



Rules and tips for Youth Korfball4 and Korfball8

These **Australian Youth Korfball Rules** relate to both Korfball 4 and Korfball 8 and are used in the Primary and Secondary Youth korfball courses. The rules are designed to promote

- Cooperation
- All round ability
- Ball handling and movement skills

Italic references are to the full international official rules and guidance notes found at <http://ikf.org/documents>

As in any educational development program the rules may be modified to suit development purposes.

Korfball4	Korfball8 differences	Notes and references
1 Play on a single court approximately 25m x15m	Court divided into 2 square divisions –whole court approximately 40m x 20m	1.1-1.2
2 Korfball posts between 3m-3.5m to top of basket and positioned in from back lines approximately 1/6 th of court length		<i>Even lower height of 2.5m for young children is fine.</i> 1.3-1.4
3 Use #5 size ball		<i>Use #4 for young children</i> 1.5
4 Teams of 4 preferably equal number of male and female but variable as long as same number of each gender in each team on court.	Teams of 8 with gender ratio same for each team in each division (2 of each gender in each division means total of 8 on court.	<i>Where possible have equal number of male and female.</i> 2.1-2.5
5 Referee controls the game and blows the whistle to stop and start all play	Referee may have an assistant in both forms of the game.	2.3-2.5
6 Game starts with a throw off from penalty spot of other team (approximately 2.5m in from post being defended)	Starts with “Home” team throw off from near centre of centre line in their attack division	3.1- 3.5
7 A goal is scored when it has fallen completely through the basket (korf) from above and from anywhere on the court	Only people in the attack division can score	3.2
8 Start of play is at the penalty spot of the opposing team..It is the same position after every goal but by a member of the non-scoring team.	Whichever team is to take it do so from near the centre just inside their Attack division.	3.3
9 Game length is up to the organisers to decide but should be no longer than 15 minutes for each half.	After half time the teams change direction therefore shoot into the other goal. They change ends and therefore the roles (attacker or defender) remain the same as before half time.	3.4
10 Substitutions are gender based and can be at anytime when the team doing this has the ball with player going off before new player goes on court.	Gender based but only when play is stopped. , must not return to same division (leave in attack so return into defence so there is no specialisation)	<i>Other requirements might be made for competitions, e.g. substituted off for at least 10 minutes.</i>

Infringements of the rules At a high competitive level, as in most sports, interpretations can become very complex. We need to keep them simpler at this level for players and potential youth referees. Basically there are what are considered;-

- Light infringements (eg running with the ball) punished with a re-start to non-offending team.
- Heavy infringements (e.g.against attack team like unfair contact) punished with a free-pass
- Very heavy infringements (e.g.loss of a scoring chance such as knocking a shooter) punished with a penalty shot. See 3.6 for more detail

Below are the prohibition rules using the official rule numbers.

During play it is prohibited to:

Korfball4	Korfball8 differences	Notes and references
3.6a Touch the ball with leg or foot		<i>An advantage can be played if it goes to the opposing team</i>
3.6b Hit the ball with a fist		<i>Tapping is allowed.</i>
3.6c Take hold of, catch or tap the ball when any part of the body other than the feet is touching the ground		<i>If already caught and then falls down can hold it and stand up and play the ball.</i>
3.6d To run with the ball – this is seen as -taking more than one step while standing with the ball (but you can turn around on the spot, step forward and back but keep one foot on the place where the ball was received) - you can catch the ball while running and do not have to stop and may take up to 3 step contacts with the ground to come to a halt or continue running and pass the ball on or shoot within 3 steps.		<i>Referee must be aware from the moment the player receives the ball.</i> <i>The rule is to encourage cooperative rather than solo play.</i>
3.6e Solo-play is when it is seen as deliberate avoidance of cooperation		<i>Closely associated with Rule 3.6d above.</i>
3.6f To hand the ball to another player of one's own team		<i>The ball must pass freely through the air, however small so there is an opportunity for interception.</i>
3.6g To delay the game		<i>Especially when close to full-time and in the lead e.g. holding the ball too long and not attempting to get a shot in.</i>
3.6h To knock take or run the ball out of an opponent's hands – the key factor is the opponent has control		<i>The challenge and skill is to get the ball when it is free</i>
3.6i To push, cling to, or hold off an opponent – when done by a defender can lead to a free-pass		<i>The challenge and skill is to beat an opponent without contact or obstruction</i>
3.6j To hinder an opponent excessively e.g. stopping free movement of body or bringing hand arm on to opponent when they have the ball		<i>Encourage standing off an opponent and trying to block the path of the ball</i>
3.6k to hinder an opponent of the opposite sex in throwing the ball – essentially be at least 2m away		<i>There are aspects of gender cooperation together and with the same gender</i>
3.6l to hinder an opponent who is already hindered by another player		<i>It's a one on one challenge so gender cooperation needed to mark all opponents</i>
3.6m not applicable since only one division	3.6m To play outside one's division (zone)	<i>The division is two dimensional</i>
3.6n to shoot from a defended position To be defended the defender must be -closer to the post than the shooter -within touching distance, -facing the shooter -attempting to block the ball's path at the instance the ball leaves the shooters hands to be awarded a defended shot.		<i>The rule is to promote cooperation to get shots in.</i>
3.6o to shoot after cutting past another attacker this is similar to the action of 'screening' or "blocking"		<i>The challenge in korfball is to beat you're your opponent by speed and flexibility</i>
3.6p not applicable since only one zone/division	3.6p to score from the defence division (zone)	<i>Only attack division players may score in Korfball8 which means the ball must be touched by an attacker before the ball goes in.</i>

Korfball4	Korfball8 differences	Notes and references
3.6q to shoot when one plays without a personal opponent		<i>The coach informs which player will not be shooting and changes can be made on informing other team and referee (see 3.6q for more detail)</i>
3.6r to influence a shot by moving the post		<i>If deemed deliberate then by an attacker no goal and a restart to defence. If done by a defender possibly a penalty.</i>
3.6s to take hold of the post when jumping, running or in order to move away quickly		<i>Infringement by an attacker then a re-start; by a defender then a free pass</i>
3.6t to violate the conditions laid down for a free pass or penalty		<i>Violations by an attacker – a re-start By a defender – retake free-pass or a penalty</i>
3.6u to play in a dangerous manner		<i>e.g. causing a collision, over robust play, a safety issue</i>
3.6v to violate the conditions laid down for a re-start includes hindering the taker and ball must travel 2.5m. Re-start from where the offence took place		<i>The ball must travel at least 2.5m before being touched by any other player</i>
The following special situations are covered in more detail within the Official Rules		
3.7 Outball when it touches a boundary line or area outside and the ceiling or object above the field of play		
3.8 Referee throw-up when simultaneous seizure of the ball by two opponents or when play stopped suddenly with no entitlement to have possession for either team		
3.9 Re-start by non-offending team from the spot where the offence took place or, no interference until ball has gone 2.5m from the spot.		
3.10 Free pass is awarded for a heavy infringement by a defending side. Taken from the penalty spot with everyone except the taker 2.5m away and all attackers 2.5m from each other. It is indirect so a pass must be made first before a shot can be taken.		<i>See the details of taking at 3.10</i>
3.11 Penalty is awarded if there is an infringement on someone going to shoot. A free shot from 2.5m in front of the post (Penalty Spot). Everyone else 2.5m away from a line between the penalty spot and the post. No interference with penalty taker.		<i>Everyone, including spectators are not allowed to interfere with a penalty by moving about or calling out. To distract the taker. 3.11</i>
3.12 Change of divisions not applicable in K4	In K8 there is a change of divisions after every 2 goals. At this youth level you can have an additional case of a change after 5 minutes if there have not been 2 goals.	<i>In K8 this additional rule makes sure all players have the opportunity to play in both attack and defence in a game situation since all round ability is expected.</i>