

Communicating in Korfball

As with most team sports, good communication is an important part of korfball. For the section in defence, in particular, strong verbal communication will help a team to be more effective.

As a newcomer to korfball, when you are playing in the defending section, you should be focusing hard on what your individual opponent is doing. Most of the time, for that reason, you will not have an overview of the whole court and therefore will not be able to react as quickly as if you did.

By constantly talking to or shouting at each other, players in a defending section can overcome this – so long as they all know what each other means and can react accordingly. A series of calls has been developed to achieve this.

There is no point in being shy when making these calls, and there should be no hesitation in reacting to them.

Call	Situation/Meaning	Team-mate Reaction to Call
Paa-tai	'I have intercepted/rebounded the ball' (Translation is 'our team' in Dutch)	Stop concentrating on your opponent and help to work the ball into attack
Shot	'My opponent has made a shot' (usually a long shot)	Concentrate less on your individual opponent and assess the opportunity to take rebound
Switch	'My opponent is free to score and I am unable to defend' (directed to the player of the same sex in the section)	Leave your individual opponent and try to close down the other attack player of your sex
Boy/Girl Feed	'My opponent (of whichever sex) is in the feed (or assist) position'	Prepare for other attackers, particularly of the opposite sex, to attempt to shoot
Close/Tight	'My opponent is in the feed position and I have taken up a position in front of them' (in an attempt to cut off any pass that is made to them)	Take a position close to (or 'tight' on) your attacker to defend a long shot as they are unlikely to be able to complete the two passes necessary, with the feeder (assist), to make a running in shot
Off	My opponent is no longer in the feed (assist) role	Slightly shift focus from your opponent's opportunity to make a shot onto the location of the ball