

## Briefing sheet on the revised Playing Rules

From 1 July 2005 the IKF has introduced some changes in the Official Playing Rules and these new rules will be used in the Korfball event in the World Games played in Duisburg (GER) from 20-24 July.

Most of the new rules have been experimented with, in one form or another, over the past 4 years whilst others bring into the rules practices that have been used for some time in IKF tournaments. The aim of this briefing sheet is to clear up some of the misconceptions that may have occurred due to the varying types of experiments that have taken place prior to formulating these rules and also the inexperience of some countries who may not have participated in the experiments.

### Free pass, re-start and advantage rule

#### General explanation

It is often not obvious to the players and public why some light infringements have been punished with a free pass. In the zone of the post, in particular, there are often many contacts between players which in the past almost always resulted in free passes being given. With free passes in this area often resulting in a goal being scored, on many occasions this punishment is considered too heavy in comparison with the infringement. It appeared particularly a too heavy punishment for some of the more technical infringements like running with the ball, playing the ball with the leg etc.

During the past four years experiments have taken place to try to overcome this perceived problem. Each section of § 16 has been looked at and a suitable punishment decided upon depending on whether the infringement is considered as “light” or “heavy”. In the attack zone, those infringements designated as “light” now have the game recommenced by a **re-start** and those designated as “heavy” by a **free pass taken from the penalty spot**.

Very heavy infringements which result in the loss of a scoring chance are punished, as before, by a penalty.

It is obvious when a player remains in possession of the ball after a light infringement the referee will apply the advantage rule. After a heavy infringement he has to decide: Will I use the advantage rule or whistle for the heavy infringement and give a free pass..

### Heavy and Light Infringements

The main area of misunderstanding is what should be considered to be a “heavy” infringement. Something that must be borne in mind is that by using the words “heavy” and “light” it is **not meant to be the degree in which contact takes place**. It is the concepts below that should be used to decide whether an infringement is “heavy” or “light”.

The following infringements are considered as heavy infringements:

- infringements whose main intention is to disrupt the attack
- physical infringements with uncontrolled contact (In this group shall belong physical infringements such as intentionally knocking the ball out of an opponent's hand, pushing, clinging and holding off an opponent etc.).

The following infringements are considered as light infringements:

- physical infringements which are not aimed at disrupting the attack and where there is also no obvious uncontrolled contact
- technical infringements (like running and delaying the game all of which have now been designated in the rules as being punished by a re-start).

## Free Pass

Whenever a free pass is given the pass is taken from the penalty spot. During the taking of the pass the taker must have his/her foot on the spot and all other players must be standing outside a circle of 2.50 m radius measured from the centre of the penalty spot. When a penalty area is present on the pitch then half of this circle is already shown. It is expected that where the complete circle is not already shown that “temporary” markings are placed to complete the missing part/s of the circle. For the actual taking of the free pass the conditions have not changed from before except for the fact that the distance is now measured from the spot and no longer from the taker, and this in fact makes it much clearer.

## Re-start

The re-start is the newly introduced way of recommencing the game in all of the following circumstances:

- following a “light” infringement by a defender in the attack zone (including those rules like running etc that have had a re-start designated as the punishment)
- following any infringement by an attacker in their attack zone
- following an out-ball
- a throw-off (i.e. at the start of each half and after a goal).

It is in the taking of a re-start that most clarification needs to be made as the concept is different to what has gone on before. However, once players get used to the concept few problems occur and the game gets under way very quickly.

A re-start following an infringement of the rules is taken from the place of the infringement. The aim is to get the ball back into play in the shortest period of time. Therefore, as soon as a player from the team who is taking the re-start is in possession with the ball at the correct spot, then the referee should blow his whistle. The ball must travel 2.50 m before it is considered in play. No one, neither a team mate nor opponent, may touch the ball before it travels this distance. The aim is to get the ball into play quickly without hindrance and this effectively means a pass greater than 2.50 m being made. The opponent of the taker may not hinder, either actively or passively, the re-start.

**Active hindering** is hindering by moving his body or arms and trying to prevent the throw whilst close to the taker, just like the situation we have in open play. **Passive hindering** occurs when the opponent stands immediately in front of the taker with his (not-moving) arms up or by stands so close to the taker of the re-start that he stands breast to breast or leaning over him.

However, it is a misunderstanding to think that the defender in the attack zone has to give a certain distance to the taker of the re-start. There is not a cylinder with a radius of 2.50 m, or arms length, around the taker of the re-start. The defender can take his position next to the taker (mostly between the taker of the re-start and the post) so that he can follow his opponent immediately the throw has been made. When the taker of the re-start has thrown the ball to an attacker and moves in a certain direction then the defender may follow him directly. He does not have to wait for the time that the ball has travelled 2.50 m.

In other situations like a re-start in the defence zone, an out-ball or a throw off, the opponent of the taker of the re-start can choose his place just in front of the taker like above (and not to hinder the taker) or for a position at least 2.50 m away and try to intercept the ball like in the old free pass rule, remembering that the ball must have travelled the full 2.50 m before he can touch it.

In the old free pass rule when the taker moves the ball an opponent may close in. This does **not** apply to a re-start. The taker must still be given a non-hindered space to throw the ball, which he must still do within 4 seconds of the whistle being blown.

## **Clock counts down to zero**

The other main rule that those playing in any IKF tournament need to be aware of is this change in the way that a game is timed. During the last two minutes of each half (and during the whole of any 'golden goal' period of extra time), whenever the referee blows his whistle to stop the game then the game clock shall be stopped. Except in the case of a penalty the clock re-starts when the referee blows his whistle to recommence the game. Each half ends on the timekeeper's signal (made by the scoreboard) and is no longer directly under the control of the referee. In the case of a penalty the clock re-starts when either the ball is first touched by any player if the penalty is missed or by the whistle being blown for the taking of the throw-off if the penalty is scored.

For times outside these two-minute periods the referee indicates to the timekeeper when he wants the clock stopped for "reasons outside the game" like injury, wet floor etc. and the clock will re-start on the referee's signal. The time needed for substitution and for a time-out were already excluded and the clock would stop in these cases.