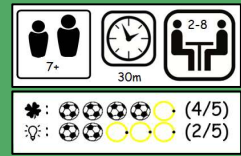


Strafworp! As fast as the game of korfbal

A game by Remco van Veenendaal and *Velocitas*
Lelystad



Introduction

Strafworp! (Penalty!) is a fast-paced board game for players of 7 years and above. It resembles the sport called korfbal. But you don't have to know korfbal to play the game. **Strafworp!** is played with two to eight players, who play a match in two teams. A match will take about half an hour.

Goal

The goal of **Strafworp!** is to win the match. To win, you will have to score more goals than the other team. A draw is also possible. As attacker, you want to score goals by shooting the ball through the korf (basket). This will only be possible if you play together with your team. As defender, you try to prevent goals. But beware, because you might violate the rules, resulting in a free pass for the attackers. Or a penalty!

Components

To play a match of **Strafworp!** you will need these rules, and:

- ⚽ a ball token (see page 7)
- ⚽ two teams of four figurines with shirt numbers 1 to 4 (see page 7)
- ⚽ a game board (see page 8)
- ⚽ a player card for each figurine (see page 9)
- ⚽ a scoreboard (see page 9)
- ⚽ two dice
- ⚽ a pen or pencil
- ⚽ a timer or stopwatch



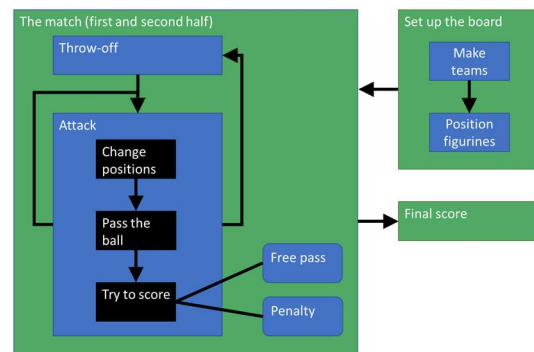
The rules, in short

The diagram next to this text presents the most important game events. Before your match starts, you set up the game board: make teams and position your figurines. Then the match is played in two halves of ten minutes. In the half time break the teams change zones. When the second half has finished, you know the final score.

In the first half, the home team starts as attacking side. In the second half, the away team starts. One of the attackers starts with a throw-off at the start of each half and after each goal. Attacks follow: the attackers change positions, pass the ball and try to score a goal. The defenders try to prevent this.

After each goal, the team who has just conceded the goal becomes attackers: they start with a throw-off. If a defender intercepts the ball, his/her team becomes the attacking side.

If a defender violates the rules resulting in a free pass or penalty, the attacker takes it. Or else a new attack starts.



How to play a match of Strafworpl!

Set up the board

Make teams

Make two teams. Each team chooses a captain. Set up the game board as in the picture below.

Each team has four figurines, who have different roles. These roles are: striker 1 and 2, one assister and one rebounder. The player cards explain what their attack and defensive powers are.

If your team consists of four players, each player has one figurine. When there are fewer players in your team, divide the figurines (as) equally (as possible) among the players.

Example

The picture to the right shows the initial set up of the game.

Alex, Anne, Farah and Jelmer want to play **Strafworpl**. Alex and Anne are the green team, that they call **Velocitas**. Farah and Jelmer are the orange team, **Orange**.

Alex chooses striker 1 and the rebounder of **Velocitas**. Anne chooses striker 2 and the assister.

Farah chooses striker 1 and the assister of **Orange**. Jelmer chooses striker 2 and the rebounder.

Anne and Jelmer are captains.

Someone sets a timer to ten minutes.



Position the figurines

The captains throw a die. The highest score wins. That captain's team is the home team. The other team is the away team.

The game board has two zones, one for each team's figurines. Each zone is subdivided in six areas with the letters A to F.

Only one figurine is allowed in each area. Other than that, there are no set starting positions for the figurines.

In korfbal, the throw-off happens at the middle line between the zones. The home team must have a figurine in area A or B in order to take the throw-off.

Information

Korfbal is a sport played by hand within a rectangular field of play, whereby a team of four female players and four male players tries to shoot a ball into a korf. Two of each sex are placed in each zone as attackers and defenders.

Strafworpl is played with two teams of four figurines. The attackers are present on the game board. The defenders aren't visible, but each attacker also acts as defender.

Continuing the example

Captain Anne throws four. Captain Jelmer throws three. **Velocitas** is the home team. **Orange** is the away team.

Velocitas positions their figurines: Alex places striker 1 in area C and the rebounder in area A. Anne places striker 2 in area E and the assister in area D.

Team **Orange** tries something different: Farah places striker 1 in area A and the assister in area C. Jelmer places striker 2 in area B and the rebounder in area D.

The starting positions are shown in the picture to the right.



Strafworpl!

by Remco van Veenendaal and

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The match

The events of the match are explained below. Follow the instructions and [references](#) at each event and see how the match develops.

The match starts with the [First half](#), with a duration of ten minutes. As soon as these ten minutes are over, there is a [Half time break](#).

First half

Someone starts the time. The home team is the first to attack. They start with a [Throw-off](#).

Throw-off

At the start of each half and after each goal, the attacking team starts with a throw-off. The attacking team must have a figurine in area A or B to take the throw-off. Place the ball near the figurine that will start with the throw-off. This figurine is the attacker.

In korfbal, you're not allowed to shoot at the korf when you throw off. The attacking team starts an [Attack](#).

Attack

Every attack consists of three phases: the attackers change positions, pass the ball and try to score a goal.

Change positions

The figurine with the ball is the attacker. *In korfbal, you are not allowed to change position when you have the ball.* Change the positions of the other three figurines. Move them to a different area in your zone. They must not move crosswise. So you are not allowed to move from section A to C (or vice versa) and not from section B to D (or vice versa).

Move the figurines once, in order of their shirt numbers. Start with the shirt number following that of the attacker. When you reach number 4, continue with number 1, et cetera.

Please note that you can increase your scoring chances by positioning your figurines strategically:

- ⚽ If the assister is in the assisting position (area E) **or** the rebounder is in the rebound position (area F), then add 1 to the die score before you apply the rules 3 to 6 of Try to score (see below).
- ⚽ If the assister is in the assisting position (area E) **and** the rebounder is in the rebound position (area F), then add 2 to the die score before you apply the rules 3 to 6 of Try to score.

Pass the ball

In korfbal, it is important that you can pass (throw and catch) the ball well. The attacker passes the ball by moving it. Move the ball to the next figurine: the one with the next shirt number.

The figurine with the ball is the new attacker.

Try to score

In korfbal, you score goals by shooting the ball through the korf (from above). In a game of **Strafworp!** the attacker is not allowed to score in the assisting or in the rebound position. If the attacker is in one of these areas, the attacking team starts a new [Attack](#).

If the attacker is in area A, B, C or D, then the attacker and the defender throw a die. The defender is the player of the other team, who has the figurine with the same shirt number as the attacker.

The attacker's player card shows his/her attack powers, for example A:2. This means that the attacker has a scoring chance if he/she throws two or more. The defender has a defensive power on his/her player card, for example D:3. This means that the defender defends well if the defender throws three or more. *In korfbal, you defend well if you actively try to block the path of the ball, are within arms length of the attacker, have your face turned towards the attacker and are closer to the post than the attacker.* One of the following rules happens:

1. If the attacker and the defender both throw 1, 2, 3 or 4 (equal), then the defender violates the rules and the attacker receives a [Free pass](#).
2. If the attacker and the defender both throw 5 or 6 (equal), then the defender violates the rules and the attacker receives a [Penalty](#).
3. If the attacker has a scoring chance, but the defender defends well, the attacker is not allowed to shoot at the korf. The attacking team starts a new [Attack](#).
4. If the attacker has a scoring chance and the defender does not defend well, the attacker scores a goal. Add the goal to the scoreboard. The other team becomes the attacking team. They start with a [Throw-off](#).
5. If the attacker has no scoring chance and the defender defends well, the defender intercepts the ball. The defender passes the ball to the nearest figurine in the other zone. The other team becomes the attacking team. They start an [Attack](#).
6. If the attacker has no scoring chance and the defender does not defend well, the attackers start a new [Attack](#).

Free pass

The attacker who gets the free pass moves his/her figurine to area E. Move the other figurines of the attacking team to the areas C, D and F.

The attacker and the defender throw a die. The same six rules apply as in Trying to score, but with this difference: add 2 to the throw of the attacker before you apply the rules 3 to 6. *In korfbal, you have a high scoring chance when you get a free pass.*

Penalty

The attacker who gets the penalty moves his/her figurine to area E. Move the other figurines of the attacking team to the areas A, B, C or D.

In korfbal, a penalty is taken from the penalty spot. The other players must position themselves outside the penalty area.

The attacker and the defender throw a die. One of the following rules happens:

1. If the attacker has a scoring chance, then the attacker scores a goal, regardless of the defender's throw. *In korfbal, a penalty is not defended, so your scoring chances are very high.* Add the goal to the scoreboard. The other team becomes the attacking team. They start with a [Throw-off](#).
2. If the attacker has no scoring chance and the defender defends well, the attacker misses the penalty and the defender catches the ball. The defender passes the ball to the nearest figurine in the other zone. The other team becomes the attacking team. They start an [Attack](#).
3. If the attacker has no scoring chance and the defender does not defend well, the attacker misses the penalty and the attacking team catches the ball. (The ball stays with the attacker.) The attacking team starts a new [Attack](#).

Half time break

The half time break starts after ten minutes. *In korfbal, you change zones in the half time break.* Before you start the second half, reposition your figurines in the other zone. The away team must have a figurine in area A or B to take the throw-off.

Players are allowed to change, within their teams, figurines. As the figurines have different roles with different attack and defensive powers, you may want to have a different role in the second half.

When the players are ready, prepare for the [Second half](#). The second half also ends after ten minutes. When the second half has finished, you know the [Final score](#).

Second half

Someone starts the time. The away team is the first to attack. They start with a [Throw-off](#).

Final score

Your match had ended. Did you have a nice game?

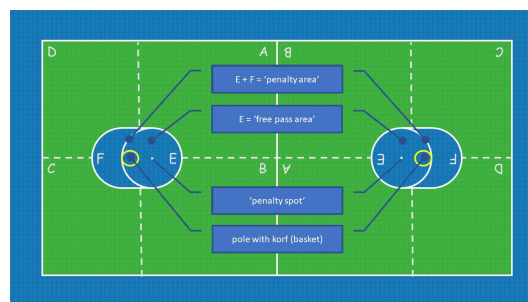
The score on the scoreboard is the final score. The team with the most goals won the match. A draw is also possible.

Information

In korfbal, a free pass is taken from the penalty spot with all players at least 2.5 metres from the taker and the attacking players 2.5 metres from each other.

The attackers often position themselves as follows: one next to the pole and the others 2.5 metres away, just outside the free pass area.

The image below explains what is what.



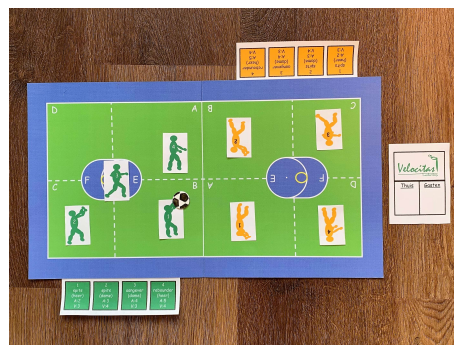
Continuing the example

Someone starts the timer. The match begins.

Alex' Velocitas rebounder starts with the throw-off. He's not allowed to shoot at the korf. An attack begins.

Alex' three team members change positions. Alex moves striker 1 (which Alex also has) to area B. Anne moves striker 2 to area C and the assister to area E.

Alex' rebounder passes the ball to striker 1. Striker 1 is now the attacker, as you can see in the picture to the right.



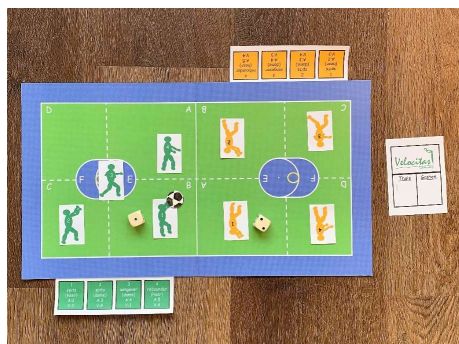
Striker 1 is in area B and can try to score.

Farah has striker 1 of team Orange and is the defender. (Their figurines have the same shirt number.)

Alex throws one. Farah throws 2.

Alex' throw does not result in a scoring chance. But his team's assister is in the assisting position. As a result he can add 1 to his throw and has a scoring chance after all.

Farah does not defend well (her throw is 2, but her defensive power is D:3). Velocitas scores a goal: 1-0, as in the picture to the left.

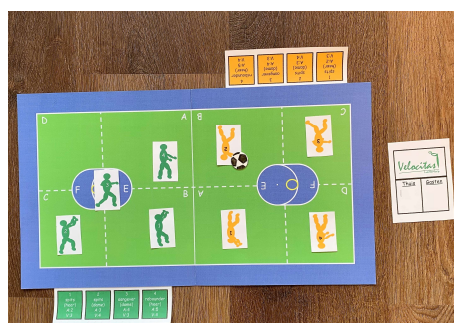


Team Orange is now the attacking team.

Jelmer's striker 2 in area B starts with the throw-off.

(Farah's striker 1 could have taken the throw-off too, but Orange's strategy is to move the assister to the assisting position and the rebounder to the rebound position as quickly as possible.)

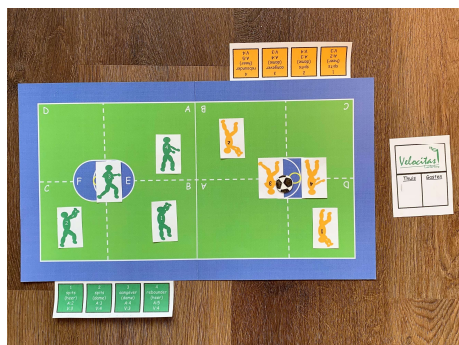
On the picture to the right, team Orange is ready to start an attack.



Jelmer's three team members change positions. Farah moves her assister to area E. Jelmer then moves his rebounder to area F (as per their strategy).

Farah moves her striker 1 to area D.

Finally Jelmer's striker 2 passes the ball to Farah's assister. This assister is the attacker, as you can see in the picture to the left.



The assister is in area E and is not allowed to shoot at the korf. (Unfortunately, team Orange overlooked this in their strategy.) Team Orange starts a new attack.

Farah's three team members change positions. Jelmer moves his rebounder to area A.

Farah moves her striker 1 to area F.

Jelmer moves his striker 2 to area C.

Farah's assister passes the ball to Jelmer's rebounder.

This rebounder is the attacker, as you can see in the picture to the right.

Et cetera...



Strafworp!

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Leiderdorp

Variations

A game of **Strafworp!** resembles a (youth) Korfbal8 match. Feel free to introduce variations to the base rules. Some examples are:

- ⚽ Play a shorter or longer match, or play for 15 minutes without a half time break.
- ⚽ When the final score is a draw, continue to play until one of the teams scores a golden goal and wins the match.
- ⚽ Change zones not only in the half time break, but also each time two goals have been scored. *In korfbal, this is the general rule for older youth and adult teams.*
- ⚽ Think of other (+1 or +2) bonuses for positioning your team's figurines, according to how your team or club prefers to play korfbal. Options are a bonus for 3-1-0 (three figurines in the areas A, B, C or D, and one in the assisting position), 3-0-1 (same, but with one in the rebound position), or 2-2 or 2-1-1 (with one in the assisting position and one in the rebound position).
- ⚽ Allow attackers to shoot at the korf in the assisting (area E) and rebound (area F) positions.
- ⚽ Allow the players to choose which figurine of the defending team will defend which figurine of the attacking team. *In korfbal, you are free to choose an attacker to defend, as long as females defend females and males defend males.* But you could agree to drop that rule as well.
- ⚽ Be yourself. Create your own player card. Redistribute the fourteen attack power points (the total of each team's attack powers) and the fourteen defensive power points (total of each team's defensive powers) among your team's player cards. Use the blank player cards on page 10. Who scores the most goals in real life? Who defends really well? Who is lucky throwing dice? There's also a blank scoreboard for your club's logo on page 10.
- ⚽ Organise a **Strafworp!** competition or tournament on multiple game boards when there are many players.

Strafworp! is a free game.

If you like it, please consider making a donation to:

Sportvereniging Velocitas

IBAN: NL58 RABO 0175 2115 66 (BIC: RABONL2U)

please mention Strafworp!

About Strafworp!



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Remco van Veenendaal is a youth trainer/coach at Velocitas Leiderdorp (sv-velocitas.nl). He played korfbal at FriGro (kvfrigro.nl), De Parabool (parabool.com), OJC'98 (ojc98.nl) and Noviomagum (kvnoviomagum.nl). In his spare time, as Veenendaal (veenendaal.nl), he is engaged in language, applications and pastimes.

Sources of inspiration for **Strafworp!** are korfbal, Velocitas and korfbal board games such as "Sports in a Box™: KORFBALL!" (Bandor Nagy and KNKV, 2010) and "KORFBAL, a strategy game for everyone" (KNKV, 1980). More information about korfbal can be found at <https://en.wikipedia.org/wiki/Korfbal> and <https://korfbal.sport/what-is-korfbal/>.

On the following pages you will find examples of a ball token, the figurines, the game board, the player cards and the scoreboard. You can also creatively draw the game board, make your own player cards and a scoreboard, and stick shirt numbers on pawns, chess pieces or other game figures with adhesive tape.

Thanks to everyone at Velocitas who helped with the testing of **Strafworp!**, and to the Royal Dutch Korfbal Association (Koninklijk Nederlands Korfbalverbond, or KNKV in Dutch) for giving feedback on an earlier version of the game.

Information

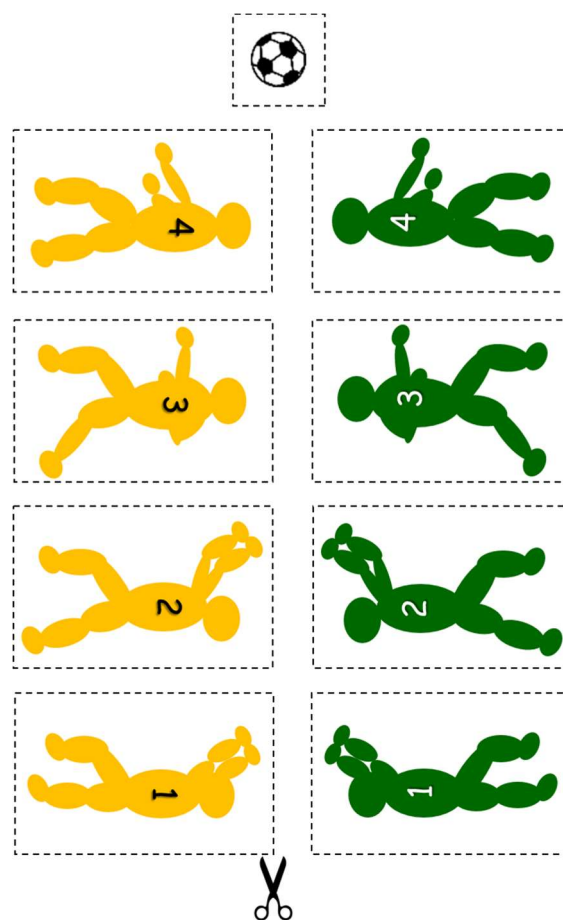
The attack powers on the player cards fit the scoring percentages of the player roles introduced by Ben Crum in 2009. The defensive powers were derived from that.

Striker 1 is usually male. As attacker he is a Tiger. As defender he is a Guard. Striker 2 is usually female. As attacker she is a Panther. As defender she is a Hunter. The assister is female, Wolf and Guerilla. The rebounder male, Bear and Center.

For more information visit <http://korfballadvisor.blogspot.com/search/label/functions>.

Strafworp!

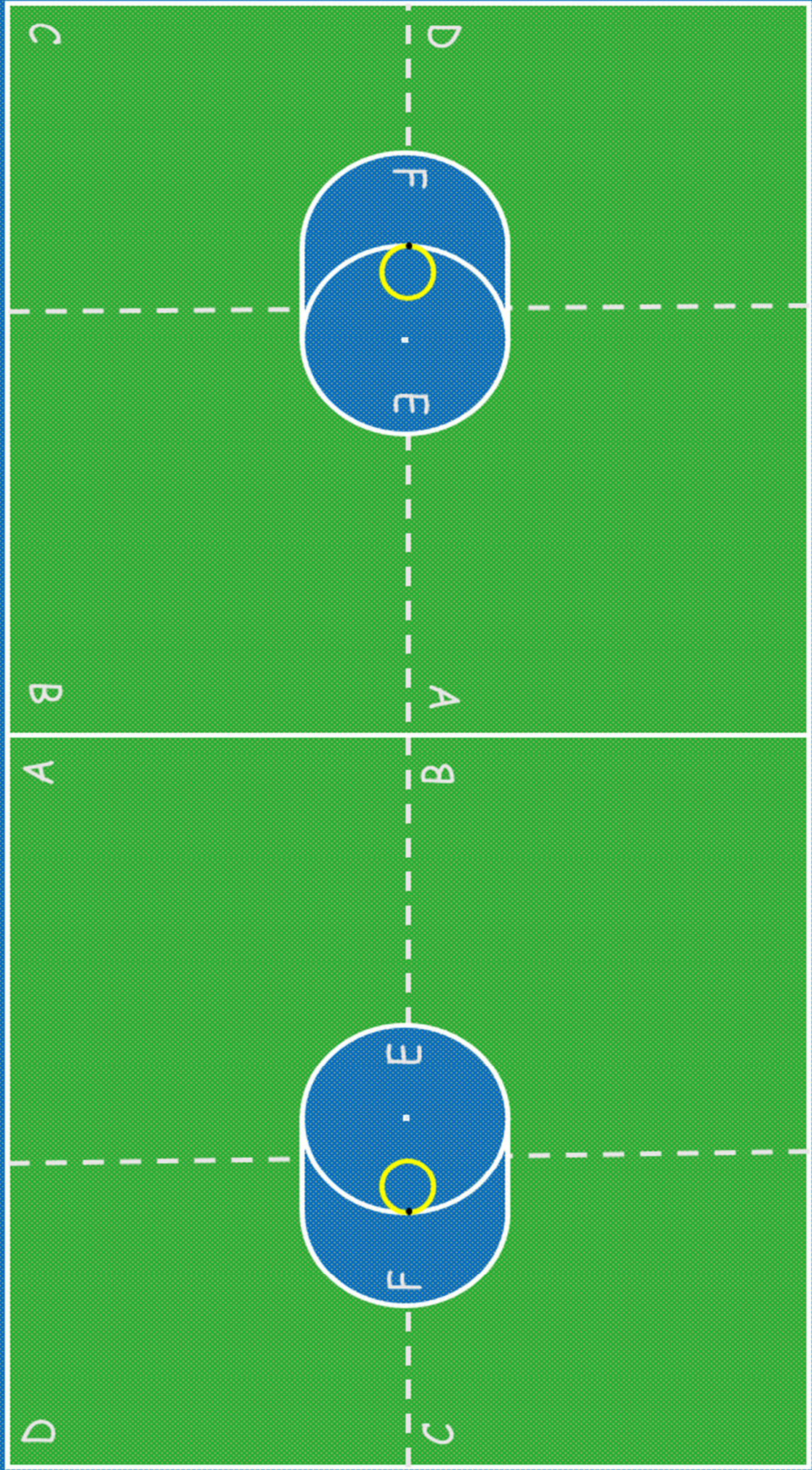
by Remco van Veenendaal and *Velocitas*
Leiderdorp




(Print these **Strafworp!** figurines and the ball token on A4-sized paper or cardboard and cut.)

Strafworp!

by Remco van Veenendaal and *Velocitas*
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8/10

	Home	Away

4
rebounder
(male)
A:5
D:4

3
assister
(female)
A:4
D:3

2
striker 2
(female)
A:3
D:4

1
striker 1
(male)
A:2
D:3

1
striker 1
(male)
A:2
D:3

2
striker 2
(female)
A:3
V:4

3
assister
(female)
A:4
D:3

4
rebounder
(male)
A:5
D:4



(Print these **Strafworpl** player cards and the scoreboard on A4-sized paper or cardboard and cut.)

	<u>Home</u>
	<u>Away</u>

1

striker 1

A:
D:

2

striker 2

A:
D:

3

assister

A:
D:

4

rebounder

A:
D:

1

striker 1

A:
D:

2

striker 2

A:
D:

3

assister

A:
D:

4

rebounder

A:
D:

(Fill out these blank **Strafworp!** player cards, add your club's logo to the scoreboard, print them on A4-sized paper or cardboard and cut.)