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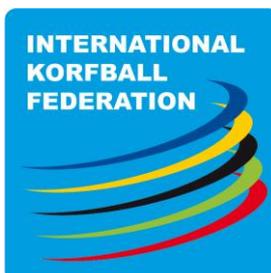
# RULES

FOR THE

## U17 Korfball WORLD CUP

2017

Organised by the KNKV District South



The U17 Korfball World Cup is an IKF patronaged event

Release April 2017

RULES FOR THE U17 Korfball WORLD CUP (U17KWC)  
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## RULES FOR THE U17 Korfball WORLD CUP (U17KWC)

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### 1. Organisation

- 1.1. The U17 Korfball World Cup (U17 KWC) shall be held yearly
- 1.2. The tournament will be held on the following dates: 24-25<sup>th</sup> of June 2017

### 2. Participation

- 2.1. A maximum of 12 teams may take part.
- 2.2. The teams will be the national under 17 selections of affiliated members of the IKF.
- 2.3. All arrangements concerning the payment of the travelling and lodging expenses of the participating teams and their accompanying officials, together with the payment of any costs of participation, will be made by the organisation, which has entered the team in accordance with Article 2.1 of the Match Regulations for International Youth Tournaments organised by KNKV districts North and South.

### 3. Entries

- 3.1. Entries of the participating teams must be submitted to the Organising Committee (OC), not later than the date as stated in our invitation letter.
- 3.2. The order of registration will be decisive, on the understanding that are placed beforehand:
  - The Netherlands and Belgium;
  - Countries that have underlined a Top-6 agreement with KNKV;
  - From each continent at least one country;
  - The U17 KNKV RTC South. Games played by this team will, however, be out of the competition. This team is a part of the Talent Program in The Netherlands. They will only participate if there are an odd number of teams signed up.
- 3.3. The OC will inform the participating nations of the names of the teams entered.
- 3.4. There is a maximum limit of 16 players and 5 team officials (incl. trainer/ coach and team manager) per team.
- 3.5. Each participating nation must submit the names of the (maximum 8) male and (maximum 8) female players, including their surnames, first names, date of birth and the number(s) in which they will play, together with the name of the trainer/coach, team manager and other team officials to the Organising Committee no later than 10 days before the first day of the tournament on an official Information Form. Changes in the form must be advised to the jury not later than 2 hours before the first game of the tournament.
- 3.6. Contrary to 3.5. it is allowed to submit more as 8 male and/or female players as a result of league obligations and/or injuries, and/or on account of ill health. To this end, at the latest during the Briefing on Friday, a written motivated request must be sent to the OC. The decision of the OC is final. The OC will inform all participating teams and the jury on any granted changes.
- 3.7. All players should be born after or inclusive the first of January 2000. Players must be able to provide evidence about they were born after or inclusive the date mentioned above.
- 3.8. Players must have reached the age of 14 (fourteen) before the date of the first match of the event. The OC may grant dispensation for one or two players born after or inclusive the 24<sup>th</sup> June 2003 and before the first of January 2004.

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- 3.9. Withdrawal within 1 (one) month before the tournament might have consequences as stated in article 12.3 of the Match Regulations for International Youth Tournaments.
- 3.10. Before the start of the tournament, the national organisations of the participating countries shall confirm in writing to the Organising Committee that suitable insurance has been taken out to cover the cost of any medical treatment of the members of their delegation during their stay in the places where the tournament is being held.

### 4. Playing-schedules

- 4.1. The OC shall inform the competing countries of the playing schedule for the tournament 3 (three) weeks prior to the start of the tournament.
- 4.2. If circumstances require a deviation from the playing schedule due to the withdrawal of a team, this will be announced as soon as possible to the participating teams. Once all teams have declared their teams to the jury, thereby confirming that all entered teams have arrived, no deviation in schedule is allowed.

### 5. Costumes

- 5.1. Each team shall bring at least 2 sets of costumes (shirts and skirts/shorts) in different basic colours. All members of the teams shall wear matching costumes. Each participating organisation shall state the major and spare colours of its team on the information form mentioned under 3.5. Shirts must be numbered and the players must wear the same number throughout the event. Ideally, shirts should be numbered front and back but this is not obligatory.
- 5.2. Sponsorship advertising may be permitted on the costume in accordance with Article 20 of the IKF Competition Regulations.
- 5.3. On the initiative of the jury, teams shall mutually agree on contrasting colour choices for each game. Contrast of colours must be in both shirts and shorts/skirts if necessary. Should the teams be unable to mutually agree their colours then the chairman of the jury will toss with the winner choosing their colour first. The other team must then choose a contrasting colour.
- 5.4. In case of a reasonable request by TV personnel concerning the teams' colours, the jury may instruct one or both teams to comply with such a request.

### 6. Arbitration

- 6.1. The Referee Committee of the IKF has the right to appoint three referees for the tournament.
- 6.2. The Referee Committee will send an assessor to judge and accompany the IKF referees.
- 6.3. The OC shall invite in cooperation with the KNKV and together with the assessor the remaining referees (and assistant-referees) for the tournament.
- 6.4. The assessor shall appoint the referees (and assistant-referees if applicable) for each game among the referees invited under rule 6.1 and 6.3. All referees and assistant-referees must be informed of their appointments at the earliest opportunity.

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- 6.5. Travelling expenses of the referees mentioned under 6.1 and the assessors stated under 6.2 will be paid by and according to the guidelines of the IKF. The referees will submit their expense accounts with the accompanying bills to the IKF office within one month of the tournament. As soon as the accounts have been approved, the IKF office will arrange payment.
- 6.6. The OC of the tournament will arrange and pay the local transport and board-and-lodging of the referees.

### 7. Jury

- 7.1. The OC will appoint a jury in accordance with Article 14 of the Match Regulations for International Youth Tournaments no later than 14 days prior to the tournament.
- 7.2. The OC of the tournament will pay for the expenses as stated in the confirmation letter to the jury members.

### 8. General rules

- 8.1. The games will be played in accordance with the Rules of the Game and the Match Regulations of the IKF.
- 8.2. Only protests against equipment, playing area and medical aids worn by players will be permitted and must be presented to the jury before the referee's starting signal. No other protests will be allowed and the decision of the jury is final.
- 8.3. The OC will provide match forms for each game. Every team is obliged to fill out and submit this form to the jury no later than 30 (thirty) minutes before a game is to be played by that team. On the form the names of 4 (four) male and 4 (four) female players must be listed as well as the numbers of the shirts in which they will play, the names of the substitutes and the name of the coach. The names of the male and female players listed, must appear on the official information form mentioned in article 3.5 of these rules. During a game, male and female players may only be replaced by the male and female substitutes listed on the form. To make a substitution the coach shall provide the jury with the appropriate form indicating the number of the player entering the game and the number of the player being replaced. After the game, the referee and both captains must apply to the jury to complete and sign the match form(s). After being signed, the forms will stay in the possession of the chairman of the jury, who will send it to the IKF secretariat after the tournament.
- 8.4. For all matches applies "real play time".
- 8.5. Before the start of the games, the referee will toss a coin. The winning team will choose the korf into which it will shoot during the first half and take the throw off. In subsequent rules, this team shall be referred to as the "home team". The team of the organizing country will always be referred to as the "home team".
- 8.6. The team first mentioned in the programme take the team bench on the same side of the home score on the scoreboard behind the jury.
- 8.7. For all matches 1 (one) time-out per team is allowed.

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- 8.8. Playing rule experiments are acceptable to the OC after mutual agreement between the OC and the IKF or KNKV. The experiments will be announced in the invitation- or Information letter. Detailed information will be sent to the participating countries at least 1 (one) month prior to the start of the tournament. The KNKV will send specialists to report the results. The OC shall state the experiment(s) in the program booklet.
- 8.9. The OC have adopted **the following regulatory act for 2017:**
- In all matches six substitution players are allowed without the approval of the referee;
  - The replaced player is allowed to participate to the game again. This will be a player's change also. Each player can be changed within the six permitted replacements;
  - Leaving and returning into the game can be done on the whistle of the referee. The player coming off, cannot be going back on in the other division, on the same whistle;
  - Sent away for a player and the substitution therefor, the provisions of § 2.1 point (c) of the Official Rules shall apply, under the understanding that it goes up to six player's replacements;
- 8.10. A shot clock will be used in all matches.
- 8.11. During halftime, teams must stay at the team bench. It is not allowed to go to the dressing rooms or other rooms during halftime.

## 9. Misconduct

- 9.1. The referee shall report cases of yellow or red cards issued during the match by annotating the details on the match form. Yellow cards will be dealt with as 'bookings' in line with the IKF Disciplinary Procedures. For red cards and for any other case of misconduct, the referee must provide a written report to the jury within 30 minutes of the completion of the game. The jury may also request reports of other officials and/or players who were witnesses to the incident. These also have to be submitted to the jury within 30 minutes of the completion of the game.
- 9.2. Any red cards or other misconduct referred to in 9.1 shall be referred to the Tournament Disciplinary Panel whose decision shall be final.
- 9.3. The Tournament Disciplinary Panel informs the party concerned, together with his national organization of the indictment and requests the party concerned, and any others of whom it is deemed expedient, to submit defense statements or to provide further information or statements in writing. Any parties receiving such a request are bound to respond to it within the time limit set in the request.
- 9.4. Given yellow cards expire after the tournament. Given red cards have consequences for subsequent participation in IKF tournaments for at least the first match and possibly the first day of the match at which the player or staff member concerned can participate. The decision is made to the jury of the next IKF tournament or event.

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## **10. Doping.**

- 10.1. The participants will adhere to and conform to any anti-doping measures required of them under Article 4 of the Match Regulations for International Youth Tournaments.

## **11. Tournament Disciplinary Panel (TDP).**

- 11.1. The TDP are the members of the jury.

## **12. Final Provision**

- 1.1. The Tournament Panel (TP) shall have the power to deal with any matter that is not provided for under these rules.
- 1.2. The TP are the head of the jury, a member appointed by the Organising Committee (OC) and a member appointed by the DWIK South.

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## APPENDIX

### Composition of groups and match schedule 2017

1. The number of groups depends on the number of participating teams. The composition of the groups is provided by drawing lots.
2. With 8 or 10 participating teams, the teams will battle for rankings in 2 groups, A and B as written as below.
3. If the team KNKV RTC South is a participant, they will play out of competition and are not eligible for the Championship.
4. The winner of the final will be presented with the U17 Korfball World Cup Trophy for one year.
5. For all matches applies real playing time.
6. With 8 participating teams the match schedule is as follows:
  - Saturday:
    - a. The teams will play for rankings in round robin format within their own group. 2 x 13 minutes real play time, with 1 time out per team.
  - On the concluding day:
    - b. Place 1 to 4: The numbers 1 and 2 of group A and B, will play cross matches to decide who will play in the final and who will play for places 3 and 4. Both cross matches and final and place 3-4 match will be 2 x 20 minutes real playtime, with 1 time out per team.
    - c. Place 5 to 8: The numbers 3 and 4 of group A and B, will play cross matches to decide who will play in the play for places 5 and 7. Both cross matches and ranking matches will be 2 x 20 minutes real playtime, with 1 time out per team.
7. With 10 participating teams the match schedule is as follows:
  - Saturday:
    - a. The teams will play for rankings in round robin format within their own group. 2 x 13 minutes real play time, with 1 time out per team.
  - On the concluding day:
    - b. Place 1-4:

The numbers 1 and 2 of group A and B will play cross matches to decide who will play in the final and who will play for places 3 and 4. Both cross matches and final and place 3-4 match will be 2 x 20 minutes real playtime, with 1 time out per team.
    - c. Place 5-10:

The ranking of the pools A and B, decides the new Groups D and E:  
D: A3 – B4 – A5  
E: B3 – A4 – B5

The teams will play for rankings to decide who will play for places 5 (five) to 10 (ten) in round robin format within their own group, 2 x 13 minutes real play time, with 1 time out per team.

Place 9-10: D3 – E3  
Place 7-8: D2 – E2  
Place 5-6: D1 – E1
    - d. All Matches for the ranking 5-10 are:

2 x 13 minutes real play time, with 1 time out per team.

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### Ranking schedule for group matches

1. For all matches in group A, B, and in case of 10 participating teams group D and E, the winning team obtains 3 (three) points. In case of a draw, the winner is determined by the use of a 'golden goal' as described in the appendix. If there is no winner after the 'golden goal' period, then the winner shall be determined by the taking of penalties. The procedure for this is also shown in the appendix. For a win after a "golden goal", or penalties following a "golden goal", then the winning team shall earn 2 (two) points and the losing team 1 (one) point.
2. Ranking shall be determined according to the number of points earned (highest to lowest).
  - a. Whenever two teams are equal on match points, their ranking shall be decided by the result of the match between those two teams.
3. Whenever three teams are level on match points then the ranking of the three teams shall be decided as follows:
  - a. By the goal difference scored in favour and against in the matches between those three teams. The team having the greatest goal difference placed highest and the team with the smallest goal difference placed lowest. If this will result in only one team being ranked and the other two teams are still equal, then clause 4 shall apply for these two teams.
  - b. If after applying clause 3.a the goal difference is the same for all three teams, then the number of goals scored in the matches between the three teams shall decide the rankings with the team having scored the most goals placed highest and that having scored the least goals placed lowest. If this will result in only one team being ranked and the other two teams are still equal, then clause 2 shall apply for these two teams.
  - c. If after applying a and b the teams cannot be ranked, then penalties have to be taken by 4 (four) male and 4 (four) female players of the teams.
  - d. If after applying 3.a, b and c the teams cannot be ranked then a next round of penalties has to be taken to decide on the ranking.
4. Whenever four or more teams are level on match points then the ranking of these teams shall be decided as follows:
  - a. By the goal difference in the matches between those teams with the team having the greatest goal difference placed highest, followed by the next highest and so on with team having the smallest goal difference placed lowest. If this results in one or more teams being ranked but there are still teams equal, then clause 3 shall apply for three equal teams and the result between the teams when there are two equal teams.
  - b. If after applying clause 4.a the goal difference is the same for four or more teams, then the number of goals scored in the matches between those teams shall decide the rankings from highest to lowest according to the number of goals scored. If this results in one or more teams being ranked but there are still teams equal, then clause 3 shall apply for three equal teams and clause 2 shall be used when there are two equal teams.
  - c. If after applying 4.b there are still four or more teams equal, then a similar method to that set out in clause 3.c and if necessary 3.d shall be used.

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### Golden goal and penalties

If a game has ended in a draw, a decision will be obtained by use of a '**golden goal**' as described below.

1. If in order to reach a decision 'golden goal' period has to be played, the game will be re-started after a three-minute interval. Except where any substitutions are made at this time in due accordance with the rules of the game, the players must be those who were playing at the final whistle.
2. The Golden goal period shall operate as follows:
  - The teams shall line up in the same zones and shall attack the same ends as at the end of normal time.
  - A toss will be made to determine which team shall start the golden goal period. For the purposes of this section of the rules, the winners of the toss will be referred to as the *starting team* and the losers of the toss will be referred to as the *opposing team*.
  - Provided both teams have had an opportunity to attack (i.e. had possession in the attack zone) then the first team to score shall be the winners.
  - If the *starting team* scores in their first attack (i.e. with the *opposing team* not having had possession in their attack zone) then the *opposing team* shall have an opportunity to attack and score. The *opposing team's* attack is considered to be over when possession is obtained by an attack player of the *starting team* who is standing in his/her own attack zone. In this case, the requirement that both teams have had an opportunity to attack has been met with the *starting team* being declared the winners.
  - If the *starting team* scores in their first attack and this is matched by the *opposing team* in their first attack, then the game continues with the teams changing zones and the *starting team* restarting the match. The above provisions about having an opportunity to attack still apply and the game will continue in a similar manner until a winner is achieved.
  - If there is no winning score after five-minute real playing time of golden-goal-play, then penalties will be taken as set out below.
3. If in order to reach a decision penalties have to be taken, these will be taken by sudden death. Substitutions may still be made provided they are made in due accordance with the rules of the game. The referee will toss a coin to determine which team will start. The winner of the toss will start. One player of each team concerned will alternately take one penalty each. If both players scored or both players missed then further penalties will be taken by one other player each team. This series ends when one team has scored more penalties.