

Delegate and Cooperation with referees



António Goulão POR / EHF Lecture

Basic duties of Delegate



- The highest authority in the Fair Game
- Needs to be able communicate in the official language
- Efficiency professional knowledge of handball the tactic and technique of the handball needs to be understand
- 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 working with referee's 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 stuff (correct performance) and referees
- Speech by the Speaker During Game
- Observation of Safety Standards and behaviour of spectators
- Time-Out
- Control of Substitution Area / Coaches Area Progressive Punishment

Responsibilities of delegate (cont.)



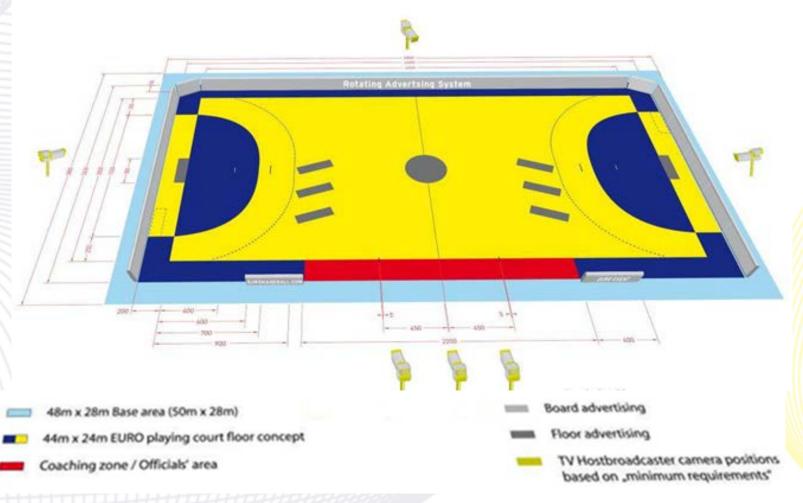
3. After the match

- 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



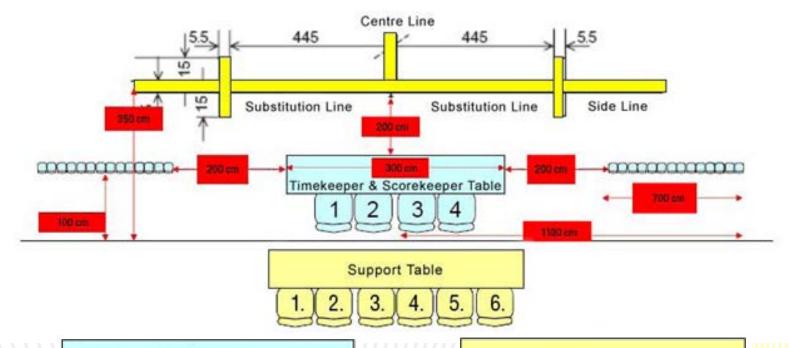
Playing Court Area Description





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 stuff



- Delegates are the coach of the referees, who helps 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 stuff (cont.)

- Who checks and what after the match (more- and quest team, referees living to the clocker 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 mime keeper and secretary too.
- Keeping contact during the match
- If needed talking during the halftime

The evaluation sheet



| € EU | JRO | PEA | | | DBA rohan | | | RATIO | NC | | | | EII | |
|------------------------------|-------|-------|------|-------|--------------|-----|------------|----------------|-----------------------------|------|-----------|---------------------|-------------------|--|
| 2010/11 Refe | rees | s' Pe | erfo | rma | ance | Re | port | (Dele | gat | te's | She | et) | | |
| COMPETITIONS | male | | | femal | е | Ma | atch Nr | .: | | | | | | |
| European Cup | ser | nior | YA | AC | ECh | WCh | Quali M | _ | Qualification Tournament | | | Final Tournament | | |
| Referees: | : NAT | | | | | | | Delegate: | | | | | NAT: | |
| Date: | Venu | ue: | | | | ' | Re: | sult Halft. | 7-m | w | 2 min. | DD | Trainer punish | |
| Hometeam: | | | | | | | | | | | | | | |
| Guestteam: | | | | | | | | | | | | | | |
| | | _ | ø | + | ++ | +++ | REMARKS | | | | | | | |
| Fair play and Neutrality | | | | | | | Positiv | /e Rem | arks: | | | | | |
| Ball handling | | | 2 | | | | | | | | 7 | | | |
| Offensive fault | | , | 4 | | | | | | | | 5 | | | |
| Goal area / Defense activity | | | | | | | | | | | | | | |
| Goal area / Offense activity | Ц, | | | | 774 | | 1 4-2-7 | | | | | | | |

1. Information of match

2. Criterials / Ratings

3. Positive Remarks



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

4. Negative Remarks

5. Suggestions



| Progressive punishment | | | | | | | | | | | |
|----------------------------------|-------------------------|-----|-----|------|-----|----------|-----------------------------------|--------|-----------|----------------|--|
| Play acting and Hollywood | | | | | | | | | | | |
| Reading the game / Advantage | | | | | | | | | | | |
| Strugging pivot / defender | | | | | | | Sugg | gestio | ns for ir | mprovement: | |
| Straight line | | | | | | | | | | | |
| Refs cooperation / positioning | | | | | | | | | | | |
| Body Language and signals | | | | | | | | | | | |
| Atmosphere | | | | | | | | | | | |
| Cooperation table | | | | | | | | | | | |
| Game management | | | | | | | | | | | |
| Submitted by the | DE | LEC | \TE | X | RE | FERE | ES | | e-mail: | | |
| REFEREES' SUMMARY: | | U | | | / | <u>_</u> | | | | | |
| TYPE OF MATCH | EASY | ′ | | NORN | ЛAL | | DIFFI | CULT | | VERY DIFFICUAT | |
| REFEREES' INFLUENCE ON THE MATCH | INCREASING DIFFICULTIES | | | | | | NO INFLUENCE ☐ REDUCING DIFFIC. ☐ | | | | |

6. Referee's Summary

7. Match Summary



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



5. Goal area / Defense

 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.



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.



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.
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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



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
- Good
- Very good
- Excellent

- Several mistakes, but regular control (Ø)
- Few mistakes and good control (+)
- Almost no mistakes, very good control (++)
- Practically perfect (+++)

Intervention/Interruption



Substitution or illegal entry by a player

If the timekeeper or a delegate interrupts the game game is already interrupted



Any question?

Thank you for your attention...





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