



MOVING PATHS ON THE COURT

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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!

European Handball Federation



MOVING PATH ON THE COURT

- **Running paths (inside, outside, backwards)**
 - As soon as possible out of the way
 - Never loose 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 !

Moving - mistakes



Incorrect turn !

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

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

Moving - mistakes



Incorrect turn!

Moving - mistakes



Moving - mistakes

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Referees have to prevent crashing into players during fast breaks!



Moving - mistakes



Never turn around after goal!

Moving - mistakes



Never turn around after goal!



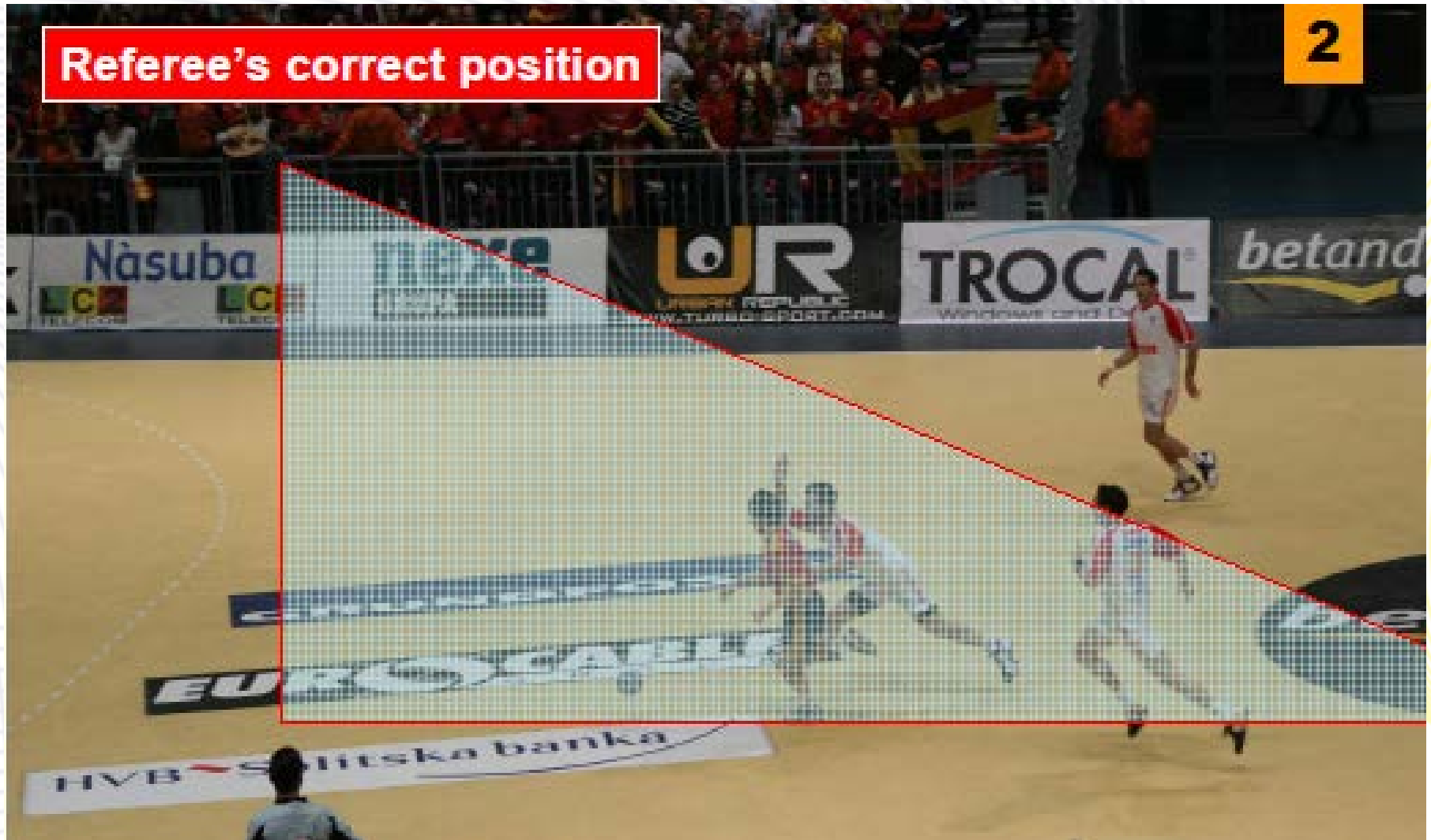
Correct moving during counterattack



Correct moving during counterattack

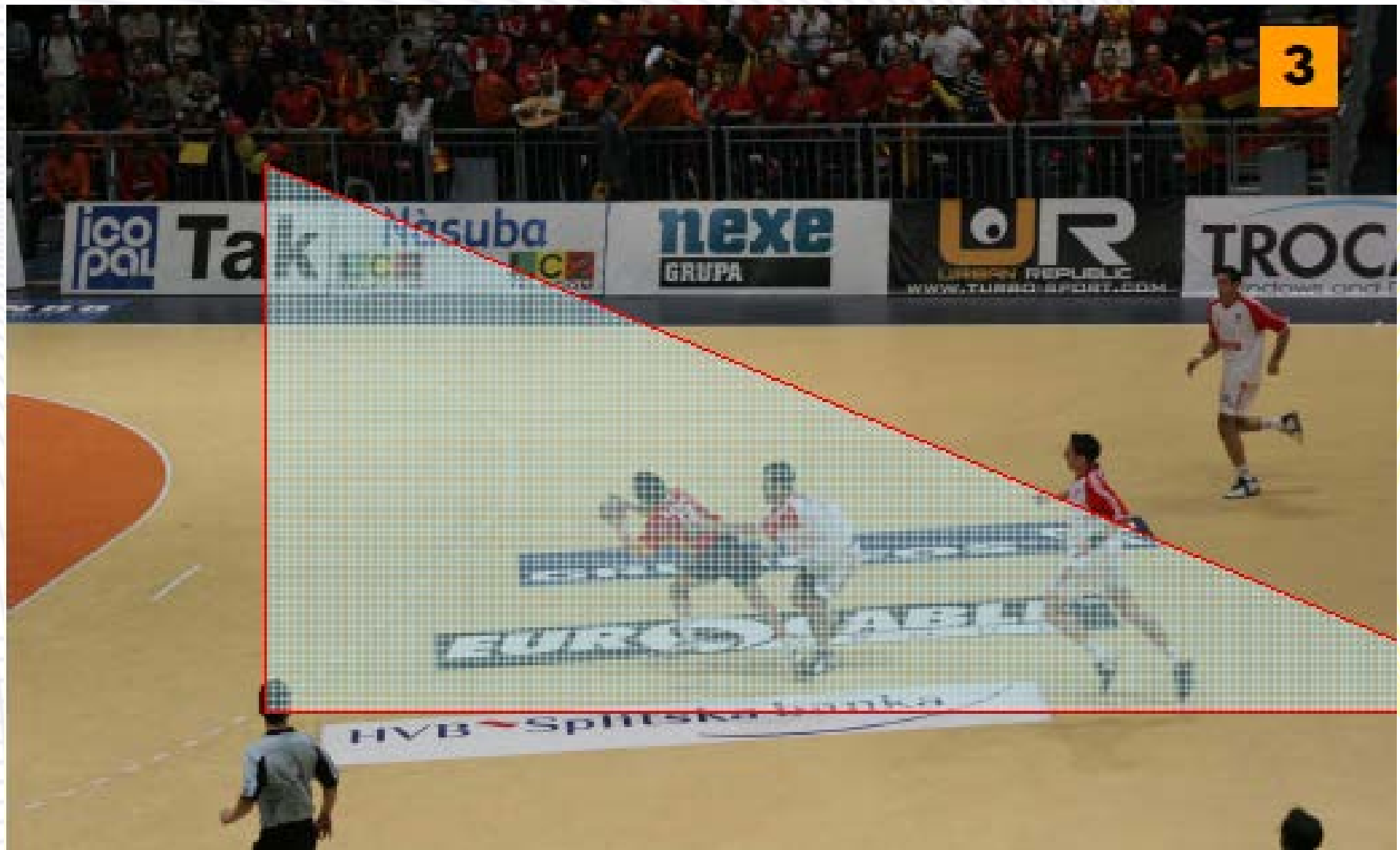
Referee's correct position

2





Correct moving during fast break





Correct moving during fast break

