

International
Korfball
Federation

Referee Signals of
Korfball
2011

This booklet should be considered as an appendix to the Rules of Korfball.

It contains the approved signals for use by Korfball Referees.

All signals should be considered as compulsory.

Acknowledgements

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Referees:



Lukas Filip



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Ugurtan Akbulut



Nina Piris



Dirk van Heertum

Plus:

Theo van der Linde who assisted with directing the pictures and **Graham Crafter** who took the photos.

§ 2.1c



Substitution of a player

The referee raises his hands above his head and with the forefinger of each hand pointing towards each other moves his hands back and forth.

§ 3.1a



Stopping playing time

The referee lifts the arm on which he is wearing his watch and with the hand of the other arm indicates that he will stop his stop-watch.

To indicate the restart of the playing-time he gives the same signal and restarts his stop-watch.

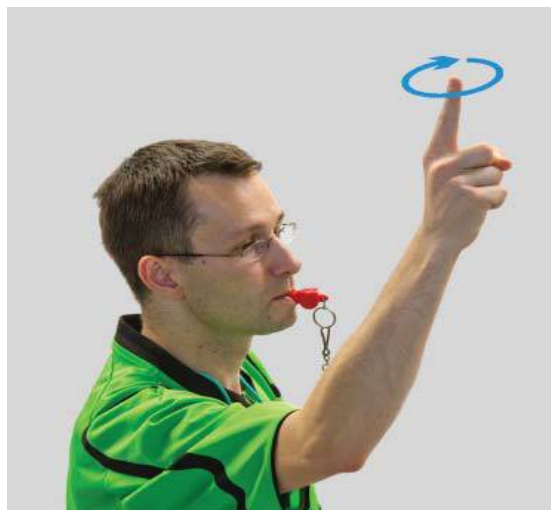
§ 3.1b



Time out

To indicate the awarding of a time-out, the referee makes a 'T-signal' with both hands.

§ 3.4



Changing zones after two goals

The referee makes a circling movement with one finger above his head.

§ 3.6a



To touch the ball with leg or foot

The referee touches the outside of his leg below the knee with one of his hands. The leg can be lifted.

§ 3.6b



To hit the ball with the fist

The referee lifts an arched arm, clenches his fist and moves the arm slightly up and down.

§ 3.6c



To take hold of, catch or tap the ball when any part of the body other than the feet is touching the ground

The referee stoops down and touches the ground.

§ 3.6d



To run with the ball

The referee lifts both arms in front of his body and makes a turning movement with both hands

§ 3.6e



Solo Play

Move hand up and down miming bouncing a ball

§ 3.6g



To delay the game

The referee points towards his watch with a finger.

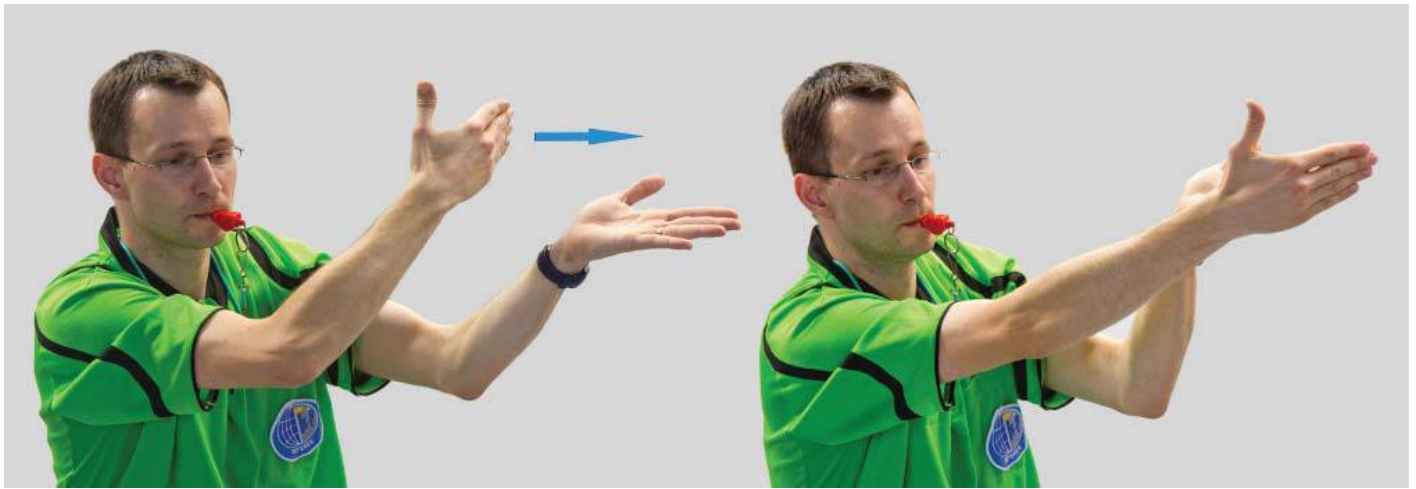
§ 3.6f



To hand the ball to another player of one's own team

The referee starts with his arms in front of his body with both hands vertical and makes a rotation movement with both arms showing the giving of the ball to another player.

§ 3.6h



To knock, take or run the ball out of an opponents hand

The referee lifts one of his arms with palm of the hand facing upwards. With the other hand he makes a sweeping movement away from his body over the palm of the raised hand. The signal can be made above shoulder level when the rule is infringed whilst jumping.

§ 3.6i



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

Pushing: The referee points the palms of both hands forward and makes a pushing movement with both arms.

§ 3.6i



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

Holding off: The referee stretches both arms out wide with the hands pointing at a slant to the ground.

§ 3.6j



To hinder an opponent excessively

Blocking the movement of the arm: The referee lifts one arm upward and with the other hand taps down on the outstretched arm.

§ 3.6j



To hinder an opponent excessively

The referee makes a movement with both arms as if embracing a person.

§ 3.6j



To hinder an opponent excessively

To hit a player in the body: The referee taps on his breast with one hand and points towards the violating player with the other hand.

§ 3.6m

§ 3.7



To play outside one's zone and Out-ball

Using a flat hand the referee moves his arm backwards and forwards as if along a line.

§ 3.6n



To shoot from a defended position

The referee lifts his arm into a defended shooting position.

§ 3.6o



To shoot after cutting past another attacker

The referee lifts both arms and crosses his forearms in front of his body.

§ 3.6u



To play in a dangerous manner

The referee lifts one of his forearms in front of his body with his palm vertical and open. Using the fist of the other hand he punches against the palm of his open hand whilst looking at the offending player.

§ 3.6r

To influence a shot by moving the post

§ 3.6s

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

The referee runs to the post and takes hold of it



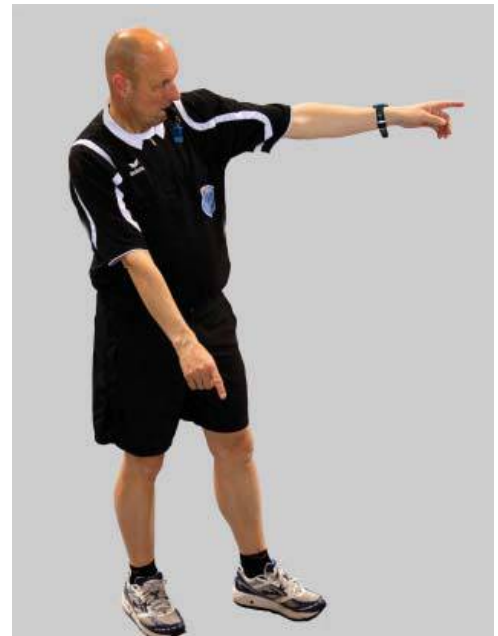
§ 3.8



Referee throw up

The referee raises the thumbs of both hands above his head.

§ 3.9



Re-start

Whenever a re-start is awarded the referee points to where the re-start should be taken from and with the other arm gives the direction.

§ 3.9

§ 3.10



4 Second Rule

Breach of the 4 second rule:

The referee raises one hand showing four raised fingers of that hand.

The same signal is also given at a free pass to indicate that he will whistle to restart the game within, at the latest, 4 seconds.

§ 3.10



Free pass

Within 2.5m after the referee has whistled to restart the game: The referee lifts both forearms in front of his body with his palms vertical and moves the palms of both hands towards each other.

Remark: This signal is also given at the taking of a penalty to indicate that a player has come within the penalty zone before the ball has left the taker's hands and at a restart when the ball has not travelled 2.50 m.

§ 3.10



Free pass

The referee puts up his arm showing an open palm and points to the penalty spot. This signal needs to be preceded by the signal for the offence that has occurred.

Note:

Where the penalty spot is not used as the place of the pass the referee maintains the signal and points to the spot where the free pass is to be taken from.

§ 3.11



Penalty

Direct penalty: The referee points towards the penalty spot with one outstretched arm while blowing his whistle.

§ 3.11



Repeat Infringement penalty

Penalty for making infringements repeatedly: the referee points towards the penalty spot with one outstretched arm while lifting the other hand with two raised fingers and looks towards the offender.

§ 3.12



Shot Clock Signal

The signal of one arm raised with a clenched fist should be used to indicate to the shot clock operator whenever it may not be clear that the ball has touched the korf within the allowed time.



Direction

The referee raises his arm in the direction of the play.



Advantage

The referee raises both of his arms in the direction of the play.