



Official US Korfball Adaptive Wheelchair Korfball Rules 2024

As approved by the US Korfball Federation
Cincinnati, OH, Sept 2024

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Table of Contents

Glossary.....	6
QUICK GUIDE.....	7
OFFICIAL WHEELCHAIR KORFBALL RULES.....	8
INTRODUCTION.....	8
1 PLAYING AREA.....	9
1.1 Field of Play.....	9
1.2 Court Size (pitch).....	9
1.3 Boundary Lines.....	9
1.4 Penalty Spot.....	9
1.5 Penalty Area.....	10
1.6 Free Pass Area.....	10
1.7 Border Area.....	10
1.8 Team Bench Areas.....	10
1.9 Substitution Spot.....	11
2 MATCH SET-UP.....	11
2.1 Jury table.....	11
2.2 Time Clock.....	11
2.3 Shot Clock.....	11
2.4 Scoreboard.....	11
3 EQUIPMENT.....	12
3.1 Posts.....	12
3.2 Korfs.....	12
3.3 Ball.....	12
3.4 Wheelchairs.....	13
4 PERSONS.....	15
4.1. Players.....	15
4.2. Classifications.....	15
4.3 Team Uniforms.....	15
4.4 Substitute players.....	15
4.5 Captain.....	16
4.6 Coach and Assistant Coach.....	16
4.7 Other Persons Attached to the Team.....	17
4.10 Jury.....	18
4.11 Timekeeper.....	19
4.12 Shot Clock Operator.....	19
4.13 Scorekeeper.....	19
5 INFRINGEMENTS.....	19
5.1 Dribbling the Ball.....	19
5.2 Traveling.....	19
5.3 Lifting.....	20

5.4 Solo Play.....	20
5.5 Fouls.....	20
5.6 Ball Hand-off.....	21
5.7 Shooting from a Defended Position.....	21
5.8 Hindering Opposite Position.....	21
5.9 Score from the Defense Zone.....	21
5.10 Post Obstruction.....	22
5.11 Out of Bounds.....	22
5.12 The Throw-in.....	22
6 INFRINGEMENT ACTION.....	23
6.1 Play-on.....	23
6.2 Whistle for a Re-start (Infringement by an Attacker).....	23
6.3 Whistle for a Free Pass - (Infringement by a Defender).....	23
6.4 Throw-Off.....	24
7 RE-START.....	24
7.1 Out-ball.....	24
8 FREE PASS.....	25
8.1 Free Pass Setup.....	25
8.2 How to Free Pass.....	25
8.3 Conditions For a Free Pass.....	25
9 PENALTY SHOT.....	26
9.1 Conditions for a Penalty Shot.....	26
9.3 How to take a Penalty Shot.....	26
9.4 Infringements During a Penalty Shot.....	26
10 Legal Guarding Position.....	27
10.1 Establishing a Legal Guarding Position.....	27
10.2 On Ball Defense.....	27
10.3 Block or Charge.....	28
10.4 Off Ball Defense.....	28
10.5 Crossing the Path.....	29
10.6 Illegal Defending.....	29
10.7 Screening.....	30
10.8 Unsportsmanlike Conduct.....	30
11 THE GAME.....	32
11.1 Duration and Timeouts.....	32
11.2 Timeout.....	32
11.3 The game clock.....	32
11.4 Shot Clock.....	33
12 Goals.....	33
12.1 Zones and Zone Changes.....	34
13 PLAYER INJURY.....	34

13.1 Treatment of Injured Player.....	34
14 Winner of the Match.....	35
14.1 Golden goal Period.....	35
14.2 Throw-off During Golden Goal Period.....	35
14.3 Penalty Shoot Out Shot Golden Goal Period.....	35

Glossary

Korf	Dutch word for basket
Pitch	The field of play which is divided into two equal zones by a center line parallel to the ends of the field. Also known as a court.
Attacker	The offensive team / the team trying to score
Defense/Defender	The team defending their korf
Goal	shot
Throw Off	The referees blows whistle for the attacker to start the play
Free pass	
Re-start	
Penalty Shot	Also known as a free-throw

QUICK GUIDE

Wheelchair Korfball is a fun mixed gender sport that is a lot like wheelchair basketball but eliminates dribbling and emphasizes teamwork.

Equipment

Equipment can be purchased or rented on the US Korfball Federation Website

<https://www.usakorfball.org/shop/>

Game Set Up

On a typical basketball sized court, place the base in the center of each free throw line. If using a 3 piece korfball set use bottom and top pole only equaling 8.2 feet (2.5 meters) place yellow basketball (korf) on top of the post. You will need a standard size 5 korfball which can be purchased on the US Korfball Federation's website.

Team Set Up

8 players (4 female and 4 open positions) on the field of play at a time split equally between the two zones (attackers and defenders). 2 females and 2 open players in the attacker (offense) zone. 2 females and 2 open players in the defender zone. The defenders will stay on one side of the field of play and the offenders will stay on the other side with the midline (half court) being the line of division.

The attackers (offense) totaling a classification max of 12 between both genders and the same for defenders totaling a classification max of 12 between both genders. For more information about the Paralympic Classification System <https://www.paralympic.org/classification>

Attackers will switch to play defense and the defense will switch to attackers once two goals are scored by either team.

Rules

Attackers:

No dribbling! No ball hand-offs, and no setting screens.

You can push your wheelchair to get open. Once a teammate receives a pass or has possession of the ball that player cannot push anymore but can continue their movement until they either stop, pass and/or shoot. No intentional throwing the ball off a wheelchair or post. After gaining possession of the ball, the offensive team has 30 seconds to attempt a shot.

Defenders:

No hitting the ball out of an opponent's hand if they have control.

No double teaming. Female positions can only guard other female positions and vice versa. Players can only switch on defense with a teammate within their same position.

Passing the ball is the only way to move between zones. A player and their wheelchair cannot physically cross the half court line.

Time

The winner of the toss decides if their team is to be attacking or defending first. This alternates between quarters who starts as the attacker or the defender. A match shall consist of 4 quarters of 10 minutes each. 30 sec shot clock that will reset if the ball hits the Korf (basket) or if the defender opponent gets the rebound.

Points

Each made shot, no matter where it is taken from on the field of play, is worth 1 point. Whomever has the most points at the end of the game wins the match!

OFFICIAL WHEELCHAIR KORFBALL RULES

INTRODUCTION

Wheelchair Korfball is an adaptive sport of Korfball which has been played by abled bodies since 1902. Wheelchair korfball is played by athletes in wheelchairs within a rectangular field of play where 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.

The rules as published here are the official Wheelchair Korfball rules. These rules shall be used in full, without making use of any "exceptions", in all senior national top leagues and national championships or cups, in friendly international matches and in US Korfball Federation official, patronage, and recognized events.

Deviations from these rules need to be officially reported to the US Korfball Federation before the start of the league season, match or match series, or event. Any deviation that is not officially reported to the US Korfball Federation shall be considered a breach of the USKF regulations. If the deviation constitutes an official experiment, prior permission needs to be obtained from the USKF Playing Rules Committee.

Within The Rules of Wheelchair 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 organized with the following structure:

- description of the rule or regulation
- conditions to apply the rule
- examples of the rule application, if necessary

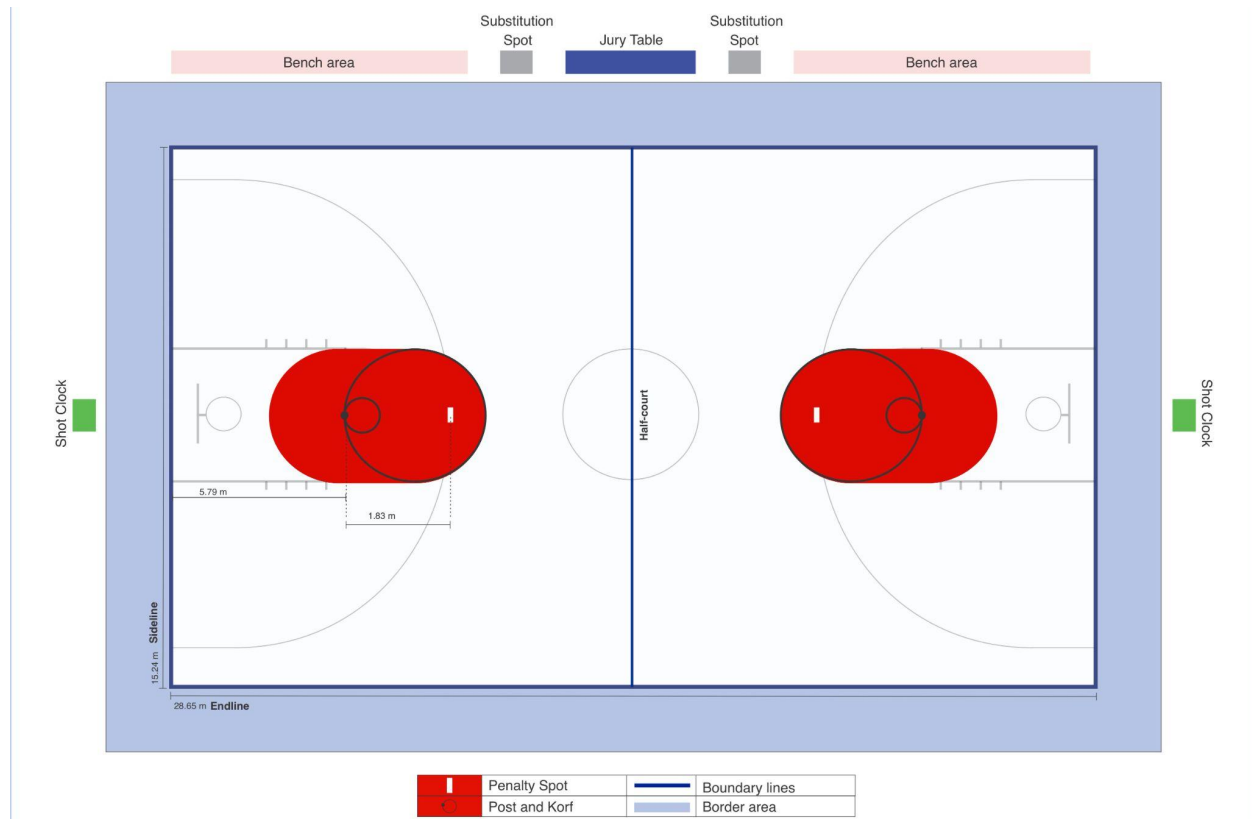
The text under each rule is the guidance note to assist with the control of the game where:

- is described examples where the rule cannot be applied (if necessary)
- more detailed explanations are given.

1 PLAYING AREA

1.1 Field of Play

The playing area shall be deemed to be the field of play together with its border area, the benches area, the substitution spots and the jury table (see diagram 1).



1.2 Court Size (pitch)

The dimensions of the field of play are 94 feet x 50 feet (28.65 m x 15.24 m), divided into two equal zones by a middle line (official college size basketball court) (see diagram 1).

1.3 Boundary Lines

The field of play shall be limited by the boundary lines consisting of the endlines, the sidelines and the middle line, marked out by clearly visible lines, 3.0 - 5.0 cm wide (see diagram 1). The field of play can also be marked by tape, 3.0 - 5.0 cm wide, stuck to the floor.

1.4 Penalty Spot

A line about 15.0 cm by 5.0 cm is marked in front of each post as seen from the center of the field

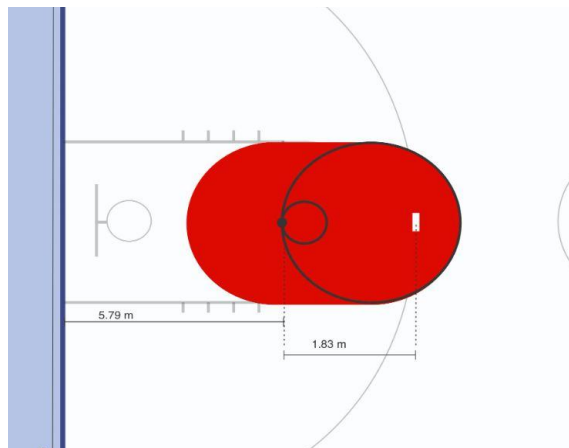
(see diagram 1 & 2).

The edge of the spot furthest from the post must be 1.83 m from the front of the post.

1.5 Penalty Area

An area marked on the field around each post, of 1.83 m, in all directions, from the penalty spot, the post and any point on the imaginary line between the spot and the post (see diagram 1 & 2). This area may be marked by either a solid color contrasting from the other lines and surface of the field or by lines fixed on the ground showing the limits of the area.

Diagram 2



1.6 Free Pass Area

A circle of 1.83 m radius measured from the center of the penalty spot and at the edge of the penalty spot that is furthest from the post (see Diagram 1 & 2).

This area may be marked by either a solid color contrasting from the other lines and surface of the field or by lines fixed on the ground showing the limits of the area.

1.7 Border Area

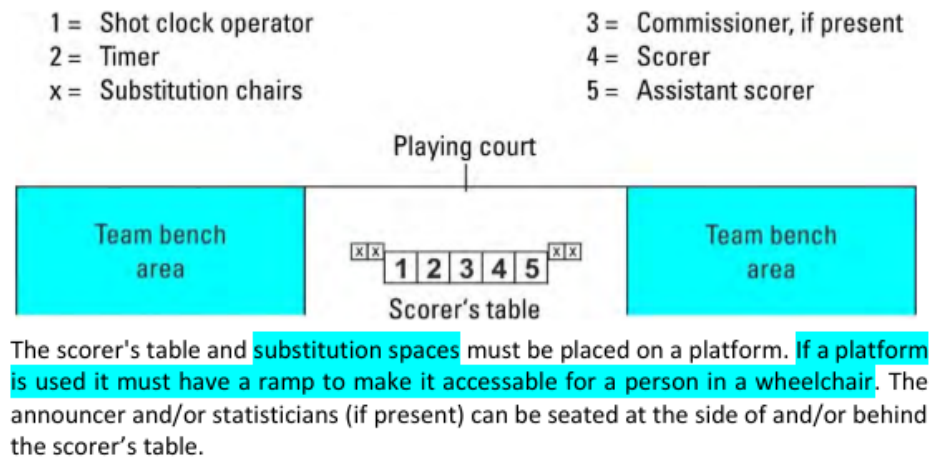
The border area is at least 1 m wide and surrounds the field of play. It must be kept free from obstacles (see Diagram 1).

1.8 Team Bench Areas

The team bench areas shall be marked outside the court limited by 2 lines as in Diagram 1.

There must be 16 spaces for wheelchairs in each team bench area for coaches, the assistant coaches, the substitutes, the excluded players and the accompanying delegation members. All players will use their wheelchairs at the bench.

Diagram 3



1.9 Substitution Spot

A designated mark on the floor outside the border area, between the end of each team bench and the jury table (see Diagram 3).

2 MATCH SET-UP

2.1 Jury table

It is placed outside the border area near the same sideline as the bench areas and in front of the centerline (see diagram 1).

The shot clock, time display and score displays' control panels are placed on the jury table.

2.2 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 bench area and spectators.

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

2.3 Shot Clock

Shot clocks should be placed outside the border area in a clearly visible spot (suggested see diagram 1).

The sound signal shall be sufficiently powerful to be easily heard in noisy conditions.

2.4 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 bench area and spectators.

3 EQUIPMENT

3.1 Posts

Posts with an external diameter of 4.5 - 8.0 cm are placed in both zones at a point situated midway between the two sidelines and one-sixth of the length of the field of play from the endline (see diagram 1). If using an official college-size basketball court, place the center of the base in the center of the free throw line.

The posts should be round and can have squared ends to facilitate connection to the korf or the bases. It may consist of metal tubing or synthetic material. If synthetic material is to be used, the behavior of this material must resemble that of metal tubing.

When it is not possible to fix the post into the floor, the post may be fixed to a sufficiently heavy large metal base plate as long as it complies with the following requirements:

- it is completely flat
- has a maximum thickness of 1.0 cm
- the connection of the post must be such that the player's wheelchairs are not stopped which could cause injury by trying to pass over it.
- cross-connections to the base are not permitted
- an attempt must be made to maintain the stability of the post, e.g. fixing the base to the floor using tape.

3.2 Korfs

An IKF approved synthetic korf is fitted to each post.

The korf must:

- be cylindrical without a bottom;
- have its top edge at 8.2 feet or 2.5m above the ground and parallel to it;
- be similar in a strong contrasting yellow color;
- be facing the center of the field.

The dimensions of the korf are:

- 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.

<https://korfbal.sport/wp-content/uploads/2024/05/The-Rules-of-Korfbal-2024.pdf> .

3.3 Ball

Korfbal is played with a round number 5 ball (ages 12 and up) or a size 4 ball (ages 11 and under) 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 445g to 475g.

The ball must be inflated to the prescribed pressure indicated on it so that when it is dropped onto the playing surface from a height of about 6 feet (1.80m), measured from the bottom of the ball, it should rebound to a height of between 1.10 m and 1.30 m, measured to the top of the ball.

The ball shall have a printed pattern of at least two colors. This pattern must be so symmetrical that the ball, whilst turning, does not lose the visual effect of being round.

3.4 Wheelchairs

Special attention must be given to the wheelchair, as it is regarded as an extension of the player. Violating the following regulations will result in the wheelchair being prohibited from the game.

A protective horizontal bar must be located at the front or side of the wheelchair, measuring 11 cm from the floor at its furthest point and consistently along its entire length. This bar may be straight, angled, or curved between the two front casters. If the angle consists of two or more straight bars joined together, the external angle should not exceed 200 degrees. For wheelchairs with the footplate positioned behind a single front castor, a protective horizontal bar must extend toward the rear wheels, ahead of the castor.

Measurements are taken with the front castor(s) in the forward driving position.

If there is no protective horizontal bar, the footrest must be 11 cm from the floor at its furthest point and maintained along its entire length. If a protective horizontal bar is present, the footrest behind it can be of any height, provided it does not touch the ground.

The undersides of the footrests should be constructed to avoid damaging the playing surface. A roller bar may be attached to the underside of the footrests for floor protection, and small anti-tip castors can be added to the back of the wheelchair for safety.

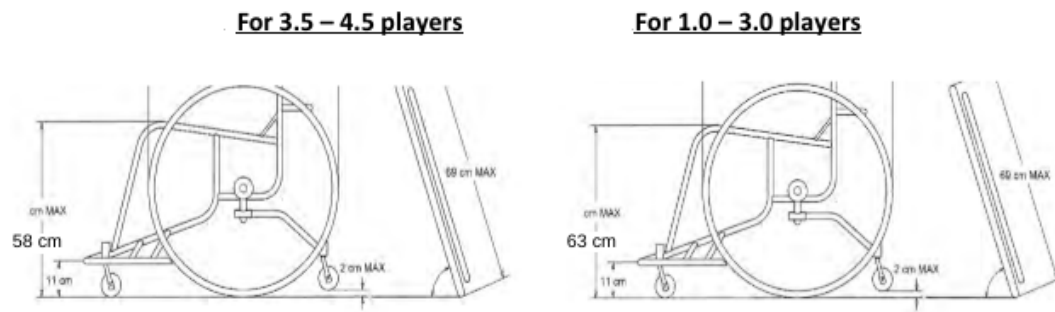
One or two anti-tip devices can be installed, using a maximum of two small castors attached to either the frame or rear axle, positioned at the back of the wheelchair. These castors may frequently or continuously contact the floor. The distance between the castors must not exceed the space between the inner sides of the two larger wheels. When the player is seated in the wheelchair and it is in the forward driving position, the maximum allowable distance between the bottom of the caster(s) and the playing surface is 2 cm. The anti-tip castors must not extend beyond the vertical plane that intersects the rearmost points of the driving wheels. This alignment should be assessed with the wheelchair in its forward driving position.

Note: In this context, an anti-tip castor is not considered a wheel.

The maximum height from the floor to the top of the cushion, when a cushion is used, or the top of the seat platform, when a cushion is not used must not exceed

- 63 cm for a player classification of 1.0 – 3.0
- 58 cm for a player classification 3.5 – 4.5

Diagram 6 – Wheelchair Dimensions



Measurements must be taken with the front castor(s) in the forward driving position, and the player must be out of the wheelchair.

The wheelchair must have either three or four wheels, consisting of two large wheels at the back and one or two smaller wheels at the front. The large wheels, including the tires, must not exceed a maximum diameter of 69 cm. Wheel hubs should have a round outer design without sharp points, edges, or protrusions.

For wheelchairs with three wheels, the small wheel (or castor) must be positioned at the center and within the horizontal bar at the front of the wheelchair. An additional small wheel (or castor) may be added alongside the single small wheel at the front. Reflective or flashing lights are not permitted on the wheels, the chair, or the castors. Each wheel must have one handrim.

No steering mechanisms, brakes, or gears are allowed on the wheelchair.

Tyres or castors that leave marks on the floor are prohibited, except in cases where it can be proven that the marks can be easily removed.

Armrests and other upper body supports attached to the wheelchair must not extend beyond the line of the player's legs or trunk when in a natural sitting position.

The padding on the horizontal bar at the back of the wheelchair's backrest must have a minimum thickness of 1.5 cm (15 mm). It must be adequately flexible to allow a maximum indentation of one-third of its original thickness and should have an indentation factor of at least 50%. This means that when a sudden force is applied to the padding, the indentation cannot exceed 50% of its original thickness. This padding is essential for preventing injuries to other players.

Note 1: During a game, if a wheelchair becomes non-functional or unsafe, the referee will stop the game at an appropriate time to allow the team to make repairs. If the repairs cannot be completed within 1 minute, the player must be substituted.

Note 2: A player may fall out of the wheelchair without incurring a penalty. The referee should be vigilant in ensuring the player's safety when deciding the appropriate moment to stop play.

4 PERSONS

4.1. Players

There are 4 female positions and 4 open positions on the pitch during a match split equally between the two zones (attackers and defenders). 2 females and 2 open players in the attacker (offense) zone. 2 females and 2 open players in the defender zone. The defenders will stay on one side of the pitch and the attackers will stay on the other side of the pitch with the midline (half court) being the line of division. The other players are listed as substitutes. Players will switch zones once two shots are made by either team (see 7.2)

4.2. Classifications

Classifications totaling 24 split up equally between the two zones. The attackers (offense) totaling a classification max of 12 between both genders. Defenders totaling a classification max of 12 between both genders. For more information about classifications check out <https://www.paralympic.org/classification>.

4.3 Team Uniforms

The players of each team must:

- Be dressed in numbered matching sport uniforms that are sufficiently different from that of the other team.
- Use appropriate wheelchair regulations.
- Do not wear any objects that might be considered dangerous, unless they are taped or fixed in a way that they are no longer dangerous.
- Have closely cut and smooth fingernails.

Examples of dangerous objects include: rimless glasses, bracelets, necklaces, earrings, wristwatches and rings.

Because it is a mixed sport, slight differences in gender's clothes are allowed on the same team outfits as long as they look similar and the same color.

4.4 Substitute players

There are no max number of substitutions during a match.

4.5 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 technical ejection from the game. In this case one of the other players must be designated as the captain. The captain is the only player to discuss the game with the referee(s) on and off the field of play. The captain of the home team will call the game toss administered by the referee. Whomever captain wins the toss gets to decide if they will be the attacker or defender first.

4.6 Coach and Assistant Coach

Each team shall be accompanied by one coach who must stay in the team bench area allocated to the team. The coach is permitted to leave his place on the bench in a manner that will not disturb others and remains outside the field of play, in order to:

- Give instructions to the team's players
- Request and/or use a time-out
- Request and execute a substitution

Each team can also be accompanied by one assistant coach who must sit on the bench allocated to the team.

They are permitted to leave their place on the bench in a manner that will not disturb others and remain outside the field of play, in order to give instructions to their team's players.

The assistant coach takes on the tasks of the coach only when the coach is no longer present. At any given time during the match, only one of the coaches is permitted to leave the bench.

The coach and the assistant coach are expected to make themselves known to the referee before the start of the match.

Entering the field of play without the permission of the referee or misuse the right to leave their place in the bench area should be considered as a misbehavior.

If they take part in the match as a player, they can no longer be considered to be a coach or assistant coach and the rights as a coach lapse. If at any time there is no coach or assistant coach present the additional tasks named above go to the captain.

4.7 Other Persons Attached to the Team

The maximum number of other persons attached to the team who are allowed to sit on the bench is four (4), in addition to the coach. They must all remain in the bench area during the match, except the assistant coach and the one designated as the team's medical staff, who is allowed to leave the bench to examine/treat an injured player and can enter the field of play.

4.8 Referee

There must be at least one referee officiating at all times during a match. If there are two referees available, They Both are responsible for making official rulings on the field. Both referees must wear uniforms that are distinctly different from those of the competing teams. Their responsibilities include assessing the suitability of the playing field, materials, and equipment. Before the match begins, both referees ensure that all conditions meet the required standards and that these conditions are maintained throughout the game. Dangerous obstacles or a very slippery surface are valid reasons to cancel the match.

The main referee is accountable for player safety concerning injuries or illnesses that may arise from unsatisfactory playing conditions, and they can assume that players are in good health. To signal the start, stop, or restart of the game, the referee uses their whistle.

The referees must initiate or resume the game as soon as the player taking the pass is ready and all conditions are met. The referees are required to stop the game whenever:

- Action is needed due to changes in circumstances such as the playing surface, materials, or equipment.
- A goal has been scored.
- An infringement needs to be penalized.
- Each quarter ends.
- An unfair advantage is gained.
- A player is bleeding.
- There is misbehavior or interference from the public.
- Both teams are intentionally playing passively in turns.
- It becomes impossible to continue the match due to changes in player line-ups.

To enforce the rules

The referee can punish infringements of the rules unless they choose to play on. The referee may punish any infringements of the rules at any time during the match, even when play has been stopped.

To use the official signals to clarify their decisions

As described in the Referee signals (see attachment)

After blowing his whistle for an infringement, the main referee will normally first indicate whether it is a penalty, free pass or restart and which was the non-offending team by signaling the direction. Following this, the signal for the type of infringement should be indicated.

To take action when one side obtains an unfair advantage from circumstances outside the game

After blowing the whistle to stop the game, the main referee allows 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 referees hinders a defender so that the attacker obtains a scoring chance.

- The defender tips over as a result of an accidental wheelchair collision between attacker and defender when neither player has committed a foul. In these cases, the main referee stops the game and allows the defender to take up his position.
- A player is prevented from catching the ball because the public has crossed a boundary line. If, in the opinion of the referee, the player would normally have caught the ball, then the referee will give the ball to the player concerned.

Take action against misbehavior

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

Take action against interference by the public

When it appears necessary to the referee, they can let the public be warned, can cancel, delay or terminate the match. In the case of interference by the spectators, the referee will ask the captain to have this stopped.

In the case of repetition, the main referee may reschedule or terminate the match, as circumstances require.

4.10 Jury

The jury assists the referee in controlling the match protocol, rules and regulations. The jury instructs and supervises the shot clock operator, timekeeper and scorer during the match. After a time-out or substitution request, when the play has stopped, the jury should make an audible signal to advise the main referee and use a sign to indicate whether a time-out or substitution has been requested and by which team.

The signal may not be any sound that could be misinterpreted as the sound of the referee's whistle.

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

4.11 Timekeeper

The timekeeper is responsible for the playing time and operates the time clock.

4.12 Shot Clock Operator

The shot clock operator is responsible for controlling the 30 seconds time-limit in the attack zone and operates the shot clock.

4.13 Scorekeeper

The scorekeeper is responsible for the game score and operates the scoreboard.

5 INFRINGEMENTS

An Infringement is a violation of the rules

5.1 Dribbling the Ball

There is no dribbling allowed at any time unless in the process of gaining control of the ball.

5.2 Traveling

It will be a travel violation if a player pushes more than twice with possession of the ball. Players may push to get open, but once they take possession of the ball, they can take up to two pushes before they must take action. After two pushes, players must stop, pass, shoot, or use a combination of these actions.

- Breaking a wheel without backward or forward movement of the hand(s) does not constitute a push.

5.3 Lifting

Lifting is the act of raising the player's buttock's so that both cheeks are no longer in contact with the seating platform of the wheelchair or the cushion where a cushion is used on the wheelchair in order to gain an unfair advantage. A player shall not lift from the wheelchair to shoot, rebound or pass the ball or attempt to block a shot or a pass from an opponent or attempt to secure a pass from a team-mate or during contesting a tap-off at the beginning of the first quarter. A player should not cause all parts of their wheelchair to come off the floor while both hands are removed from the rear wheels (jumping).

5.4 Solo Play

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.
- A player is not allowed to throw the ball against another player's wheelchair or against the post. If this takes place this will be a turnover.

5.5 Fouls

A foul is an infringement of the rules concerning illegal personal contact with an opponent or unsportsmanlike behavior. Any number of fouls may be called against a team. If a foul is committed after the ball has become dead when:

- The game clock signal sounds for the end of the quarter or overtime.
- An infraction is committed, it shall be disregarded unless it is a technical, unsportsmanlike or disqualifying foul.

If the foul is committed on a shooter who has their shot impaired, that player shall be awarded a penalty shot.

If the foul is committed on a shooter and the shooter still makes the goal

- The point is counted.
- The game continues with a re-start for the opposing team.

Note: The wheelchair is considered to be part of the player. The cylinder principle is defined as the space within an imaginary cylinder occupied by a player and their wheelchair on the floor. It includes the space above the player and is limited to:

- The front by the palms of the hands and the footrest or the horizontal bar at front of the wheelchair
- The rear by the back outside edge of the large wheels
- The sides by the outside edge of the large wheels where they touch the floor.
- The hands and arms may be extended in front of the torso no further than the position of the footrest or the horizontal bar at the front of the wheelchair, with the arms bent at the elbows so that the forearms and hands are raised. The distance between the large wheels will vary according to the camber of the wheels.

Technical fouls include:

- Lifting legs to gain advantage.
- Lifting out of chair.

Players must remain seated and cannot use their legs or feet on the floor to steer the wheelchair.

If a person commits a technical foul a re-start is awarded to the opposite team at the place of the infringement.

5.6 Ball Hand-off

Whenever a player hands the ball to a teammate the ball has to first move freely through the air. No ball hand-offs are allowed.

5.7 Shooting from a Defended Position

Whenever an attacker player shoots the ball towards the korf while a defender is actively trying to block the ball ONLY when in the penalty area.

Whenever an attacker player shoots the ball towards the korf while a defender satisfies all the following conditions:

- Is actively trying to block the ball.
- Is within one (1) arm's length of the attacker.
- Is nearer the post than the attacker.
- Has their face turned towards the attacker.

5.8 Hindering Opposite Position

Whenever a player makes any action to hinder an opponent of the opposite position (a female position versus an open position. This will be rewarded as a Free Pass.

5.9 Score from the Defense Zone

A player CANNOT score from the defense zone of the attacking team or directly from a throw off, an out-ball, a re-start or a free pass.

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

5.10 Post Obstruction

Whenever a player touches, holds or runs into the post with their wheelchair, it influences the result of a shot (intentionally or unintentionally):

- uses it to change direction or to move away quickly

When an attacker moves the post during a shot:

- if the movement is intentional, a restart will be awarded to the defense.
- if the movement is unintentional without a goal, the referee 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 referee has already blown for this offense.
- if the movement of the post might have prevented a goal, a penalty will be awarded to the attackers.
- if the movement is intentional without the possible loss of a goal, a free pass will be awarded to the attackers.
- if the movement is unintentional without the possible loss of a goal, it's play on.

5.11 Out of Bounds

Definition - A player is out-of-bounds when any part of their body or wheelchair is in contact with the floor, or any object other than a player above, on or outside the boundary line. The ball is out-of-bounds when it touches:

- A player, wheelchair or any other person who is out-of-bound.
- The floor or any object above, on or outside the boundary line.

The ball is caused to go out-of-bounds by the last player to touch or be touched by the ball before it goes out-of-bounds, even if the ball then goes out-of-bounds by touching something other than a player.

If the ball is out-of-bounds because of touching or being touched by a player who is on or outside the boundary line, this player causes the ball to go out-of-bounds.

5.12 The Throw-in

The player taking the throw-in cannot:

- Take more than 5 seconds to release the ball.
- Move into the pitch while having the ball in their hands.
- Cause the ball to touch out-of-bounds, after it has been released on the throw-in.

- Touch the ball on the pitch before it has touched another player.
- Cause the ball to enter the korf directly.
- Move from the designated throw-in place.

During the throw-in the defender shall not move any part of their body or wheelchair over the boundary line to interfere with a throw-in. It is considered an infringement and will result in a free pass. (8.7)

6 INFRINGEMENT ACTION

Every time a player violates one of the rules of the game, the referee must take one of the following actions according to the criteria described:

6.1 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 unintentional and without uncontrolled contact).

6.2 Whistle for a Re-start (Infringement by an Attacker)

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

After an infringement committed by an attacker in their attack zone.

The re-start takes place from the spot where the infringement was committed and awarded to the opposing team.

6.3 Whistle for a Free Pass - (Infringement by a Defender)

After any infringement of the rules done by a defender, intentionally or with uncontrolled contact, regardless of the team that has ball possession.

An infringement committed by an attacker player (a player in his attack zone) cannot be punished by a free pass.

When the non-offending team immediately obtains a goal-scoring chance and the referee blows their whistle after the ball has left the player's hands and is on its way to the korf and goes through the korf, it will count as a made goal and no penalty is awarded.

6.4 Throw-Off

The throw off is taken by an attacker from a point inside their zone no more than 2m from the midline of the pitch with the same stipulations as for a re-start.

A throw off takes place:

- at the start of each quarter of the match
- after every made goal by the team who has just conceded the goal.

7 RE-START

7.1 Out-ball

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 (zone).
- The ceiling or an object above the field of play.

A re-start is awarded against the team that touched the ball last. The player will pass the ball from outside of the boundary line closest to the infraction.

7.2 Exceeded Time Limit

If the attackers allowed time-limit in the attack zone exceeds the 30 seconds time-limit to attack by neither scoring a goal nor making the ball touch the korf from a shot by a player in the attacking zone then a restart may be awarded to the defending team. This time-limit is indicated by a shot clock according to the procedures described in (11.3). Exceeding the time-limit is indicated by the buzzer of the shot clock. After exceeding the time-limit, the referee stops the game and awards a restart to the defending team unless he decides to play-on in case the non-offending team has possession of the ball.

7.3 Infringements During Restart

After the referee has blown their whistle for the re-start to be taken, they can award:

A new re-start in favor of the other team when:

- The taker of the re-start has not brought the ball into play within 5 seconds.
- The taker of the re-start touches the boundary lines or the playing area on the other side of the boundary line.
- A player from the team of the taker of the re-start touches the ball before it has been brought into play.

A new re-start for the same team when:

- An attacker player from the opposite team touches the ball before it has been brought into play
- Tries to actively or passively hinder the taker of the re-start.

A free pass is awarded for the same team when:

- A defender player from the opposite team touches the ball before it has been brought into play
- Tries to actively or passively hinder the taker of the re-start.

8 FREE PASS

8.1 Free Pass Setup

The free pass is taken inside the free pass area (see diagram 3), taken by any player of the attack zone behind the penalty spot.

8.2 How to Free Pass

After the referee makes the signal for a free pass (see referee signals), the referee allows the attackers to take their positions.

At the moment the taker of the free pass has, or can take the ball, in their hands and the other attackers are positioned, the referee gives the 5-second signal (see referee signals).

This begins the preparation period, which gives the defenders a maximum of 5 seconds to position themselves. All players must satisfy all five conditions described below before the referee whistles for the free pass to be taken.

The referee does not have to wait the full 5 seconds. If all conditions are satisfied before that time, they shall immediately blow their whistle.

8.3 Conditions For a Free Pass

Before the referee can whistle for the free pass to be taken:

- The taker of the free pass must have their wheelchair behind the penalty spot shown in diagram 3 (free pass area).
- The other three (3) attacking players' wheelchairs must be outside the free pass area, and must be at a distance of at least 2 m from each other.
- The defender players' wheelchairs must be outside the free pass area.

After the referee whistles for the free pass to be taken:

- The taker of the free pass must throw the ball within no more than 5 seconds and before the ball has left their hand(s).
- They must not touch the penalty spot or anywhere in the darker shaded zone shown in diagram 3 (free pass area) with any body part or wheelchair.

After the referee has blown their whistle for the free pass to be taken, when the taker of the free pass throws the ball and one of the following things occur:

- A player of the defending team touches the ball.
- Another player from the attacker team touches the ball while not moving their wheelchair outside of the free pass area and the ball has clearly traveled through the air for a distance of at least 1m (measured along the ground).

If a second infringement takes place during the taking of a free pass it will result in the award of a penalty. The penalty taker is the attacker who is taking the free pass. (10)

9 PENALTY SHOT

The penalty is taken inside the penalty area (see diagram 2)

9.1 Conditions for a Penalty Shot

- A penalty shot is taken by the attacker who lost the free scoring chance at the moment of the Infringement. The player fouled is the penalty taker and will take the penalty shot.
- If a second infringement during a free pass takes place it will result in the award of a penalty shot, the penalty taker is the attacker who is taking the free pass.

9.2 Players During Penalty Shot

All the other players must stand outside the penalty area.

- From the opposing team, all players and all players of that team's bench must refrain from any actions or comments that may disturb the person taking the penalty.
- The penalty taker must wait for the referee to blow their whistle before taking the shot.
- Once the referee has whistled for the penalty to be taken, whenever the ball leaves the hands of the penalty taker it must go towards the korf.
- The penalty taker must not touch the penalty spot or anywhere in the darker shaded zone shown in diagram 2 (penalty area), with either body or wheelchair, before the ball has left their hand(s).
- The ball is brought into play as soon as it leaves the hands of the taker of the penalty.

9.3 How to take a Penalty Shot

There is no time limit to prepare and take the penalty.

As soon as conditions 1 and 2 (above) are satisfied the referee will blow his whistle for the penalty to be taken.

9.4 Infringements During a Penalty Shot

Any violation of conditions described above should be punished by the referee as follows:

- if committed by an attacker, the penalty shot is invalid and a re-start is awarded to the defending team.
- if committed by a defender, then the penalty must be retaken if there is no goal. This can be considered misbehaviour, especially when repeated.

The penalty must be retaken if it is taken before the referee has blown his whistle to indicate that the penalty may be taken.

If necessary, a penalty can be taken after the end of the playing time.

Any time the player appointed by the referee to take the penalty is substituted, the penalty can be taken by any other player in the attack zone.

10 Legal Guarding Position

10.1 Establishing a Legal Guarding Position

A defensive player has established a legal guarding position when:

- They have covered the path of an opponent.
- Has established a position in the path of an opponent while, at the same time, allowing that opponent time to avoid contact.
- The path of a player is the direction that the player is moving.
- The path of a player is as wide as the parallels drawn from either side of the seat of a wheelchair in the direction that the wheelchair is travelling.

Note: The parallel lines extending from either side of the seat will serve as a practical point of reference for the referee. This definition does not imply that the wheels are not part of the wheelchair or part of the player. To cover the path of an opponent, a player must position their wheelchair across the opponent's path, with their wheelchair extending from one side of the path across to the other side.

A player may not place their wheelchair between the rear wheels of an opponent's wheelchair. The legal guarding position extends upwards above the player's torso, but within the cylinder formed by the player's body and wheelchair.

10.2 On Ball Defense

A player who stops in the path of a moving opponent must give the opponent time and distance to stop or change direction.

- Slight or incidental contact which disadvantages neither player may be disregarded.
- A player who covers the path of an opponent is considered to have given the opponent time and distance to avoid contact.

The player with the ball, while moving or stationary, must expect to be defended and must be prepared to stop or change direction whenever an opponent takes a legal guarding position in front of them.

- The guarding (defensive) player must establish a legal guarding position without causing contact prior to taking that position.
- Once a defensive player has established a legal guarding position, they must maintain this position; that is, they may not extend their arms or move their wheelchair illegally to prevent the player with the ball from passing them by.

10.3 Block or Charge

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opposing player's wheelchair.

When judging a block/charge situation a referee shall use the following principles

- The defensive player must establish an initial legal guarding position by either

covering the path of the opponent, or establishing a position in the path of the opponent that allows the opponent time to avoid contact.

- The defensive player may remain stationary, move forwards or backwards to re-establish the guarding position, particularly to cover the path of an opponent who is attempting to move away.
- The defensive player must be on the spot first. If this defensive player has legally covered the path of the opponent, the defensive player is considered to be on the spot first.

If the items above are present then the contact is caused by the player with the ball and a restart will be rewarded the defensive team.

10.4 Off Ball Defense

A player who does not control the ball is entitled to move freely on the court and take any position not already occupied by another player.

- In taking up a legal position close to an opponent, a player must occupy the position first.
- The defensive player must be on the spot first. The defensive player is considered to have a legal position if they reach a spot before the attacker who does not control the ball. Once a defensive player has taken a legal guarding position, they may not prevent an opponent from passing them by extending their arms into the opponent's path.

The player may however, in order to prevent injury, turn or place their arms in front of their body, or turn their wheelchair, providing that in turning their chair they do not, in the opinion of the referee, significantly change their position in the path of the opponent.

Once a defensive player has taken a legal guarding position:

- They may remain stationary or move laterally or move away from the opponent in order to maintain his/her legal position in relation to the opponent.
- They may move towards their opponent; however, if contact occurs, they are responsible.
- A defender who is stationary within a chair length of the braking area of a moving opponent who does not control the ball, and who then moves into the braking area of that opponent, must allow the opponent time and distance to avoid contact.

10.5 Crossing the Path

Crossing the path occurs when one of two opponents, traveling either parallel (in the same direction) or on converging paths, changes direction and turns across into the path of the opponent. A moving player with or without the ball may legally cross into the path of an opponent under the following conditions:

- The axle of the rear wheel of the player crossing the path can be seen in advance of the most forward part of the opponent's wheelchair, that is either the footrests or, in case of a chair with a forward projection located in front of the wheelchair, in front of the most forward point of that projection.

- The player who crosses the path must allow the opponent time and distance to avoid contact. If a player legally crosses the path of an opponent, then the opponent is responsible for contact.

Illegal crossing the path is personal contact that takes place when a player, with or without the ball, changes direction and attempts to cross into the path of an opponent without allowing that opponent time to stop or change direction. The elements of time and distance coming to an immediate stop with a wheelchair is impossible. Moving players who stop ahead of an opponent must allow sufficient distance between the wheelchairs in order to give the opponent the opportunity to brake or to change direction without causing severe contact. Slight contact can be regarded as incidental if a player tries to break or to change the direction of their wheelchair. The distance needed by a player to stop is directly proportional to the speed of their wheelchair.

If a referee determines the action as an illegal crossing path, this infringement will result in an award for a re-start for the non-offending team. The location of the infringement is where the restart will take place.

An infringement by an attacker will result in an award for a re-start for the defending team from the place or close to the location of the infringement

10.6 Illegal Defending

Illegal defending from the rear is personal contact with an opponent or their wheelchair, by a defensive player, from behind. The fact that the defensive player is attempting to play the ball does not justify their contact with an opponent or their wheelchair from the rear.

10.7 Screening

Screening for a teammate is illegal in the game of wheelchair Korfball. Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the court.

10.8 Unsportsmanlike Conduct

The referee can consider any unsportsmanlike conduct 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 referee or any other participant in the match.

In the case of misbehaviour, the referee can:

- informally warn the person that they must change their method of playing or their behavior
- 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.

Examples of actions that may be treated as misbehavior:

- 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 referee about their knowledge of the rules
- leaving the field of play without informing the referee
- repeatedly infringing the rules, especially after a warning
- Striking or intentionally running down an opponent with their wheelchair
- deliberately moving the post during a shot
- deliberately throwing the ball against the body or wheelchair of an opponent
- hindering the taker of a re-start
- preventing the preparation of the free pass or trying to prevent the taking of the free pass
- disturbing the person taking the penalty
- Both teams intentionally passively play the game in turns or appear to accept the score as it is with no ambitions to change it. The referee shall warn both captains together that this form of play is regarded as misbehavior and if continued may lead to a formal warning and the game to be stopped
- delaying the retaking of positions after a time-out (the captain shall be warned)
- failing to inform the referee of a substitution (the coach shall be warned)
- a coach or assistant coach entering the field of play without the permission of the referee
- a coach or assistant coach misusing the right to leave their place in the bench
- a captain misusing the right to draw the referee's attention to anything they think is desirable in the interest of the good progress of the match and/or criticism of the referee
- throwing the ball far outside the field of play
- throwing the ball when the game has been stopped
- time wasted when changing zones

A person shown a red card must be replaced by a substitute, must leave the playing area and sit in the area reserved for spectators or leave the gym altogether, whatever they choose.

With respect to the coach, the referee also has the power to forbid them from leaving the bench without their permission during the rest of the match.

The jurisdiction of the referee, 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 stat sheet is signed by the captains and the referee.

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, assistant coach or substitute player who has been given a red card may not subsequently take part in the match as a player or sit on the team's bench.

11 THE GAME

11.1 Duration and Timeouts

A match is played in 4 quarters. Each quarter lasts 10 min. At the end of each quarter is a technical time-out of a one (1) minute break.

11.2 Timeout

A timeout is a break in the game lasting 60 seconds that is excluded from the timing of the game. There is an automatic 60 sec timeout in between each quarter.

The number of time-outs given per match per team is Four 60 sec time outs.

- During the 4th quarter you can only use a max of two timeouts.
- During the Golden Goal period (10.2) 1 timeout will be awarded to each team.

After the timeout, the game is restarted on the spot and in the manner that the game would have been restarted if no timeout had occurred.

A timeout may be granted during a timeout opportunity.

A timeout opportunity begins:

- For both teams, the ball becomes dead, the game clock is stopped and the referee has ended their communication with the scorer's table.
- For the non-scoring team, a goal is scored.

11.3 The Game Clock

The clock starts every time:

- The referee blows their whistle for a throw off at the start of each quarter of the game
- After every made shot for the team who has just conceded the shot.
- The referee blows their whistle to restart the game except for a penalty to be taken, no matter the reason why it was stopped.
- After a missed penalty and with the first touch of the ball by any player. The game clock stops every time.
- Time expires at the end of every period.
- The referee blows their whistle for any reason when the game is being played.
- A point is scored for one of the teams. When a game has ended in a draw a decision will be obtained by playing a golden point period. The same conditions shall be applied as for the regular playing time. A golden point period is when the game has ended in a draw, a decision is obtained by playing a golden point period of 10 minutes as described below.
- The game must restart after a 1-minute break.
- The game re-starts with a throw off for the team who had the ball possession at the end of regular playing time.
- Both teams must attack the same korf as at the end of the regular playing time.

- The same line-up must be maintained in the same zones as at the end of the regular playing time.

11.4 Shot Clock

To exceed the allowed time-limit in the attack zone

An attacking team has a time of 30 seconds to touch the korf with a shot or to score. This time is indicated by a shot clock. The exceeding of the time-limit is indicated by the buzzer of the shot clock, by which the game is interrupted. After an exceeding of the time-limit the referee must give a restart to the defending team. The restart is taken from the place where the attacker had the ball in their possession at the moment that the buzzer sounded or had in their possession just before the moment that the buzzer sounded.

- The shot clock is set at 30 seconds when an attacker comes in possession of the ball.
- The shot clock is reset on 30 seconds when the ball touches the korf after an attacker attempts a goal and misses but regains control of the ball.
- The shot clock is stopped and reset on 30 seconds when a defender takes possession of the ball, when a score is given by the referee and after each quarter of the match ends.

The shot clock is stopped and reset at 30 seconds when the referee blows their whistle one of the following:

- An infringement which is punished by a free pass.
- An infringement which is punished by a re-start.
- A penalty shot.

After the referee has recommenced the game by a signal of their whistle, the shot clock is restarted when an attacker has taken possession of the ball following the ball being brought into play by the taker of the free pass, the re-start or the penalty shot. Therefore the moment of seizing the ball is used to decide when the shot clock is re-started.

The shot clock is stopped if the referee blows Their whistle to interrupt the game for circumstances other than those listed in 4 above

The shot clock is re-started after an attacker has taken possession of the ball following the referee re-starting the game by a signal of the whistle. In these circumstances the shot clock is re-started from the time which it was showing when the clock was stopped.

However, for an interruption of the game for an injury to a defender then the clock is reset to 30 seconds and re-started from that time.

When an attacker plays the ball directly, or indirectly via a defender, backwards to a teammate in the defense zone, the shot clock will not be stopped and will not be re-set on 30 seconds again when an attacker comes in possession of the ball directly after such an occurrence.

The referee will also allow a shot if, when the buzzer sounds, the ball had left the hands of a shooting attacker, was on its way to the korf and is a made goal.

12 Goals

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 has 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 from happening by tapping it back from underneath.

Every goal adds one point to the score and it is credited to the team attacking in the zone into which korf the ball has entered.

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 from the defence zone of the attacking team or directly from a throw off, free pass, or re-start.
- If the ball had left the hands of a shooting attacker after the whistle or signal for the end of any period of the game. 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 (see 11.2) may be played to declare the winner of a championship or tournament. All regular season matches can end in a tie.

12.1 Zones and Zone Changes

Each time that two goals have been scored, the roles of the players change. The attackers now become defenders and the defenders become the attackers.. This is achieved by the players changing zones. There is no change of roles at the end of each quarter.

13 PLAYER INJURY

In the event of injury to a player(s), the referees may stop the game.

13.1 Treatment of Injured Player

Head coach, assistant coaches, substitutes, excluded players and accompanying delegation members may enter the field of play, only with the permission of a referee, to attend to an injured player before they are substituted.

A medical attendant does not need permission from the referee to enter the field of play. An injured player is allowed to be assessed/treated for a period of one minute starting when the medical attendant reaches the location of the injured player. If after one minute the player is deemed not to be fit to immediately continue then, provided the injury is such that it is safe to move the player, they should be immediately removed from the field of play and be substituted.

During the treatment of an injury, players must remain in their zones unless otherwise given permission by the referee.

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.

14 Winner of the Match

Whomever has the most points at the end of the game wins. If it is tied at the end of the buzzer it will end in a draw (tie). During a championship match follow the Golden Goal Rule.

14.1 Golden goal Period

When the match has ended in a draw, a decision is obtained by playing a golden goal period of ten minutes as described below:

- The game must re-start after a 1-minute break.
- The game re-starts with a throw-off for the team who had the ball possession at the end of regular playing time.
- Substitution can be made to the line-up but must maintain the same zones in the Golden Goal Period as it was at the end of the regular playing time unless see. (11.2)

The match is finished immediately after one of the teams scores the first goal and the scoring team is declared the winner.

14.2 Throw-off During Golden Goal Period

- The game re-starts with a throw-off for the team who had the ball possession at the end of 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.
- If the ball has left the hands of a shooting attacker, was on its way to the korf and the shot passes through the korf, a goal is awarded and if this goal equalizes the score, the ball possession is given to the team who conceded the goal. A change of zones must happen if that was the 2nd shot.
- 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.

14.3 Penalty Shoot Out Shot Golden Goal Period

If there is no winning team at the end of the golden goal period, penalties shoot out takes place as described below:

- A toss is made immediately after the end of the golden goal period called by the home team captain.
- The winner of the toss chooses if it takes the first penalty or not and to which korf the penalties are taken.

- The coaches of both teams inform the Jury about the sequence of players who will take the penalties and after this moment, no more substitutions are allowed. This list of players will repeat until we have a winner.
- At least 8 players equalling 4 open positions and 4 female positions must shoot and in any order.
- Series of Penalties shots are taken using the “sudden death” system, where penalties are shot in the set sequence until one team has scored a goal more than the other has from the same number of penalty shots.

After the coach hands over the sequence of players to the Jury, the players are obliged to take the penalty in the set order. If for any reason a player does not take the penalty, it is considered to be a missed shot. During the penalty shots only the eligible players and match officials are permitted to remain on the field of play and all players, except the penalty taker, must remain behind the middle line.

The team who scores more penalties is declared the winner.

END OF RULES and GAME PROCEDURES

