

## **Education Course**

Gabriella Horváth BC Member / Officiating Thessaloniki – May 28 – 01 June



#### Candidates

#### The ebt Finals 2014 - course

- Brasheth/Sundet NOR
- Cardone/Manuele ITA
- Rosca / Merisi ITA
- Weijmans / Wolbertus NED
- Jaworska Kleszcz POL

- Rapa / Roberta ROU
- lacob / Constantin ROU
- Pantic / Andjusic SRB
- Janton / Gojavic CRO





## Presentation topics

- Fair Play
- EHF Code of Condut
- Rules Clarification 2014
- Game management and leadership as BH referees NOR
- Spectacular Goals Spin shots & Inflights ITA (I & G)
- Progressive line, punishments ROU (A & P)
- Red cards POL



# **Presentation topics**

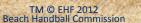
- 6m situations CRO
- Defense activities, blocks offensive faults ITA (S & L)
- Substitution area regulation + match preparation SRB
- Long term performance + passive play NED
- Cooperation with delegate





## **Foreword**

 The Philosophy of Beach Handball is based on the principles of "Fair Play". Every decision has to be taken in accordance with these principles.





# Fair Play

- The health and integrity of the players and their body have to be respected.
- Fair play is above all!
- Injury-free sport in difficult circumstances.
  - Sun, sand, less protection,
- Accaptance and further development





# EHF – Code of Conduct

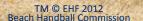
- What it means to be an EHF Official
- Proper behaviour
- Representing EHF





#### **Tendencies and our reactions**

- Short seasons but fast responses needed
- Attacks and defenses
- Our job is to react if necessary
- Do it together in one line
- A good common line prevents confusion...
- ... and results in respect. CL is all teams need!
- The key is teamwork





GOALKEEPER

**ENTRYZONE** 

#### Rules – 1. The court

- 27 x 12 (+ 3m safety zone)
- 4 balls, 1-1 at each ends behind the goals 1 in play and 1 backup at the delegate's table
- COALWEALINE SOCIUME

  SOCIUME

  COALWEALINE

  C

SUBSTITUTION AREA

- Substitution area.
  - 6 (!) players + 2 official
  - Control of the area: RTO is the only to move rround except for the necessary.
  - Substitutions
- Wrong substitutions (verbal warning, suspension, suspension in clear chance of scoring



# Rules - 1. The court





#### Rules -2. The game

- Periods
  - The periods start with a referee throw and a whistle signal
  - Two periods of 10 minutes
  - In case of a draw (each team have won a period, 1-1) Shoot out
- TO
  - Time Out is obligatory: suspension, disqualification, suspension of an official, 6m throw, consulatation between the referees, whistle signal from the delegate
  - And all necessary cases depending on the judgement of the referees
- Team time Out
  - Each team has a TTO in each halves



#### Rules - 4. The teams

- The players and officials
  - ❖ Each team consist of 10 (!) players and four officials of which two cannot be present in the substitution area.
  - Always carefully check the equipment of both the players and the officials. (Bandages, jewellery, uniforms, socks, etc.)
  - Minimum 6 players present in the beggining of the game. Below 4 the game is over. (10-0, 0-10)
- Substitution area
  - Substitutions, entering after suspension, behaviour in the area
- Entilted to play
  - Disqualified players aren't entilteled to participate the GG or Shooot out



#### Rules — The points & the outcome of the game

- Awarding of points
  - 2 points: 6m, Specialist, In flights, Spin shots, amazing-spectacular goals
  - All other goals are awarded with 1 point
- Outcome
  - Deciding the end of a perioud: Golden goal.
  - ❖ Clear match: 2-0, 0-2
  - Shoot out (1-1)
    - A coint toss (stone-rock-sissers) to decide the ends and who starts. (Fair Play!)
    - Five five players shoot. (If one team has oly 4 then 4)
    - If there is still a draw then the teams shoot alternating eachother as long as after a round there is a team with better goal diffference.)



#### **Behviour and Smartness**

- Leadership and be part of the game
  - Be present from the beggining (First minutes)
  - Use your personality, communicate (non verbal and verbal)
  - Live together with the match
  - Show the progressivity
  - Show confidence, but be friendly.
- Be consistent in your calls till the last minute.



## **Game management**

NOR







### **Game management**

- Starts before (Show that you are there)
  - Warming up, pre match tasks, friendly but confident.
- Durring the match
  - Moving around, build up your lines, controll the court...
  - \* ... And the substitution area too (1 official moving, only bottles, help the teams in substitutions but if clear mistake then suspension)
- After
  - Shack hands, but NEVER discuss



## **Spectacular goals: Spin shots and in flights**

ITA

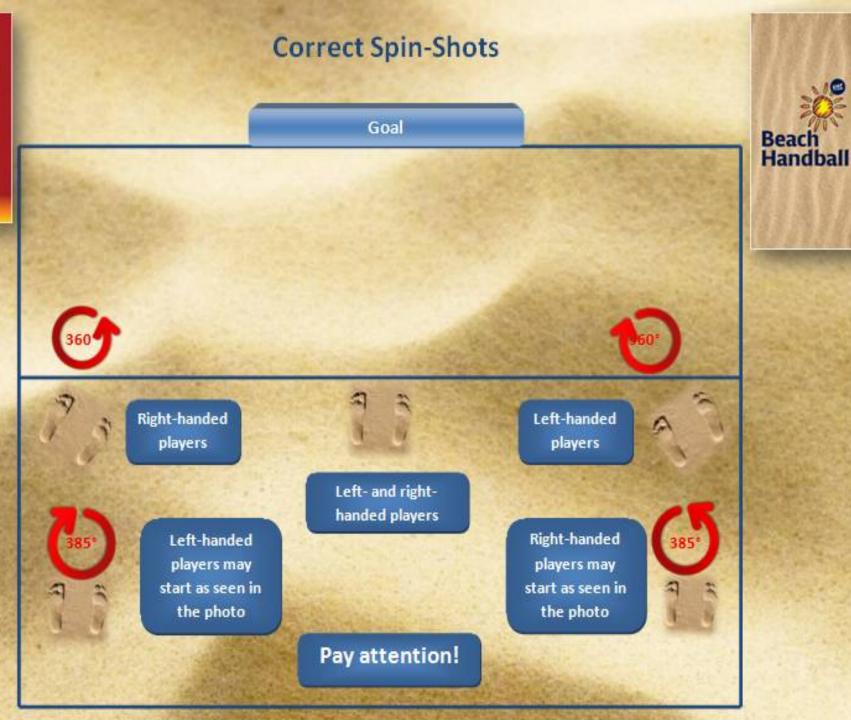




### Spectacular goals: Spin shots and in flights

- Spectular
  - Something that you haven't yet seen and is truly amazing.
- In fligh
  - In air
  - \* Ball controll
- Spins
  - No easy 2 pointers. (Start, full spin, landing)







# Progressive line, punishments, red cards.

ROU





### Progressive line, punishments, red cards.

- PP Line, Direct Disqualification line
  - Verbal warning -> Usefull tool! Show your line!
  - Controll the match. Creat your line in early fase.
  - Dare to call the RED!
- When PP: Be active, clear signs, and take your time!



6 m

#### CRO







6 m

- when clear chance of scoring is destoryed
  - By an infraction of a player of the other team
  - By an unwarranted whistle sigan!
  - By an interference of someone not participating
  - ❖ Immidiate TO.
  - Distraction of the thrower is considered as unsportsmanlike behaviour.
- Make sure it is granted!



ITA

Defense activities, block - offensive faults, passive play.



Defense activities, block - offensive faults, passive play.

- Block
  - Safe distance. No collision befor the throw. Dangeour vs excellent defence.
- Offensive Fault
  - The defens player should be stationary.
- Passive play
  - Attacking team must attack on goal. Correct use of the forewarming signal. Shorter time, but give a chance for build up.



# **Shoot outs**

ROU



#### **Shoot outs**

- Teams, coaches are often nervous. Show confidence, keep order
- POSITION!
- Good task distribution! Who is watching what!
  - ❖ GK throw watch the goal line.
  - Run with the player. Position.
  - Controll the spin and the goal line.
  - GK behaivour.



# **Substitution area Regulation**

SRB



## **Substitution area Regulation**

- Preparation before the match helps
- Observation of the substitution area with the delegate
- Handling of the behavior of the officials.
  - (provocation, complanis, etc...)





# Long term performance

NED



## Long term performance

- Preparation
  - Home
  - At the venue
  - From game to game
- Clear lines
  - Within matches
  - Throughout the tournament
  - Target is a common line between the referee group



## **Clarifications**

- 10 players are eligible to play
- Direct red card results in immediate one-match suspension.
- A direct red card with report leads to a DC decision.







# **EDU COURSE 2014**

### THANK YOU FOR YOUR ATTENTION

