



# The Delegate's Cooperation with the Referees

EHF CAN



**EHF Competence  
Academy & Network**

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European Handball Federation

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# Basic duties of Delegate



- The highest authority of “Fair Play” in the game
- Needs to be able to communicate in the official language
- Efficiency, professional knowledge of handball – the tactics and techniques of the handball need to be understood
- Exact knowledge of playing and competition rules – to be able to use the rules

# Basic duties of Delegate (cont.)



- Correct sportsmanlike behavior
- Taking responsibility for unpopular decisions
- For EHF delegates regular observer work (timekeeper or secretary) within his/her own national championship too
- Delegate must work with referees as their mentor
- Coordinates the issues and situations before, during and after the match

# Responsibilities of delegate



## 1. Before the match

- Knowledge of the Rules and Regulations
- Being there in good time
- Relationship with the organizers, teams and security guards
- Check of playing hall
  - Playing court ( lines, goals, substitution area, safety zone )
  - Dressing rooms ( teams, referees)
  - Working facilities of media people, TV, etc.
  - Facilities for timekeeper, scorekeeper ( table clock, reserve clock )
- Match documents, Players lists, Match Report
- Areas of Media and Position of TV cameras
- Teams' Clothing

# Responsibilities of delegate (cont.)



## 2. During the match

- Cooperation with local table staff (correct performance) and referees
- Speech by the Speaker During Game
- Observation of Safety Standards and behaviour of spectators
- Time-Out
- Control of Substitution Área / Coaches Area – Progressive Punishment

# Responsibilities of delegate (cont.)



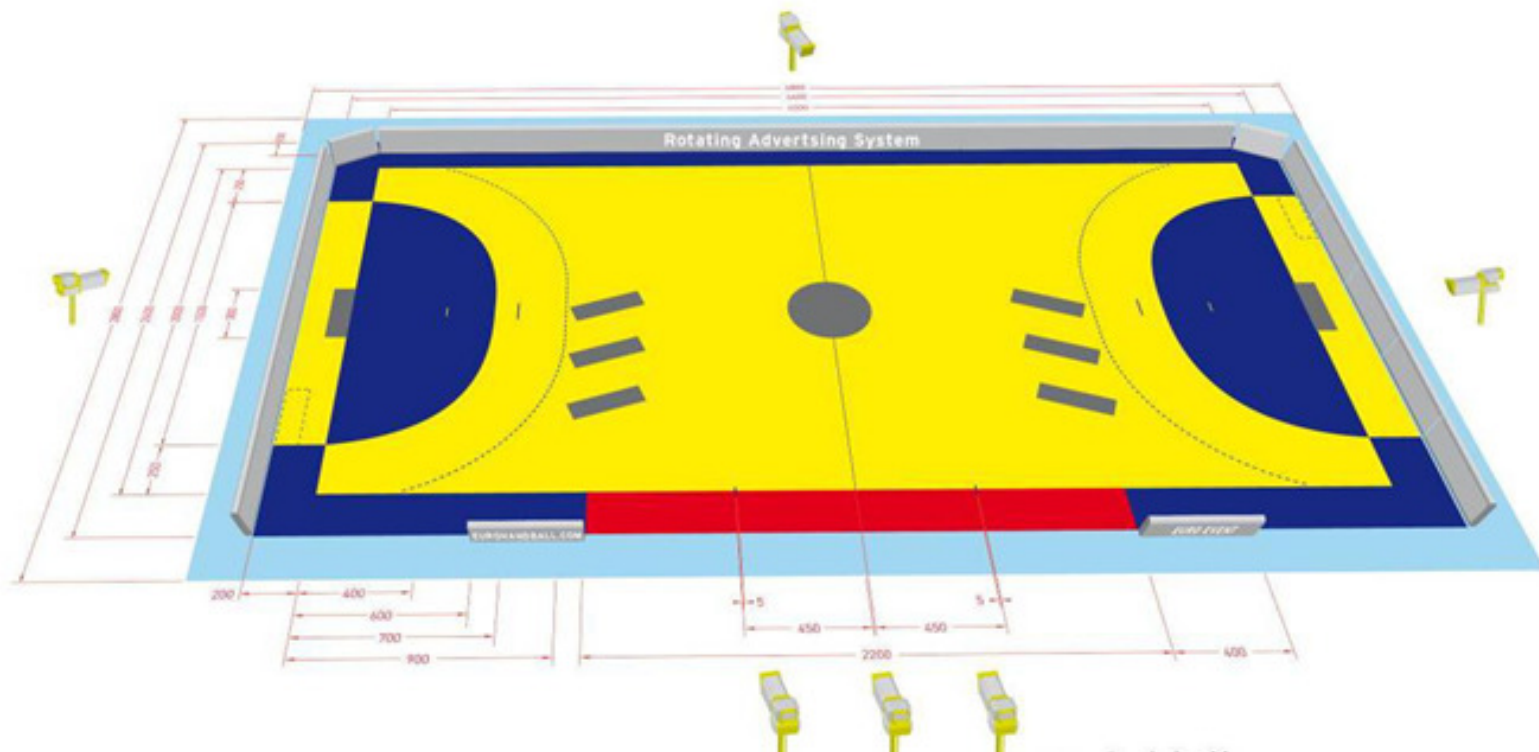
## 3. After the match




- Be the first to "show the face"
- Finishing of the Match report
- Last to leave the playing court, accompanied by referees
- Evaluation of referees' performance together with referees
- Report to the EHF if is necessary




✓ **Mission Completed**  
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# Playing Court Area Description

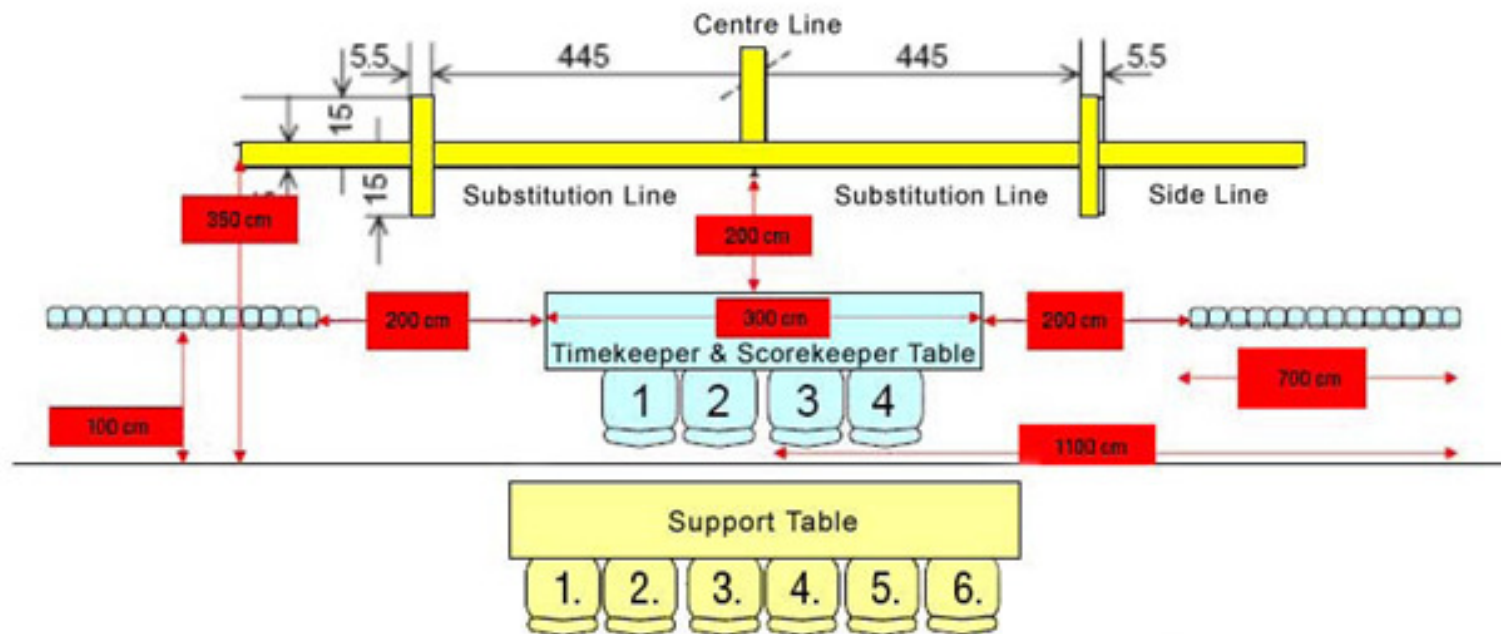


-  48m x 28m Base area (50m x 28m)
-  44m x 24m EURO playing court floor concept
-  Coaching zone / Officials' area

-  Board advertising
-  Floor advertising
-  TV Hostbroadcaster camera positions based on „minimum requirements“

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# Substitution Area Description



- Timekeeper & Scorekeeper Table**
1. EHF Supervisor
  2. OC Scroekeeper
  3. OC Timekeeper
  4. EHF Observer

- Support Table**
1. EHF Anti-Doping
  2. EHF ...
  3. OC Floormanager
  4. OC Speaker Assistant
  5. OC Speaker
  6. OC Music



# Relationship between the referees/local table staff



- Delegates are the coach of the referees, who help and support the correct refereeing work
- Task of delegate in case of exceptional location
- Correct information about expectation of the delegate – talk before the match
- Information from referees about their strong and less strong aspects in refereeing
- Preparing for special task in refereeing ( defence on one – on one, big pivot players, etc. )

# Relationship between the referees/local table staff (cont.)



- Who checks and what to do after the match ( home- and guest team, referees leaving to the locker room )
- When and how do the referees and delegate leave the playing court
- The delegate should present information about his cooperation concept before the match with time keeper and secretary too.
- Keeping contact during the match
- If needed talking during the halftime

# The evaluation sheet



EUROPEAN HANDBALL FEDERATION												
<a href="mailto:report@eurohandball.com">report@eurohandball.com</a>												
2010/11 Referees' Performance Report (Delegate's Sheet)												
COMPETITIONS		male	female		Match Nr.:							
European Cup	<input type="checkbox"/>	senior	YAC	ECh	WCh	Qualification Match	Qualification Tournament	Final Tournament				
National Team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Referees:					NAT:		Delegate:			NAT:		
Date:	Venue: <b>1</b>				Result		7-m	W	2 min.	DD	Trainer punish	
		END	Halft.									
Hometeam:												
Guestteam:												
		--	-	0	+	++	+++	REMARKS				
Fair play and Neutrality								Positive Remarks:				
Ball handling								<b>3</b>				
Offensive fault												
Goal area / Defense activity												
Goal area / Offense activity												

1. Information of match

2. Criteria / Ratings

3. Positive Remarks

# The evaluation sheet (cont.)



Goal area / Offense activity								
7-m decisions								
Steps								Negative Remarks:
Invalid scores								<b>4</b>
Passive play								
Execution of throws / fast throw off								
Progressive punishment								
Play acting and Hollywood								
Reading the game / Advantage								
Struggling pivot / defender								Suggestions for improvement:
Straight line								<b>5</b>
Refs cooperation / positioning								
Body Language and signals								
Atmosphere								
Cooperation table								

4. Negative Remarks

5. Suggestions

# The evaluation sheet (cont.)



Progressive punishment									
Play acting and Hollywood									
Reading the game / Advantage									
Struggling pivot / defender								Suggestions for improvement:	
Straight line									
Refs cooperation / positioning									
Body Language and signals									
Atmosphere									
Cooperation table									
Game management									
Submitted by the	DELEGATE	X	REFEREES					e-mail:	
REFEREES' SUMMARY:	← <input type="checkbox"/>		↘ <input type="checkbox"/>		↗ <input type="checkbox"/>				
TYPE OF MATCH	EASY	<input type="checkbox"/>	NORMAL	<input type="checkbox"/>	DIFFICULT	<input type="checkbox"/>	VERY DIFFICULT	<input type="checkbox"/>	
REFEREES' INFLUENCE ON THE MATCH	INCREASING DIFFICULTIES		<input type="checkbox"/>	NO INFLUENCE		<input type="checkbox"/>	REDUCING DIFFIC. <input type="checkbox"/>		

6. Referee's Summary

7. Match Summary

# The evaluation sheet (cont.)



## 1. Fair play / Neutrality

- Treating all players and officials of both teams absolutely neutral is important.

## 2. Ball handling

- Technical faults like wrong dribbling, foot-play, 3sec, violation

## 3. Steps

- Correction of all kinds of moving

## 4. Offensive faults

- Rule infringements of the offensive player with and without ball possession

# The evaluation sheet (cont.)



## 5. Goal area / Defence

- Distinction between violations committed deliberately and / or systematically and such not on purpose during 1 on 1 situations

## 6. Goal area / Offence

- Violation when aiming at the ball, entering during 1 on 1 situations, landed shots, stepping / falling inside before releasing the ball.

## 7. 7m decisions

- Correct restitution of a clear chance of scoring

## 8. Invalid Scores

- Scores following any rule violation of the scorer. Note that this item does correspond with at least one of those mentioned above.

# The evaluation sheet (cont.)



## 9. Passive play

- Correct application of signals and calls in term of rules and idea of the game and the situation

## 10. Fast throw-off

- Correct execution according to both the rules of the game and the idea of the play.

## 11. Refs cooperation / Signals

- Good team work with internal signals and clear signalling to the players

## 12. Reading the Game, Hollywood actions

- Good idea of the game and interpretation of rules leading to a game flow or break the rhythm of the game by interferences (unnecessary calls). Recognizing the Hollywood actions.



# The evaluation sheet (cont.)



## 13. Advantage

- Correct application of the rules and same balance on either side

## 14. Struggling pivot/defender

- Pivot and defence – interactive play, correct-incorrect blocking (goal referee observation).

## 15. Personality / Body language

- Appearance in neutral but positive attitude neither shown in arrogance nor insecurity. Firm but not repressive in position and gestures.

## 16. Straight line

- Clear and strict calls supporting the players to identify the clear line of decisions taken.

# The evaluation sheet (cont.)



## 17. Game management

- Overall evaluation of the referees in terms of pre-game, running match and after game phase.

## 18. Atmosphere

- General impression and flair of the game

## 19. Progressive punishment

- Clear and strict line in accordance to the rules

## 20. Cooperation with the table

- Signals and mutual assistance. Clear calls on punishments.  
Continuous contact

# The evaluation sheet (cont.)



## RATINGS

- **Not satisfactory** - Many mistakes taking influence on the result of the game, loss of control ( - - )
- **Poor** - Many mistakes, no influence on the result of the game, little control ( - )
- **Average** - Several mistakes, but regular control (Ø)
- **Good** - Few mistakes and good control ( + )
- **Very good** - Almost no mistakes, very good control ( + + )
- **Excellent** - Practically perfect ( + + + )



**Any questions ?**

**Thank you for your attention...**



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