described below:

- ✓ the set must re-start after a 1-minute break;
- ✓ the set starts with a throw off for the team that had the ball possession at the end of regular playing time of that set;
- ✓ both teams must attack to the same korf as at the end of the regular playing time from 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 to the end of the regular playing time, if the ball is in the air or no player has reasonable control of the ball, the ball possession is given to the team who was the last to have controlled ball possession.

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 Shoot-out

If there is no winning team at the end of the golden goal period of a set or if both teams win one set, a shoot-out series takes place as described below:

#### Preparation

- ✓ a toss is made immediately after the end of the golden goal period or after the end of the second set;
- ✓ the winner of the toss chooses whether they take the first shoot-out and into which korf the players will shoot;
- ✓ the players who were playing at the end of the second set take a series of shoot-outs using the “sudden death” system, whereby shoot-outs are taken in the same order until one team has scored more points than the other has from the same number of shoot-outs.
- ✓ the coach hands to the referees the order in which the shoot-out takers and the shoot-out passer will take the shoot-outs;
- ✓ the gender of the shoot-out taker and shoot-out passer must alternate;
- ✓ the shoot-out taker and the shoot-out passer must be opposite gender;
- ✓ the order and list provided by the coach cannot be altered under any circumstances. If, for any reason, a player does not take the pass or the shoot-out, it is considered a missed shoot-out;

#### Shoot-outs

- ✓ the shoot-out taker starts from the two-point virtual line;
- ✓ The shoot-out passer, of the opposite gender, starts in the two-point corner nearest to the korf not being used for the shoot-outs;

- ✓ when the referee whistles, the shoot-out taker is free to move anywhere in the field of play;
- ✓ the shoot-out passer remains in the 2-point corner and has 4 seconds to pass the ball to the shoot-out taker;
- ✓ the shoot-out taker must receive the ball in movement in any part of the field of play and decide to shoot in movement or to stop and shoot;
- ✓ they can shoot only once;
- ✓ If the pass is not caught and the ball lands in the sand, the shoot-out is considered missed;
- ✓ The 6.1) "run with the ball" playing rule must be applied by the referees;
- ✓ when the shot is made from a 2-point zone, it will count as 2 points;

The team that scores more points from the same number of shoot-outs is declared the winner of the set or the match.

During the shoot-outs, only the two players involved in the shoot-out and the duo referee are permitted to remain on the field of play (see diagram 1).

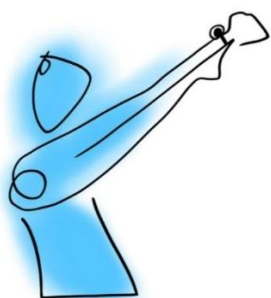
If a player is ineligible to play due to disciplinary action (a yellow or red card) at the end of a set, then they may not participate in the subsequent shoot-out. They may also not participate in the deciding shoot-out if they were ineligible at the end of the second set.

## 8. REFEREE SIGNALS

The referees must use the official referee signals to clearly communicate their decisions in accordance with 4.5 (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 or a free shot, 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

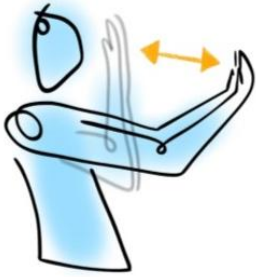


#### 5.6 Goals

2 points

Index and middle fingers extended and pointed upwards and downwards

Used only in Beach Korfball and Urban Korfball



### 5.10 Treatment of Injured players

Open palms alternate moving towards and away from the face



### 6.16 Reset the Shot Clock

Shot Clock

Arm raised with closed fist

## 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

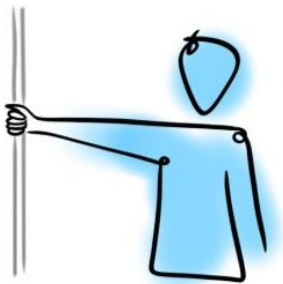
Move arms to imitate handing off a ball



#### 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 from the out-ball, re-start**

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

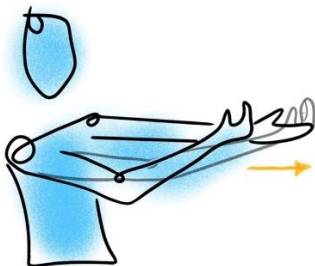
Arm extended and wrist grasped and moved downwards



**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

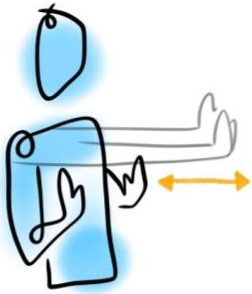
With arm extended and palm open, other hand performs sweeping movement away from the body



**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

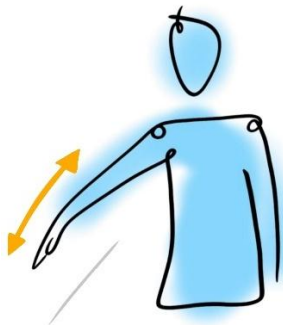
Open palms imitate a push



**6.13 to play in a dangerous manner**

Dangerous play

Closed fist strikes open palm



**6.14 to play outside the field of play**

**6.15 out-ball**

Open palms moved forwards and backwards along imaginary line



**6.16 to exceed the allowed time-limit in the attack**

Shot Clock

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

Vertical palm point towards korf of offending team



#### 7.4 Free shot

Arm raised with open palm



#### 7.4 Free shot

4 Seconds

Arm raised with four fingers extended



#### 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