

England Korfball Shot Clock Guidelines

Updated 1st July 2011



Summary

1. The **SHOT CLOCK IS STOPPED** if:
 - The whistle is blown (including if a goal is scored)
 - The defence takes possession of the ball

2. (a) The **CLOCK IS NOT RESET** if the game is to be recommenced
 - By an out ball to the attack
 - Following an interruption due to an injury to an attacker

2. (b) The **CLOCK IS RESET** whenever the ball hits the korf

2. (c) The **CLOCK IS RESET** if the game is to be recommenced
 - By the attack taking a re-start, free pass or penalty
 - By the defence taking a re-start or out ball
 - Following on interruption due to an injury to a defender

3. The **CLOCK IS RE-STARTED**
 - When the ball is received by an attacker in the attack zone following the clock being stopped for any reason (after a goal this means the receipt of the throw off)



Notes on the shot clock rules

- Shot clocks should only be used in designated England Korfball competitions.
- The shot clocks should be placed in a clearly visible spot outside the field of near to the middle of both end-lines at a height of 0.90-1.50m.
- The referee will allow a goal when the ball goes through the korf if it had left the hands of the attacker before the buzzer sounded.
- If the ball was on its way to the korf when the buzzer sounded then a goal is given if the ball goes through the korf (as above) or a re-start to the defence if it does not go through the korf.
- In cases of doubt about whether the ball has touched the **KORF** during play, the referee will indicate to the shot clock operator that it has touched by raising a clenched fist above his head. The clock must then be reset.



Key Points to note (1)

1. The shot clock is (re)set to 25 seconds when an attacker comes in possession of the ball.
2. The shot clock is immediately reset to 25 seconds when the ball touches the **KORF** after a shot (as with the rules of korfball any ball thrown by an attacker that hits the **KORF** is deemed to be a shot)
3. The shot clock is stopped and then reset to 25 seconds when a defender takes possession of the ball, when a score is given by the referee and when the first and second half of the match has ended.
- 4a. The shot clock is stopped and reset to 25 seconds when the referee blows his whistle for one of the following:
 - For an infringement which is punished by a free pass (taken immediately behind the penalty spot)
 - A re-start (i.e. all infringements, of 3.6 of the rules of korfball)
 - A penalty (3.11 of the rules of korfball)
 - Following the interruption of the game for an injury to a defender
- 4b. After the referee has recommenced the game by a signal of his 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 (see 3.10, 3.9 and 3.11 respectively).

Therefore the moment of seizing the ball is used to decide when the shot clock is re-started and NOT the blowing of the whistle.



Key Points to note (2)

- 5a. The shot clock is stopped if the referee blows his whistle to interrupt the game for circumstances other than those listed in 4 above.

Examples: an out ball, a referee throw, an injury to an attacker or situations of unreasonable advantage.

- 5b. 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 this situation 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 (see 4 above) then the clock is reset to 25 seconds and re-started from that time.

Therefore it is the moment that an attacker takes possession of the ball that is used to decide when the shot clock is re-started.

6. When an attacker plays the ball directly, or indirectly via a defender, backwards to a team-mate in the defence zone, the shot clock is **not** stopped and **will not** be reset to 25 seconds again when an attacker comes into possession of the ball after such an occurrence.
7. The referee will allow the goal if a shot is taken and the ball falls down through the **KORF** if the ball has left the hands of the attacker when the shot clock buzzer sounds.

