

Korfbal SA Competition Rules

This version of the rules applies from 15 March 2016

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Introduction

Interpretation

1. The rules applying to competitions under the control of Korfball SA shall be in three parts:
 - 1.1. Rules of Korfball (including its appendix of referee signals);
 - 1.2. Guidance Notes;
 - 1.3. Competition Rules.
2. The Rules of Korfball and the Guidance Notes are to prevail over the Competition Rules to the extent of any inconsistency, except where there is an express intention that the Competition Rules shall prevail.
3. The versions of the Rules of Korfball, Guidance Notes and Competition Rules which shall apply to a competition shall be those in operation as at the date of the first match of the competition.
4. The Competition Rules, once approved by the Korfball SA Board, will continue to operate until varied or rescinded by the Korfball SA Board.
5. Except for State League and State Championships, the competition manager may determine prior to a competition commencing that parts of the Rules of Korfball and the Guidance Notes are to be varied or are not to apply in that competition.

Definitions

6. In these rules, unless otherwise stated:
 - 6.1. “Club” means a club affiliated with Korfball SA;
 - 6.2. “Competition manager” means the person appointed by Korfball SA to manage the competition;
 - 6.3. “Competition Rules” means the, as published by Korfball SA;
 - 6.4. “Guidance Notes” means the Guidance Notes on the Rules of Korfball, as published by the International Korfball Federation;
 - 6.5. “Junior grade” means a grade of competition exclusively for players below a particular age at a particular date. The particular age shall not be greater than 23 years;

- 6.6. “Korfball SA” means South Australian Korfball Association Inc;
- 6.7. “Korfball SA Board” means the board of management of Korfball SA;
- 6.8. “Referee manager” means the person appointed by Korfball SA to manage the referees for a competition. In the absence of a person being appointed to that position for a competition, the competition manager shall also be the referee manager;
- 6.9. “Representative team” means a team of players who have been selected, or a squad from which players are to be selected, to represent a state or country in a competition;
- 6.10. “Rules of Korfball” means the Rules of Korfball, as published by the International Korfball Federation;
- 6.11. “Senior grade” means a grade of a competition where players are not required to be below a particular age;
- 6.12. “State Championships” means the competition held annually, usually over a period of one to three days of matches;
- 6.13. “State League” means the competition held usually between April and September with weekly matches;
- 6.14. “Social league” means any competition other than State League and State Championships;
- 6.15. “Tribunal” means the Korfball SA Tribunal.
- 6.16. “Game” Anytime a player listed on the scoresheet takes the court.

Rules relating to matches

Playing area

7. *Section 1.1: Playing area* of the Rules of Korfball and the Guidance Notes shall be varied as follows:
 - 7.1. The field of play shall be as large as possible up to dimensions of 40 m × 20 m, having regard to the safety of any persons;
 - 7.2. Where outdoors, the field of play may be smaller than 40 m × 20 m, notwithstanding a playing area of this size is possible;
 - 7.3. The ratio of length to width should be similar to 2:1;
 - 7.4. Different fields of play in use for a single competition may have different dimensions;
 - 7.5. The dimensions of the fields of play shall be determined by the competition manager in accordance with these rules and shall not, except in exceptional circumstances, be varied during a competition.

Marking

8. *Section 1.2: Marking* of the Rules of Korfball and the Guidance Notes shall be varied as follows:
 - 8.1. The field of play shall be marked out as far as possible, having regard to the extent of marking permitted by venue. The out-lines and inner dividing line must always be marked or otherwise clearly defined;
 - 8.2. Any marked lines may be less than 3 cm wide but must be clearly visible;
 - 8.3. In the absence of any marking associated with a penalty area, the referee shall, in his or her absolute discretion, determine any necessary position or distance.

Posts

9. *Section 1.3: Posts* of the Rules of Korfball and the Guidance Notes shall be varied as follows:
 - 9.1. All posts must be surrounded with a protective padding designed

to minimise injury to a player as result of his or her contact with the post;

- 9.2. Where a grade of a competition is exclusively for players who are aged 13 years or younger, the competition manager may determine that the height of the posts for that grade be reduced such that the top of the korf is less than 3.5 m above the ground.

Where the height of the posts is reduced, the height shall not, except in exceptional circumstances, be varied during the competition.

Ball

10. *Section 1.5: Ball* of the Rules of Korfball and the Guidance Notes shall be varied as follows:
 - 10.1. Both teams are required to provide a suitable ball for each match;
 - 10.2. The referee will select a preferred ball to be used for the entire game;
 - 10.3. Should the ball become unsuitable for use during the game, the referee shall replace the ball with another suitable ball.

Equipment of players and officials

11. *Section 1.6: Equipment* of players and officials of the Rules of Korfball and the Guidance Notes shall be varied as follows:
 - 11.1. No player shall play in any State League or State Championships match unless wearing a uniform approved by the Korfball SA Board under Rule 46 for use by his or her club or team;
 - 11.2. No player shall play in a match in any other competition unless wearing a uniform approved by the competition manager for use by his or her club or team. The competition manager shall approve uniforms having regard to those likely to be used by other teams in the competition. The competition manager is bound by any decisions by the Korfball SA Board (in relation to any competition) regarding the approval of uniforms;
 - 11.3. Each player listed on the score sheet shall wear a number on his or her uniform which is different to any other number worn by a

- member of his or her team. Each number shall be at least 10 cm in height and shall be clearly visible;
- 11.4. Where two teams from one club play each other, the teams shall wear distinguishable uniforms, both of which are to be approved under Rules 11.1 or 11.2;
- 11.5. Players and referees must wear shoes with non-marking soles.
- 11.6. Players must have short unpointed fingernails.
12. In the event of a breach of Rules 11.1, 11.2, 11.3 or 11.4:
- 12.1. For the first breach by a team in each competition, the team (through its club, where applicable) shall receive a warning from the competition manager;
- 12.2. For the second and each subsequent breach by a team in a competition, the competition manager shall deduct one point from the team on the competition table;
- 12.3. No more than one breach will be deemed to occur per team per day.
13. In the event of a breach of Rules 11.5 or 11.6 or of the part of Rule 1.6 of the Rules of Korfball concerning dangerous objects, the referee may prevent a player from commencing or continuing to play in a match until the breach is rectified. No time is to be allowed for the rectification of any such breach.
14. Referees and assistant referees shall wear a referee uniform approved by the Korfball SA Board at all times while officiating. Trainee referees shall wear a trainee referee uniform approved by the Korfball SA Board at all times which officiating. A referee, assistant referee or trainee referee shall not receive payment for any matches which he or she officiates when not wearing the approved uniform.

Substitutions

15. *Section 2.1: Players – c: Substitution of Players* of the Rules of Korfball and the Guidance Notes shall be varied as follows:
- 15.1 Senior A-Grade competition

15.1.1 Substituted players are allowed to return to play as per the Rules of Korfball and the Guidance Notes.

15.1.2 A maximum of eight (8) substitutions will be allowed in any one game.

15.2 Other competitions

15.2.1 Once a player has been substituted he may return to the game after ten minutes of playing time has elapsed from the time of his substitution.

15.2.1.1 There shall be no limit on the number of times a player can be substituted, providing that each player substituted out of the game does not return to the game for ten minutes of playing time.

15.2.1.2 Playing time shall be deemed to be time as per the official game time clock. The ten minutes will not include time where the game clock is stopped, ie time outs, injuries or during the last two minutes of the first or second half.

15.2.2 Where the length of matches in a competition is less than 2×30 minutes then the length of time under Rule 15.1 when a player must not return to the game may be varied by a determination by the competition manager prior to the competition;

15.2.3 If a player leaves the game to receive treatment for an injury but is not replaced by another player, then he or she may return to the game immediately after the treatment. A player returning to the game must wait for an interruption of play to do so.

15.3 In any senior grade, a team may have up to four substitute players in any match (although up to six substitute players may be listed on the scoresheet, from which the four can be chosen);

15.4 In any junior grade, a team may have up to six substitute players in any match;

15.5 In any social competition, there shall be no restriction on the

numbers of substitute players in any match.

16. In the event of a breach of Rules 15.1, 15.2, 15.3 or 15.4 the breaching team shall be deemed by the referee or competition manager to forfeit the match.

Injury

17. *Section 2.3: Referee* of the Rules of Korfball and the Guidance Notes shall be varied as follows:

- 17.1. Any player who is bleeding or who has an uncovered wound during a game shall be deemed to be injured;

- 17.2. If a player is injured and requires immediate treatment:

- 17.2.1. The game will be stopped for a maximum of two minutes;

- 17.2.2. If after two minutes 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, the player should be immediately removed from the field for further assessment or treatment and play shall be restarted as soon as the player is clear of the field.

Referees

18. *Section 2.3: Referee and Section 2.5: Assistant Referee* of the Rules of Korfball and the Guidance Notes shall be varied as follows:

- 18.1. Each club shall nominate a qualified (and not trainee) referee for each of its teams nominated for:

- 18.1.1. State League;

- 18.1.2. State Championships;

- 18.2. The payments to be made to a referee, assistant referee or trainee referee for officiating in a match shall be determined by the competition manager prior to the competition;

- 18.3. A referee, assistant referee or trainee referee shall not receive payment for any match in which he or she officiates where he or she fails to adequately complete any forms (including scoresheets) for that match specified by the competition manager;

- 18.4. Assistant referees are to be used for:
 - 18.4.1. All A grade matches for State League;
- 18.5. The referee manager shall be responsible for allocating referees and assistant referees for matches and may:
 - 18.5.1. Allocate particular referees and assistant referees for particular matches;
 - 18.5.2. Allocate particular clubs to be responsible for providing referees or assistant referees for particular matches.
19. In the event of a failure to officiate an allocated match (where, with a reasonable period of time prior to the game, the particular referee or assistant referee had agreed or was required to officiate, or the particular club had agreed or was required to be responsible for providing a referee or assistant referee, and where an appropriate replacement had not been arranged) in State League or State Championships:
 - 19.1. For the first breach in the competition, the club responsible for providing the referee or assistant referee, or to which a particular allocated referee or assistant referee is a registered, shall receive a warning from the competition manager;
 - 19.2. For any subsequent breach in the competition, the competition manager shall deduct two points from the competition table for each team of the club in the competition and the club will incur a \$50.00 fine.
20. Where a team not associated with a club participates in a competition referred to in Rule 18.1, the competition manager may require that team, as a condition of participation, to be subject to Rules 18 and 19 as if it were a club.

Timekeeper and scorer

21. *Section 2.4: Timekeeper and scorer* of the Rules of Korfbal and the Guidance Notes shall be varied as follows:
 - 21.1. Each team must provide a person to score, keep time for scoreboard or shot-clock, for every match which it plays. These people are to sit together during the match and are to agree which

will score and which will keep time; if they cannot agree, and then the referee shall decide.

22. In the event of a breach of Rule 21:
 - 22.1. For the first breach in the competition, the club (or that team, where the team is not associated with a club) shall receive a warning from the competition manager;
 - 22.2. For any subsequent breach in the competition, the competition manager shall deduct two points from the competition table for that team.
23. The competition manager shall determine prior to a competition whether scoresheets are to be used for the competition and, if so, the details to be recorded on the scoresheet. The competition manager may also determine that additional forms (eg most valuable player voting forms) are to be completed.
24. If the scoresheet requires names of players to be listed, the names of all players of a team who may play in the game must be legibly listed on the scoresheet by that team before the game commences. A name may only be added to the scoresheet after the commencement of the game with the prior express consent of the opposing team. The referee shall ensure that the scoresheet has been completed correctly prior to the game commencing.
25. If a player is recorded on the scoresheet under a false name then that player's team shall be deemed to forfeit the match.
26. If the scoresheet requires the names of players to be listed then all substitutions shall be recorded.
27. It is the responsibility of the opposing team (which may be through the person it supplied to score or keep time) to notify the referee during the game of any player taking part in the game who has not been recorded on the scoresheet. The referee shall remove such a player from the game.

The player who has been replaced by the player not recorded shall not be permitted to return to the game. If it is discovered that a player has played without their name being on the scoresheet, then this shall be noted on the scoresheet.

28. Where the scorer and the timekeeper disagree over the correct score, the score will be determined by the referee.
29. At the conclusion of a match, the captains for each team shall sign the scoresheet. The scoresheet shall then be signed by the referee. Once the referee has signed the scoresheet, the game score is final.
30. Where there is disagreement over the correct score and the entire game has been recorded on video, then:
 - 30.1. The coach (or captain, if there is no coach) of any team in the competition may request from the person who operated the camera a copy of that video within 15 minutes of the completion of the match;
 - 30.2. If the person who operated the camera is a member of a club or team that is participating in the competition, then the person who operated the camera must produce the video to the competition manager within seven days of the game;
 - 30.3. The Tribunal is then to be provided with that video. If the video substantiates the claim that the score is incorrect then the Tribunal shall direct the competition manager to alter the result accordingly, notwithstanding any determination of the score by the referee;
 - 30.4. In the event of a breach of Rule 30.2, the club (or team, where that team is not associated with a club) will incur a \$50.00 fine.
31. The referee will instruct the timekeeper to start the clock at the time the match is scheduled to commence.
32. A timekeeper must not stop the clock unless instructed by the referee.

Duration and time-out

33. *Section 3.1: Duration and time-out* of the Rules of Korfbal and the Guidance Notes shall be varied as follows:
 - 33.1. For State League matches:
 - 33.1.1. The start time recorded on the timetable shall be the start of the match;
 - 33.1.2. An A-grade match shall comprise of two halves of

twenty five 'real playing time' minutes, all other grade matches will comprise of two halves of thirty minutes;

- 33.1.3. The half-time break shall be of five minutes duration;
 - 33.1.4. Each team will be allocated two time-outs per game;
 - 33.2. For matches in other competitions, the start time and durations of the warm up, halves and half-time break shall be determined by the competition manager prior to the competition;
 - 33.3. Where extenuating circumstances occur and the match commences after the scheduled start time, the referee may direct the timekeeper to decrease the duration of the match by not more than the amount of time which has been lost (with each half to be of the same reduced duration);
 - 33.4. The coach or captain of a team may ask the referee for a time-out.
34. The referee shall give a one minute warning prior to the commencement of each half.
35. During an A-grade match, the timekeeper will stop the clock at every break in play 'real playing time' eg free pass, outball, timeout etc. and will restart the clock when the ball comes back into play.
- During other grade matches, the referee shall direct the timekeeper to stop the clock only in the following instances:
- 35.1. When an injury (under Rule 17.2) occurs;
 - 35.2. When a time-out occurs;
 - 35.3. When failing to stop the clock assists a player's attempt to delay the game (where that attempt is in breach of Section 3.6g of the Rules of Korfball and the Guidance Notes);
 - 35.4. During the last two minutes of each half, whenever the referee blows his or her whistle to stop the game;
 - 35.5. In other rare and unusual circumstances where it would be unfair to both teams to fail to stop the clock.
36. In any social competition, the instances when the referee shall direct the timekeeper to stop the clock may be varied by a determination by the

competition manager prior to the competition.

37. Where a timekeeper runs or stops the clock contrary to direction from the referee, a referee must investigate the incident and refer it to the Tribunal if the running or stoppage may have had a significant effect upon the result of the match or competition and:
- 37.1. The maximum penalty that may be imposed by the Tribunal shall be a forfeit against the team whose timekeeper has breached this rule together with a \$50.00 fine against the team's club (or the team itself, where the team is not associated with a club);
- 37.2. The Tribunal shall be empowered to rectify the result to the most likely result had the breach not occurred, but not in a manner more favourable to the breaching team than any penalty imposed under this rule.
38. Where the venue has suitable equipment, the end of each half shall be on the sounding of the timekeeper's clock (and not on the sounding of the referee's whistle).

Line up

39. Section 3.3: Line up of the Rules of Korfball and the Guidance Notes shall be varied as follows:
- 39.1. The first-named team in the competition timetable for a particular match shall be designated the home team;
- 39.2. In any finals series match of a competition, the teams shall toss to decide which team will choose whether it will be the home or away team;
- 39.3. The home team shall:
- 39.3.1. Determine which korf it wishes to attack in the first half;
- 39.3.2. Have the first possession of the game;
- 39.3.3. Be required to line up its team on court at the start of the game prior to the opposing team lining up its team.

Anti-abuse Zero Tolerance Policy

40. *Section 2.3 Persons of the Rules of Korfball and the Guidance Notes* shall be varied as follows;

40.1 A referee and the assistant referee shall:

40.1.1. Not tolerate any verbal abuse from players, coaches, or spectators.

40.1.1.1. Award a free-pass, as defined by the rules for a free-pass, against the team of an abusive player **or coach**, no matter the location of the ball on court, or whether the ball is in play in order to penalise the offending player and their team.

40.1.1.2. Continued infringements will incur another free pass, and at the referee's discretion, yellow and/or red cards to the offending individual/s.

Rules relating to competition administration

Eligibility of teams

40. Subject to these rules, the competition manager may accept, promote or relegate a team in any grade of a competition as he or she considers appropriate for the overall benefit of the competition.
41. Subject to Rule 40, a club shall not enter more than one team in a grade without entering a team in the next highest grade.
42. A team that is not associated with a club that is affiliated with Korfball SA shall not be permitted to compete in State League or State Championships, except where approved by the Korfball SA Board.
43. For each competition, a non-refundable nomination fee for each team must be forwarded, together with a nomination form, to the competition manager in the manner set out in the form.
44. Where a nomination form and fee is received by the competition manager after the due date specified in the form, this late nomination shall be accepted at the discretion of the competition manager. The

competition manager may impose a late nomination penalty of no more than 25% of the nomination fee (in addition to the nomination fee). The penalty shall not apply where the competition manager has approached the club or team to nominate a team.

Playing colours and uniform designs

45. Each club shall submit to the Korfball SA Board for approval their proposed playing colours and proposed uniform designs. The Korfball SA Board may require that a club obtain approval for two distinguishable designs. A club may, on its own initiative, submit more than one design for approval.
46. The Korfball SA Board shall approve playing colours and uniform designs having regard to those previously approved for each club and having regard to those used by korfball teams in competitions in Australia.
47. A club shall not alter its playing colours or uniform designs without prior approval from Korfball SA.
48. Where two teams with uniforms that are not clearly distinguishable from each other are to play each other then, in the absence of agreement between those teams as to the uniforms to be worn, to ensure that the teams are clearly distinguishable during the match:
 - 48.1. Where only one team has another approved uniform design that can be worn, that team shall wear that other uniform;
 - 48.2. Where both teams have another approved uniform design that can be worn, the home team shall choose the uniform it is to wear and the away team shall wear a clearly distinguishable uniform.
49. A club with more than one team in each grade must have at least two uniform designs approved which are distinguishable from each other.

Those teams may wear the same uniform when they are not playing each other.
50. Where a team which is not associated with a club has been approved by the Korfball SA Board to compete in State League or State Championships then Rules 45 to 48 shall apply to it as if it were a club.

Multiple teams

51. Where a club has multiple teams in a grade of a competition, a player will be registered to one of those teams as follows:
 - 51.1. For the State League competition, a player will be registered to the team that they first play in a match for following the third round of matches for the grade;
 - 51.2. For other competitions, a player will be registered to the team that they first play in a match for following the first round of matches for the grade.
52. Where a club has multiple teams in a grade, if a player is registered to a team in that grade but plays a match for another team of the club in that grade, the second team shall be deemed by the referee or competition manager to forfeit the match.
53. The competition manager may, prior to the commencement of a competition, determine that Rules 51.2 and 52 do not apply to the competition.

Junior grades

54. The following restrictions based on the age of players shall apply:
 - 54.1. A player must be aged 13 or above to play in the senior grades and the Under 19 grade of the State League competition;
 - 54.2. A player must be aged 10 or above to play in the Under 16 grade of the State League competition;
 - 54.3. A player must be aged 18 or less at 1 January prior to the commencement of the competition to be permitted to play in the Under 19 grade of that competition;
 - 54.4. A player must be aged 15 or less at 1 January prior to the commencement of the competition to be permitted play in the Under 16 grade of that competition.
55. In the event of a breach of Rule 54, the breaching team shall be deemed by the referee or competition manager to forfeit the match.

Player registration

56. All players must be registered with Korfball SA prior to the start of their

- first match in any competition.
60. A player's registration fee becomes payable at a time determined by the Korfbal SA Board.
 61. A player is deemed to be registered by the player's club or team including the player's name on a list of players that is submitted to the competition manager (as directed by the competition manager). Where a player has not been recorded on such a registration list, a player shall be registered by recording the player's name, address and date of birth on the back of the scoresheet for the first match that the player plays.
 62. If a player plays in a match when unregistered, the club (or team, where that team is not associated with a club) shall receive a warning from the competition manager. If, following the warning, the player plays in a second match for the same club (or team, where that team is not associated with a club) then the breaching team shall be deemed by the referee or competition manager to forfeit the match.
 63. The competition manager may, prior to the commencement of a competition, declare that Rules 61 and 62 do not apply to the competition.
 64. A player who is registered with a club shall not play for any other club (or team, where that team is not associated with a club) in State League or State Championships without prior express approval of the Korfbal SA Board, except as a player in a representative team. In the event of a breach, the breaching team will be deemed by the competition manager to forfeit the match.

Player transfers

65. A player who has previously been registered by a club and who seeks to play for another club must complete a transfer form and provide it to Korfbal SA.
66. Korfbal SA shall send a copy of the transfer form to each club which has previously registered the player. If Korfbal SA has not received notification within seven days of sending the form that a club objects to the transfer then Korfbal SA shall approve the application for transfer.
67. Where the application for transfer has been approved, Korfbal SA shall then notify the player and the club that the player is transferring to of

that approval. If the player plays in a match for their new club before the notification has occurred then the breaching team shall be deemed by the competition manager to forfeit the match.

68. A club may object under Rule 66 to a transfer where the club alleges that the player is in debt to the club. Where such an objection occurs:

68.1. The club must notify Korfbal SA immediately to withdraw the objection once the alleged debt has been resolved to the satisfaction of the club. Korfbal SA shall then approve the application for transfer if no objections remain;

68.2. If there is a dispute regarding the existence or the amount of the alleged debt then the player, the objecting club or Korfbal SA may ask the Tribunal to decide the amount that the player must pay to the objecting club for the objection to be deemed to be withdrawn.

That amount shall not necessarily represent satisfaction of the alleged debt. Once the Tribunal is satisfied that payment of the decided amount has occurred, it shall immediately advise Korfbal SA that the objection is deemed to be withdrawn. Korfbal SA shall then approve the application for transfer if no objections remain.

Timetable

69. The timetable for a competition shall be issued prior to the competition.

70. Where a change to a timetable occurs (except under Rule 71.3), then the club or team shall be required to play the game. It is the responsibility of clubs or teams to ensure that their players are aware of any timetable changes advised by the competition manager.

71. For competitions where rounds are played on a weekly basis:

71.1. If a change to a match in a timetable occurs ten or more days in advance of the existing or rescheduled match (whichever is earliest), the competition manager shall advise in writing the contact person(s) listed in the nomination form of any affected clubs or teams;

71.2. If a change to a match in a timetable occurs less than ten days in

advance of the existing or rescheduled match (whichever is earliest), the competition manager shall advise by telephone the contact person(s) listed in the nomination form of any affected clubs or teams;

- 71.3. If a change to a match in a timetable occurs less than 48 hours in advance of the existing or rescheduled match (whichever is earliest), the competition manager shall cancel and reschedule the match upon a request by any affected club or team.

Match fees

72. The match fees for teams competing in a competition shall be set by the competition manager prior to the competition. The competition manager shall be bound by any decision of the Korfbal SA Board regarding match fees.

Match and competition results

73. A team shall be awarded the following points for the following results:
- 73.1. Three points for a win;
 - 73.2. Two points for a draw;
 - 73.3. One point for loss or double forfeit;
 - 73.4. Zero points for a forfeit.
74. Where a match is abandoned due to playing conditions:
- 74.1. If the match has not commenced or the first half has not concluded, the match shall be rescheduled;
 - 74.2. If the first half has concluded, the final game score shall be score at the time the match was abandoned.
75. Where a match cannot be rescheduled, the result shall be a draw.
76. At the end of the minor rounds of a competition where any teams have an equal numbers of points, placing in a grade shall be determined for those teams by the teams' goal differences for all matches played in competition.
- If any teams have equal points and equal goal differences, then placing shall be determined by the teams' goal differences from only matches

played between those teams. If any teams are still equal, then placing shall be determined by a penalty shootout between those teams.

Forfeits

77. The referee shall declare a game as a forfeit where:
 - 77.1. A team is unable to commence the match with six players by five minutes after the scheduled match starting time;
 - 77.2. A team becomes short of players during a match such that the game must be abandoned.
78. The points and scores awarded in the case of a forfeit shall be:
 - 78.1. Three points and ten goals to the non-forfeiting team;
 - 78.2. Zero points and zero goals to the forfeiting team.
79. Where each team has six players by five minutes after the scheduled match starting time but a match up cannot occur then the referee shall declare the game a double forfeit. One point and zero goals shall be awarded to each of the double-forfeiting teams.
80. A forfeiting team shall be required to pay their usual match fee and also the match fee of the non-forfeiting team but:
 - 80.1. Where a double forfeit occurs, each team shall pay their own usual match fee;
 - 80.2. Where a match is deemed to be a forfeit after the match has concluded, each team shall pay their own usual match fee.
81. The referee (and any assistant referee) shall receive their normal payment.

Multiple grades

82. In State League:
 - 82.1. Up to two players from each team can play in a higher grade match in the same round;
 - 82.2. A player cannot play in both an A Grade match and a C Grade match in the same round;
 - 82.2.1 Korfball SA Board may grant an exemption to rule 82.2 for

a club which has only entered teams into the A Grade and C Grade.

- 82.3. All A Grade teams must have a minimum of six players who take the court in A Grade and do not play in any other match in the same round.
83. In State Championships:
- 83.1. Once a player has played in a particular grade in the competition, he or she may no longer play in any lower grades.
84. In the event of a breach of Rules 82 and 83, the breaching team shall be deemed by the referee or competition manager to have forfeited the match.

Representative teams

85. A representative team shall only participate in a competition where approved by the Korfball SA Board.
86. Where a representative team participates in State League then:
- 86.1. The representative team shall not play in any finals matches;
- 86.2. The representative team shall be scheduled to play games as late in a round as possible;
- 86.3. A member of a representative team is permitted to play for their club (or team, where that team is not associated with a club) in that round;
- 86.4. A member of a representative team is not permitted to play for the representative team against their club (or team, where that team is not associated with a club);
- 86.4.1 As an exemption to rule 86.4, a player who is not required as an A grade player for their club may be released by their club to play in the representative team against their club.
- 86.4.2 Notification of the release of the player must be submitted together with the A Grade team list, to the Competition manager and the representative team coach by the Club A grade coach or selector prior to

the game.

- 86.5. The team playing against the representative team shall receive one point for the match, regardless of the result. Where the team does not field a full team of eight players (four male and four female) then it shall not receive that one point;
- 86.6. In any match against a representative team, there shall be no restrictions on substitutions by either team;
- 86.7. Where a team plays against a representative team, only two players who played in that team in the previous round may play in a lower grade in the current round;
- 86.8. Normal game fees shall apply.

First aid

87. Each club (or team, where that team is not associated with a club) is to have its own first aid kit available for use at all of its matches. The kit is to include disposable gloves and a disposable face mask.
88. Each club (or team, where that team is not associated with a club) is to be responsible for administering first aid to each of its members. A person shall not administer first aid unless qualified to do so.

Finals

89. The teams which are to participate in any finals series shall be:
 - 89.1. The two highest placed teams at the end of the minor rounds, where there are four or less teams in the grade;
 - 89.2. The three highest placed teams at the end of the minor rounds, where there are five, six or seven teams in the grade;
 - 89.3. The four highest placed teams at the end of the minor rounds, where there are eight or nine teams in the grade;
 - 89.4. The five highest placed teams at the end of the minor rounds, where there are ten or more teams in the grade.
90. To be eligible to play in a finals series in a particular grade, a player:
 - 90.1. Must have played at least four matches for the club (or team, where that team is not associated with a club);

- 90.2. Must have played more games in the particular grade and any lower grades combined than in any higher grades combined;
 - 90.3. Is ineligible to play in another final, in a lower grade, once they have participated in any final for a higher grade.
- 91. In State Championships and Social League, Rules 89 and 90 may be varied by a determination of the competition manager prior to the competition.
 - 92. In the event of a breach of Rule 90, the breaching team shall be deemed by the referee or competition manager to forfeit the match.

Tied finals

- 93. Where the scores of a finals match are level after normal time, then a decision will be obtained by use of a golden goal, in accordance with the Competition Regulations as published by the International Korfball Federation.

International players

- 94. No person shall play in a State League or State Championships match, without prior dispensation from the competition manager, unless he or she has lived in Australia for six months prior to the date when he or she is to commence playing the competition. Player is to notify competition manager of previous korfball experience including level of completion played in and when.
- 95. A person who is refused dispensation by the competition manager may appeal to the Tribunal who, in its absolute discretion, may provide dispensation if it shall provide significant benefits to the korfball community as a whole and if those benefits outweigh disadvantages to any opposing teams.

Code of Conduct

- 96. The Code of Conduct Regulations and Code of Conduct Guidelines shall form part of these rules.

Tribunal

- 97. The Disciplinary Committee (Tribunal) Guidelines shall form part of these rules.

League Management

98. The Leagues Management Subcommittee Guidelines shall form part of these rules.