



# MOVING PATHS ON THE COURT

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European Handball Federation

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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!**

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# MOVING PATH ON THE COURT

- Running paths (inside, outside, backwards)
  - As soon as possible out of the way
  - Never lose eye contact
  - Turn 180 degrees
  - If possible along the sideline / sometimes outside
  - Appr. 9m turn 90 degrees
  - 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



**Situation: changing ball possession = not back run !**

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# Moving - mistakes



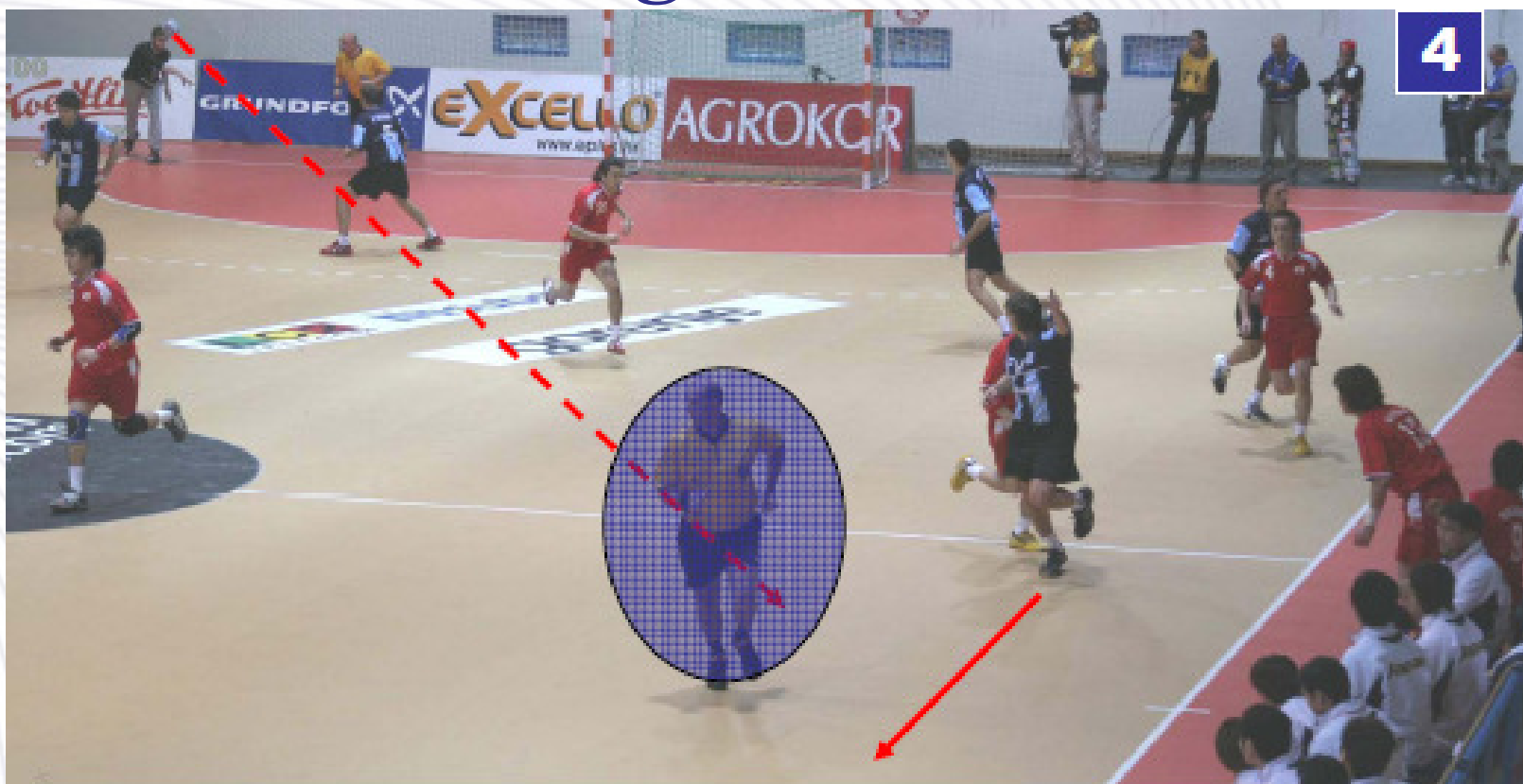
**Incorrect turn !**

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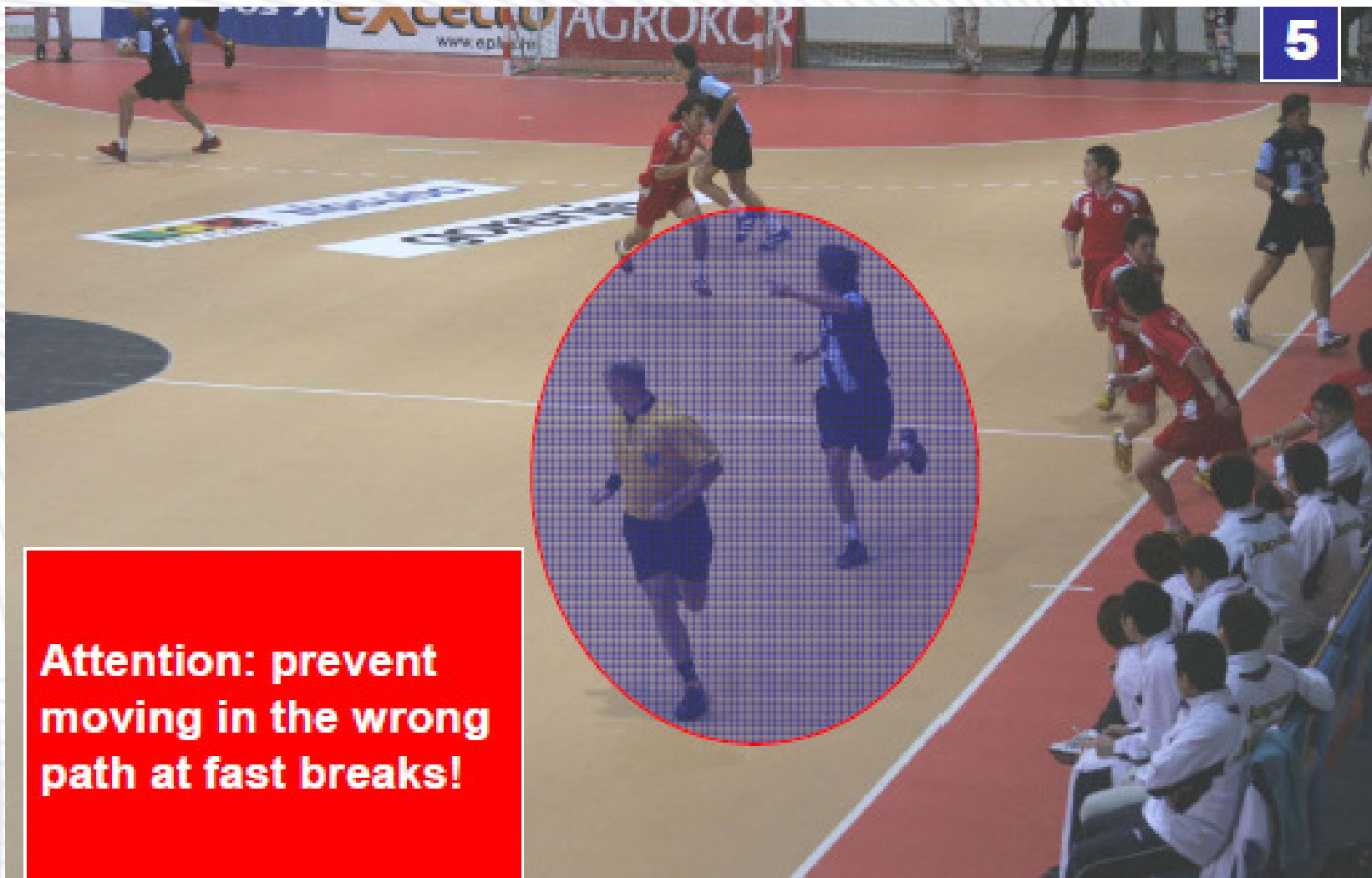
# Moving - mistakes



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



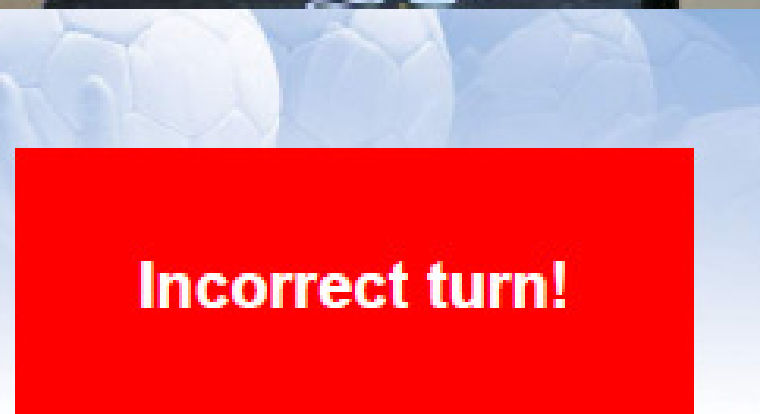
# Moving - mistakes



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



# Moving - mistakes







# Moving - mistakes



Referees have to prevent crashing into players during fast breaks!

1



# Moving - mistakes

Referees have to prevent crashing into players during fast breaks!

2





# Moving - mistakes



**Never turn around after goal!**





# Moving - mistakes



**Never turn around after goal!**



# Correct moving during counterattack



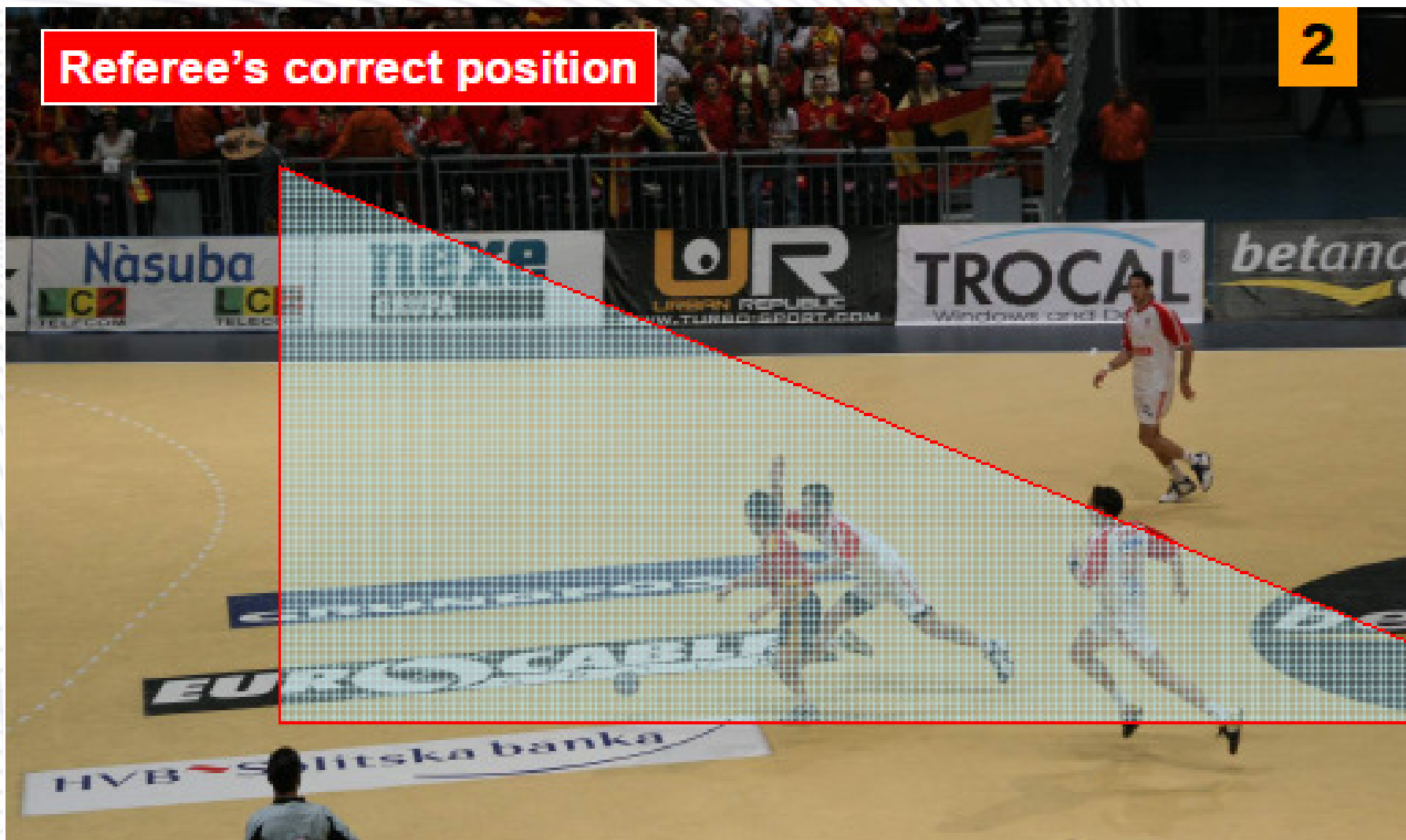
**Run forward and observe the situation!**



# Correct moving during counterattack

**Referee's correct position**

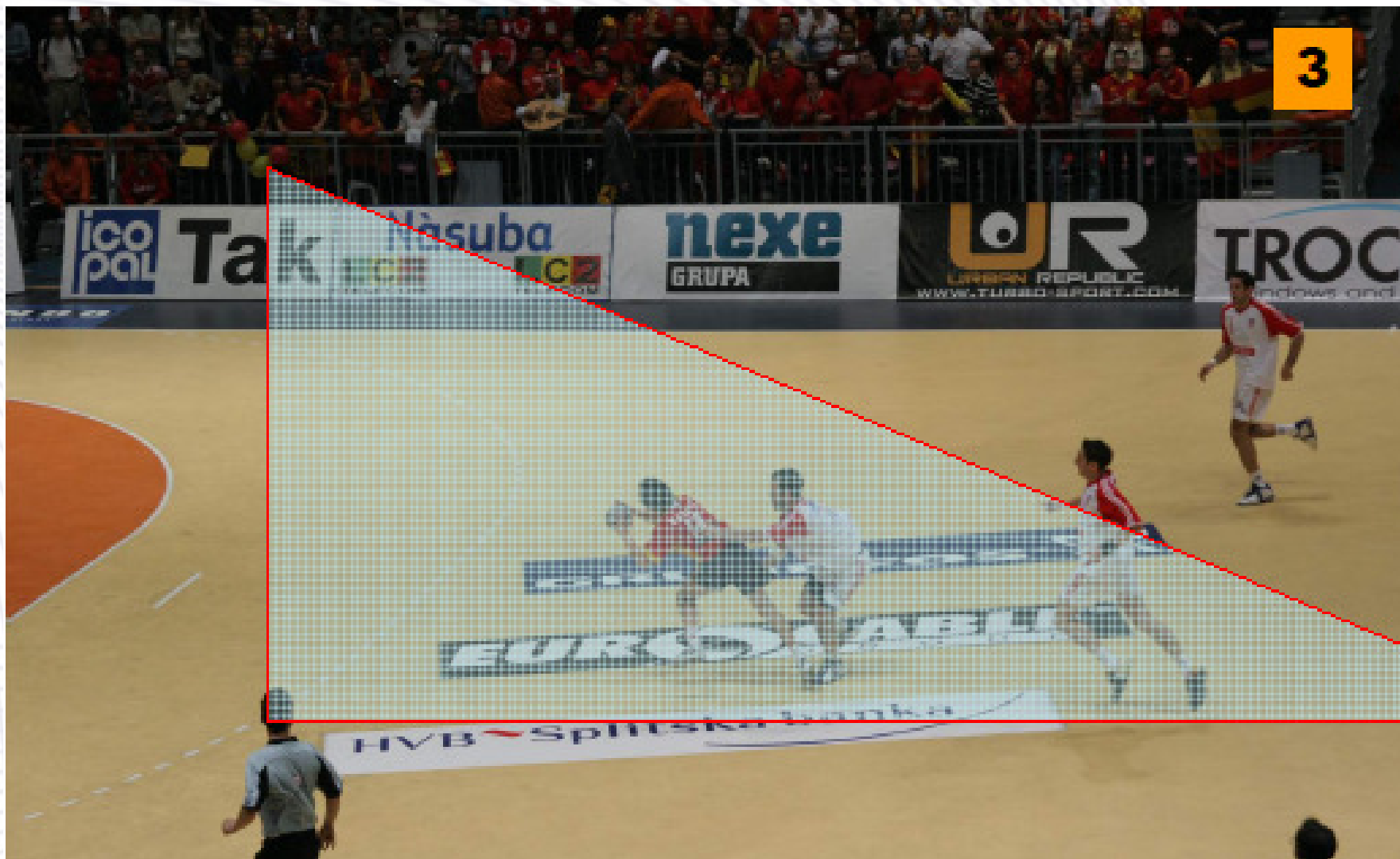
**2**







# Correct moving during fast break





# Correct moving during fast break

