



ACTUALL PROBLEM CASES IN RULES INTERPRETATION



1. BASICS

- **Preparation and show constancy in your refereeing**
- **Cooperation with table and responsibility**
- **Clear messages with body language / gestures**
- **Do not create any "special" situation**
- **Always be prepared for unexpected situation**
- **React in time - Advantage**



2. PROGRESSIVE PUNISHMENT

- **intensity of the games- "acclimatisation,,**
- **"traditional strategy" and advices**
- **action clearly for ball or against the opponent**
- **1:1 situations in frontal-, side-, behind**
- **react well -COURAGE**



3. RED CARD

- hit, punch on face, neck and "small" impact
- "control" of legs in wing position
- counterattacks with "small "impact in side or back



4. COLLOSION BETWEEN PIVOT AND DEFENDER

- cooperation and clear task distribution in 6:0, 5:1, 3:2:1
- who starts with action, to know the reaction
- traditional and modern pivots
 - position and tasks
 - using arms , legs , feet
 - high technique in ball catching
 - blocking technique



5. DEFENCE INSIDE THE GOAL AREA

- criterias of clear scoring chance
- touching the goal area line-repeatedly
- illegal position changing throughout the goal area
- correct evaluation of the situation-where started ?



6. 7 M-S AND PROGRESSIVE PUNISHMENT

- ball or body
- using illegal method to destroy clear shoot
- "special " case - 7 m without ball
- 7 m and warning
- responsibility for decision



7. WING SITUATIONS

- **position and angle of the referees**
- **control of the movement attacker/defender**
- **"soft" touch on hip, in back, use elbow**
- **attempt to block the knee or foot**
- **destabilization by carrying out a knee or foot**
- **disturbing of running direction**



8. QUICK THROW-OFF SITUATIONS

- rules are clear
- flexible or precisely
- common line



9. PASSIVE PLAY

- forewarning signal
- actions by defenders
- take away the ball in right moment

Thank you for attention!!!

SUCCESSFUL COMPETITION!

