



EXPERIENCES IN RULE INTERPRETATION





PROGRESSIVITY

- ✓ FIND THE RIGHT BALANCE IN ACCORDANCE WITH THE INTENSIVITY / „HEAT“ OF THE GAME
- ✓ REACT WELL IN SITUATIONS WHERE A 2 MINUTE SUSPENSION OR RED CARD IS NEEDED
- ✓ HAVE THE COURAGE TO GIVE THE SUITABLE PUNISHMENT WHEN IT IS NECESSARY



PROGRESSIVITY

- ✓ ALWAYS BE PREPARED FOR UNEXPECTED SITUATIONS
- ✓ DO NOT CREATE „SPECIAL” SITUATIONS !
- ✓ „ACCIDENT” OR INTENTIONAL FAULTS ?!
- ✓ REACT WITH BODY LANGUAGE / GESTURE
IT MUST BE CLEAR FOR EVERYONE –

THAT YOU WILL NOT ACCEPT IT !!!





STRUGGLE BETWEEN PIVOT AND DEFENDER

- ✓ PIVOT LIKE A PLAYMAKER /
NEW TACTICAL ELEMENTS
- ✓ ACTION BY / AGAINST THE PIVOT
- ✓ USING ARMS TO PUSH/GRAB
- ✓ HIGH TECHNIQUE IN BALL CATCHING –
ONE HAND !
- ✓ BLOCKING WITH THE BODY,
USING LEGS, FEET



REFEREES:

TO OBSERVE AND TAKE ACTION IN AN EARLY PHASE OF THE MATCH AND KEEP THE LINE!

**TO STOP THE INDIVIDUAL SITUATIONS FROM BECOMING TOO COMPLICATED IN THE MATCH,
PREVENTION!**



DEFENCE INSIDE THE GOAL AREA

- ✓ SEVERAL TEAMS / PLAYERS USE THE GOAL AREA FOR ILLEGALLY CHANGING POSITIONS WITHOUT ANY REACTION FROM THE REFEREES
- ✓ REPEATED DEFENCE WORK INSIDE THE GOAL AREA – UNSPORTSMANLIKE BEHAVIOUR





DEFENCE INSIDE THE GOAL AREA

- ✓ MOST IMPORTANT:
 - CORRECT OBSERVATION OF THE COLLISION – WHERE DID THE FAULT START?
- ✓ WAS THERE ANY FAULT FROM THE ATTACKER BEFORE ?
- ✓ TOUCHING OF THE GOAL AREA LINE NOT SUFFICIENT FOR A 7 M DECISION
- ✓ CRITERIA FOR A CLEAR SCORING CHANCE



7 METRE AND **PROGRESSIVE** PUNISHMENT

- ✓ BALL OR BODY-ORIENTED ACTION
- ✓ USING ANY METHOD TO PREVENT
A CLEAR SHOT
- ✓ ONLY THE REFEREE WHO TOOK THE 7 M
DECISION IS RESPONSIBLE FOR ANY
ADDITIONAL PROGRESSIVE PUNISHMENT



WING SITUATIONS

- ✓ CONTROL THE MOMENT WHEN THE ATTACKER IS JUMPING INTO/ OVER THE GOAL AREA: SLIGHT TOUCH ON THE SHOULDER, ELBOW, KNEE OR FOOT -

THE EFFECT IS TERRIBLE!

- ✓ DISPLACE OF DEFFENDER – THE ATTACKER LOSES HIS BALANCE OR WORSENS HIS ANGLE
- ✓ PROVOCATION BY THE ATTACKER/DEFENDER





OFFENSIVE FAULTS

TIMING:

WHO WAS FIRST ONE ON THE SPOT WHERE THE FIRST BODY CONTACT OCCURS

TYPE OF FAULTS:

- ✓ TOP RUN INTO THE DEFENCE PLAYER
- ✓ PUSHING/RESTRAINING DURING FAKE MOVEMENT
- ✓ TO JUMP INTO/ON DEFENDER
- ✓ OVERLAPPING
- ✓ INCORRECT BLOCKING
- ✓ TO RUN INTO A DEFENDER WIHTOUT BALL



QUICK THROW-OFF SITUATIONS

- ✓ THE RULE IS CLEAR
- ✓ TO HANDLE IT FLEXIBLY OR PRECISELY?
- ✓ COMMON LINE

PASSIVE PLAY

- ✓ FORE-WARNING SIGNAL
- ✓ TAKE AWAY THE BALL



RED CARDS

- ✓ HIT / BLOW IN THE FACE - EFFECT
- ✓ „SMALL” IMPACT IN THE BACK / SIDE IN COUNTERATTACKS
- ✓ WING – „CONTROL” ON FEET



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