# Delegate and Cooperation with Referees 

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## 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 work with referee's as their mentor

Coordinates the issues and situations before, during and after the match

## Responsibilities of delegate

## Before the match

® Knowledge of the Rules and Regulations
B Being there in good time
Ⓡelationship 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 )

Q 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
回 Speech by the Speaker During Game
回 Observation of Safety Standards and behavior of
spectators
TTime-Out
[ Control of Substitution Area / Coaches Area Progressive Punishment

## Responsibilities of delegate (cont.)

## After the match

[ Be the first to "show the face"

T 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 ${ }^{\text {@Mission Completed }}$

## Support DEL to REF

- A Before the match
- B During the match
- C After the match


## Support DEL to REF

- A Before the match
- Speak with the referees, trainer, official from both teams, make a god vibration before the match
- Make an agreement with the referees, who are responsibility for that and that:
- Bench
- 3 time suspension, show the red card from the table
- Time keeper/secretary problems
- If there are problems, with the time etc, before a decision speak together, so the delegate and the referees are agree


## Support DEL to REF

- B During the match
- Good contact
- Support the referees, no matter what!! Even if they do a mistakes (see later)
- Intervened if the referees are going to do a mistake, where there is a possibility to have a protest.
- Thy so quiet as possibly to reduce unsporting conduct on the bench
- Have the courage to "give" the bench a progressive punishment


## Support DEL to REF

- C After the match
- If the are problems after the match, help the referees
- Make a appointment about the speak after match, the referees must be prepared to answer:
- What was good
- What cut be better
- DEL ad witches for the future
- Have the courage also to speak about a performance who was not so good, but important, the delegate must come whit solutions, what shall the referees do in the next match.


## 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 ( defense 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

## Intervention/Interruption

## Substitution or illegal entry by a player

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

## Playing Court Area Description



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## Substitution Area Description

## WOMENS Eirion 2016



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

## Substitution Area Description



## The evaluation sheet



1. Information of match
2. Criteria's / Ratings
3. Positive Remarks

## The evaluation sheet (cont.)

| Goal area / Offense activity |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 7-m decisions |  |  |  |  |  |  |  |
| Steps |  |  |  |  |  |  | Negative Remarks: |
| Invalid scores |  |  |  |  |  |  |  |
| Passive play |  |  |  |  |  |  |  |
| Execution of thows / fast thow off |  |  |  |  |  |  |  |
| 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 |  |  |  |  |  |  |  |
| Atmosphere |  |  |  |  |  |  |  |
| Cooperation table |  |  |  |  |  |  |  |

4. Negative Remarks
5. Suggestions

## The evaluation sheet (cont.)


6. Referee's Summary
7. Match Summary

## The evaluation sheet (cont.)

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

## The evaluation sheet (cont.)

## 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. 7 m 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.

## The evaluation sheet (cont.)

## 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 signaling 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.

## The evaluation sheet (cont.)

## 13. Advantage

Correct application of the rules and same balance on either side

## 14. Struggling pivot/defender

Pivot and defense - 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.

## The evaluation sheet (cont.)

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

## The evaluation sheet (cont.)

## 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 - Several mistakes, but regular control ( $\varnothing$ ) Good - Few mistakes and good control ( + )

Very good - Almost no mistakes, very good control ( + + )
Excellent - Practically perfect ( + + + )

## Thank you for your attention!

