



Fair play / Neutrality

Treating all players and officials of both teams absolutely neutral is important.

Refs cooperation / Signals

Good team work with internal signals and clear signalling to the players

PROVINT



TOOP.

Ball handling

Technical faults like wrong dribbling, foot-play, 3sec, violation.

and the second

PROVEZ

Offensive faults

Rule infringements of the offensive player with and without ball possession.





Goal area / Defence

Distinction between violations committed deliberatley and / or systematically and such not on purpose during 1 on 1 situations

Goal area / Offence

Violation when aiming at the ball, entering during 1 on 1 situations, landed shots, stepping / falling inside before releasing the ball.

100

NGR.



diameters.

1217m decisions

1237

NK)

Correct restitution of a clear chance of scoring

Steps)

Correction of all kinds of moving

Invalid sores

PROVINT

100

168

GUNIC

Scores following any rule violation of the scorer. Note that this item does correspond with at least one of those menitoned above



Passive play

Correct application of signals and calls in term of rules and idea of the game and the situation.

al

IGR

Q.UNIQ

ime out

МŊ

Reaction and application in dangerous and / c disputable situations. Reaction against unforeseen interruptions and delays.



hizt Atmosphere

183

General ipmression and flair of the game

Personality / Body lanuage

NGRI

Appearance in neutral but positive attitude neither shown in arrogance nor insecurity. Firm but not repressive in position and gestures.

Progressive purishment Clear and strict line //n accordance to the rules

EHFLAN

Advantage / Reading the game

Correct application of the rules and same balance on either side

Straight line

PROVINT

Clear and strict calls supporting the players to identify the clear line of decisions taken.



Tim.

Dialogue with players / team officials

Contact with players / team officials. Impartial performance!

Running lanes on the court

Good coverage of the court without interfering with ball flight and running lanes of the players.



PROM



Fast throw-off

Correct execution according to both the rules of the game and the idea of the play.

Cooperation with the table

Signals and mutual assistance. Clear calls on punishments. Continuous contact.



NGRI



izto Ratings

Poor.... Many mistakes taking influence on the result of the game, loss of control.

Acceptable. ...Many mistakes, no influence on the result of the game, little control

14

PROVID

ko

168

QUNIC

Average..... Some mistakes, regular control



Cillins.

izto Ratings

ew mistakes, good control Good.....

ery good Almost no mistakes, very good control

Excellent Practically perfect

11

PROVINCI

Mag

NGR

QUNIO