

## Changes in the Rules of Korfball to take effect from 1 September 2014

Current text	Proposed text
<p><b>§ 1.7 Shot clock apparatus</b>            Shot clocks should be placed at a height of 0.90 - <b>1.80</b> m in a clearly visible spot outside the playing area and near to the middle of both end-lines. The clocks should be controlled from the scorer's table.</p>	<p><b>§ 1.7 Shot clock apparatus</b>            Shot clocks should be placed at a height of at least 0.90 m in a clearly visible spot outside the playing area and near to the middle of both end-lines. The clocks should be controlled from the scorer's table. The competition rules shall determine the maximum height allowed.</p>
<p><b>§2.1 c Substitution of players scenario A para. 2</b>            When a substituted player is allowed to return to the game then the following conditions shall apply:</p> <ul style="list-style-type: none"> <li>• Except .....changed</li> <li>• Changes ..... Substitution</li> <li>• Exceptions .....</li> </ul>	<p><b>§2.1 c Substitution of players scenario A para. 2</b>            When a substituted player is allowed to return to the game then the following conditions shall apply:</p> <ul style="list-style-type: none"> <li>• Except ..... changed</li> <li>• Changes ..... Substitution</li> <li>• Exceptions .....</li> <li>• <b>A player being replaced cannot be used as a tactical substitution at the same break in play when he is leaving the field having been substituted. He must wait until the next break in play - i.e. the game must recommence and he is only eligible as a tactical substitution when the referee next blows his whistle to stop play.</b></li> </ul>
<p><b>§ 2.3 g to take action against interference by the public</b>            When it appears necessary to him, he can let the public be warned <b>or removed</b>, or he can cancel or terminate the match.</p>	<p><b>§ 2.3 g to take action against interference by the public</b>            When it appears necessary to him, he can let the public be warned, or he can cancel or terminate the match.</p>
<p><b>§ 3.6 u to play in a dangerous manner</b>            An infringement by an attacker is punished by the award of a re-start.</p> <p>An example ..... another attacker.</p>	<p><b>§ 3.6 u to play in a dangerous manner</b>            An infringement by an attacker is punished by the award of a re-start.</p> <p>An infringement by a defender is punished by the award of a free pass.</p> <p>An example ..... another attacker.</p>

## Changes in the Guidance Notes to the Rules of Korfball to take effect from 1 September 2014

Current text	Proposed text
<p><b>§1.2 Marking</b> The playing area can ..... 15.0 cm by 5.0 cm.</p>	<p><b>§1.2 Marking</b> The playing area can ..... 15.0 cm by 5.0 cm.</p> <p><b>To assist with the control of substitutions, substitution spots may be marked on the floor outside the field of play, 1 m from the side line and between the end of each team bench and a position close to the half way line or jury/scorer's table (when used). The suggested dimensions for these spots are either a rectangle 90 cm by 60 cm or a circle with diameter 90 cm.</b></p>
<p><b>§ 1.3 Posts</b></p> <p>The competition rules ..... metal tubing.</p>	<p><b>§ 1.3 Posts</b> <b>When base plates are being used the maximum thickness should be 1.0 cm and an attempt must be made to maintain the stability of the post, e.g. fixing the base to the floor using tape.</b></p> <p>The competition rules ..... metal tubing.</p>
<p><b>§2.1 c Substitution of players</b> The competition rules ..... punished according to § 3.6 g (delaying the game unnecessarily).</p> <p>If substitutes ..... via the scorer (§ 2.4 b).</p>	<p><b>§2.1 c Substitution of players</b> The competition rules ..... punished according to § 3.6 g (delaying the game unnecessarily).</p> <p><b>A player being replaced must leave the field of play before the replacement player may enter.</b></p> <p>If substitutes ..... via the scorer (§ 2.4 b).</p>
<p><b>§2.2 b Coach and Assistant Coach</b> A team may ..... allocated to his team.</p>	<p><b>§2.2 b Coach and Assistant Coach</b> A team may ..... allocated to his team.</p> <p><b>The competition rules may determine whether communications equipment may be used in the bench area.</b></p>
<p><b>§2.2 c Substitutes and other persons</b> If a team ..... is four.</p>	<p><b>§2.2 c Substitutes and other persons</b> If a team ..... is four.</p> <p><b>The competition rules may determine whether a person serving a disciplinary measure is allowed to sit on the bench as one of the four other persons and, if not, where such a person may be situation during a match.</b></p>
<p><b>§2.3 e to indicate the starting, stopping and restarting of the game and a time out by means of blowing a whistle</b> The referee ..... vigorously.</p> <p>For how the time out is administered by the referee see the guidance notes for § 3.1 b.</p>	<p><b>§2.3 e to indicate the starting, stopping and restarting of the game and a time out by means of blowing a whistle</b> The referee ..... vigorously.</p> <p>For how the time out is administered by the referee see the guidance notes for § 3.1 b.</p> <p><b>The competition rules shall determine how much time is allowed to treat an injured player on the field of play.</b></p>

<p>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.</p> <p>Where a timekeeper has been appointed in accordance with § 2.4 a and the competition rules have prescribed that <b>in the last two minutes of each half the time clock shall be stopped whenever the referee blows his whistle to stop the game (see the guidance notes for § 3.1)</b>, the signal for ending each half of the match shall be made by the timekeeper.</p>	<p>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.</p> <p>Where a timekeeper has been appointed in accordance with § 2.4 a and the competition rules have prescribed that <b>real playing time is being used for all or part of each half (i.e. the time clock shall be stopped whenever the referee blows his whistle to stop the game; see the guidance notes for § 3.1)</b>, the signal for ending each half of the match shall be made by the timekeeper.</p>
<p><b>§2.3 f misbehaviour</b> Misbehaviour includes: -</p> <ul style="list-style-type: none"> <li>• striking, punching, kicking or intentionally running down an opponent</li> <li>• repeated infringement of the rules, especially after a warning</li> <li>• the deliberate moving of the post during a shot</li> <li>• the utterance of insults, no matter to whom addressed</li> <li>• making remarks against the referee about his knowledge of the rules</li> <li>• leaving the field without informing the referee</li> <li>• delaying the retaking of positions after a time out and failing to inform the referee of a substitution</li> </ul>	<p><b>§2.3 f misbehaviour</b> Misbehaviour includes: -</p> <ul style="list-style-type: none"> <li>• striking, punching, kicking or intentionally running down an opponent</li> <li>• repeated infringement of the rules, especially after a warning</li> <li>• the deliberate moving of the post during a shot</li> <li>• <b>deliberately throwing the ball against the leg of an opponent (see guidance notes §3.6 a)</b></li> <li>• the utterance of insults, no matter to whom addressed</li> <li>• making remarks against the referee about his knowledge of the rules</li> <li>• leaving the field without informing the referee</li> <li>• delaying the retaking of positions after a time out and failing to inform the referee of a substitution</li> </ul>
<p><b>§3.1 b Time out</b> Competition rules ..... start of a time out.</p> <p>A time out must be completed ..... given.</p>	<p><b>§3.1 b Time out</b> Competition rules ..... start of a time out.</p> <p><b>In the case of an injured player, treatment on the field of play for the injury should be completed before a time out can be given. During the treatment of an injury, players must remain in their zones and the coach must remain at his bench.</b></p> <p>A time out must be completed ..... given.</p>

<p><b>§3.6 g to delay the game</b> Examples of delaying the game are:</p> <ol style="list-style-type: none"> <li>1 waiting too long before passing the ball;</li> <li>2 <b>throwing the ball far outside the field, or kicking the ball when the game has been stopped;</b></li> <li>3 playing the ball back from the attack to the defence, unless this is done to set up an attacking move;</li> <li>4 <b>wasting time during substitution, changing zones or retaking positions after a time out;</b></li> <li>5 excessive passing aimed at delaying getting the ball into the attacking zone;</li> <li>6 excessive passing aimed at not creating shooting chances;</li> <li>7 intentionally ignoring clear shooting chances.</li> <li>8 placing and holding the ball between the thighs</li> </ol> <p>Referees .....an advantage.</p>	<p><b>§3.6 g to delay the game</b> Examples of delaying the game are:</p> <ol style="list-style-type: none"> <li>1 waiting too long before passing the ball;</li> <li>2 playing the ball back from the attack to the defence, unless this is done to set up an attacking move;</li> <li>3 excessive passing aimed at delaying getting the ball into the attacking zone;</li> <li>4 excessive passing aimed at not creating shooting chances;</li> <li>5 intentionally ignoring clear shooting chances.</li> <li>6 placing and holding the ball between the thighs</li> </ol> <p><b>Where real playing time is not being used and there are examples of misbehaviour (e.g. throwing the ball far outside the field, or kicking the ball when the game has been stopped ) or time wasted by changing zones then the referee is allowed to add time on to compensate for the time lost.</b></p> <p>Referees .....an advantage.</p>
<p><b>§3.12 To exceed the allowed time limit in the attack zone</b> The competition rules may prescribe in which matches this playing rule will be used.</p> <p>The competition rules may also prescribe the length of the shot clock period, <b>e.g. in games for younger players</b>. It is recommended that such a period should be in multiples of 5 seconds <b>and no longer than 40 seconds</b>.</p> <p>If it may not be ..... clenched fist.</p>	<p><b>§3.12 To exceed the allowed time limit in the attack zone</b> The competition rules may prescribe in which matches this playing rule will be used.</p> <p>The competition rules may also prescribe the length of the shot clock period <b>(especially in games with younger players)</b>. It is recommended that such a period should be in multiples of 5 seconds <b>with the shortest period 20 seconds and the longest period 40 seconds</b>.</p> <p>If it may not be ..... clenched fist.</p>