

Delegate and Cooperation with Referees

PREPARED BY Dragan Nachevski





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 sportsmånlike 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

- It 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)
- I Match documents, Players lists, Match Report
- Areas of Media and Position of TV cameras
- Participation 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 behavior of spectators
Time-Out
Control of Substitution Area / Coaches Area – Progressive Punishment





Responsibilities of delegate (cont.)



After the match

Be the first to "show the face"

Finishing of the Match report

I Last to leave the playing court, accompanied by referees

2 Evaluation of referees' performance together with referees

Report to the EHF if is necessary **Mission Completed**







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







- 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







- 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







- 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







Substitution Area Description





ENF CAN



Substitution Area Description









The evaluation sheet

EU EU	EUROPEAN HANDBALL FEDERATION											<u>e</u>	ŝ		
2010/11 Refe	rees	s' Pe	erfo	rma	nce	e Re	port	(Del	lega	te's	: Sh	eet)			
COMPETITIONS	male			femal	e	Ma	atch Nr.:								
European Cup 🗌	ser	nior	۲ <i>۱</i>	AC	ECh	WCh				Qualification			Final		
National Team							Match			Tournament			Tournament		
Referees:			NA					De	legate	:			NAT:		
Date:	Venue:						Re: END	sult Halft	7-n	n w	2 min	DD	Trair puni		
Hometeam:															
Guestteam:															
		-	ø	+	++	+++	REMARKS								
Fair play and Neutrality							Positiv	/e Rer	marks	:					
Ball handling															
Offensive fault															
Goal area / Defense activity															
Goal area / Offense activitv															



1. Information of match

2. Criteria's / Ratings

3. Positive Remarks







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







Progressive punishment										
Play acting and Hollywood										
Reading the game / Advantage										
Strugging pivot / defender							Sugg	gestio	ns for in	nprovement:
Straight line										
Refs cooperation / positioning										
Body Language and signals										
Atmosphere										
Cooperation table										
Game management										
Submitted by the	DE	LEG/	ATE	X	RE	FERE	ES		e-mail:	
REFEREES' SUMMARY:		→			/	`				∕ □
TYPE OF MATCH	EASY	(NORM	ЛАL		DIFFIC	CULT		
REFEREES' INFLUENCE ON THE MATCH	INCREASING DIFFICULTIES									

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 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.







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.







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 - Several mistakes, but regular control (\emptyset) **Good** - Few mistakes and good control (+)

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

Excellent - Practically perfect (+++)







Thank you for your attention!



