



KONINKLIJK NEDERLANDS KORFBAL VERBOND (KNKV)

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# **RULES**

**FOR THE**

## **U19 JUNIOR WORLD CUP**

**2011 Leek (NED)**

**16<sup>th</sup> international korfball tournament**

**Organized by KNKV District North**



**The U19 Junior World Cup is an IKF patronized event**



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## **1. Organisation**

- 1.1. The U19 Junior World Cup (U19 JWC) shall be held yearly.
- 1.2. The tournament will be held on the following dates: 21 - 24 April 2011

## **2. Participation**

- 2.1. A maximum of 16 teams may take part.
- 2.2. The teams will be the National under 19 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, East and South.

## **3. Entries**

- 3.1. Entries of the participating teams must be submitted to the Organising Committee (OC), c/o IKF not later than the date as stated in the invitation letter.
- 3.2. The Organising Committee will inform the participating nations of the names of the teams entered.
- 3.3. Each participating nation must submit the names of the male and 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 and team manager to the Organising Committee no later than 30 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.
- 3.4. All players should be born after or inclusive 1 January 1992. Players must be able to provide evidence, they were born at or after that date.
- 3.5. Players must have reached the age of 14 on or before the date of the first match of the event.
- 3.6. 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.
- 3.7. The national organisations of the participating countries shall, before the start of the tournament, 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 Organising Committee shall inform the competing countries of the playing schedule for the tournament 4 (four) 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 3.3. 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 7 of the Match Regulations for International Youth Tournaments. This advertising must also comply with the rules and conditions of the Dutch Broadcast Organisation (NOS) and the Government of the Netherlands.
- 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 the event 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 two referees for the tournament.
- 6.2. The Referee Committee will send an assessor to judge and accompany the IKF referees.
- 6.3. The Organising Committee shall invite 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.
- 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 Organising Committee of the tournament will arrange and pay the local transport and board-and-lodging of the referees.

## 7. Jury

- 7.1. The Organising Committee 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 Organising Committee 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 Organising Committee 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 3.4 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 after the tournament.
- 8.4. The playing time of the matches will be 2 times of 20 minutes. The half time rest will last 5 minutes. The period of “**real playing time**” played at the end of each half and in the whole of any extra time period shall be 2 minutes.
- 8.5. Before the start of the final 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”.
- 8.6. The team first mentioned in the programme take the seats on the left of the jury, facing the pitch.



- 8.7. Time-outs are not allowed.
- 8.8. In the group matches the winning team obtains two points; in case of a draw teams obtain one point each.
- 8.9. For the conditions of play used in the final rounds to determine a winner when the scores are level at the end of normal time (as laid down in the final schedule) and for the ranking schedule used to determine group standings and subsequent matches, see the appendix.
- 8.10. Playing rule experiments are acceptable to the Organising Committee after mutual agreement between the OC and the IKF or KNKV. The experiments will be announced in the invitation letter. Detailed information will be sent to the participating countries at least 1 month prior to the start of the tournament. The IKF / KNKV will send specialists to report the results. The Organising Committee shall state the experiment(s) in the program booklet.
- 8.11. The shot clock will be used in all matches
- 8.12. The new IKF balls will be used in all matches.
- 8.13. The people allowed to sit on the bench shall be the substitute players (maximum 8), the coach and no more than 4 other team officials. At an event all those people eligible to sit on the team bench must be listed in advance to the jury.

## **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.

## **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.**

11.1. The TDP are the members of the jury and the Coordination Officer of the OC

## **12. Final Provision**

12.1. The jury shall have the power to deal with any matter that is not provided for under these rules.

## APPENDIX

### COMPOSITION OF GROUPS

The number of groups depends on the number of participating teams.

### Obtaining a result in final round when the scores are equal after normal time

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 start of the match.
  - 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 ten minutes 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 eight of the players of each team who were playing at the end of the golden goal period. 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 winners of the toss will start. All eight players of the teams concerned will alternately take one penalty each. If both teams have scored an equal number of goals from these penalties, further complete series of eight penalties will be taken by the same eight people **and** in the same order, until a decision has been obtained.



## Ranking schedule for group matches

1. Winners of group matches are awarded 2 (two) match points.
2. The number of match points the teams in that group have obtained determines the ranking order within the group.
3. Whenever two teams are equal on match points their ranking shall be decided as follows:
  - a. By the result of the match between those two teams.
  - b. In case of a draw the goal difference of all group matches played with the team having the greatest goal difference placed highest and that with the smallest goal difference lowest.
  - 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 a, b and c the teams cannot be ranked then a next (or more) round of penalties has to be taken to decide on the ranking.
4. 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 in the matches between those three teams with the team having the greatest goal difference placed highest and that with the smallest goal difference placed lowest. If this results in only one team being ranked and the other two teams are still equal then clause 3 shall apply for these two teams.
  - b. If after applying (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 results in only one team being ranked and the other two teams are still equal then clause 3 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 a, b and c the teams cannot be ranked then a next (or more) round of penalties has to be taken to decide on the ranking.
5. 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 4 shall apply for three equal teams and the result between the teams when there are two equal teams.
  - b. If after applying (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

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ranked but there are still teams equal then clause 4 shall apply for three equal teams and the result between the teams shall be used when there are two equal teams.

- c. If after applying b there are still four or more teams equal then a similar method to that set out in clause 4 c and if necessary 4 d shall be used.

