

2012 EHF Referee Seminar in Vienna/AUT – 31.8. – 2.9. 2012

IHF RULES OF THE GAME – SELECTED TOPICS FROM THE COACHES' POINT-OF-VIEW

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- A coach is most often also a referee – refereeing his players in trainings. In this way, a coach gains experience about the difficulty of refereeing.
- Relationships between players and coach can get critical in these situations.
- Coach has to apply similar criteria of refereeing to the one at the actual match. Otherwise, players can have incorrect impression about their actions.



- Entering the goalkeeper's area (6-m line fault):
 - In attack:
 - In shot at the goal:
 - Take-off fault;
 - Touching the floor in the goalkeeper's area before releasing the ball – with or without the foul;



- Using the goalkeeper's area when entering to the line of the area;
- Fighting for the rebound ball at the line of the goalkeeper's area – the ball is rolling or is in the air.

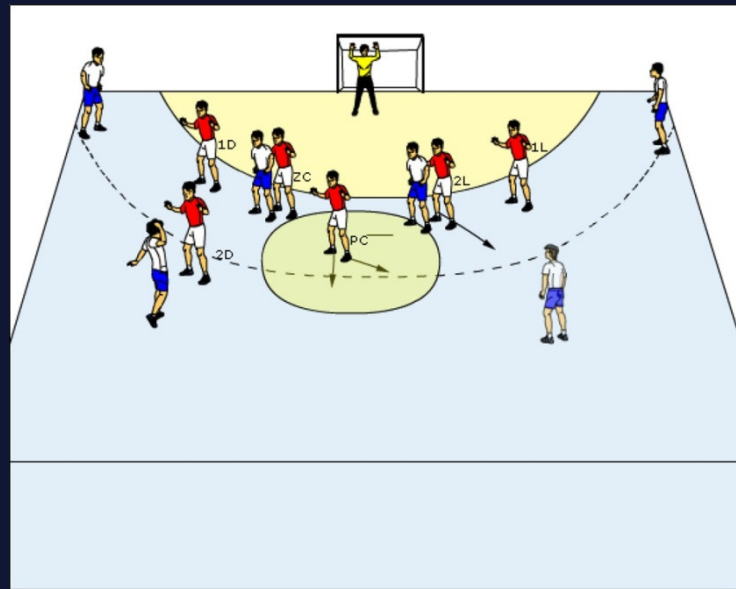


– In defence:

- When obstructing the entering attacker:
 - Back players – the time of entering of the defence player, before or during the foul?
 - Wing players (running in the goalkeeper's area behind the player without contact);
 - Pivot player – before and after receiving the ball;



- Blocking the shots with the jumps of defending players from the goalkeeper's area;
- Particularities of the defence play in certain zone defence systems – e.g. CH in zone defence 3:2:1.



- **Passive play:**
 - Situations that lead to the decision on passive play;
 - Playing after the warning signal for the passive play;
 - How many passes?
 - How many passes after a free throw?
 - The influence of the result;
 - The influence of the additional attack (e.g. after suspending a defender for 2-min. at the passive play warning signal or after the shot and save from the goalkeeper – attackers regain the possession of the ball) on the referee's judgement about the length of attack – additional warning?
 - Player less or more in the attack – maintaining the same criteria;



- The influence of the match model of individual teams onto the decision of the referee about the timing of the warning signal for passive play. Coaches often feel that referees give a signal earlier when the teams play quick game. Psychological impression that occasionally they play longer.
- The influence of the changing of the players in defence and the attack onto the decision about the warning signal.



- Foul in attacking play:
 - Criteria for the decision about the foul in attacking play:
 - Typical and clear situations:
 - Jumping on the defender,
 - Holding or restraining the defender (usually line player),
 - Run into the defending player, standing still at the time of attacking run;



- Unclear situations:
 - Blocks (usually line player) – when a block is not in line with the rules of the game?
 - Run of the attacker into a defending player, who is moving – who was first in place?
 - Defender in the goalkeeper's area.
 - Fouls when controlling the ball – holding and pulling the defender!
- Provoking the fouls when attacking – theatrics.



- Can a defender move or does he have to stand still?
- Positioning of the defender in the moment of body contact;
- Movement of the attacking player;



- Advantage:
 - In what situation leave the advantage?
Feeling for the advantage!
 - Attacker, who is being stopped with the foul,
also breaks the rules – e.g. steps!
 - Advantage and penalty: e.g. when player
perform unsuccessful shot on goal under
foul – 7-metre or 9-metre throw?



- Particularities:

- Steps – sensitivity for correct decision;
- Intercepting the ball with a foot – shoot or pass;
- Dangerous fouls for the opponents health;



- Throw off after a goal – allowing a quick execution, but according to the rules;
 - After a goal player remain lying on a floor?!



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9/13/2012



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Thank you very much for
your attention and good luck!



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