

MOVING PATHS ON THE COURT

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Handball nowadays – new challenge for referees



 More than 60 attacks for each team per game

 Playing time for attack approx. 30 sec





Running paths (inside, outside, backwards)

- As soon as possible out of the way
- Never loose eye contact
- Turn 90 degrees (please not "270 degrees")
- If possible along the sideline / sometimes outside

Appr Om turn Of dogrado

MOVING PATH ON THE COURT



Behaviour during a fast break

- As soon as possible out of the way of the players
- More important to overlook than to run quickly
- If necessary, let the players pass
- Analyse the situation and then take your position

MOVING PATH ON THE COURT



Positioning if there is a quick throw-off

 Field referee should run near the sideline (better overview)

Correct referee's position during throw-off

















Pun along the sideline / semetimes outside



























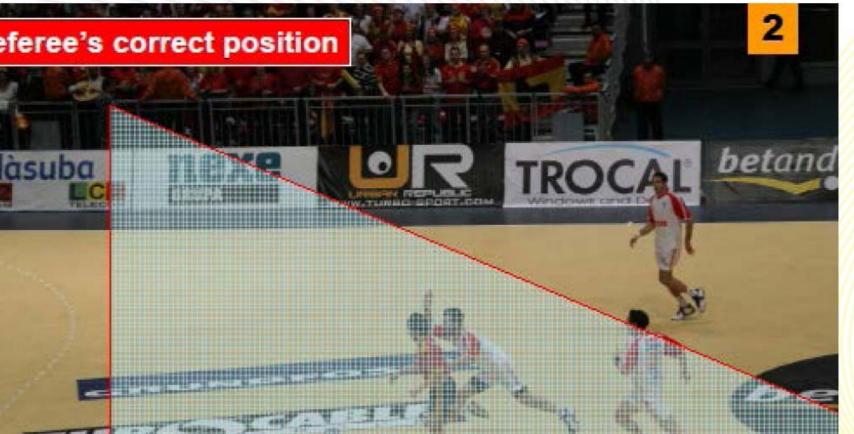




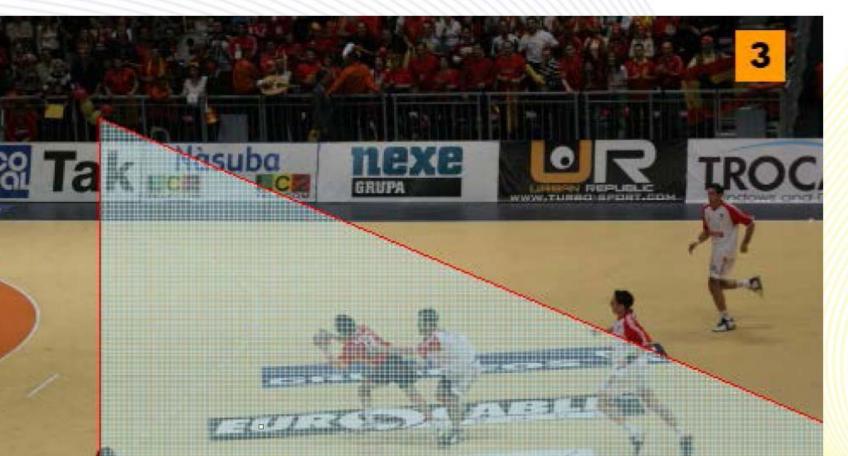


Correct moving during counterattack





Correct moving during fast break

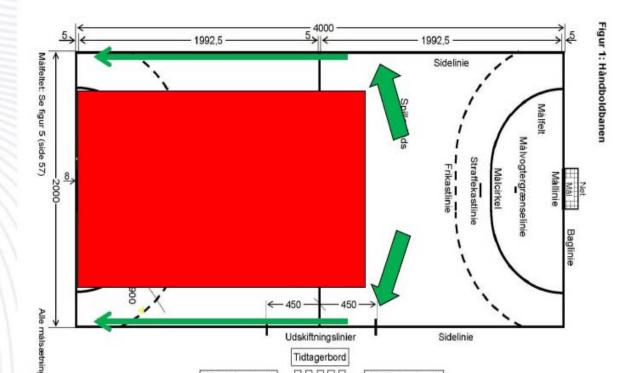


Correct moving during fast break



EHF

Don't be a player!





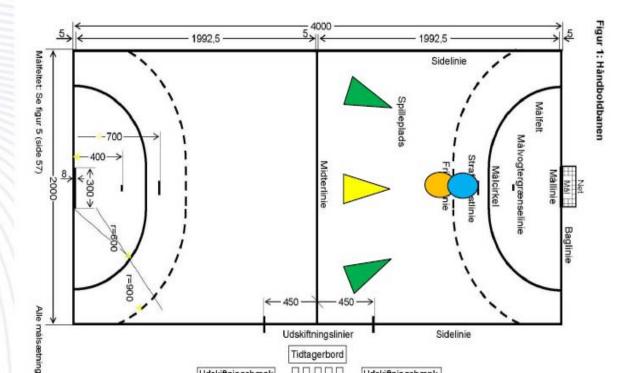
Teamwork

Don't wait too long to run back

Trust your partner!!!



Remember!!!

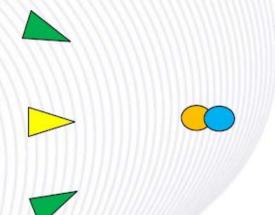




Remember!!!



..\.._Videoklipp_3 TUN-FRA Situation 2 Svar.mpg





Couple = Teamwork

Never better then the weakes link

Always you together, no one is the best in the couple

Discuss, but no angry discussion

Find the right way in your cooperation



Couple = Teamwork

...\.._Videoklipp_0 SLO-GER EM 2004 Red Card Situation.mpg

Questions

