

## **Education Course**

Gabriella Horváth BC Member / Officiating Las Palmas 02-06 November 2016

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Beach Handball Commission



# **Content Referees**



#### The course will contain:

- video, rule and physical test,
- a presentation made by the candidates,
- theoretical and practical lessons,
- matches and match evaluation.





### **Candidates - Referees**

### Champions Cup 2016 - course

- Laura Buchon-Perea/ Patricia del Valle-Encuentra ESP
- Sergio Martinez / Victor Rollán ESP
- Cedric Daré / Mathieu Fanack FRA
- Stephanie Derache / Karine Plouhinec FRA
- Ana Barbosa / Nadia Lemos POR
- Georgiana Doana / Ana-Maria Gociu ROU
- Boris Mandak, Mario Rudinsky SVK





# Presentation topics Referees

- Fair Play
- EHF Code of Condut
- Cooperation with delegate
- Referee values and communication
- Rules Clarifications
- Game management and leadership as BH referees ROU
- Shoot-out POR
- Spectacular Goals Spin shots & Inflights FRA I. Cedric and Mathieu
- Progressive line, punishments ESP 1. (Sergio and Victor)
- 6m situations FRA II: Stephanie and Karine
- Defense activities, blocks offensive faults ESP II: Laura and Patricia
- Long term performance + match preparation + passive play SVK



### Foreword

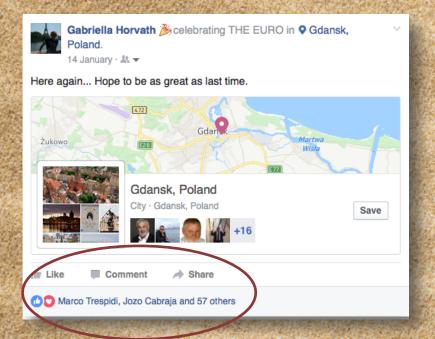
- The Philosophy of Beach Handball is based on the principles of "Fair Play". Every decision has to be taken in accordance with these principles.
  - The health and integrity of the players and their body have to be respected.
  - Fair play is above all!
  - Injury-free sport in difficult circumstances.
  - ♦ Sun, sand, less protection,
  - Acceptance and further development





## EHF – Code of Conduct

- What it means to be an EHF Official
- Proper behavior
- Representing EHF
- Solidarity with colleagues we are one team
- Social media issues: posts, photos,

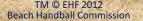






## **Possibilities**

- YAC EURO, EURO, ebts,
- Further nominations to EHF and IHF events
  - More and more events are being organized. (next slide)
- EHF Indoor
  - career as well. (I.e.: SRB, CZE, etc...)





### What is Beach Handball

### **TOP Competitions**

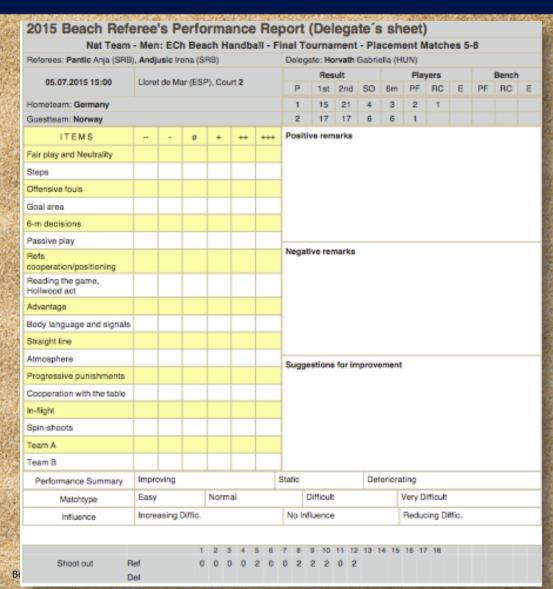
- World Games
- World BH Championships
- European BH Championships
- European YAC BH Championships
- European BH Tour
- European BH Tour Finals (Masters)
- EHF Champions CUP
- Mediterranean Beach Games
- YOG may open the gate for Olympics





# Cooperation with our delegates

- Important to meet them, know them you are together a team.
- Courts
- Sub area
- Post match evaluation
  - Ref EV sheet





# Officiating

Target tournament we are preparing for this time.

- Champions Cup
  - The tournament of the champions where 12 of the best clubs meet.
  - We owe a good performance



# Officiating – Referee personlaity

- Follwing fair play and NEUTRALITY
- Kows the rules
- Excelent Communicators

- Confident but not arrogant
- Well prepared
- Able to take tough decisions when necessary.
- Grear managers







# Goals

- To create a confident officiating team of referees and delegates who work well together and help one another.
- To establish a very fair standard of officiating and a very good common-line for the Finals.





## What is Beach Handball

Beach Handball is...

- Fast
- Entertainting
- Exciting
- Attractive
- Passionate
- Fair
- Dynamic
- Unpredictabe
- Physical
- FUN





### **Tendencies and our reactions**

- Short seasons but fast responses needed
- Attacks and defenses
- Our job is to react if necessary
- Do it together in one line
- A good common line prevents confusion...
- ... and results in respect. CL is all teams need!
- The key is teamwork





# **Communication**

- Important tool
  - Use your personality and communicate
  - non verbal and verbal
  - NV: guestiours, signals, etc...









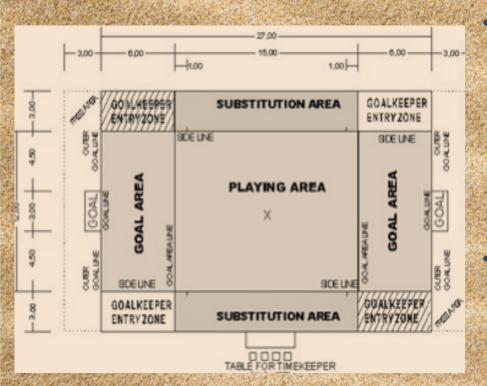
# Communication





### Rules – 1. The court

- 27 x 12 (+ 3m safety zone)
- 4 balls, 1-1 at each ends behind the goals 1 in play and 1 backup at the delegate's table
  - Substitution area.
    - 6 (!) players + 2 official
    - Control of the area: RTO is the only to move rround except for the necessary.
    - Substitutions
  - Wrong substitutions (verbal warning, suspension, suspension in clear chance of scoring





# Rules – 1. The court





### Rules -2. The game

- Periods
  - The periods start with a referee throw and a whistle signal
  - Two periods of 10 minutes
  - In case of a draw (each team have won a period, 1-1) Shoot out
- TO
  - Time Out is obligatory: suspension, disqualification, suspension of an official, 6m throw, consulatation between the referees, whistle signal from the delegate
  - And all necessary cases depending on the judgement of the referees
- Team time Out
  - Each team has a TTO in each halves



#### Rules -4. The teams

- The players and officials
  - Each team consist of 10 (!) players and four officials of which two cannot be present in the substitution area.
  - Always carefully check the equipment of both the players and the officials. (Bandages, jewellery, uniforms, socks, etc.)
  - Minimum 6 players present in the beggining of the game. Below 4 the game is over. (10-0, 0-10)
- Substitution area
  - Substitutions, entering after suspension, behaviour in the area
- Entilted to play
  - Disqualified players aren't entilteled to participate the GG or Shooot out



# **Latest changes - Clarifications I.**

- 10 players eligible to play
- Direct red card results in immediate one-match suspension.
- A direct red card with report leads to a DC decision.
- Exclusion is no more part of the punishments.





### Clarifications II.

- Goal area violation by an offensive player: The game is restarted with a goalkeeper throw.
- Own goal: An own goal scored by any player is awarded as a one-point goal to the opposition team.
- Obstruction during 6m throw







### Clarifications III.

Shoot-out draw: Drawing lots between the teams shall decide the ends and the team throwing first or last. The team winning the draw may choose whether it wishes to throw <u>first or last OR the</u> <u>defending end</u>. If the draw-winning team decide to choose ends, then the other team may chose whether it wishes to <u>throw first or last.</u>



### Rules — The points & the outcome of the game

- Awarding of points
  - 2 points: 6m, Specialist, In flights, Spin shots, amazing-spectacular goals
  - All other goals are awarded with 1 point
- Outcome
  - Deciding the end of a perioud: Golden goal.
  - ❖ Clear match: 2-0, 0-2
  - Shoot out (1-1)
    - A coint toss (stone-rock-sissers) to decide the ends and who starts. (Fair Play!)
    - Five five players shoot. (If one team has oly 4 then 4)
    - If there is still a draw then the teams shoot alternating eachother as long as after a round there is a team with better goal diffference.)



### **Behviour and Smartness**

- Leadership and be part of the game
  - Be present from the beggining (First minutes)
  - Use your personality, communicate (non verbal and verbal)
  - Live together with the match
  - Show the progressivity
  - Show confidence, but be friendly.
- Be consistent in your calls till the last minute.





## Prevention and advantage.

- Be smart and prevent tough situation
- But use advantage when you can!
  - Respect the flow of the game.
- Read the game
  - The CORRECT use of advantage makes a good referee a great referee.
  - Don't forget the PP after applying ADV.
- Full body controll has different meaning then in indoor!





# **Game management**

ROU







### **Game management**

- Starts before (Show that you are there)
  - Warming up, pre match tasks, friendly but confident.
- Durring the match
  - Moving around, build up your lines, controll the court...
  - \* ... And the substitution area too (1 official moving, only bottles, help the teams in substitutions but if clear mistake then suspension)
- After
  - Shack hands, but NEVER discuss



FRA I.





### Spectacularity - Part of the game

- Spectular
  - Something that we haven't yet seen and is truly amazing.
- In fligh
- Spins





### In flight



- In fligh
  - In air
  - Ball controll
  - Finished shut before landing!

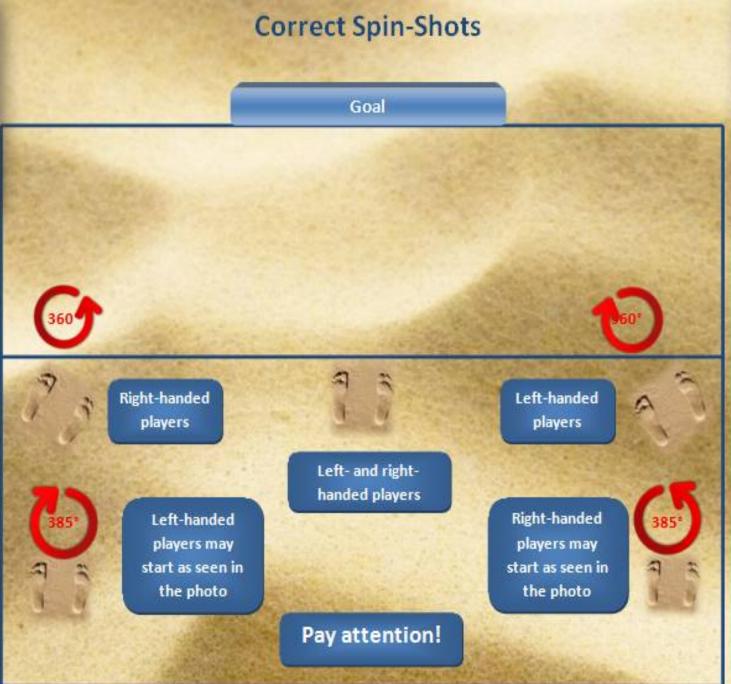


### Spin shots

- Spins
  - No easy 2 pointers.
  - Starting position –
     observation of the feets
    - Paralell feets
    - Facing the goal
  - Full spin in the air
  - Landing after the shoot.











# Progressive line, punishments.

ESP I.





# Progressive line, punishments.

- PP Line, Direct Disqualification line
  - ❖ Differences to YAC competition set our line for there and keep it till the end
  - Protect the players.
  - Verbal warning -> Usefull tool! Show your line!
  - Controll the match. Creat your line in early fase.
  - Dare to call the RED!
- When PP: Be active, CLEAR SIGNS, and take your time!
  - Conatct with the delegate!



### **Personal Punishments - suspension**

#### Suspension MUST be given:

- a. for a faulty substitution or illegal entering
- b. for repeated fouls of the type that they are to be punished progressively
- c. for repeated unsportsmanlike conduct by a player or official
- d. for failure to drop or put the ball down when a free-is called against
- e. for repeated infractions when the opponents are executing a formal throw
- f. as a consequence of a disqualification
- g. to the "responsible team official" if a player who is not entitled to participate enters the court or more than the registered team officials and players are present in the substitution area after the start of the game
- h. if a team official enters the court as an additional person in case of a player's injury.
- i. If a team official enters the court in case of a player's injury and instead of assisting the injured player, gives instructions to players, approaches opponents or referees.
- j. For a fouls that are to be punished progressively (not ball orientated, dangerous movement)





# **Personal Punishments - suspension**





# **Personal Punishments - suspension**





# **Personal Punishments - suspension**





## Progressive line, punishments, red cards.

- PP Line, Direct Disqualification line
  - Verbal warning -> Usefull tool! Show your line!
  - Controll the match. Creat your line in early fase.
  - Dare to call the RED!
- When PP: Be active, clear signs, and take your time!



### **Personal Punishments - red**

#### Red card MUST be given:

- a) for endangering the opponent (from behind, side, deliberate hit, neck, face, head, throwing arm, etc...
- b) for repeated unsportsmanlike conduct by a player, on the court or outside the court
- c) <u>for extremely unsportsmanlike conduct with or without report</u>
- d) Assault always with report





# **Personal Punishments - red**





# Personal Punishments - red





6 m

FRA II.







6 m

- when clear chance of scoring is destoryed
  - By an infraction of a player of the other team
  - By an unwarranted whistle siganl
  - By an interference of someone not participating
  - Immidiate TO.
  - Distraction of the thrower is considered as unsportsmanlike behaviour.
- Make sure it is granted!



#### But what is the celar chance of scoring?

- a) A player who already has ball and body control of the opponents at the goalarea line has the opportunity to shoot on goal, without any opponent being able to prevent the shot with legal methods;
- b) A player who has ball and body control is running (or dribbling) alone towards the goalkeeper in a counter-attack, without any other opponent being able to come in front of him and stop the counter-attack;





#### 6 metre throw is awarded when

- a) A clear chance of scoring is destroyed anywhere on the court by a player or a team official of the opposing team **EASIER IN BEACH**
- b) There is an unwarranted whistle signal at the time of a clear chance of scoring;



c) A clear chance of scoring is destroyed through the interference of someone not participating in the game (except when Rule 9:1, Comment, applies). No goal but goal.

IMMIDIATE TIME OUT

Make sure it is granted.























Defense activities, block - offensive faults.

ESP II.





Defense activities, block - offensive faults.

- Block
  - Safe distance. No collision befor the throw. Dangeour vs excellent defence.
- Offensive Fault
  - The defens player should be stationary.
- Passive play
  - Have a line. Attacking team must attack on goal. Correct use of the forewarming signal. Shorter time, but give a chance for build up.



## Defense

## **Progressivity**

- Correct behavior in defence
  - Respect the health and integrity of the players.







### Defense

### **Progressivity**

- Gudelines
  - No protection
  - Keep our sport injury-free
  - Keep the attractiveness
  - Fast and many goals
  - Respecting fair play and health
  - Strong progressive lines
  - Easier suspensions and red cards
  - Challange to defend effective and clear.





## Defense activities Blocking – Fundamentals

Wrong distance - collision always PP + 6m

Danger must be cut from our game





#### Defense activities

## Observing factors

#### Block

- Dangeour vs excellent defence
- Safe distance.
- No collision befor the throw. (Paralell to the attacking player)
- Who is jumping
- From where jumping
- Position wing, middle
- Blocking on spins and in flights





# Goalkeeper behavior

#### Correct actions – normal playing time

- The goal area belong to the goal keeper
- But endangering is not allowed!



- Threatning, misbihaving is not allowed!
  - When jumping toward the player progressive punishment
  - If physical contact then Direct
     RED CARD.
  - Intentionally not acting, humiliating the opponent is not allowed.
- Moving forward, jumping upwards correct behaivout is allowed.



# Goalkeeper behavior





### Characteristics

- The defens player should be stationary.
- When both moving the first taking position must be observed.
- But what bout blocking in the air?





### What is to observe

- Is the defender standing in the correct possition outside of his goal area.
- Is the defender stationary or moving toward the attacking player?
- Is the attacking palyer behaving well? (Albow, arm, leg positions)
- Is the defending moving but reaches position earlier?



Must be first in place





Must be first in place













### Offensive fault in the air

Is the defending player keeping safe distance?





- Is the attacking palyer trying to score? Or just fakes a faul?
- Is the attacking player endangering the defender acting corrcely?



### Offensive fouls in shoot out

- Special importance, special
  - circumstances
- Does the attacking player have SPACE
  - and TIME to react?
- Does the attacking player try to score?
- 6m + RED VS Offensive foul





# **Shoot outs**

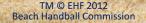
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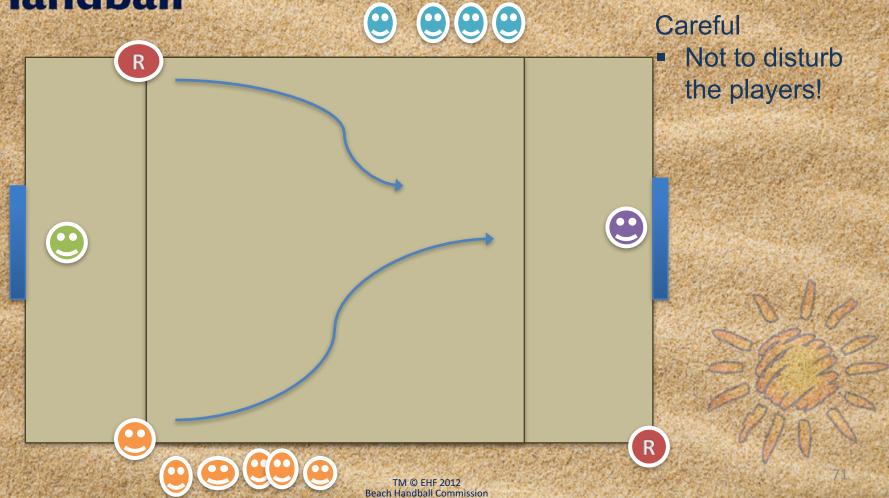
### **Shoot outs**

- Teams, coaches are often nervous. Show confidence, keep order, guide them.
- Make sure that the jerseys are corrects!
- Good task distribution! Who is watching what!
  - GK throw watch the goal line.
  - \* Run with the player. Position!
  - Controll the spin and the goal line.
  - GK behaivour.





## **Shoot outs**





### **Long term Perf. + Match Preparation + Passive Play**

SVK





## **Substitution area Regulation**

- Preparation before the match helps
- Observation of the substitution area with the delegate
- Handling of the behavior of the officials.
  - (provocation, complanis, etc...)





## Long term performance

- Preparation
  - Home (physical and mental!)
  - At the venue
  - From game to game
- Clear lines
  - Within matches
  - Throughout the tournament
  - Target is a common line between the referee group



### Was it Passive play?

But why is it so much shorter in beach?

- Beacuse the timeframe of a match is shorter
- Because we want to keep beach a fast
- And exciting
- And most of all because the attacing team is palying in NUMERICAL SUPERIORITY
  - Attacking 4 against 3 will always give an easy and fast possibility to score.





### Was it Passive play?

But why is it so much shorter in beach?





Our dream is to be here: work it, live it, and ENJOY!





# **EDU COURSE 2016**

### THANK YOU FOR YOUR ATTENTION

