



# KORFBALL

The World Games

2022 Birmingham, USA

**July 7 – 17, 2022**



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# WHAT IS KORFBALL?

- Korfball is a ball sport similar to basketball and netball.
- A team consists of eight players: four females and four males.
- The object of the game is to throw the ball into a bottomless basket mounted on an 11.5 foot pole.
- Each team has four players in each half (zone) of the court, and they cannot switch zones during game play.



# A BEGINNER'S GUIDE TO KORFBALL



# HISTORY OF KORFBALL

- Korfball was originated in Amsterdam, the Netherlands in 1902 by Nico Broekhuysen, a school teacher. Nico was inspired to invent korfball after being exposed to the Swedish game "ringboll."



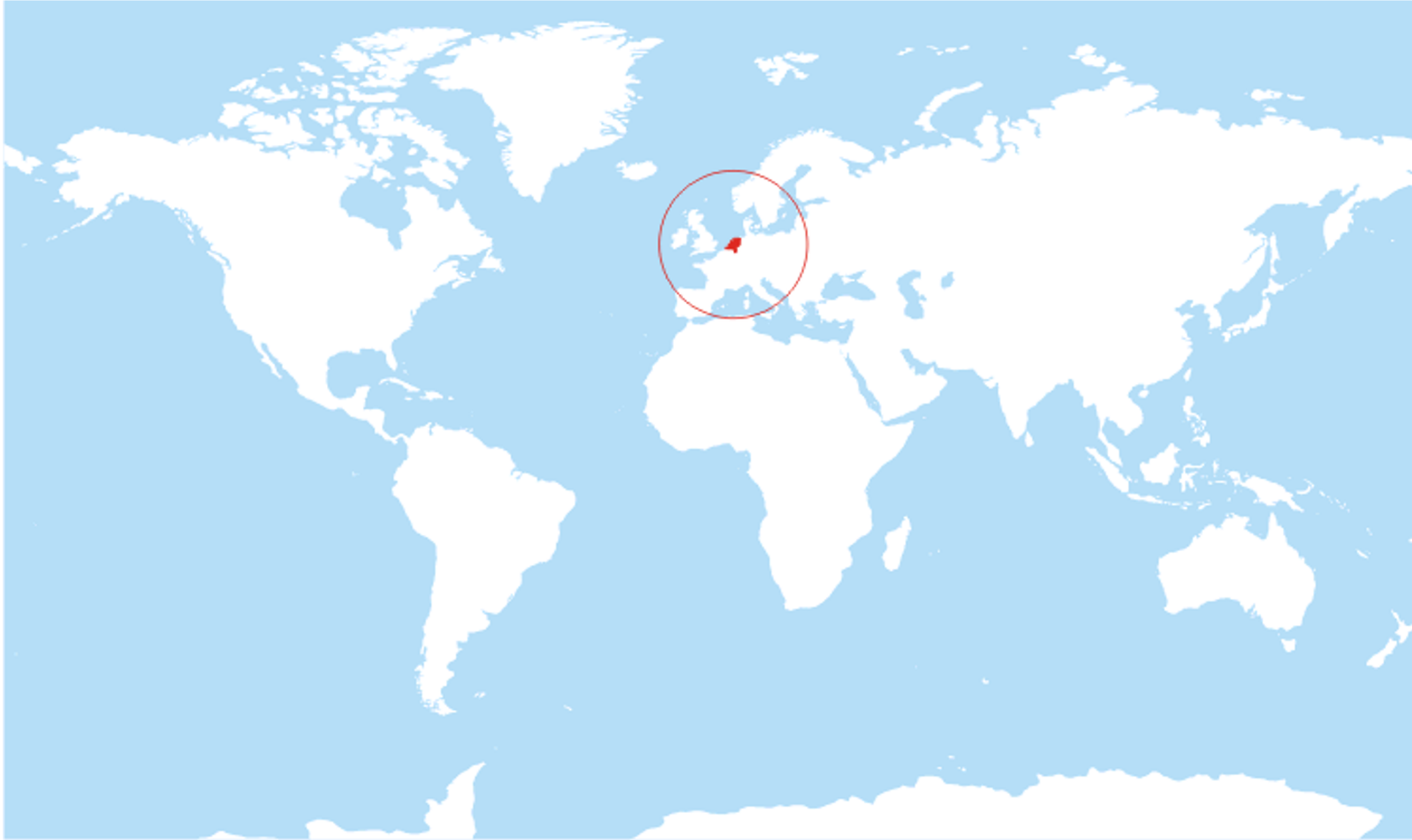


# HISTORY OF KORFBALL

- In ringboll one scores points by throwing the ball through a ring that was attached to a 3 m pole.
- Nico replaced the ring from ringboll with a basket (for which the Dutch word is korf or mand), so it was easier to see whether or not a player had scored.



# THE NETHERLANDS



World map with the country of  
The Netherlands marked in red.



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# FLAG OF THE NETHERLANDS



The Netherlands' red, white and striped flag.



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# FUN FACT ABOUT THE NETHERLANDS

There are 18 million bikes in the country.



Yellow multi-passenger bike with kids as passengers.



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# KORBALL PROMOTIONAL VIDEO



# GUIDED QUESTIONS FOR STUDENTS

- What rules do you see in the game of korfbal?
- What sports have you played that are similar to korfbal?





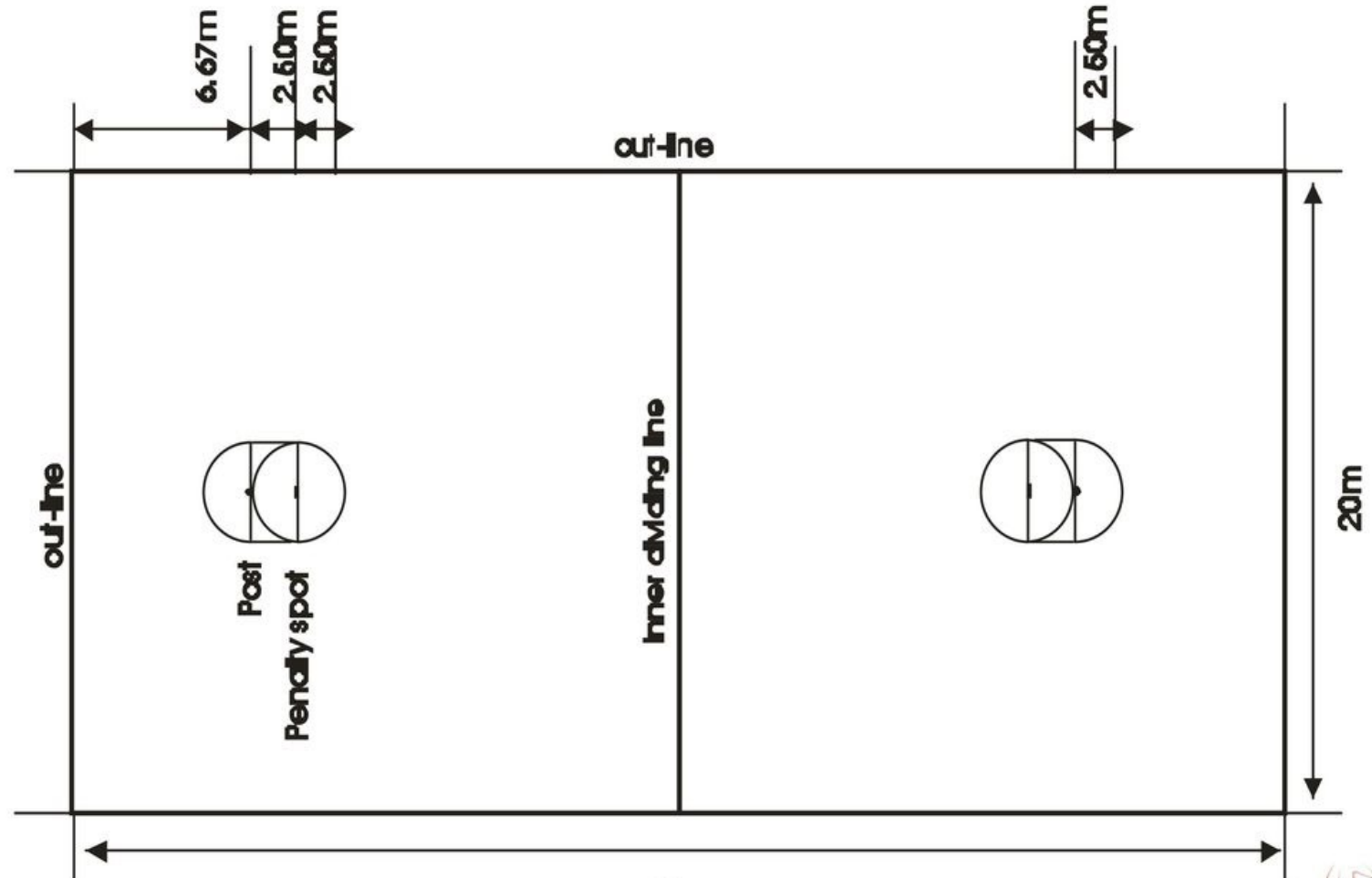
# THE RULES OF KORFBALL



NEED LINK



# KORFBALL PITCH



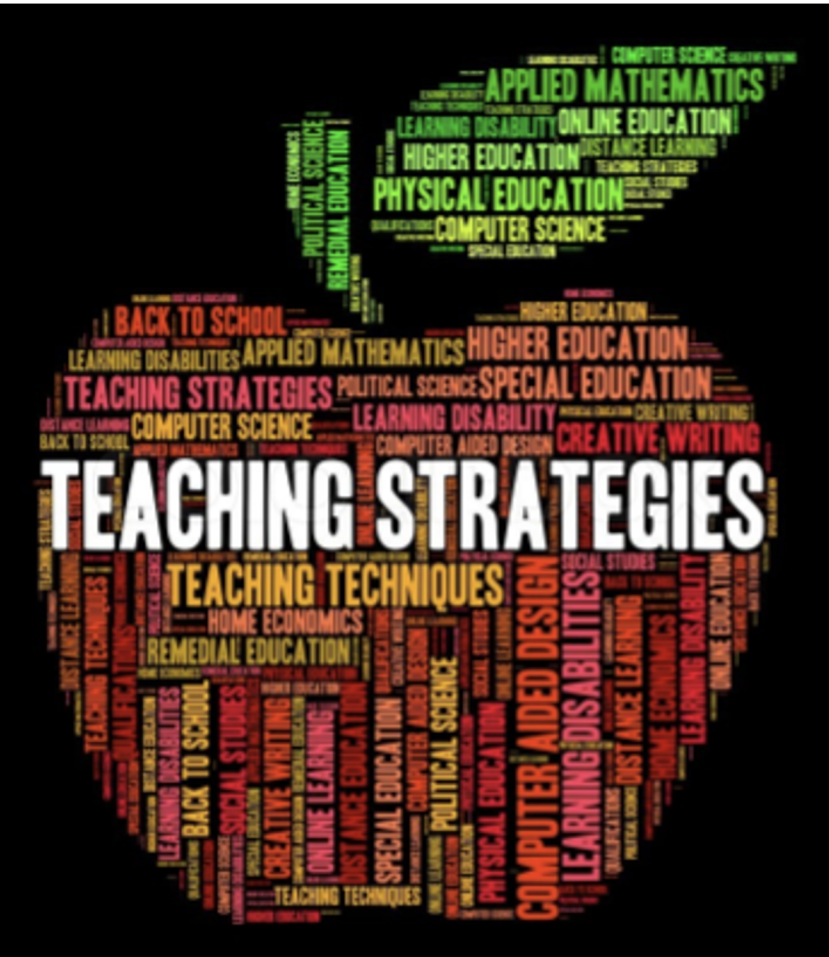
White rectangle depicting a korfbal pitch/field with out-lines and post/goal boundaries.





# INSTRUCTION TEACHERS

Word



Word apple shape cloud image title:  
Teaching Strategies.

# KORFBALL CLASS RULES: K-1<sup>st</sup> GRADE

## **Start the game**

- One team starts with the ball at the top of the court.

## **Win the game**

- 1 point per basket.
- Team with the most points win.

## **Teams**

- 2 Teams with equal number of players per team.



## General rules

- Underhand toss the ball to a player on your team.
- Try to drop the ball into the bucket.
- Try to block the underhand pass.
- No walking or running with the ball.
- After a team drops the ball into the bucket, the other team gets to start the game.

## Variation

- Once students understand the concept of passing with no locomotor movement, switch the bucket to a basketball goal at 5'.



# KORFBALL CLASS RULES: 3 - 12 GRADE

## **Start the game**

- Jump ball like in basketball

## **Win the game**

- 1 point per basket
- Team with the highest number of points win

## **Teams**

- 2 Teams with 4 players per team
- 2 boys and 2 girls



# General Rules

- Pass the ball using a chest or bounce pass
- Can shoot from behind the goal
- Block a shot
- Rebound a shot
- No dribbling (similar to Ultimate Frisbee)
- After a made shot, the opposing team goes to the top of the key to start the next series



Teacher giving instructions to kids near a korfball goal.





# EQUIPMENT

- Ball: official korfbal
- Goals: 2 korfs (goals)
- Area: playing area is 22 yds x 44 yds



Blue and yellow ball going through  
a korfbal goal.



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# MODIFIED EQUIPMENT

- Ball: soccer ball, kickball, basketball, gator ball, or volleyball
- Goals: round laundry basket with an opened bottom; attach laundry basket to a portable standard
- Area: free of obstruction



# MODIFIED EQUIPMENT FOR GRADES

- K-2 Exception would be to lower goals to 5'
  - Size 3 soccer ball
- 3-5 Exception would be to lower goals to 6'
  - Size 4 soccer ball
- 6-8 Exception would be to lower goals to 9'



# STRATEGIES FOR INCLUSION

- Allow mobility devices in the pitch.
- Mark the area with the participants' poly-spots, mats, cones or tape or rope.
- Use visual start and stop signals and penalties.
- Replace balls with objects that are easier to grasp such as bean bags.



# STRATEGIES FOR INCLUSION

- Use a bigger and lower korf.
- When throwing to the korf, add visual cues for precision such as things to knock down or a noise-emitting device.
- Use a brightly colored and noise-emitting balls for those with visual impairments.



# STRATEGIES FOR INCLUSION

- Use a bounce pass when passing to someone with limited dexterity or visual impairment.
- Touching the ball in the air or after a bounce can be considered a successful catch.



FOR MORE INFORMATION VISIT:



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