



EHF Course NO 8 *for* BH Referee Candidates

Ole R. Jorstad
EHF BC – Officiating





Presentation topics

- Fair Play
- EHF Code of Conduct
- Rules & Clarifications 2012
- Personal behaviour
- Leadership & Smartness (DEN 1)
- Progressive line & Punishments (AUT)
- Spectacular goals (DEN 2)
- Passive Play and Match Preparations (GEO)
- Shoot Outs (ROU)
- Direct Red Cards (SWE)
- 6M line & Offensive Fouls (TUR)
- Substitution area and Officials (GRE)





Presentation topics - continue

- Other referee tasks
- The Games first seconds!
- After the Game
- Cooperation with delegate
- Cooperation with time & score





FAIR PLAY

"RULE" NO. 1.

The health and the integrity of the players and their body have to be respected !

RESPECTED!





EHF Code of Conduct

- Everyone who represents EHF
- Behaviour
- Referees are very visible
- Be WELL prepared for ALL matches, tournaments and Championships





Rules



TM © EHF 2008
Beach Handball Commission, date

#

European Handball Federation



Rules Highlights



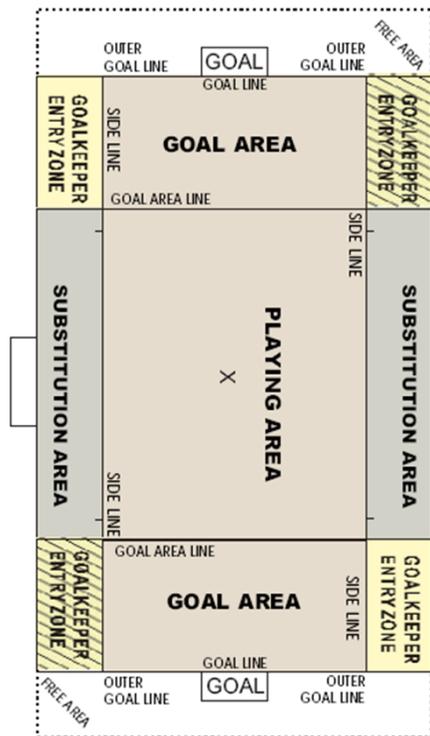
- Court
- Players
- Points
 - Golden goal
 - Shoot out
- Playing the ball
- Punishments





Rules

The Court



- 27 x 12 (+ 3m safety zone)
- 4 balls (new)
- Substitution area (read; SLO – Subst area)
 - Order
 - Four players and two officials (+ 2 outside s.a.)
 - Balls, equps, 4 officials – same colour!
 - Changing
 - Leaving everyplace on your own teams side!
 - Everyone kneeling – except RTO
 - Goalie out – specialist in (and out)
 - Help the teams to change correct
 - Verbal warning:
 - In clear cases, suspension
 - Or if the DEL says so
 - Remember 6m if the wrong substitution takes away a clear scoring chance







Rules

The Players

- Players and officials
 - Present and in match report
 - 8 players + 4 officials

- Equipment

- Same shirts
- Keeper/specialist clear skills from the court players



- Disq. players can't participate in GG or SO
 - If number of players drops below 4
 - 2 – 0 to the opponents and 10 – 0 / 10 – 0
 - Or if the scores are more in favour?

- Take a way all jewellery etc.

- Not shoes or hard beach socks that can burn the opponents feet's





Rules

The Points & Outcome of the Game



- 2 points
 - 6m
 - Keeper/specialist
 - In flights / Spin Shot
 - Spectacular things you never have seen



- 1 point = the rest
- 10-10 = GOLDEN GOAL
- 1 – 0 & 0 – 1 gives Shoot Out

Shoot Out

- Coin toss (**everyone in score sheet**, 15 min)
 - Decides sides and which team starts
- Five vs five (if four it is the team's problem)
- Draw after 5 shots
 - Change sides
 - Golden Goal in the Shoot Out
- The winner = 2 - 1





Rules

Playing the Ball

- Diving
 - Play the ball inside goal area
- Catch and throw it to the ground and pick it up before 3 seconds



- Defender mainly shall try to block the opponents attack at goal
 - Or with soft bended arms
- It is defenders task to show all that he tries to stop the opponent with fair manners

- Free throw
 - Attacker 1m from 6 m line
- 6m
 - All 1m from the thrower and everyone 1m behind the 6m line





Rules

Punishments



The rules says

- Suspension
- Suspension + red card
- Red Card
- Exclusion

The “boring” referees just follows the rules

The best ones use their PERSONALITY

- Personal behaviour
- Progressive behaviour
- Progressive punishment

- RED CARD - film





Personal behaviour

Leadership & Smartness DEN 1



Personal behaviour

- **Before the game**
 - In time (30 min)
 - Hello to dels, officials, table, players
 - Tell timekeeper (copy points) and scorekeeper (copy susp)
 - Warming up on the court (serious)
 - Follow your routine
 - Official A (sign the report, standing, communicating)
 - Coin toss 5 minutes before match
 - Small talk and: "We expect your team to PLAY FAIR, agree?"



Personal behaviour

- **During the match**

- Work, move, you are athletes (not overkill!)
- Never look angry and mad if you do not use it in progressive actions
- Smile when something special happens
- Look nice, NOT arrogant!!!
- In the break, still show that you are working
 - Check the score sheet, lines, small talk
- Use referees 360 in high level spectacular goals
- Clear body language and clear signs to the table
 - Tell timekeeper and scorekeeper to copy



Personal behaviour

- **After the match**

- Always meet and shake hands with your partner
- Then the players that are coming to you
 - Do not go to the players
- Shake hands with the officials
 - Only the ones that are coming to you
- Match report
 - If official & players will talk to you about the match, ask them kindly to wait until you are finished
- Big talks: You ask kindly if you can meet the coach off the court.
- **ANALYZE** the match with your partner, **BEFORE** you meet the delegate (expect 2 good topics).





Progressive line

Progressive – AUT

Direct Red Card - SWE



Progressive line

Behaviour & punishment

1. Move, eyes, verbal
2. Whistle hard (pc & c)
3. Verbal caution
 - a) Whistle harder, MOVE into the situation, "That's the line!"
4. Suspension
 - a) WHISTLE, MOVE, PC
 - b) Clear signs to the player and scorekeeper





Progressive line

Behaviour & punishment



5. 2nd suspension

a) Same the 1st, TO, RED CARD

a) Don't restart before OK at the table and the player has left the court. (take your time, show control without arrogance)





Progressive line Behaviour & punishment

The BEST referees follow their progressive line AND:

- Give the direct suspension when it is necessary
- Give the direct disqualification when it is necessary
- Give the exclusion when it is necessary



Spectacular goals

Spin Shot and In Flights (DEN 2)

Shoot Outs (ROU)



Spectacular goals

- We MUST find a common line!!!!!!

- In flights
- Spin shots





Spectacular goals

- **Spin shoot**
 - One leg jump
 - Two leg jump
 - Feet side by side
 - Body CLERALLY against the goal
- **In flight**
 - Catch the ball in the air and shoot from the air
- **Spectacular actions that we have never seen before**
 - Simply a WOW-feeling















Other referees tasks

Passive Play – GEO

Officials behaviour – GRE

6 Meter line & Offensive Fouls - TUR



Other referee tasks

Passive play

6 Meter and suspension

Other tasks

After the game





Passive play

- Create a fast, but not a stressful match
- Work out a good and consistent line
- Pre-warning signal is not a punishment
 - Many goals are scored just after pws.
- The same line for both sides / teams
- Establish a good contact between you and your partner





6 meter and suspension

- Timekeeper STOPS the clock immediately, refs whistle & shows "TO"
- When can the suspended player re-enter the court?
 - After a goal
 - After a shot on goal and the defending team takes over the control
- After a shot on goal and the attacking player still controls the ball, the play continues without the suspended players





Clarifications

- Goalkeepers behaviour outside 6m
- Goalkeepers behaviour inside the goal area
- Goalkeeper/specialists substitution
 - GK take gk-throw / specialist wait in gk-entry zone
- Shoot Out
 - Preliminary all shoots shall be taken
 - Coin toss, first five, change goal and turn
- Entering goal area = goalkeeper throw





Clarifications

Continue



- Officials
 - 4 with identical shirts.
 - 2 in substitution area
 - 2 behind, but can enter with refs permission
 - Normal progressive line
- TTO
 - Green card “visible”, near the middle of subst. area.
 - Put it INTO the ground rest of the half



TM © EHF 2008
Beach Handball Commission, date



A match first seconds – BE PRESENT!



FIRST SECONDS

**Be there from the
first moment**

**The consequence
can be a
catastrophe**





First seconds (max. 2 minutes)

- Football referees:
 - Says "First 20"
- Indoor handball referees:
 - Says "The important first 10 minutes"
- The Beach Handball referees:
 - Says "From the first seconds"
- Within 2 minutes you need to have the game under your control
 - **THE HARD WORK** starts admittedly





First seconds (max. 2 minutes)

- What are you expressing during the first seconds?
 - Your leadership
 - Your understanding of the game
 - Your progressive line
 - If ANY possibility: Take action against those players and officials that are working against FAIR PLAY
 - Your line for SPIN SHOT
 - Your 6m-/7m- line
- To whom?
 - First of all: The players and officials
 - Table, media, delegate, spectators





Cooperation: Refs & delegates
Establish: Court Atmosphere.



COOPERATION

- Court atmosphere
- Avoid protests
- Increase refs performance, day by day
- Info for education lessons for future





Court atmosphere



1. Morning & noon: Time/score at court 30 min upfront

1. Clean area, check lines/goals, table

2. Say "hello" to teams, refs and dels

1. Able to serve you with small favours

3. Del to the right, time in the middle, score at left side

1. Timek. communicate with refs the point/points

1. Verbal to scorekeeper; "no 6, 2 pts"

2. TO & 6M

2. Scorek. communicate with refs the suspensions

1. No. sheet that shows "1" and "2"





Increase referees performance

1. Delegates need to have small talks with refs after dels have been in CPO with match report (time is OK)
2. Dels need to collect "trend mistakes" during the day for the daily evaluation meeting
 1. Shoot Out – line will be a big discussion in refs mini course
 1. Shoot Out Statistic (SOS)
3. Film clips
 1. Situations for our education material in the future
 1. Refs, coaches, delegates, table



