

Scottish Korfball League Rules

Status: Approved at AGM
Version: 17 April 2010

1. Definition & Responsibility

- 1.1. The Scottish Korfball League is administered by the Scottish Korfball Association (hereinafter referred to as "SKA").
- 1.2. The SKA will nominate a League Secretary reporting to the SKA to take direct responsibility for the fixtures calendar and the day-to-day coordination and administration of the league.
- 1.3. The SKA will retain direct control over the following areas:
 - league entry
 - player registration
 - finances, including fees, insurance, fines and penalties
 - discipline
 - publicity and public relations
- 1.4. The SKA has the power to make decisions on any matter not specifically covered in this document.
- 1.5. Fees, fines and penalties are laid down in Appendix A of this document.

2. Terminology

- 2.1. Match = korfball game between two league teams.
- 2.2. Fixture = set of three matches, usually played consecutively at one location.
- 2.3. Team 1 = the league team mentioned first in the fixtures calendar, and responsible for hosting the fixture.
- 2.4. Team 2 & 3 = the two league teams mentioned second and third in the fixtures calendar, and visiting the fixture hosted by Team 1.
- 2.5. Development Team = a league team playing out-of-competition.

3. League Structure

- 3.1. The league season runs from the 1st of October until the 30th of April of the following year.
- 3.2. Each team will play every other team twice during the league season.
- 3.3. All matches will be played in accordance with the most recent Rules of Korfball and Guidance Notes as laid down by the International Korfball Federation (hereinafter referred to as "IKF") and the British Korfball Association (hereinafter referred to as "BKA"), with the exceptions stated in this document.

4. League Entry

- 4.1. Entry to the league is open to teams from all clubs affiliated to the SKA.
- 4.2. The SKA will issue a league entry form to all its affiliated clubs no later than the 15th of July.
- 4.3. All clubs wishing to enter one or more teams into the league will return the completed entry form no later than the 1st of August, indicating the following:
 - number of teams the club wishes to enter in the league, including any team to be designated as Development Team
 - contact details for each team, i.e. contact name, email address, and mobile telephone number
 - shirt colour(s) for each team
 - availability of each team for each Saturday and Sunday of the league season
- 4.4. The SKA may request proof of viability before admitting a team in the league.
- 4.5. Late entries to the league may be accepted at the discretion of the SKA.
- 4.6. The league entry fee for each team is payable by each club no later than the 1st of November. Failure to meet this deadline will incur an administrative fine laid down in Appendix A of this document.

5. Fixtures Calendar

- 5.1. The League Secretary will issue a provisional fixtures calendar for feedback to all clubs no later than the 15th of August.
- 5.2. Clubs will be able to provide feedback on the provisional fixtures calendar until the 1st of September.
- 5.3. The League Secretary will publish the final fixtures calendar no later than the 15th of September.

6. Venue, Date & Time

- 6.1. All fixtures are played on the Saturday or Sunday specified in the fixtures calendar.
- 6.2. Team 1 decides on the venue, the day of play (i.e. Saturday or Sunday), and the time of play.
- 6.3. Team 1 is responsible for booking three hours of consecutive hall time, and for all costs associated with that booking.
- 6.4. Team 1 will notify Team 2 and 3 and the League Secretary of the booked venue, the day of play, and the time of play at least three weeks before the fixture.

7. Match Structure

- 7.1. The order of play in a fixture is as follows:
 - Team 1 v Team 2
 - Team 2 v Team 3
 - Team 3 v Team 1
- 7.2. The first-mentioned team is designated as the home team.

- 7.3. The match structure is as follows:
- 10 minutes warm up
 - 2 halves of 22 minutes playing time
 - 4 minutes half-time break
 - 2 minutes time-outs (optional)
- 7.4. The fixture times are as follows:
- 00:00 Start warm up Team 1 and Team 2
 00:10 Start first half Team 1 v Team 2
 00:32 End first half Team 1 v Team 2
 00:36 Start second half Team 1 v Team 2
 00:58 End second half Team 1 v Team 2
 2 minutes to be included in match time for time-outs
- 01:00 Start warm up Team 2 and Team 3
 01:10 Start first half Team 2 v Team 3
 01:32 End first half Team 2 v Team 3
 01:36 Start second half Team 2 v Team 3
 01:58 End second half Team 2 v Team 3
 2 minutes to be included in match time for time-outs
- 02:00 Start warm up Team 3 and Team 1
 02:10 Start first half Team 3 v Team 1
 02:32 End first half Team 3 v Team 1
 02:36 Start second half Team 3 v Team 1
 02:58 End second half Team 3 v Team 1
 2 minutes to be included in match time for time-outs

8. Referees

- 8.1. Unless the SKA appoints a Referee, the non-playing team is responsible for providing a Referee.
 8.2. The appointed Referee should hold at least a BKA Theory Qualification.
 8.3. The three teams will notify each other and the League Secretary of the appointed Referee at least 48 hours before the fixture.
 8.4. The appointed Referee is responsible for bringing a whistle, stopwatch, red & yellow card, and pen & paper.

9. Discipline

- 9.1. Referees are instructed to be strict on discipline, and to issue an official yellow or red card where necessary.
 9.2. Referees are instructed to be strict on foul language and swearing, even when not directed at any person in particular.
 9.3. Following any yellow or red cards being issued, BKA guidelines for all disciplinary matters will be followed.
 9.4. The referee will report any disciplinary matters to the League Secretary no later than 48 hours following the fixture.
 9.5. The SKA may take action following a match, regardless of whether a red or yellow card was issued.

10. Safety

- 10.1. The Referee is responsible for the safety of all players during the match.
 10.2. Before and during the match, the Referee can summon the Team 1 captain to resolve any situation deemed unsafe.
 10.3. If an unsafe situation cannot be resolved within 10 minutes, the Referee may abandon or cancel the match (→17).
 10.4. The Referee cannot be held liable for any costs associated with the abandonment or cancellation of a match.

11. Equipment & Lines

- 11.1. Team 1 will provide posts and at least 2 balls for all matches of the fixture.
 11.2. IKF-approved synthetic baskets must be used for all fixtures, and be of the same type and similar quality at each end of the playing area.
 11.3. Team 1 will bring 8 decent bibs in case two teams wear similar shirts. The Referee will decide if bibs are to be worn, and by which team.
 11.4. Team 1 will make sure that all outside lines and the halfway line are clear and without gaps. If gaps exist, then masking tape will need to be used.
 11.5. Whenever possible and allowed, Team 1 will mark the penalty spot and the free-pass circle as shown in Appendix B.
 11.6. The Referee will check the lines and the position and stability of the posts before starting the match.

12. Match Forms

- 12.1. Match forms in PDF format will be available for download on the SKA website.
 12.2. Team 1 will provide blank match forms for all three matches of the fixture.
 12.3. The Referee and captains of the two teams playing will complete and sign the match form immediately after the match.
 12.4. The final score of the match is decided by the Referee.
 12.5. The Referee will not sign the match form until both captains have fully completed and signed their part of the match form.
 12.6. Team 1 will collect the match forms from all three matches, and enter the final scores and statistics of all matches on the SKA website within 48 hours following the fixture.
 12.7. Team 1 will email scanned copies of the three completed match forms to the League Secretary. If no scanning facility is available, then Team 1 will forward the original paper versions instead.
 12.8. All three scanned or paper match forms must be in the possession of the League Secretary within one week following the fixture. Failure to submit the match forms within two weeks following the fixture will incur an administrative fine laid down in Appendix A of this document.

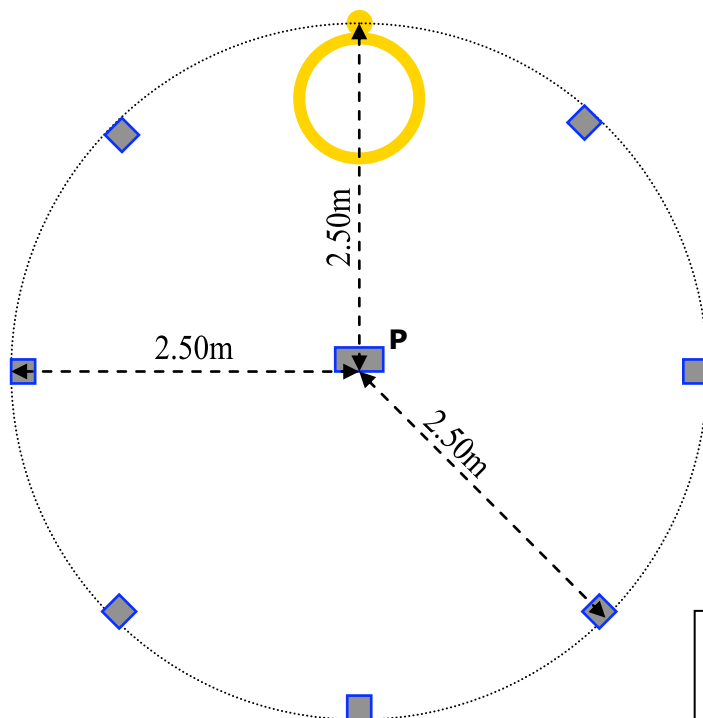
- 13. Substitutions**
- 13.1. Each team will be allowed four substitutions per match.
 - 13.2. A substitution can only be requested by the coach or the captain.
 - 13.3. A substitution can only be made when the play is stopped.
 - 13.4. Rotating substitutions are not allowed, i.e. someone who has been subbed off cannot come back on.
 - 13.5. If a player has to leave the match because of injury or a red card, and the team has no more substitutions available, then the team will have to play short.
- 14. Time-Outs**
- 14.1. Each team will be allowed one time-out per match.
 - 14.2. A time-out will be 1 minute. After 45 seconds the referee will blow his/her whistle to indicate that both teams have to retake their positions.
 - 14.3. A time-out can only be requested by the coach or the captain.
 - 14.4. A time-out can only be awarded when the play is stopped.
 - 14.5. During a time-out, players are not allowed to leave the playing area.
 - 14.6. After a time-out, the game must be restarted before any new time-out can be given.
- 15. Rescheduling Fixtures**
- 15.1. Rescheduling a fixture after publication of the final fixtures calendar must be requested with the other teams involved and with the League Secretary as soon as possible and at least 72 hours before the scheduled fixture date.
 - 15.2. Rescheduling a fixture is only allowed with full agreement of the other teams involved and with approval of the League Secretary.
 - 15.3. A fixture should be rescheduled as soon as possible after the original fixture date and no later than the final fixture date of the league season.
 - 15.4. If 48 hours before the scheduled fixture date no agreement can be reached or no alternative date can be found, then the fixture will proceed as scheduled in the fixtures calendar.
 - 15.5. If a fixture is rescheduled on request of one of the teams, then this team will be responsible for any unrecoverable costs, e.g. hall cancellation fee.
 - 15.6. If a fixture is rescheduled due to circumstances for which none of the teams was deemed responsible, e.g. severe weather conditions, then any unrecoverable costs will be shared equally between all teams in the league.
 - 15.7. Any problems regarding the rescheduling of fixtures should be referred to the League Secretary, and his/her decision about the rescheduling will be final.
- 16. Delayed Matches**
- 16.1. If the start of a match is delayed by less than 20 minutes, then the match is shortened so that the remaining matches of the fixture can still be played in full.
 - 16.2. If the start of a match is delayed by 20 minutes or more, or if a team does not show up, then the match is cancelled (→17).
 - 16.3. The '20-minutes late' deadline is decided by the referee, and based on both teams having a legal team on court ready to play.
- 17. Cancelled & Abandoned Matches**
- 17.1. If a match is cancelled or abandoned due to circumstances for which one of the teams can be held responsible, then this team will forfeit the match (→18). Alternatively, the non-offending team may offer to have the match rescheduled (→15), in which case the offending team will pay for any additional costs.
 - 17.2. If a match is cancelled or abandoned due to circumstances for which neither of the teams can be held responsible, and less than half the match has been played, then the match is rescheduled (→15). If more than half the match has been played, then the score will stand as that when the match was abandoned.
 - 17.3. In either of the above circumstances, the League Secretary must be informed, and his/her decision about the responsibility for the cancellation will be final.
- 18. Forfeiting Matches**
- 18.1. If a team forfeits a match, then the opposing team will be awarded a 10-0 win.
 - 18.2. If a team forfeits a match, then the SKA may additionally impose an administrative fine or deduct points.
 - 18.3. Any team forfeiting more than four matches in one league season will be declared a Development Team, and all its match results will be erased.
- 19. Player Registration**
- 19.1. Each club shall register all members playing for that club in the league no later than the 1st of November.
 - 19.2. Only players registered with the SKA are eligible to play in league matches.
 - 19.3. Players can only be registered with one club.
 - 19.4. New players joining the club during the league season will need to be registered within 48 hours following the match in which they played.
 - 19.5. Player registration fees are laid down in Appendix A of this document.
- 20. Team Selection**
- 20.1. Each club with more than one team in the league will nominate their strongest 4 female and 4 male players as their 'star players' no later than the 1st of November.
 - 20.2. Clubs can make changes to their star player nominations no more than three times during the league season.
 - 20.3. Changes to the star player nominations should be requested by email to the League Secretary at least 48 hours before the fixture.

- 21. Playing Up & Playing Down**
- 21.1. Playing Up is unrestricted.
- 21.2. Playing Down is unrestricted for non-star players.
- 21.3. Playing Down for star players is restricted to a maximum of 2 per match.
- 21.4. A player cannot play down more than one team (e.g. a star player cannot play for the third team) without prior permission from the League Secretary.
- 21.5. Playing Up takes precedence over Playing Down, i.e. star players can only play for a lower team if no non-star players of the same sex are available. It follows from this that a star player can only appear as a substitute for a non-star player in the event of an injury or a red card.
- 21.6. Playing Down for a Development Team is unrestricted.
- 22. Playing Short & Borrowing Players**
- 22.1. A player cannot play for another club than the one for which (s)he is registered, i.e. teams cannot borrow players from other clubs.
- 22.2. Borrowing players from other clubs for a Development Team is unrestricted.
- 22.3. If a team only has 6 or 7 players at the start of the match, then the match will go ahead and the team will need to play short.
- 22.4. If a team only has 5 players or less at the start of the match, then the match is delayed (→ 16).
- 23. Player Transfer**
- 23.1. A player may request to be transferred to another affiliated club by email to the League Secretary, giving at least 48 hours' notice and including an email from the player's current club confirming that he/she has fulfilled all financial obligations towards the club. The player can play for his/her new club as soon as the League Secretary has approved the transfer.
- 23.2. A player cannot be transferred more than once in one league season.
- 24. Point System & Ranking**
- 24.1. The league ranking will be based on the number of points awarded according to the results of matches played: 2 points for a win, 1 point for a draw, and 0 points for a loss.
- 24.2. No points are awarded for matches involving a Development Team.
- 24.3. In the case of two or more teams having an equal number of points, ranking will be based on:
- match points between those teams only
 - goal difference between those teams only
 - number of goals scored between those teams only
 - goal difference in the entire league
 - number of goals scored in the entire league
- 24.4. If after applying the rules in clause 24.3 the ranking is still undecided, then these teams shall be deemed to hold the same ranking.
- 25. Final Ranking**
- 25.1. The highest ranked team will be declared league champions.
- 25.2. If the position of the league champions is undecided after applying the rules in article 24, then there will be a play-off between the teams concerned as specified in article 26.
- 25.3. The league champions will be invited to represent Scotland in the IKF Europa Cup.
- 25.4. The league champions will be awarded the league champions trophy for one year.
- 25.5. The league champions trophy remains the property of the SKA and clubs are liable for the costs of repair or replacement should the trophy be damaged or lost while in their care. The trophy must be returned to the SKA on request.
- 26. Play-Off**
- 26.1. A play-off will consist of a single match, held according to the rules of the league, between the teams concerned.
- 26.2. In the event that three or more teams are involved in a play-off, the matches will be in round-robin format with each team playing the other teams once.
- 26.3. A play-off will be held at a neutral venue within one month following the final league fixture.
- 26.4. The League Secretary will designate the venue, date and time.
- 26.5. The costs for any play-off will be shared equally between all teams in the league.
- 27. Problems & Complaints**
- 27.1. All problems and complaints relating to the league should be referred to the League Secretary as soon as they arise.
- 27.2. The League Secretary may defer the issue to the SKA for resolution.
- 27.3. All decisions by the League Secretary or the SKA will be final.

Appendix A Fees, Fines & Penalties

- A.1 Player Registration Fee
 - A.2 League Entry Fee
 - A.3 Fine for late payment of league entry fee = 10% per month
 - A.4 Fine for failing to submit match forms on time = 1st warning, then £5 per form
 - A.4 Fine for failing to submit match forms at all = £30
- Incomplete match forms = Instruct referees

Appendix B Penalty Spot & Free-Pass Circle



Post to Penalty Spot (P) = 2.50m

Free-Pass Circle = circle of 2.50m radius around the Penalty Spot (P), marked with 7 bits of tape and the post.

Appendix C What to bring on the match day

- Team 1
 - 2 posts with IKF-approved synthetic baskets
 - 2 balls
 - 8 decent bibs of identical colour
 - masking tape, to mark the penalty spot, the free-pass circle and in case gaps exist in the lines
 - 3 match forms
- Teams 2 & 3
 - Nothing
- Referee
 - Whistle
 - Stopwatch
 - Red & Yellow Card
 - Pen & Paper

Appendix D Links

Email address SKA Clubs Mailing List = SKA_clubs@yahoo.com

Email address League Secretary = league@scotlandkorfball.co.uk

League website = <http://scotlandkorfball.leaguerepublic.com/>

SKA website = <http://www.scotlandkorfball.co.uk/>

IKF website = <http://www.korfball.org/>