



5th EHF Referee Candidates Course
5-8 of March 2009

REFEREEING FROM THE COACHES POINT-OF-VIEW



- ▣ A coach is most often also a referee – refereeing his players in trainings. In this way, a coach gains experience about the difficulty of refereeing. Relationships between players can get critical in these situations. The coach has to apply similar criteria of refereeing to the one at the actual match. Otherwise, players can have incorrect impressions about their actions.



- ▣ Entering the goal area (6-m line fault):
 - In attack:
 - ▣ Shooting at the goal:
 - Take-off fault;
 - Touching the floor in the goal area before releasing the ball – with or without a foul;
 - ▣ Using the goal area when infringing the line of the area;
 - ▣ Fighting for the rebound ball at the line of the goal area – the ball is rolling or is in the air.



- In defence:
 - When obstructing the entering attacker:
 - Back court players – the time of entering of the defence player, before or during the foul?
 - Wing players (running into the goal area behind the player without contact);
 - Pivot player – before and after receiving the ball;
 - Blocking the shots with jumps from inside the goal area;
 - Particularities of the defence play in certain zone defence systems – e.g. CH in zone defence 3:2:1.



▣ Passive play:

- Situations that lead to the decision on passive play;
- Playing after the warning signal for the passive play;
 - ▣ How many passes?
 - ▣ How many passes after a free throw?
- The influence of the result;
- The influence of the additional attack (e.g. after suspending a defender for 2-min. at the passive play warning signal or after the shot and save from the goalkeeper – attackers regain possession of the ball) on the referee's judgement about the length of attack – additional warning?
- Players less or more in the attack – maintaining the same criteria;



- The influence of the match model of individual teams on the decision of the referee about the timing of the warning signal for passive play. Coaches often feel that referees give a signal earlier when the teams play quick game. Psychological impression that occasionally they play longer.
- The influence of the changing of the players in defence and the attack on the decision about the warning signal.



▣ Foul in attack play:

▪ Criteria for the decision about the foul in attack play:

▣ Typical and clear situations:

- Jumping on the defender,
- Holding or restraining the defender (usually line player),
- Run into the defending player, standing still at the time of attack run;



- Unclear situations:
 - Blocks (usually line player) – when a block is not in line with the rules of the game?
 - Run of the attacker into a defending player, who is moving – who was first in place?
 - Defender in the goal area.
 - Fouls when controlling the ball – holding and pulling the defender!

- Provoking the fouls when attacking – theatrical/dramatic behaviour.



- Is a defender allowed to move or does he have to stand still?
- Positioning of the defender in the moment of body contact;
- Movement of the attacking player;



▣ Advantage:

- In which situation to allow the advantage? Feeling for the advantage!
 - ▣ Attacker, who is being stopped by a foul, also breaks the rules – e.g. steps!
- Advantage and penalty: e.g. when a player performs unsuccessful shot at goal under foul – 7-metre or 9-metre throw?



▣ Particularities:

- Steps – sensitivity for correct decision;
- Dangerous fouls for the opponent's health;
- Throw-off after a goal – allowing a quick execution, but according to the rules;
 - ▣ After a goal player remain lying on the floor?!