

# LKA Senior Competition Rules

This document outlines the rules for the LKA Senior Competition.

There is an appendix relating to League structure for the current season

If there is any doubt concerning the rules, clarification must be sought from the Competitions Administrator or Competitions Coordinator as soon as possible.

# LKA Senior Competition Rules

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# LKA Senior Competition Rules

## 1 Overview

- 1.1 The Competitions Administrator shall conduct the day-to-day administration of the Competition and all correspondence regarding the League must be addressed to him/her.
- 1.2 All matches shall be played according to the IKF Rules prevailing at the time, with the alterations made in the Appendix.
- 1.3 The Competition shall start no earlier than 1st September and run until no later than 30th April of the following year.
- 1.4 The structure of the LKA Senior Competition shall be decided by all clubs present at the Competitions Sub-Committee meetings in the previous season based on the number of entrants. The principle of promotion and relegation to and from divisions shall be maintained. Further details on how this is to be done are given in the Appendix.
  - 1.4.1 Appeals against a decision made by the Competitions Administrator must be made to the Senior Competitions Committee in writing within seven days of notification of the decision to the club(s) concerned. The Senior Competitions Committee is made up of Competitions Administrator, the Fixtures Secretary, the Referees Coordinator and the Competitions Coordinator. The Senior Competitions Committee shall review the appeal. The Senior Competitions Committee may co-opt an impartial member/members to hear the appeal. The decision of the Senior Competitions Committee is final.
- 1.5 All trophies remain the property of the LKA and clubs are liable for the cost of repair or replacement should a trophy be lost or damaged whilst in their charge. All trophies must be returned to the Competitions Administrator by 1st March of the year after they have been awarded.
- 1.6 Clubs with youth players must comply with the conditions laid down in the Section headed Youth Players
- 1.7 All clubs must be affiliated to England Korfball (EK) and have sufficient public liability insurance for their home matches.

## 2 League Entry

- 2.1 All clubs affiliated with the LKA will be invited to enter the Competition. They must complete and return the entry form before the date set by the LKA and enclose the entry fee payable.
- 2.2 As part of the conditions of entry, Clubs are required to nominate the venue or venues where they will play their home Fixtures. A list of provisional bookings must be submitted to the Fixtures Secretary. The minimum number of bookings to be made shall be specified by the Fixtures Secretary. Details of the requirements relating to fixtures and venues can be found in the Section headed Fixtures/Venue/Equipment

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- 2.3 The home team pays for hall charges, and any hall entry fees for visiting teams and referees.
- 2.4 Changing rooms must be provided.
- 2.5 The minimum playing area is 30m x 15m and the playing area must be in the ratio of 2x1. Halls differing from these dimensions may only be used with permission from the Senior Competitions Committee.
- 2.6 Synthetic baskets must be used for all LKA League games and be of the same type and similar quality at each end of the pitch.
- 2.7 Players should wear matching kit and each captain should be designated by some form of an armband.

### **3 Ranking**

- 3.1 Points shall be awarded 2 points for a win, 1 point for a draw and 0 points for a loss.
- 3.2 If a game is forfeited, the forfeiting team will have 2 points deducted from its points total. However, if the forfeiting club provides a korfbal team of at least 6 players, including at least 2 players of each sex, which may include ineligible players from their own club to play the match, the 2 points deduction will not be made. The team will be classed as a “development team”.
- 3.3 If a game is forfeited and no match is played, then 2 points will be awarded and a score of 10-0 will be recorded. However, if the forfeiting club provides a development team to play a development match, the non-forfeiting team must play the match with at least 6 eligible players to receive the 2 points. The actual score will be recorded, or a score of 10-0 recorded to the non-forfeiting team if the forfeiting team won the match. If both teams are development teams, no points will be awarded. Further, if the non-forfeiting team provides less than 6 eligible players, they will have 2 points deducted.
- 3.4 Teams will be ranked according to the points schedule outlined above.
- 3.5 In the event that two or more teams finish on equal points, the ranking shall be determined by the following tie-breaker system:

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- 3.5.1 points scored in head-to-head results between tied teams
- 3.5.2 if still equal, goal difference in head-to-head results between tied teams
- 3.5.3 if still equal, goal difference in all matches
- 3.5.4 if still equal, goals scored in all matches
- 3.5.5 if still equal, by the drawing of lots
- 3.6 In the event that three or more teams are tied, if one of the tie-breaker clauses results in the tie being partially broken, then the tie-breaker process shall begin again from the first clause on the remaining tied teams.
- 3.7 The Senior Competitions Committee shall have the power to take a different course of action should any of the matches being considered for determining the rankings be ones which have been forfeited or awarded

### **4 Promotion/Relegation**

- 4.1 The champions of each division will be decided using the results of all games. If, due to circumstances beyond the control of LKA, it is not possible to complete all games in a season, the champions may not be declared.
  - 4.1.1 For the purposes of promotion, only fixtures which do not contain guest players as defined in Rule 8.5 will be taken into account. Also, there should not be 2 teams from the same club in the division to which they will be promoted. Promotion and relegation will be provisionally agreed at the end of the season, but confirmation will depend on the league structure and number of teams in the following season.
  - 4.1.2 If there is more than 1 team from a club in the same division and a lower team is placed higher than a higher team at the end of the season, the positions of the teams will be reversed when deciding promotion and relegation between the divisions.
  - 4.1.3 Subject to 4.1.1 and 4.1.2, the champions of each division will be promoted and the lowest place team will be relegated.

### **5 Restructuring**

- 5.1 From time to time the Senior Competitions Committee may choose to alter the size of Divisions or restructure the league into a different number of Divisions. The purpose of this is to accommodate new teams, allow for knock-on effects of

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the restructuring of the National League and Regional Leagues, reduce the league size in the event of any withdrawals, and so on.

- 5.2 The method for doing this is as follows:
  - 5.2.1 All teams are ranked in the order that they finished in the league, beginning with the LKA First Division, followed by the remaining divisions in order, with the following alterations:
  - 5.2.2 Teams that are automatically promoted are ranked above the automatically relegated team from the division above.
- 5.3 The new Divisions are drawn up according to this list.

### **6 Fixtures/Venues/Equipment**

- 6.1 Fixtures are to be played on Sundays between 9.30am and 8pm. Sundays during bank holiday weekends are excluded. Matches may be played at other times, but only with the agreement of both teams and the Fixtures Secretary.
- 6.2 If the venue or the start time needs to be changed from that published on the current fixture list, the home team must:
  - a) Agree the new venue and/or start time with the Fixtures Secretary at least two weeks before the fixture.
  - b) Once agreed, notify the opposing team and for LRL matches, the referee, again at least two weeks before the fixture.
- 6.3 If the away team requests to change the start time, they must first get confirmation from the Fixtures Secretary to approach the home club at least two weeks before the fixture. Once agreement is given by LKA, they may approach the home club to request the new start time. If agreement is reached, both clubs must notify the Fixtures Secretary and for LRL matches the home club must notify the referee, again at least two weeks before the fixture.
- 6.4 If a venue or start time is changed after this deadline (except for minor changes to time), an administration fee of £20 may be payable by the team responsible for the change.
- 6.5 All throw off times as set out in the fixture lists should be adhered to as far as possible with sufficient time to allow for a reasonable changeover period between matches.
  - 6.5.1 Where a match starts late, or doesn't start at all, through no fault of either team e.g. problems with the hall, the remaining allotted time shall be divided equally into two halves, and the length of the half-time break reduced, so that the match does not overrun. However, the length of the match must be at least 40 minutes (50 minutes for LRL). The referee shall inform both team captains of the revised timings. This rule may be waived, and the match still played to its full duration if both teams and the referee agree, and there is no impact on

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subsequent matches or hall bookings. If less than the minimum time can be played, the match will be rearranged.

- 6.6 A team that is not ready to play a match within 10 minutes of its allotted start time shall forfeit the match. This rule may be waived at the discretion of the opposing captain, provided the length of the match is at least 40 minutes (50 minutes for LRL) and there is no impact on subsequent matches or hall bookings.
- 6.7 If neither team is ready to start within 10 minutes of the allotted start time, the referee may declare the game void. This rule may be waived and the match still played to a minimum of 40 minutes (50 minutes for LRL) duration if both teams and the referee agree, and there is no impact on subsequent matches or hall bookings.
- 6.8 Clubs repeatedly failing to field a team may be liable to fines and/or action after review by the Senior Competitions Committee. In particular, teams must fulfil a minimum of 66% of their fixtures with a legal team as described in the Appendix to have their results included in the League tables.
- 6.9 In certain circumstances, a team may apply to the Senior Competitions Committee to have a fixture postponed. Such circumstances include weekends where two or more players from a team are involved in International or Regional representative matches.
- 6.10 Once the definitive fixture list is published, except as provided in Rule 6.9 above or due to dangerous weather conditions affecting travel to a venue, no club may postpone a fixture. Exceptional circumstances will be considered by the Senior Competitions Committee if 2 weeks' notice is given. If a postponement is granted, an administration fee of £20 may be payable by the applying team and this team shall also pay the irretrievable hall costs to the opponents.
- 6.11 Both teams participating in the postponed fixture must submit a dummy match report form for the original fixture (as per Rule 7.2 below). A postponed fixture must be rearranged between the clubs concerned, including the referee for LRL matches. The club postponing the game must inform the Fixtures Secretary before the rescheduled game is held. If the clubs cannot mutually agree to a date and time the game shall be declared a non-result

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- 6.12 The home team is responsible for ensuring the equipment is of a reasonable standard. This includes but is not limited to posts, ball, playing surface and pitch size. The referee shall decide on the acceptability of equipment at the match.

### **7 Match Report Forms**

- 7.1 The team captain must provide a full list of their team's players and shirt numbers on the official match report form (provided by the LKA) to the referee before the match starts.
- 7.2 In the event that a team does not have a match in a particular round (e.g. due to a bye, postponement or cancellation), when a lower team is playing, a match form must be submitted by e-mail to the Competitions Administrator containing a list of the starting line-up that would have played had there been a match (a "Dummy Match Report"). The line-up in such a report must be legal according to the rules set out in Player Eligibility below.
- 7.3 Clubs with higher teams entered in National League competition are required to submit starting line-ups for these teams for every round of the LKA Competition. For rounds in which National League games were played, this information will be obtained direct from EK by the Competitions Administrator. National League teams which did not play during an LKA round must submit a dummy match report to the Competitions Administrator.
- 7.4 All match report forms, with any dummy forms required, should be returned to the Competitions Administrator by the home club within 48 hours of the completion of the match. The home club should send copies of all forms (home and away) from one venue to the Competitions Administrator attached to one email.
- 7.5 In addition, match results must be entered into the electronic league management system. This must be done before the end of the day of the match concerned, The results entered onto the electronic league management system must mirror the result on the Match Report Form. The only person who can alter the electronic league management system is the Competitions Administrator after an infringement of the Rules has occurred, and then only after informing the teams involved.
- 7.6 Within 2 days of the match, the club must enter onto the electronic league management system all participating players, including substitutions made, and all goal scorers. Players who have not taken part in a match, i.e. reserves who have not come on as a substitute, should not be input.
- 7.7 Match report forms may not be falsified.



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### 8 Player Eligibility

- 8.1 These rules apply to all matches scheduled to take place during the same LKA match week. Matches are normally scheduled for Sundays, but LKA match weeks include fixtures which are moved to within 6 days of the original Sunday fixture.
- 8.2 If a match is rearranged to a date other than within the same match week, the eligibility for the match will take into account the day the match is actually played, rather than the date it was due to be played. In these circumstances, the match will be classed as belonging to a separate interim LKA match week. This Rule also applies to matches scheduled to be played midweek at the beginning of the season as a separate interim LKA match week due to unavailability of suitable hall time on a Sunday.
- 8.3 Once a player has started for a team (or been listed as a starter on a dummy match report), that player becomes assigned to that particular team.
- 8.4 A player may play for a different team to which they are currently assigned in a following round of matches, subject to the following restrictions:
  - 8.4.1 A player may not play for a team of a different club, except for a development team as set out in Rule 8.7 below.
  - 8.4.2 A player may only play, either in the starting line-up or as a substitute, for the team immediately below the one to which they currently belong ("dropping" a player)
  - 8.4.3 No more than three players per team per round may be dropped
  - 8.4.4 A player may play for a higher team than the one to which they currently belong, with no restrictions ("promoting" a player). However, as set out in Rule 8.8 below, a player may only be promoted to a dummy line-up if they have played for that team within that team's previous 4 matches or a higher team within the same period.
  - 8.4.5 A player who is promoted to a starting line-up or dropped is re-assigned to his/her new team. A promoted player is therefore subject to the restrictions on dropping after having been promoted.
  - 8.4.6 A player who has not played or been named in a dummy match form may be considered as being dropped 1 team per round of matches they have not played in.
  - 8.4.7 A higher team must always take priority over a lower team (i.e. a higher team must not cancel or play short whilst a lower team is fielded).
- 8.5 **As a last resort**, in order to ensure as many fixtures are completed as possible in the bottom division, providing that a team in the bottom division has 6 eligible players, a club is allowed to play down two players who have already started, will be starting, or who will be named in a dummy line-up for a higher

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team on that weekend, in order to complete a full team. These players will be known as “guest players”. These “guest players” may either start the game or come on for injured players. This only applies to the club’s lowest team and only if that team is in the bottom division. These players are there to help the new players in the lowest team and not to be used to gain unfair advantage.

- 8.6 Teams must make the existence of guest players in a team known to the opposition and the referee before they play and they must be clearly noted on the match report form. If these players collectively score more than 25% of the team’s goals, the points will be awarded to the opposition. The opposing team should be given the opportunity to match up their players with the players who are playing down from a higher team.
- 8.7 For development teams as defined in Rule 3.2, at least six players must be from their own club, and include at least 2 players of each sex, and can include ineligible players. The remaining player(s) may be from another korfbal club.
- 8.8 For dummy match report forms, players named must have been able to play had there been a game (and not long-term injured, suspended etc.). A player who is registered under the home/university registration concession may not be named in a dummy line-up.
- 8.9 Players named in a dummy team must have played for that team within that team’s previous 4 matches or be eligible to play for that team having played in a higher team in that period.
- 8.10 At the start of the season, prior to 4 matches being completed for that team, players who have played in that team, the team immediately below or the team immediately above at any time in the previous season, may be named in a dummy line-up. Players who have transferred into the club and played at a similar level previously, may also be named in a dummy line-up.
- 8.11 It is accepted that circumstances can arise in which the above rules are too restrictive (for example injuries or illness to more than 3 players). In such circumstances permission must be obtained from the Competitions Administrator. Permission should usually be sought before the game is played. In exceptional circumstances where this is not possible, the Competitions Administrator should be contacted immediately after the game. The club should clearly explain why they will not be able to comply with these rules for the game in question. Particular consideration will be given when a club has a majority of their teams playing away at multiple venues.
- 8.12 If a team plays an ineligible player and that team wins the match, the opposing team will be awarded the points and the team fielding the ineligible player will be awarded 0 points. This is subject to the opposing team not contravening the rules regarding eligible players. A score of 10-0 will be recorded in favour of the team not contravening the eligibility rules. If both teams field ineligible players neither team will be awarded any points. In the bottom division, certain exceptions apply as set out in Rule 8.5. In addition to complying with Rule 8,

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players must also comply with Rule 9 Substitutes and Rule 10 New Players/Transfers.

### **9 Substitutes**

- 9.1 A player in the starting line-up for a team may not play for a lower team in the same round, either starting or as a substitute. Exceptions currently apply to a club's lowest team in the bottom division, as set out in Rule 8.5 above.
- 9.2 A player who was listed as a substitute for a team may start for a lower team in the same round.
- 9.3 Should substitutes be brought on shortly after the game starts in order to circumvent the restrictions, the Senior Competitions Committee may review this to verify the club is abiding by the spirit of the rules and not exploiting them to play higher players in a lower team.

### **10 New players/Transfers**

- 10.1 Players are deemed to be transferring if they were registered for another club.
- 10.2 New players must be registered with EK as soon as possible. However, they may play up to 3 games before registering, provided they were not registered to play with a different club.
- 10.3 A player transferring from another club may not play for their new club until permission has been received from EK. A transfer request should be made to EK and transfers must be approved by both clubs involved.

### **11 Youth Players**

- 11.1 No player under the age of 13 may play in the LKA Senior Competition.
- 11.2 Players aged 13 and over but under age 18 must complete the Underage Player Request Form found on the EK website and submit the form to EK as part of the registration process. Playing unregistered Underage players in any match, including development matches, may result in a fine of up to £30 per player. Playing an unregistered underage player in any match, including development matches, renders the team illegal and the team forfeits the match.
- 11.3 It is the responsibility of all clubs fielding youth players in the LKA Senior Competition to ensure that they are physically and emotionally mature enough to compete in a senior competition. This is not the responsibility of the opposing team or the referee. Teams fielding youth players should not expect their opposition to alter the style of their usual play to accommodate underage players.

### **12 Cancellation**

- 12.1 Clubs responsible for an unfulfilled fixture are also responsible for all costs incurred by the opposition. Claims should be made in writing to LKA. The

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LKA will then pay the non-offending team and fine the offending team for the amount.

- 12.2 Cancellations should be made a minimum of 96 hours before the allotted start time of the fixture. The cancelling team should inform the opposition and referee (LRL matches), and receive positive confirmation from both. The Competitions Administrator should also be informed of the cancellation and receive confirmation.
- 12.3 Any abandonment by the referee shall be reviewed by the Senior Competitions Committee which may take further action. If a match is abandoned by the referee due to serious injury on the pitch and less than 40 minutes (50 minutes for LRL) has been played, the match will be rescheduled. If more than 40 minutes (50 minutes for LRL) has been played, the result will stand.

### **13 Withdrawal from the League**

- 13.1 A team wishing to withdraw from the league after it has started should notify the Fixtures Secretary as soon as is convenient.
- 13.2 If the withdrawing team has had results returned for equal to or greater than 75% of their matches (whether played or forfeited), then the results of those matches shall stand, and walkover victories awarded for the remainder. Otherwise, all results involving that team shall be annulled and removed from the rankings.
- 13.3 League entry fees are forfeited by any team withdrawing.

### **14 Referees**

- 14.1 Matches in LKA2 and below will be refereed by the home club. Players age 16 and over but under age 18 may referee providing they have completed the necessary paperwork to give them permission to do so and a responsible adult is in attendance at the match who also signs the match report form. A club will be appointed by the Referees Coordinator to organise a referee for LRL matches. This should take account of the number of teams a club has entered in the LRL.
- 14.2 The home team is responsible for paying the referee, prior to the start of the match. Failure to pay an LRL referee on time may result in a fine of £10.
- 14.3 The referee at his/her discretion may enlist the help of an assistant, timekeeper, and/or scorer. However, both captains must be informed prior to the start of the game. Furthermore, the referee is responsible for paying for such extra personnel, and no additional payment for extra officiating personnel may be demanded from either team or the LKA.
- 14.4 Should an LRL match be abandoned and the referee is not informed in time to avoid travelling, the team at fault shall be liable for the referee's fee. If both teams are at fault the fee is split.

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- 14.5 The Senior Competitions Committee will provide clubs with a list of qualified referees and their grades at the start of each season.
- 14.6 In the absence of a referee for an LRL match, the captains of both teams should try to find an alternative referee who is acceptable to both teams. If this is not possible, the match shall be postponed. In any event, the absence of the designated referee should be noted on the match form,
- 14.7 Match referees should ideally be practically qualified to at least "Q" standard, or should at the minimum have passed the theory examination with a view to becoming practically qualified. LRL referees should ideally be qualified to level 1a, 1b or R.
- 14.8 In the event of misconduct by a player, coach or spectators, referees should submit a report to the LKA describing the incident. Reasons for a card or game abandonment should be mentioned. For cards, the appropriate misbehaviour code (as per the EK guidelines) should be sufficient.
- 14.9 In the LRL, if the appointed club does not organise a referee and/or the referee does not show up, the appointed club may be fined £30 and have 1 point deducted from their LRL team. If the appointed club has two teams in the LRL the point will be deducted from their highest team in the club's hierarchy in the LRL.

### **15 Club Colours**

- 15.1 As part of the entry process, clubs are to inform the Fixtures Secretary of their club colours.
- 15.2 The away team is responsible for checking the colours of the home team and changing if necessary. The away team should also inform the referee of their intended colour change, so that the referee can dress accordingly.
- 15.3 If a club changes its colours during the course of the season the League Fixtures Secretary must be informed at least two weeks before they are used.

### **16 Appeal**

- 16.1 Any appeal surrounding a match result must be made within 48 hours of the match. The referee should be made aware of the club's concerns as soon as possible and no later than 10 minutes after the completion of the match. This protest can be electronic and should be made to the Competitions Administrator and copied to the Competitions Coordinator. In circumstances where the referee has not been informed the club must provide an explanation as to why this was not done in addition to the grounds for their protest.

### **17 Miscellaneous**

- 17.1 The Senior Competitions Committee shall have the power to make decisions on any matter not specifically covered in the rules and to vary the rules concerning

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the conditions of play should this be necessary for the smooth running of the competition.

- 17.2 Any major changes to the Rules will be agreed by all clubs present at the Competitions Sub-Committee meetings in the previous season.

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## Appendix

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## 1 Structure 2023-2024

- 1.1 The League will comprise of three divisions, LKA1, 2 and 3. The composition of these divisions will be based upon the finishing positions from the previous season subject to promotion, relegation and decisions made by the consensus of clubs at a Competitions Sub-Committee meeting. Additional changes may be made in order to balance the number of teams within the three divisions and to accommodate new clubs/teams. LKA1 is the London Regional League (LRL). If it has not been possible to complete all matches in a season due to circumstances beyond the control of LKA, a method for ranking the teams may be decided by the consensus of clubs at an LKA Competitions Sub-Committee meeting.
- 1.2 Should a new club seek to join the league and should the Competitions Committee consider this team to be of sufficient standard they may join LKA2.
- 1.3 No more than two teams from any club should play in the same division with the exception of the lowest division.
- 1.4 When allocating games and (for LRL matches) refereeing commitments, efforts will be made to consider travelling distance and club commitments on that day (including National League, Regional League, Juniors, LKA representative teams). Efforts will be made to provide a fair balance of referee commitments amongst clubs entered into the Competition for LRL matches.

## 2 Ranking

- 2.1 Promotion and Relegation
- 2.2 Any club with a 1st team in the LRL will be able to elect to remain in the LRL if they are in the relegation places at the end of the season.
- 2.3 They may do this for one season only, after which they must finish above the relegation places in the following season. If they do so, then they have the option to utilise this election again in the season thereafter.
- 2.4 If a 1<sup>st</sup> team comes bottom and makes the election, the team that comes second to lowest will be relegated if the team that wins the division below is eligible for promotion.
- 2.5 Any club will be able to elect to have its lowest team play in LKA3.
- 2.6 If the second placed teams in LKA2 and LKA3 are eligible for promotion after the removal of guest player games in LKA3 and maximum number of teams, a playoff may be organised between the second placed team and the second to lowest placed team in the division above.
  - 2.6.1 For any playoff match, a player must have registered for the club before 31st January in the current season and been in the starting line-up for at least four of the club's matches in the current or previous season, or be a brand-new player to korfbal. At least 50% of the matches played in the current season must have been for the team in the playoff, or the teams below. Exceptional cases will be considered by the Competitions Administrator if one week's



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notice is given prior to the match. Guest players may not play in playoff matches.

- 2.6.2 The match will be played at a venue agreed by both teams (this could be a neutral venue or either team's home venue).
- 2.6.3 If the second placed team is not eligible for promotion, no playoff match will be required and the second to lowest place team will retain their place in the higher division

## **3 National/Regional League Clubs**

- 3.1 A club who has a team in the National League must have two independent teams in the London League, one of which may be in the LRL. A club who has a team in the LRL must have an independent team in LKA2 or LKA3. Should a club regularly fail to field a legal LKA team in the lower divisions the club may be required to drop a National League or LRL team in order to meet its commitments to the LKA.

## **4 Rule differences from IKF**

- 4.1 LRL matches are 2 x 30 minutes with two timeouts available for each team plus 15 minutes warming up time. Half time will be a maximum of 5 minutes. The hall booking for these matches must be 90 minutes.

LKA2 & 3 matches are structured so that matches can be played within a 60-minute hall booking. Matches are 2 x 25 minutes with one timeout permitted per team. Half time will be a maximum of 3 minutes.

For all matches, the home team chooses ends, lines up first and starts the first half.

### **4.2 Substitutions**

In all senior competitions, 6 reserves are allowed, 3 male and 3 female. Up to eight substitutions per team can be made without the referee's permission and substituted players may return to the match. A player cannot return to the game in the other division at the same time as leaving a division. He/she can only return to the match at the next break in play.

In the bottom division, LKA3, "guest players" as defined in Rule 8.5 may not be used as substitutes. The exception is where the "guest player" is substituting for a "guest player" or an eligible player who is unable to continue due to injury and there are no other eligible players who can be substitutes. However, a minimum of 6 eligible players must be on the pitch at all times for the team to be considered legal. A starting "guest player" may only be substituted with another "guest player" once in a match. A "guest player" who substitutes for a "guest player" cannot be substituted by a "guest player". A "guest player" coming on for an injured eligible player, cannot themselves be substituted by another "guest player".

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- 4.3 IKF playing rules will be adhered to, except for the following:-
- 4.3.1 The shot-clock will not be used in LKA2 & LKA3. However, the shot clock will be used in the LRL. The shot clock will be operated by the home team, with the option for the away team to provide an observer. The minimum age for the shot clock operator is 13.
  - 4.3.2 The result of a match may be a draw.
  - 4.3.3 During the game it is prohibited to shoot when one plays without a personal opponent. This occurs when the defence zone has only three (3) players playing against four (4) attackers. In this case the attacking side must inform the referee and the other team which of the attackers will not shoot. The team is entitled to change the decision during the match, but only after informing the referee and the other team at a time when play has stopped (i.e. the referee has blown for an infringement, a goal etc.). This change of an attacker is only allowed twice between a change of zones. An infringement to this rule is punished by the award of a re-start. A goal can be scored from a penalty by an attacker without a personal opponent.
- 4.4 The K5-IKF korfbal will be used.

### **5 New teams**

- 5.1 Teams entering the league (with the exception of teams relegated from the National League Premier Division) will enter into the lowest division, unless a written request is received before 1st June preceding the start of the season. A team wishing to enter the league in a higher division may be required to enter into a playoff usually involving the second to lowest placed team of the division they wish to enter and the second placed team of the division below).
- 5.2 Teams relegated from the National League Premier Division will be placed in the LRL