

# Cardiff Summer Tournament 2007 Rules

## 1. RULES

1.1 Matches will be played according to the rules of korfbal.

1.2 Disputes relating to the tournament may be referred to the Tournament Organisers. Their decision is final.

## 2. FORMAT

2.1 There will be 4 pools of 5. In pool stages there will be 2 points for a win, 1 for a draw, 0 for a loss.

2.2 Morning Games will be 18 minutes long with no halftime and 0 timeouts per team.

2.3 Afternoon Games will be 23 minutes long with no halftime and 1 timeout per team.

2.4 Draws are permissible in the pool stages

2.5 The top 2 teams from each pool qualify for the quarter-finals, 3<sup>rd</sup> and 4<sup>th</sup> for the plate quarter-finals, 5<sup>th</sup> for the spoon round-robin.

2.6 Qualification shall be determined by points; then: head-to-head record, goals scored, goal difference.

2.7 In the playoff stages, if the game is tied at full time, it will be decided by a penalty shootout. The rules for the shootout are as follows:

5 players from the 8 on the pitch at the end of the game will take one penalty each. The team scoring the most penalties is the winner. If the teams are tied after 5 penalties, the same 5 players will continue in the same order until there is a winner by sudden death.

2.8 The final will consist of two 15 minute halves, a 5-minute half time and 1 time out per team. The rules for penalty shootouts described above will apply.

## 3. GAME LENGTH

3.1 Morning Games will take place in a 20 minute time-slot. This will allow for a game of 18 minutes. The game may start as soon as both teams and the referee are ready and will be started by the referee.

3.2 Referees will be notified when they should ideally have started games via the PA system.

3.3 A horn will sound indicating the end of each time-slot. Any game still in progress when this horn sounds should finish immediately.

3.4 Any team determined by the referee to be late for the start of a game can be deducted one goal for each minute they are late, up to a maximum of 10 goals, whereupon they will be deemed to have defaulted the game by a score of 15-0.

## 4. DISCIPLINE

4.1 Yellow cards will lead to automatic suspension from that player's next available game.

4.2 Red cards will lead to automatic suspension for the remainder of the tournament.