



KENT KORFBALL ASSOCIATION RULES & REGULATIONS

GENERAL

1. The Kent Competitions Management Committee, hereinafter referred to as "the Committee", shall consist of a minimum of three members and a maximum of five. Plus, the League Administrator. Committee members must be from separate clubs and three of these members shall constitute a quorum.
2. The Committee is responsible for the administration and management of all Kent Korfball Association, hereinafter referred to as the "KKA", competitions running throughout the normal Korfball season from September to May.
3. The general business of the Committee shall be conducted by the League Administrator to whom all correspondence must be addressed.
4. These rules supersede all previous rules. Alterations to the rules may only be made by the League Management Committee and ratified by the KKA Executive Committee.
5. All trophies will remain the property of the KKA, and clubs are liable for the cost of repair or replacement should a trophy be lost or suffer damage whilst in their charge.
6. Unless specifically stated, no trophy may be won outright. Clubs will be required to sign an official receipt, recording the fact that the trophy has been presented to them and all trophies must be returned to the Kent League Administrator by the meeting held in March of the year after they have been awarded. Failure to do so will render the club liable to a fine.
7. All monies due to the committee or the KKA must be paid to the Treasurer of the Association.



8. All matches shall be played to the Rules of the game of Korfball as laid down by the IKF and the EKA and as amended from time to time by the KKA.

COMPOSITION OF TEAMS

9. All rules apply to Senior and Junior teams, by age group, unless otherwise stated herein. Clubs will field legal teams where possible for every fixture. Illegal teams must be declared to the Referee and the opposing team Captain or coach before the game starts. Failure to do so by the *illegal team's* Captain or Coach will be defined by rule 51.
10. The fees for the Senior Kent Cup, League Cup, Plate and Junior Cup competitions will be communicated to all clubs by the Kent Treasurer. Entry for all Kent Teams should be submitted to the League Administrator, by the date agreed at the previous seasons AGM. Late entries may be accepted at the discretion of the Administrator but may be subject to an additional fee of £10.00 per team.
11. Players will be designated to teams starting with the club's 1st team then in a descending order before the start of the competition. 1st placed teams must be named in full, there cannot be any blank spaces on a team sheet before naming second or lower team players.
12. A minimum of 8 players must be named per team in Adult and U13 competitions. A minimum of 4 players must be named in U11 and U9 competitions.
13. The designation of any player can and may change during the season. A player who starts for a team in 2 consecutive matches will be considered registered for that team. This is for the individual players designation. For example, a player that starts in the 1st team on the same day as they start for the 2nd team will be considered to have started for the 1st team. If that same players next match is a start in the 1st team they are designated to the 1st team. However, if the following match weekend the 1st team do not have a game, the previous 1st team match-sheet will



apply, and this player will be considered 1 of the 2 that can play down (rule 14) should they start for the 2nd team. If they then miss some games (due to holiday etc.) during the same season and then come back to play they will still be considered a 1st team player. Therefore, they can only play down to the 2nd team within the club and would be 1 of the 2 players permitted to play down (rule 14). Should a player have a prolonged absence (i.e. Injury), then the committee will review the players designation, but 7 x 24 hrs notice will be required.

(i). If for example; a clubs 3rd team player plays up to the club's 2nd team, they must make 2 consecutive starts for the club's 3rd team without representing the club's 2nd team before being eligible to play down to the club's 4th team.

14. It is permitted for 2 players (1 player for mono/beach korfball, u9 & u11) to play down one level from their usual team (i.e., 1st team to 2nd team). Players are not permitted to play down more than one team (i.e. 2nd team to 4th team). Any breach of this rule renders the club concerned liable to a fine of £10.00 per offending player and the team will be deemed to have fielded an illegal player, which will be subject to the action detailed in rule 51.

15. Each team is allowed to make a total of 8 substitutions in accordance with the general Korfball rules. Any further substitutions must be for injured players and only with the agreement of the referee and the opposing team's captain or coach. A team may have a total of 6 players on a bench for substitutions.

16. If a club enters more than one team, the first team shall be designated by the club's name, the second suffixed "Reserves". All subsequent teams will adopt a different name from the club's name. Junior second teams will use a different name to the club's name.

17. The highest team having fixtures on any given match day must play in favour of a lower team. It is not permitted for a first team to cancel/postpone a fixture in order that a second or lower team may play.



Cancellations/Postponements must happen from the lowest team upwards. If, for any reason, a club can foresee that they may fall foul of this rule, a minimum of 7 x 24 hrs advance notice must be given to the League Administrator and agreed in writing by the Committee.

18. No team may intentionally play short where other players could have been made available. If a team has 1 player less, then the team's coach must choose who the non-shooter is. They can change this person after two changes of ends. They must notify the referee and opposing coach/captain.
19. Within U9 and U11 competitions where girls & boys may play as the alternate player status (rule 25), if a 1st & 2nd team from one club are entered into the same age group then the 1st team must always be legal, with the correct status of player (i.e. 2 boys & 2 girls).
20. Where two teams play in similar colours, the away team shall change in all Fixtures. Club's official colour will be registered.

PLAYERS

21. All players wishing to take part in the Kent League, Kent Cup or Kent Plate Competition shall be registered with the EKA and KKA on League Republic/Sport:80. The only exceptions to this are junior players if parents/guardians are unhappy with registering details on the Sport:80 system.
22. All players will be registered for the season. New players must be registered after having played five matches. To be covered by EKA insurance new players must have a completed Club Registration Form as minimum, and on hand to produce if requested by the referee. If a player remains unregistered after this period, they will be termed an illegal player and rule 51 will be applied.



23. Players may not represent more than one club; they may be dual registered with the EKA to represent a university that does not play in the same league structure as their club team.
24. Junior players will play in their age group; they may not play in a lower age group (except where Rule 112 applies). Junior players may play up one age group without permission. Players may not play up more than two age groups (i.e., from U11 to U15). Age groups may vary from season to season according to IKF changes, if adopted by the KKA.
25. It is permitted for female players to play in place of boys or vice versa in U11 and U9 fixtures only, subject to the following:
- (A). The designated player(s) will wear a distinctive shoulder band or bib to define their status.
 - (B). The Referee and opposition coach must be advised and the identity of such players disclosed to both officials before the start of the game.
 - (C). This player must remain as this altered player status for the entirety of the game.
 - (D). No team may be made up of all one gender, if this is the case the team will be rendered illegal and subject to actions in rule 51.
26. Senior players are defined as having attained the age of 15 (EKA). Junior players having attained the age of 13 AND be in school year 9 may play in a KKA Senior Competition on the production of an EKA 'underage player' form and only with the prior written consent of the Committee. Any breach of this rule renders the player an illegal player and the team will be summarily dealt with under rule 51.
27. A player, once registered, may not play for another club in the current season until the EKA/KKA Committee has approved his/her transfer of registration. A player will be eligible to play for their new club immediately after the transfer has been approved. There will be a fee of £10 payable to the EKA for all transfers of players between clubs. The transfer deadline is 31st January. Failure to follow these rules will render the club liable to action detailed in rule 51.



28. Should a player wish to transfer between Kent clubs who play within the Kent league structure after the deadline of 31st January, this must be authorised by the KKA committee as well as the EKA but will also come with a fee of £30 payable by the 'new' club to the 'old' club before the transfer can be complete and the transferring player being eligible to play. This includes adult and junior players. Failure to follow this rule will make the club liable to rule 51.

DRESS CODE

29. Referees will wear a KKA issued shirt (yellow or blue), or a shirt of a neutral colour from the playing teams. Appropriate footwear must be worn.

30. Players must wear skirts/skorts or shorts, should a player choose to wear the non-traditional garment then this will be allowed providing their playing gender is recognisable - track suit bottoms or full leggings are not to be worn (unless for medical reasons). Shirts should be numbered and must be tucked in. All playing wear must be safe and team identifiable.

HEALTH & SAFETY

31. Players and referees must comply with the Health & Safety requirements, as follows:

(A). Where a player infringes the compulsory as follows, the referee shall be empowered to prevent the player from continuing to play, if necessary, by the issuing of yellow and red cards.

The following to be treated as compulsory:

(i). All players will wear suitable footwear according to the surface conditions. Footwear should be fastened correctly to offer mobility, grip and resilience.



- (ii). Jewellery or clothing which may present a safety hazard to the wearer or others, must be removed.
- (iii). Long hair should be tied back in a suitable manner.
- (iv). The chewing of gum whilst playing or refereeing is not allowed.
- (v). Players are not allowed to participate in any fixture if the referee suspects that they are under the influence of alcohol, drugs or banned substances as defined by the EKA or IKF.

The opinion of both coaches and Captains must be considered if the Referee determines that the player is unfit to play for any of these reasons.

(B). Failure to comply with the advisory rules contained in this section, is at the individual risk of the player concerned and the player indemnifies the KKA of any responsibility for injury or subsequent claim made against them through their disregard of these rules.

The following to be treated as advisory:

- (i). Where spectacles are worn, they should be tied or taped on.
- (ii). Clubs should ensure that they have a suitably qualified First Aider and first aid box in case of accidental injury.
- (iii). All clubs with young players will adopt the use of a consent form in case of accidental injury and taken to every match.
- (iv). Fingernails should be cut short to prevent injury to other players.

EQUIPMENT

32. Posts will be made available at the venue by the Committee. Clubs are requested to provide their help where required. Size of posts will be 3.5m for Senior & U13 and 3.0m for U11 and 2.5m for U9.



33. A match ball of the correct size, weight and pattern will be provided by the home team. Size 5 for Senior games, size 4 for U13 and U11, size 3 for U9.
34. Scoreboards will be provided (when available) at the venue and should be used by the Referee providing a scorekeeper is appointed. The use of a scorekeeper does not absolve the referee from the responsibility of recording the correct score. The scoreboard will be located on the halfway line opposite the main spectator seating.
35. A seating bench will be placed either side of the halfway line on the side of the hall opposite the main spectator seating. This will be used as the technical area for team coaches and reserves. Team coaches must restrict their movement to no further than 1m from the bench for the duration of each half. Coaches, Reserves and replaced players (where necessary) will wear a neutral colour top and remain seated on the bench for the duration of each half.
36. A shot clock will be provided by the KKA or request the use of a club's shot clock should the KKA's multi-game venue be the same as a club's venue.
37. It is the responsibility of the home team to provide a qualified shot clock operator for all designated 'home' games. This may not be the coach, substitutes or team manager.
38. The shot clock will be set at 25 seconds.

FIXTURES

39. Fixtures will be distributed via email to the nominated club representative or published on the KKA competition website when completed, this should be 14 x 24hrs before fixture date, unless prior notice or agreement given. When all National and Regional League fixtures are confirmed, full Kent League fixtures will be published as soon



as possible. It is the club's representative's responsibility to ensure they are received on behalf of their club and circulated to those team representatives within their club.

40. Games will be played in accordance with the published fixture schedule. An application to request changes to the published fixtures must be made 10 x 24 hours before the start of the season that the change is being requested. Suggestions of acceptable changes to the fixtures must accompany the request and clubs wishing to effect such changes must gain the approval of other clubs, teams and referees affected.
41. All postponement requests must be sent to the KKA League Administrator no later than midday on the Wednesday before the match. This is to allow sufficient time to contact the letting agents to cancel the hall time, incurring as minimal cost as possible and/or for the competitions administrator to amend fixtures for that coming match weekend. All postponement requests received later than midday on the Wednesday before the match in question will be declined and if the team are unable to fulfil the match commitment, then the match will be treated as a cancellation and forfeit. All postponements will be rescheduled where possible for a Sunday. Teams must be aware this could result in back-to-back matches.
42. Teams should be ready five minutes before the scheduled start of their fixture.
43. No fixture may be postponed/cancelled, except as provided for in rule 17, plus rule 44 for juniors. However, the exception to this rule is if any club/team has a minimum of two or more players absent on international duty competing in an official international event that was not published at the start of the season or players called up that had previously not been in England squads. Team level within the club (1st team, 2nd team etc) will not be expected to cancel from the bottom for postponements under this rule.
44. All junior teams will be permitted a maximum of 1 postponement over the duration of the season. All subsequent postponement requests will



be denied. The team in question will be able to put out an illegal team if possible, notifying the opposition and referee prior to the game or treat the game as a cancellation and forfeit. Clubs must postpone/cancel from the bottom team upwards where more than 1 team has been entered into a particular age group (Rule 17). A request for a club's 'A' team to be postponed will be denied if that club's 'B' team from the same age group are able to fulfil their fixture on the same day.

45. Where a fixture is postponed (rule 43 & 44) with no Sunday availability, the clubs concerned must rearrange the fixture on a mutually agreed date and duly notify the League Administrator. All costs incurred through such postponement is the responsibility of the club postponing the original fixture. The League Administrator must be copied in on all communications.
46. Where necessary, the Committee shall be empowered to state when and where games will be played to facilitate fixture completion.
47. Clubs failing to fulfil a fixture without notice as per rule 40 or rule 41, shall be responsible for any costs incurred by the Committee, or the KKA, or referees, or other teams, with a fine of no less than £40 plus costs in respect of this fixture. The team concerned will be termed illegal and action taken as in rule 51.
48. In the event of a team withdrawing from any competition, all fees paid by that team shall be forfeit. If fees are not up to date, the club will be invoiced on a pro rata basis subject to a minimum amount of 50% of the competition entry fees.
49. If less than 75% of the team's scheduled fixtures have been completed at the time of withdrawal all results of these matches will be deleted from the records. If more than 75% of the scheduled fixtures have been completed, points and 5-0 wins (2-0 for Juniors) will be awarded to opponents for the remaining fixtures.
50. If a fixture cannot be completed before the end of the competition, the original team making the first postponement will be termed illegal and



points awarded to their opponents. However, if the opposition cancel the re-arrangement or make a re-arrangement unnecessarily difficult points will be awarded to the original team.

51. Any illegal team or unnecessary delay in fixture will result in points being awarded to the opposition. With the potential for KKA fines to be enforced. Then points deductions on subsequent occasions. This will be reviewed by the KKA League Management.

- 1st offence - subject to incurring possible hall costs
- 2nd offence - hall costs, plus KKA imposed fine no less than £40
- 3rd offence - hall costs, KKA imposed fine no less than £40, plus deduction of 2 points

POINTS ALLOCATION

52. Results of fixtures with an accompanying match form should be sent by email or WhatsApp to the League Administrator by 1200 hrs on the Monday following the day of the fixture. The match result should be sent by 2100 hrs on the evening of the game. Late submissions may result in a £10 fine being awarded against the offending team. Game results will allow teams to accrue points on the following scale:

Points	Result	Allocated To
4	Win	Winning Team
2	Draw	Both Teams
1	Loss	Losing Team ≥ half goals
0	Loss	Losing Team < half goals

53. Overall goal difference will not determine position in the League, in the event of a draw in the winners, promotion or relegation positions of any KKA Competition. The following conditions will apply, and additional points will be awarded in order of priority (if applicable) as detailed



below, until a clear advantage is gained by one team contesting the position with another:

- (A). Team with least walkovers conceded, if equal, then:
- (B). Goal difference in the matches between the teams involved, if still equal, then:
- (C). 1 Point for the winner of a play-off if half-time is available. If equal, then:
- (D). Penalty shoot-out: All players on the pitch at the end of the game will take it in turns, starting with the home team to take a penalty. If after all players have taken one penalty each the scores are still equal, then it will be “sudden death” until a penalty has been missed and there is a winner.

MATCH TIMING

54. Games will start and finish on the referee's whistle. Game duration will be as follows:

Seniors - 25 minutes each way with 5 minutes half time 2 x 1-minute time-outs per team (1 per half).

Under 13s - 25 minutes each way with 5 minutes half time 1 x 1-minute time-out per team.

Mono 13 – 4 x 8 minutes with 2 minutes break between each quarter, 1 x 1-minute time-out per team.

Under 11s (8v8) - 20 minutes each way with 5 minutes half time 1 x 1-minute time-out per team.

U11s Mono (4v4) - 4 x 7 minutes with 2 minutes break each quarter (Q1 & Q3) and 3 minutes half time (Q2) no time-outs.

U9s Mono (4v4) - 4 x 6 minutes with 2 minutes break each quarter no time-outs per team.

55. If teams are unable to field a legal team within 5 minutes of the published start time, a score of 5-0 (2-0 for Juniors matches) will be awarded to the non-offending side. If both teams are in breach of this rule, the game will be declared void and points for a draw will not be awarded to either team (extenuating circumstances will be considered by League Secretary).



56. Time keeping, score keeping and record of substitutes is the responsibility of the referee. The referee may appoint a timekeeper and scorekeeper if necessary. However, ultimate responsibility falls on the referee.

57. No game may be allowed to run into the time slot allocated for subsequent matches.

MATCHFORMS

58. Only results on completed official match forms will be accepted by the league. It is in the interest of both teams to ensure they are fully and correctly completed. Match forms must be completed and sent to the league secretary no later than 3 x 24hrs after the match day.

59. All match results must (adults & juniors) must be entered into League Republic by 9pm on the day of the match. Failure to do so will result in the following:

- 1st offence – Warning
- 2nd offence – Final Warning
- 3rd offence - £50 Fine
- 4th and subsequent offences - £50 Fine + 2-point Deduction

60. All clubs (adults only) must enter stats into League Republic no later than 9pm on the Monday following the game, this includes starters, subs, scorers. Failure to comply will result in the following:

- 1st offence – Warning
- 2nd offence – Final Warning
- 3rd offence - £50 Fine
- 4th and subsequent offences - £50 Fine + 3-Point Deduction

61. Any club with a team(s) in the NL/Promo or SERL needs to have results and stats from these matches entered into League Republic before 9pm on the Monday following the game to ensure fully compliant legal teams have been adhered to across all games and to uphold the integrity of the KKA adult leagues. Failure to comply will result in the following:



- 1st offence – Warning
- 2nd offence – Final Warning
- 3rd offence - £50 Fine
- 4th and subsequent offences - £50 Fine + 4-Point Deduction
(this punishment will be handed to the highest ranked KKA team)

62. If the match does not get played the league secretary must be notified on the day of the match, failure to comply with this, then rule 50 will be applied.

63. The Team Captain/Coach/Manager is responsible for completion of the match form, as follows:

(i). All blank boxes to be completed at the top of the form and deletion of inappropriate information.

(ii). Team name in full. Players names in full (i.e. Christian name and Surname). Include any substitutes. Identify starting team and gender.

(iii). Before the fixture, ensure that the bottom boxes are signed by the opposition Captain/Coach to confirm they have seen the player list/team sheet. If there is a discrepancy in legality, please make a note on the 'Notes' section of the match form.

(iv). At the end of the fixture, get the Referee to insert the result of the fixture and sign to confirm accuracy of match form.

(v). Home team Captain/Coach/Manager to send to league secretary by email or WhatsApp within 3 x 24 hrs of match.

64. Any falsification of a Match Report Form will render the captain concerned liable to a one game suspension and their club to a fine of £10.00. A falsified match form will be termed as one which contains different information to what was represented within the match. This can be reported to the League Secretary by either Coach or Referee.

REFEREES



65. The following table defines the requirements to referee within the KKA League & Cups:

Status	Grade	Allocation	Minimum Age	Requirements
Unqualified - U16	U1	U9 & U11 only	13	To be supported by over 18
Unqualified - U18	U2	U9, U11 & U13 only	13 (15 for U13's)	Playing adult korfball & supported by over 18. Actively looking to take theory exam.
Unqualified - 18+	U3	All fixtures except Adult Finals	18	Referee unsupervised but must actively be looking to pass theory & practical exam.
Qualified – U18	Q1	All Fixtures	16	Theory & Practical exam passed. First 5 adult games to be supported by (qualified) over 18.
Qualified – 18+	Q2	All Fixtures	18	Theory & Practical exam passed.



66. All captains/coaches must write a review on the match form for all referees but specifically for the unqualified referees so that the League Administrator is able to provide feedback through the KKA referee group.
67. The committee have the authority to appoint Unqualified referees to allocations outside of their scope with the support and agreement of 2 independent Q2 referees.
68. All referee exam passes/fails fall on the EKA examiners and the KKA list of Qualified referees will be taken directly from the EKA pool of qualified referees. Any disputes need to be taken up with the EKA by the individual and/or club with the EKA.
69. Any major concerns with a referee's performance/ability must be made in writing no more than 1 x 24 hrs following the completion of the match to the League Administrator for further escalation.
70. A referee will be appointed to each fixture by Club as designated by the League Administrator. It is the Club's responsibility to ensure a suitably qualified Referee is appointed.
71. All referees must be registered with the Committee prior to match day 1 of the season commencing. If a club does not have a qualified Referee they may hire a referee from another club on a game-by-game basis, providing that the Referee will not be placed in charge of a fixture with a team from their own club. An additional 'hire' fee may be agreed upon by the referee taking up this commitment.
72. Referees must be paid prior to the start of any game, with the following amounts in force for each category of game (cup games may vary):
- U9, U11 & Mono 13 - £10
 - U13 & Adults - £15
73. Each club will receive several refereeing commitments proportionate to the number of teams they have entered in the competition. All clubs due to play in a competition and supply a referee will be given fourteen days' notice in advance of the fixture by the League Admin, where possible.



74. All referees must make themselves available for 5 minutes before and after their designated referee commitment.

75. Referees are to ensure the correct application of the game rules as detailed by the EKA and IKF rules and any amendments that are subsequently introduced by the KKA to the best of his/her ability.

76. The referee is required to enforce the following before the match commences:

(A). Ensure the match form has been filled in by both teams and that the line-ups correspond with the players/subs present.

(B). Appoint a score keeper if required. Ensure for adult matches that the Shot clock operator is appropriately trained. Match timings are the ultimate responsibility of the referee; a timer may be appointed if required.

(C). Following the final whistle the referee will input the score on the match form, then write in their name and add their signature. Only after this has happened is the match form complete and ready to be sent to the League Administrator.

77. All clubs entering a team into a particular competition must ensure they have no less than 1 suitable referee to undertake referee commitments within that competition.

78. Newly created Senior teams must provide a referee with effect from the start of their second (2nd) full season. Existing clubs will fulfil the additional referee commitments as per rule 68. New clubs consisting of over 50% players from other clubs in their opening season will need to provide a named referee for the competition entered. Failure to register a referee will render the club liable to a fine of £10.00 per referee commitment missed.

79. In the event of a non-appearance of the appointed referee, a suitable substitute referee should be found, if possible, but if this cannot be done,



the match shall be postponed. The nominated referees club shall be disciplined by provision of rule 50.

80. Where a match is abandoned by the referee, the reason for the abandonment shall be stated on the referee's report (separate from match form). After consideration of this report, the League Administrator along with input from the Committee may rearrange the fixture and take further action as they consider justified.
81. In the case of a formal warning or sending off, the referee must complete a detailed report of the incident and submit this for the attention of the KKA Committee within 2 x 24 hrs of the incident and follow rule 79.
82. If in the opinion of the referee, any team is in breach of any rule, the referee must bring the matter to the attention of the League Administrator, whether a protest is made or not. They will escalate to the Committee as appropriate.

MISCONDUCT ON THE FIELD OF PLAY

83. In all cases where a referee either:
- (i). Sends a player, coach, substitute or another person associated with the club (Red Card) *OR*
 - (ii). Formally warns a player, coach, substitute or another person associated with the club (Yellow Card) *OR*
 - (iii). Formally warns the captain of their teams' conduct/behaviour, *OR*
 - (iv). Is aware of spectator misconduct within the sports hall,

The referee is required to submit, within 3 days of the match, a full report of the incident(s) to the EKA Disciplinary Coordinator where it will be dealt with using the EKA Disciplinary Regulations, A copy of the incident(s) will need to be sent to the KKA Committee. Where a red or yellow card was not issued for misconduct, the referee will inform the club concerned about the alleged misconduct, and that it is being reported to the EKA and KKA.



84. Any red carded spectator will be asked to leave the hall and shall not be permitted to re-enter the sports hall as a player, coach, referee, parent or spectator for the remainder of the days play (adult & junior events).

85. All decisions made by the EKA disciplinary Committee shall be final.

PROTESTS

86. The referee must be advised by the team coach and/or captain, immediately after the match concerned, of the intention to protest. Notice of such protest must be made on the official match form by the captain adding the words "UNDER PROTEST" next to the result or in the 'notes' the referee will report the fact also. The League Administrator, KKA Chairperson & Secretary must be notified in writing by the Club Secretary of any protest connected with the playing of a match within 3 x 24 hours of the match concerned. Failure to follow up on any protest noted on a match form within this time frame will be considered as a withdrawal of said protest, and the result will stand.

87. No protest about the condition of the venue or equipment provided by the KKA will be accepted.

88. No protest will be accepted unless the referee is advised prior to them signing the match form at the end of the match and notice of the intention to protest and the reason is included on the match form.

89. Referees will be required to submit a written report in relation to the reason for the protest to the League Administrator within 3 x 24 hours of the match to aid with any potential investigation.

DISCIPLINE & FINES

90. Player, Team or club discipline will be reported and dealt with at the earliest opportunity by the EKA & KKA Committee.



91. The Disciplinary Committee will comprise a minimum of three (3) members chosen from the Committee as detailed in rule 1. The member from the player's club or the clubs of other parties involved will not be invited to sit on the committee but may represent their club at an inquiry.

92. The Disciplinary Committee will consider the submitted evidence and are empowered to impose such punishments they consider justified to a maximum limit as specified below:

- A warning
- A warning and fine up to £50
- A warning, fine up to £50 and a deduction of points from the team involved.
- Suspended for a defined period, fine up to £50 and a deduction of points from the team involved.

93. The Disciplinary Committee shall have the power to deduct points from teams in compliance with these rules and fine clubs or teams to a maximum of £50. If this is not deemed sufficient, the KKA Executive Committee may be asked to approve an adequate penalty.

94. All fines due to the Kent Korfball Association (KKA) must be paid within one calendar month of their imposition.

95. Any outstanding fines after this period will be doubled and must be paid within two calendar months of the original penalty date. Outstanding fines after this period will be subject to a review by the Committee, which may lead to suspension of the team or club concerned until such time that the fine is paid.

APPEALS

96. Should a club appeal against any punishment imposed against a player, coach or spectator, the appeal does not mean that the person concerned is free to play. A ruling must be obtained from the KKA Committee.



97. Should a club or individual appeal against a fine, the fine must be paid to the KKA Treasurer before the appeal can be considered.
98. Any appeal against a decision of the Disciplinary Committee must be made in writing to the KKA Secretary within seven days of notification to the club(s) concerned. A deposit of £25 must accompany such an appeal and this deposit may be liable to forfeiture at the discretion of the KKA Committee. These appeals will be heard and actioned within 14 days where possible.

KKA LEAGUES

99. Divisions will be formed in keeping with the previous seasons results, depending on the number of teams entered in the league. Divisions will consist of a maximum of 10 teams.
100. Should a team progress to the South-East Regional League (SERL) from Division 1, an additional team will be promoted from Division 2. Teams due to be relegated will not be "saved" by the winner joining the SERL.
101. No more than two teams from each club will be represented in each Division (unless there is only 1 division). Where this happens the interclub matches between the teams from the club(s) with greater than 2 teams will be played on a scheduled match day, not in the clubs training.
102. At the end of the competition the position of each team will be determined by points awarded. Where two or more teams contest a position for either champions, promotion or relegation, rule 52 will be applied.
103. Division winners, if eligible will be promoted, subject to rules 94-96. The bottom placed team, if necessary, will be relegated.



104. Newly created teams will enter the League in the lowest Division available. Where a team pulls out of, or is relegated from the SERL, they will enter Division 1 (or highest KKA League). In this event, the number of promoted and relegated teams throughout the League structure will be amended accordingly to maintain the best teams in their respective Division or a play-off may be required at the discretion of the Committee.
105. On application to the KKA Committee, a junior team may be entered in an "out of area" competition if the Committee has insufficient entries from that age group to operate a competition.

KKA CUP COMPETITIONS

106. The format of the Adult & Junior Kent Cup & Plate competitions may change season on season depending on number of entries. It will however always result in an elimination where 2 teams will meet in the final.
107. The draw, if required will take place on a Sunday during KKA League fixtures by the League Administrator and 2 representatives from different clubs.
108. The Kent Cup, League Cup and Plate can only be entered by KKA affiliated adult teams, and distributed as follows:
- Kent Cup – EKL Teams (if fixtures allow)
 - League Cup – SERL/KKA Teams
 - Plate – KKA Teams
109. An adult player representing (start or sub) their club in one team may not play for another team within their club in any other Adult KKA Cup or Plate competition. Once a player has made an appearance in any Cup/Plate competition they will be "Cup Tied".
110. The exception to rule 104 will be on the Competition Finals Day where two (2) players may play up (lower to higher team) no players will



be permitted to play down (higher to lower team). Providing the following rules are adhered to:

- (i). Players can only START for 1 team on finals day.
- (ii). If a player starts for one team and is then substituted after a few minutes of play, they will not be able to start for another team on finals day.
- (iii). Players joining the field of play as a substitute BEFORE the half-time interval will be “tied” to that team and may not start for another team on finals day.
- (iv). Players joining the field of play as a substitute AFTER the half-time interval will be able to start for another team from the same club on finals day.

111. The Junior Cup competition will be contested between 1 team from every club entered in their respective age group KKA League competition.

112. Any club that has 2 or more teams in the KKA League U9 or U11 age groups will be expected to play a full complement of 2 boys & 2 girls in the cup competition to be considered a legal team.

PROGRESSION INTO SERL/EKL

113. The club must satisfy the EKL and SERL rules in force at the time and the team looking to progress must be Division 1 winners (when the KKA has multiple divisions) the season prior to promotion, with the full backing of the KKA.

114. The club must give the KKA at least 1 season notice that their team is looking at Regional League Promotion.

115. Clubs must always remain represented within the KKA Adult League structure with a completely independent team to keep Regional League status.



CONTINGENCIES

116. The Committee shall have the power to make decisions on any matter not specifically covered in the rules and to vary the rules concerning the conditions of play should this be necessary for the smooth running of KKA competitions.



APENINDEX 1 (not in play for the 2026-27 season)

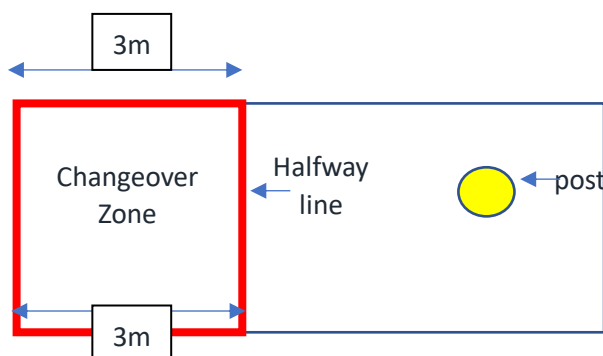
KKA Under 11 Amendments

These rules are for KKA Under 11s that play 4 vs 4 with one post.

All normal Korfball rules apply with the following few modifications and clarifications.

Pitch

- Before the game, an area known as the 'Changeover Zone' needs to be marked out. This is laid out by extending a line from the halfway line by 3m in width. See diagram below.



Teams & Substitutions

- Each team should be made up of 2 boys and 2 girls. A team is allowed to play 1 girl as a boy/boy as a girl as per KKA Competition Rules and remain a legal team.
- You cannot play a boy as a girl and have a girl as a substitute.
- Substitutions follow the normal rules – 8 max and at the stop in play.

Timings

- The match timings are 4 x 7 minutes with a 2-minute break between quarters and a 3-minute half-time.



- Each team gets 1 time-out per match.

Transition from Defense to Attack

- If the defense intercepts the ball, they need to have a player receive the ball in the Changeover Zone. If successful, then the defending team becomes the attacking team and the attacking team becomes the defending team.
- Before the transition into attack commences, there will be a 3 second delay. The referee will call 'play' and the match continues. This delay is to allow the attacking team to take up the positions they would normally take if waiting for a ball out of defense.
- A player counts as receiving the ball in the changeover zone if they have **both feet** in the zone or on the halfway line and have possession of the ball.
- If the defending team is playing the ball out and they throw beyond the changeover zone, the attacking team starts with the ball in the changeover zone.
- If the defending team is playing the ball out and the attack intercepts the ball, normal Korfball play continues, and the attacking team resumes their attack.
- If the attacking team throws the ball into the transition zone, it is deemed out of play and the defending team takes a restart in the transition zone, becoming the attacking team.

Transition Zone

- Only one defender can enter the transition zone.
- If the transitioning team (defense to attack) exchange passes in the transition zone, the previously attacking team will resume the match with a restart still in attack.
- Players from the attacking team cannot enter the transition zone to hinder the ball. If they do, then the restart is either a free pass or penalty depending on whether there is a free player in a free shooting position.



APENNDIX 2 (not in play for the 2026-27 season)

KKA VETS LEAGUE

The purpose of this league is to give the opportunity to older players who enjoy the sport and would like to keep playing but are not able to do so in the main Kent Korfball League.

ELIGIBILITY

Players must be 40+ years old at the start of the season. Players must not play higher than area/local league korfball. No Regional League or EKL players are permitted to play.

GAME PLAY

- Matches will be 4v4 Mono Korfball with 2 posts
- 4 x 8-minute quarters
- 2-minute break between Q1-Q2 and Q3-Q4
- 4-minute break between Q2-Q3
- No Timeouts
- Max 8 Substitutions
- Following a goal the defending team starts with the ball under their own post; 1 pass must be made before a shot.
- If the defense wins the ball in open play they may shoot without any passing restrictions.
- If the attack throws the ball out of bounds 1 pass must be made before a shot can be taken.
- No Shot Clock
- Teams must consist of 2 male & 2 female players.
- Teams will change shooting ends after Q2.



APENNDIX 3

Mono 13

The purpose of a Mono 13 league is to assist clubs that are struggling with players within the U13 (years 7 & 8) age group. This format will benefit all clubs as only 4 players will be required to form a team rather than the usual 8.

Eligibility

All players must still be within the U13 age group, which is school years 7 & 8. Players must be under 13 before 1st September for the approaching season. i.e., 12 on 31st August 2026 (for the 2026-27 season). U11's may play up to this age group/format as per usual safeguarding and playing rules. This is still a U13 competition.

Game Play

- Matches will be 4v4 Mono Korfball with 2 posts
- 4 x 8-minute quarters
- 2-minute breaks between each quarter
- 1 timeout per team
- No timeouts in Q4
- Max 8 Substitutions
- Following a goal the defending team starts with the ball under their own post; 1 pass must be made before a shot.
- If the defense intercepts the ball in open play they may shoot without any passing restrictions.
- If the attack throws the ball out of bounds the new attacking team may shoot as soon as the ball is back in play.
- Teams must consist of 2 male & 2 female players
- Teams will change shooting ends after Q2
- There will be no Free Passes – all defensive infringements will be a Restart or Penalty
- All other Korfball playing rules apply