



THE RULES OF BEACH KORFBALL

2026

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Adopted by the
International Korfball Federation (IKF)**

The contents in this document are the
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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 a defender) 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 their position to the torso of the attacker) as one of the four conditions to decide a shot must be defended.
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” are used this could be “he/him/his” or “she/her/hers”

DEFINITION AND INTRODUCTION

Korfball is a sport played by hand within a rectangular field of play whereby two mixed teams try to shoot a ball into the korf (basket) of the opposite team. 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.

Beach korfball is an attractive, highly strenuous and competitive korfball variant aimed to be played on the beach, or other soft sandy surface, which can be outdoor or indoor.

As the field is not divided into two halves, for the purposes of these rules, a player of the team in possession of the ball is considered to be an attacker.

The rules as published here are the normal rules used in adult matches, in particular, IKF Tournaments and Friendly International Matches. However, certain rules may be adapted to suit different competitions and local circumstances.

Whenever exceptions or recommendations where Competition Regulations ("CR") may change or adapt the requirements of the main rules of beach korfball, it is described in "The Rules of Beach Korfball – Recommendations for Competition Regulations".

Within The Rules of 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) are described examples where 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 to be the field of play together with its border area, the team area and the jury table (see diagram 1).

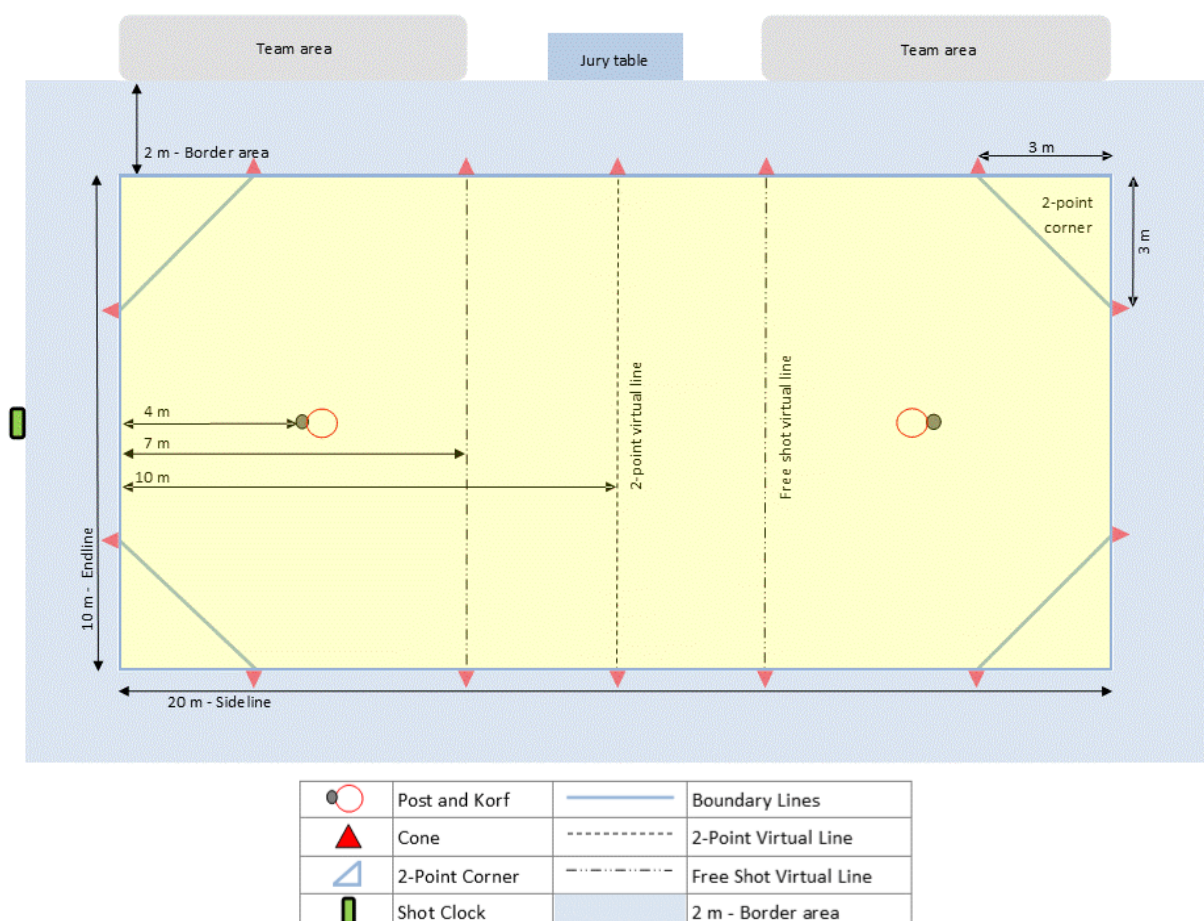


Diagram 1 – Playing Area

1.2 Field of play

The dimensions of the field of play are 20 m x 10 m.

For indoor matches the free height must be at least 7 m.

1.3 Boundary lines

The field of play shall be limited by the boundary lines consisting of the endlines and the sidelines, marked out by clearly visible 3.0 - 5.0 cm wide lines, or other special markers, with a method of fixing to the ground which cannot cause injury to any player. (see diagram 1).

1.4 2-point virtual line

The 2-point virtual line is marked by a virtual line between two cones placed outside the sidelines and midway between the endlines.

1.5 Free shot lines

The free shot lines are marked by a virtual line between two cones placed outside the sidelines and 7 m from the endlines.

1.6 2-point corners

The 2-point corner zones are marked by a line 3-5 cm wide extending across the corner between a point 3 m along the sideline from the corner and a point 3m along the endline from the corner (see diagram 1).

1.7 Border area

The border area is at least 2 m wide and surrounds the field of play. It must be kept free from obstacles (see diagram 1).

If a stadium format is used, sidewalls may be used to define the border area. The walls must be sufficiently high as to not be dangerous to a player.

1.8 Team area

The team area extends from the back of the field of play to the free shot virtual line and it is at least 2 m, away from the sideline (see diagram 1).

Teams must change their team area at half time.

1.9 Substitution area

All substitutions must be done in front of the designated team area.

2 MATERIAL

2.1 Posts

Posts with an external diameter of 4.5-8.0 cm are fixed perpendicularly in the ground at each end at a point situated midway between the two sidelines and 4 m from the endline (see diagram 1).

Posts may be fixed to a sufficiently heavy and large metal plate that must be completely flat, covered with at least 10 cm of sand, so players cannot be injured.

2.2 Korfs

An IKF approved synthetic korf is fitted to each post.

The korf must:

- ✓ be cylindrical without a bottom;
- ✓ have its top edge between 3.2 m and 3.5 m above the ground and parallel to it;
- ✓ be similar in a strong red or another contrasting colour;
- ✓ be facing the centre of the field.

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.

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

Is placed outside the border area near the same sideline as the team areas and in front of the 2-point virtual line (see diagram 1).

The 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 team areas and spectators.

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

3.3 Scoreboard

A scoreboard consists of a score display. It must be placed outside the border area or above the playing area in a spot clearly visible from the jury table, the team areas and spectators.

A manual score recorder must be on the jury table whether there is an electronic one in the venue.

3.4 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 near the centre of both endlines (see diagram 1).

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

4 PERSONS

4.1 Players

Players:

- ✓ must be dressed in numbered, matching sports outfits that are sufficiently different from those of the other team;
- ✓ must play barefoot or 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), headband 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 other players. This includes, for instance, head protection, face masks, bracelets, watches, rings, necklaces or chains, ear-rings, 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 so 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.

4.3 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 this 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 referee should be considered as misbehaviour (see 7.5).

4.4 Coach

Each team is permitted to be accompanied by a coach. The coach must remain in the team area allocated to their team.

Leaving the team area or entering the field of play without the permission of the referee should be considered as misbehaviour (see 7.5).

4.5 Referee duo

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

They mainly shall be positioned outside the field of play along its sidelines of the field of play.

Their tasks are:

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

Before the match, the referees ascertain that all conditions (according to 1, 2 & 3), satisfy the requirements and those conditions are maintained during the game. They must not tolerate non-compliance in this respect. 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 for beach/outdoor conditions.

The referees must be aware of their responsibility with regards to injuries and illnesses that players might incur as a result of unfavourable conditions in 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 the referees blow their whistle, except for re-starting the game after:

- ✓ a re-start;
- ✓ a free shot;
- ✓ a throw off after a goal;
- ✓ an out-ball.

The referee duo must stop the game whenever:

- ✓ action must be taken owing to changed circumstances such as weather, material or equipment (according to 1, 2 & 3);
- ✓ a goal has been scored;
- ✓ an infringement must be punished;
- ✓ an unfair advantage occurs (according to 4.5 e));
- ✓ a player is bleeding;
- ✓ 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 referee duo punishes infringements of the rules unless they choose to play on (according to 7.2).

They may punish any infringements of the rules at any time during the match, even when play has been stopped.

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 referee will normally first indicate whether it is a free shot or a 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:

- ✓ the 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 duo referee will give the ball to the player concerned.

f) to take action against misbehaviour

(according to 7.5).

This includes players, coaches, substitutes, and other persons attached to the team.

g) to take action against interference by the public

When it appears necessary to the two referees, they can let the public be warned, or they can cancel or terminate the match.

In the case of interference by the spectators, the referee duo will ask the captain to have this stopped. In the case of repetition, the referee duo may adjourn or terminate the match, as circumstances require.

h) To check players for dangerous items

(according to 4.1).

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.

4.7 Jury

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

The jury instructs and supervises the timekeeper and scorer during the match.

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

4.8 Timekeeper

The timekeeper is responsible for the playing time and operates the time clock, according to 5.2. Each period of the game shall end on the timekeeper's signal.

4.9 Scorekeeper

The scorekeeper is responsible for the game score and operates the scoreboard, according to 5.6.

4.10 Shot clock operator

The shot clock operator is responsible for controlling the 18-second time limit in the attack and operates the shot clock, according to 6.16.

5 THE GAME

5.1 Teams

From each team, two (2) men and two (2) women are declared as the starting team. The other players 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 fewer than 2 players, the game is abandoned.

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 golden goal or 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 Referees 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.

5.5 Start of the game

The home team starts with the ball by a throw off (see 5.8) in the first half and chooses which korf will attack. After half time break the away team starts with the ball.

A toss shall be made to determine which team is the home team.

5.6 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 had 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 to happen by tapping it back from underneath.

A goal is recorded as one point except when it is scored from a two-point zone and counts as two points.

A ball thrown through one's own korf counts as a one-point goal for the opposing team.

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 a re-start;
- ✓ the ball had left the hands of a shooting attacker after the whistle or signal for the end of any period of the game.

A goal scored from a free-shot that resulted from an infringement on a shooter within a 2-point zone is recorded as one point except if the free shot is taken from a 2-point zone.

The referee duo indicates that a goal is recorded as two points by raising their hand with two fingers extended and then pointing their fingers downwards.

The team scoring the most goals wins the match.

When the score of both teams is equal after regular playing time a golden goal period must be played to find the winner.

5.7 Changes of ends

After half time break, there is a change of ends and both teams change the korf to which they attack.

5.8 Throw off

The throw off is taken by an attacker from a point immediately in front of the korf that their team is defending, with the same stipulations as for a re-start (see 7.3).

A throw off takes place:

- ✓ at the start of each period of the match;
- ✓ after every goal by the team who has just conceded the goal.

5.9 Substitutions of players

Substitutions may be made at any time as described:

- ✓ the substitution must be done in front of the Team 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.

Infringements during substitutions:

- ✓ if a substitution is made without fulfilling all 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.

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.

5.10 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) The 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 move 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 referee 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 they seize 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:

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 the attacker has the ball in their possession (very fast shot, tapping);
- ✓ during an underhand 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 or 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 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. 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 shooting at a free shot;
- ✓ not moving in a timely manner to the virtual spot if they have 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;
- ✓ the score and stage of the match.

6.10 To score directly from a throw off, out-ball or re-start [referee signal](#)

Whenever a player scores directly from a throw off, an out-ball or a re-start.

Except when the re-start results from a stop in the game other than an infringement of the rules.

Examples:

- ✓ treatment of injured players;
- ✓ a case of unfair advantage;
- ✓ a case of a bleeding player.

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 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 themselves 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, the attacker must try to avoid a collision with the defender. 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 to use 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 at 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 themselves 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 To play outside the field of play [referee signal](#)

Whenever a player touches the ball or hinders an opponent, and one of the two following conditions is true:

- ✓ while they are touching a boundary line, a side-wall (when used) or the ground outside the field;
- ✓ they previously jumped from a boundary line or the ground outside the field of play.

6.15 **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 and to play outside the field of play (see 6.14) is not violated.

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 one of the sidelines 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.

6.16 **To exceed the allowed time-limit with ball possession** [referee signal](#)

Whenever the team, with ball possession, exceeds the 18 seconds time-limit to attack by neither scoring a goal nor making the ball touch the korf from a shot by a player.

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 award 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 18 seconds when:

- ✓ a defender takes possession of the ball, and their team becomes the attacking team;
- ✓ a player seizes the ball after the ball is brought into play by the taker of a throw off; a re-start or a free shot;
- ✓ the referees whistle for the recommencement of the game after they have stopped it due to a defender injury or fall.

b. The shot clock is reset to 18 seconds and starts counting down when: [referee signal](#)

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

c. The shot clock is stopped when the referee whistles:

- ✓ 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 c) occurs, the shot clock continues counting down from the time it was stopped. The shot clock starts counting down at the moment the first player seizes 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 18 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).

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 has left the hands of a shooting attacker, is on its way to the korf and passes through the korf.

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

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

b) Whistle for a re-start

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

c) Whistle for a free shot

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 attack.

Examples where 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 into 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 5.6 (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, the referee duo 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, if the non-offending side has possession of the ball, the referees do not stop the game and allow the play to continue showing the play-on signal (see referee signals).

When an out-ball (see 6.15) should be awarded the referees should not play-on, even if the non-offending side has possession of the ball.

7.3 **Re-start** [referee signal](#)

When the referees whistle for a re-start, if the offending team has possession of the ball, then the ball has to be dropped immediately to the ground and if this is not done then a yellow card will be shown with the consequences mentioned in 7.5 a) applying.

a) **Place of the re-start**

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

If 6.14 (to play outside one's zone) is violated then the re-start is taken outside the field of play near the point where the offending player touched the ground or hindered the opponent player.

If 6.15 (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.

b) **When the ball is brought into play**

The ball is brought into play when another player touches the ball after the re-start has been taken.

c) **How to take a re-start**

At the moment the player taking the re-start has, or can take, the ball in their hands they shall, without delay, bring the ball into play as soon as possible. ***This shall be done without a whistle by the referee duo.***

It is not permitted to hinder actively or 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.

d) **Infringements during the take of a re-start**

After the referees have blown their whistle to award a re-start, they should:

Whistle for a re-start in favour of the opposite team when:

- ✓ the taker of the re-start has not brought the ball into play without delay;
- ✓ the taker of the re-start touches the boundary lines or the playing area on the other side of the boundary line in case of an "out ball" (see 6.15) and "to play outside the field of play" (see 6.14), before the ball has left their hands;

Whistle for a free shot for the same team when a player from the opposite:

- ✓ tries to actively or passively hinder the taker of the re-start.

7.4 Free shot [referee signal](#)

When the referees whistle for a free shot if a player of the offending team has possession of the ball, the ball has to be dropped immediately to the ground and if this is not done then a yellow card will be shown with the consequences mentioned in 7.5 a) applying.

In the instance that the free shot is awarded as the result of an infringement clearly aimed to stop the fast attack, then, a yellow card must be shown to the player that committed the infringement with the consequences mentioned in 7.5 a) applying.

a) Place of the free shot

The free shot must be taken from the free shot line (see diagram 1) or from the place where the offence occurred.

b) When the ball is brought into play

The ball is brought into play when the free shot is taken.

c) How to take a free shot

At the moment the player who was fouled has, or can take the ball in their hands, they must inform the referees whether they want to take the free shot from the place of the foul or from the free shot line. If it is the latter position, they should move to the free shot line as soon as possible and when in this position they must shoot within a maximum of four seconds.

It is not permitted to hinder actively or passively the player taking a free shot.

Passive hindering is where the opponent prevents the taking of the free shot by standing within an arm's distance in front of the taker, stopping them from moving quickly to the free shot line or from doing the throw, even not hindering 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 or move to the free shot line, then the hindering is no longer passive but active.

d) Infringements during the taking of a free shot

After the referees has blown their whistle to award a free shot, they should:

Whistle for a re-start in favour of the opposite team when:

- ✓ the taker of the free shot does not move as soon as possible to the free shot line or does not shoot within a maximum of four seconds, no matter if from the place of the foul or from the free shot line.

Whistle for a new free shot for the same team and show a yellow card when:

- ✓ A defender passively or actively hinders the player taking the free shot.

The opposing team, coach and members of that team must refrain from any actions or comments that may disturb the person taking the free shot.

If the player that was fouled is substituted before the free shot is taken, their replacement must take the free shot.

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, coach, substitute player or any other person attached to a team, as misbehaviour, e.g. inadmissible forms of appeal, any kind of discriminatory comments or actions or demonstrative gestures against the referees or any other participant in the match (see 4.1 to 4.9) 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) A player receiving a yellow card must leave the field of play. They may return, or be substituted, after a period of two (2) minutes of playing time or after their team has conceded a goal, whichever occurs first.
 - b) 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 playing.
 - c) In the instance that a person, who is not a player in the field, receives a yellow or red card the team must withdraw a player from the field complying with the same conditions as a player receiving a yellow or red card.

A goal scored from a free shot following the award of a yellow 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 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.

Examples of actions that may be viewed 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 re-start or 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 field of play 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 appear 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 coach entering the field of play without the permission of the referees;
- ✓ 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 criticism of the referee (see 4.3);

The jurisdiction of the referees, with respect to occurrences of misconduct for which a card can be shown and the occurrence can be recorded on the match form, is from the time the team sheet is handed in (declaring which players will start and which players will be substitutes), until the match form is signed by the captains and the referee duo.

If misconduct takes place before the match, or during the half time period, then the yellow or red card shall be shown to the aforementioned person concerned at that time and the captain and coach of both teams shall be informed before the next half begins.

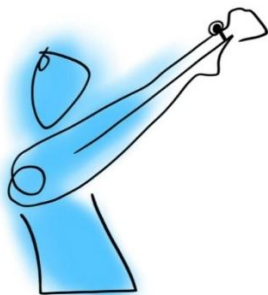
A coach or substitute player who has been given a red card may not subsequently take part in the match as a player or stay in the team's area.

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

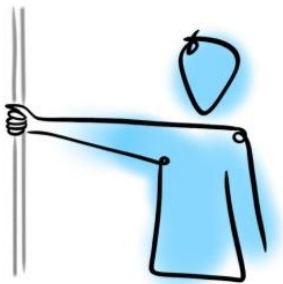
Move arms to imitate handing off a ball



6.7 to play the ball with leg or foot

Football

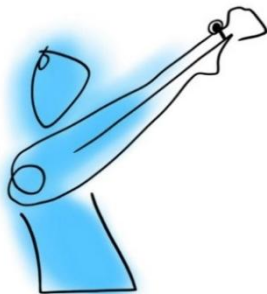
Touch leg below the knee



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

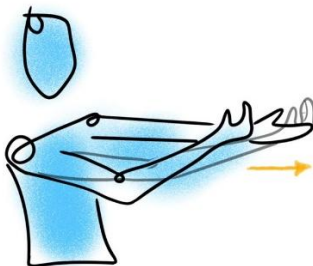
Arm extended and wrist grasped and moved downwards



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

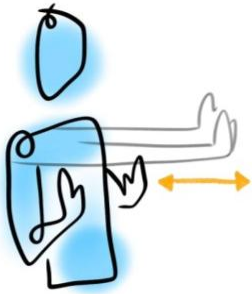
With arm extended and palm open, other hand performs sweeping movement away from the body



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

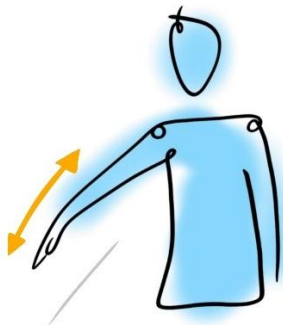
Open palms imitate a push



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

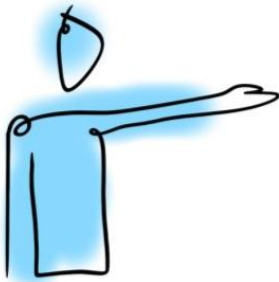
Point at stopwatch

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