CLARIFICATIONS ON THE USE OF THE 2012/13 EHF REFEREES PERFORMANCE REPORT

RATINGS (from left to right)

Not satisfactory (- -)   Many mistakes taking influence on the result of the game, loss of control

Poor (-)   Many mistakes, no influence on the result of the game, little control

Average (Ø)   Several mistakes, but regular control

Good (+)   Few mistakes and good control

Very good (+ +)   Almost no mistakes, very good control

Excellent (+ + +)   Practically perfect

REMARKS (where to start)

1) For each of the items listed you have to take a clear decision where to start following the rating definitions given above - e.g. in case of being not sure to rate either "average" or "good", reconsider the item in doubt and follow the exact definition with particular reference to the number of mistakes and to the quality of the match control.
2) If one item does not occur in the match, please tick "average" (because of system reasons).

ITEMS

Fair play and Neutrality: To which extent was the idea of the Fair Play respected and represented in the match. Treating all players and officials of both teams absolutely impartial. Taking no influence whatsoever on the result or the direction of the match.

Ball handling: Technical faults like wrong dribbling, foot-playing, holding the ball more than 3sec.

Steps: Reaction upon and correction of all kind of steps.
(Defence work can be almost impossible if offensive players are allowed to take too many steps in 1on1 situations. Severe foul done by defenders can be caused by this.)

Offensive faults: Rule infringements of the offensive player with and without ball possession.

Goal area / Defence activity: Distinction between violations committed deliberately and / or systematically and such not on purpose during 1on1 situations.

Goal area / Offense activity: Violations when aiming for the ball, entering during 1on1 situations, landed shots, stepping / falling inside before releasing the ball.

7m decisions: Evaluation according to the rules and correct restitution of a clear chance for scoring.

Invalid scores: Scores following any rules violation by the scoring player.
Note that this item does correspond with at least one of those mentioned above.

Passive play: Correct application of signals and calls in terms of rules and idea of the game and situation.

Execution of throws, fast throw-off: Throws execution (correct placement, 3m distance, stepping on the side line during fast throw-in, 7m throw – goalkeeper line check as well), fast throw-off violations.

Refs cooperation / positioning: Good teamwork with individual internal communication, correct pick of position and running lanes.

Reading the game,Hollywood act: Were the calls timed well in terms of the idea of the game and the rules leading to a game flow or did they break the rhythm of the game by interferences (unnecessary calls). Recognising the Hollywood actions.

Advantage: Correct application and same balance on either side.

Struggling pivot / defender: Pivot and defence – interactive play, correct-incorrect blocking (goal referee observation).

Body language and signals: Appearance in neutral but positive attitude neither show in arrogance nor insecurity. Firm but not repressive in positions, signals and gestures.

Straight line: Clear and strict calls supporting the players, coaches and audience to identify the clear line of decisions taken.

Game management: Overall evaluation of the referees in terms of pre-game, running match and after game phase.

Atmosphere: General impression and flair of the game, including personal behaviour influence.

Progressive punishments: Clear and strict line in accordance to the rules.

Cooperation with the table: Mutual assistance. Clear calls on punishments. Continuous contact.

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Referee's summary: <u>Arrow straight</u> – standard quality performance corresponding with most of the items evaluated in (Ø) or (+) eventually some items in (++)
<u>Arrow down</u> – low quality performance corresponding with most of the items evaluated in (-) or (Ø) eventually some items in (+)
<u>Arrow up</u> – very good performance corresponding with most of the items evaluated in (++) or (+++) eventually few items in (+)

Type of the match: It depends not on the goal difference in the game or on the referee performance…it is based on overall observation of all relevant circumstances and referees ability to deal with them (game development, frequency of complicated situations which are referees facing to during the game, overall atmosphere, game importance, etc.)

Referee's influence on the match: <u>Increasing difficulties</u> – some of the evaluated referee activities went in direction which increased the problems in flow of the game, atmosphere, or had an influence on the result of the game.
<u>No influence</u> – correct referees performance which make the game standard and have no influence on it.
<u>Reducing difficulties</u> – almost all of the referees decisions had been fully accepted, taken with respect and understanding from both teams (players and officials) which help to keep up the spirit and fair play of the game.