



MOVING PATHS ON THE COURT

General instructions

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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

We need more high physical and psychological demand for referees!



MOVING PATH ON THE COURT

- Running paths (inside, outside, backwards)
 - As soon as possible out of the way
 - Never lose eye contact
 - Turn 180°
 - If possible along the sideline / sometimes outside
 - Approx. 9m turn 90°
 - Only in hectic situations backwards (better never)



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



Moving - mistakes

1



Situation: changing ball possession = not back run!

Moving - mistakes



2



Incorrect turn!

Moving - mistakes



3



**During fastbreak:
never turn your back onto the situation!**

Moving - mistakes

4



- Run along the sideline / sometimes outside
- If necessary – don't move, observe only, it's more important to keep vision than quickly turn back

Moving - mistakes



5



Attention: prevent moving in the wrong path at fast breaks!

Moving - mistakes



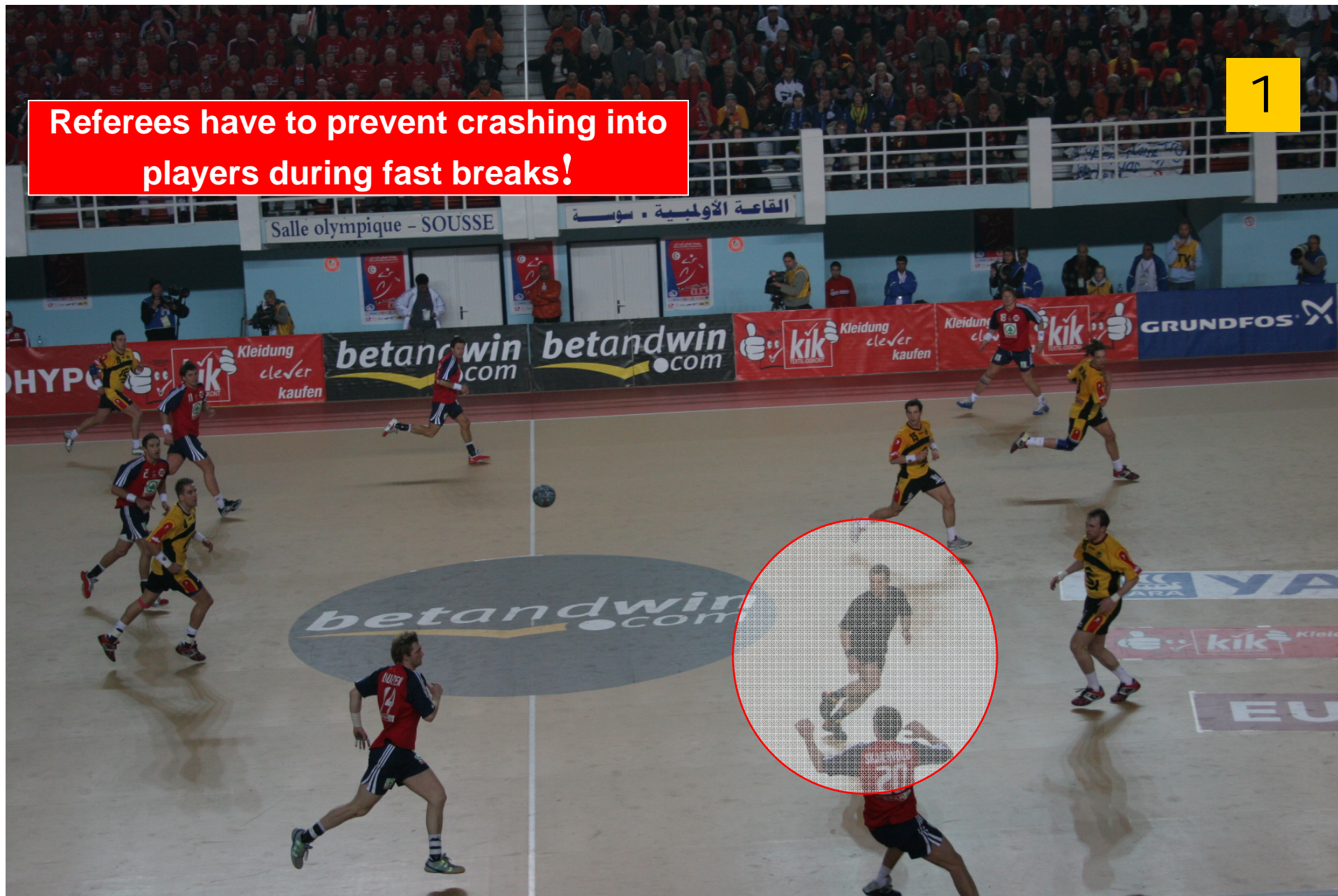
Incorrect turn!

Moving - mistakes



Referees have to prevent crashing into players during fast breaks!

1



Moving - mistakes



2

Referees have to prevent crashing into players during fast breaks!



Moving - mistakes



Never turn around after goal!

Moving - mistakes



Never turn around after goal!



Correct moving during counterattack

1

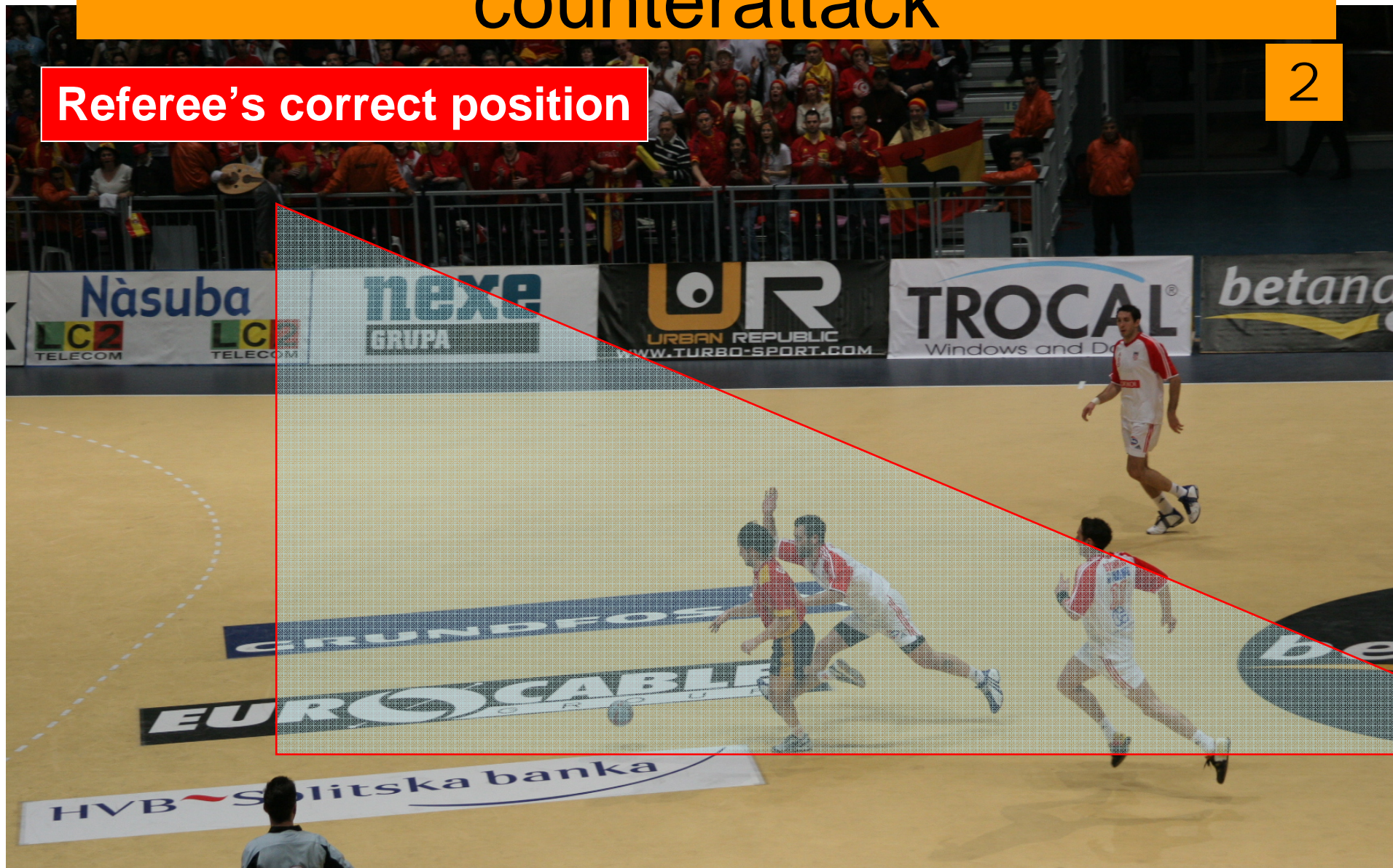


Run forward and observe the situation!

Correct moving during counterattack

Referee's correct position

2



Correct moving during fast break

3



Correct moving during fast break

4

