

The allowed time-limit in the attack zone

An attacking team has a time of 25 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 re-start to the defending team. The re-start is taken from the place where the attacker had the ball in his possession at the moment that the buzzer sounded or had in his possession just before the moment that the buzzer sounded.

- 1 The shot clock is set at 25 seconds when an attacker comes in possession of the ball.
- 2 The shot clock is stopped and reset on 25 seconds when the ball touches the korf after a shot.
- 3 The shot clock is stopped and reset on 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.
- 4 a. The shot clock is stopped and re-set at 25 seconds when the referee blows his whistle 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.b. 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.

- 5 a. 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, injuries of attackers or situations of unreasonable advantage.

b. 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 (see 4 above) then the clock is re-set 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 will not be stopped and will not be re-set on 25 seconds again when an attacker comes in possession of the ball directly after such an occurrence.
- 7 The referee will allow a goal when the ball falls down through the korf without touching the korf if the ball has passed the upper surface of the korf when the buzzer sounds.