

Defense activities, block – offensive faults

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Presentation topics

- Offensive Fouls
 - How to observe them
 - In the air
 - Shoot out
- Defense activities
 - Rules
 - Block







How to observe

Check:

- If the defender is outside the goal area
- The defender position (static or moving towards the attacking player)
- If the defense player is static
- If the attacking player has the body (elbow, arm and legs) in correct positions
- The first player taking position





In the air

- Observe if the attacking player is trying to score (or faking a foul)
- The attacking player actions must not threaten the security of the defender
- The defending player has to keep safe distance







Offensive fouls Shoot out

It's a special situation that requires extra attention





Shoot out (continue)

Situation

- Stop counterattack
- The goalkeeper, outside the goal area, commits a foul preventing a goal (obstruction causing physical contact)
- The attacking player has no chance to see/ avoid the goalkeeper



Shoot out (continue)

<u>Punishment</u>

- A 6m throw and a disqualification of the goalkeeper will be called
- On the contrary if the attacking player has sufficient time and space to see/avoid the goalkeeper – a free throw (offensive foul) in favour of the goalkeeper's team will be awared





Description: The defending player won the space

first

Call: Right call (Offensive foul)





Rules

Allowed:

- To use the arms and hands to take possession of the ball
- To use the body to obstruct an opponent, even when it does not have the ball
- To make and maintain body contact with an opponent





Rules (continue)

Not allowed:

- To take the ball from the hands of opponents
- To block or force the way to an opponent with arms, hands or legs
- To restrict, grab or pull an opponent
- Physical and verbal expressions that go against handball conduct and fair play must be punished – this applies to all players and officials of the teams





Defense activities Block

- Keep a safe distance
- Avoid the collision with the opponent before the throw – wrong distance collision always PP (Progressive Punishment) + 6m
- Block all moves (ex.flights)
- Attention on jumps, timing and distance







Description: In the block act, the defending player drags the area line

Call: Right call (6 meter throws)





Description: The defending player performs the block correctly

Call: Wrong call (6m throw + suspension). Correct call - Play on





Description: The defending player does not interfere with the attacking player action

Call: Wrong call (6m throw + suspension). Correct call - Play on

