Performance of the Referees

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1. Progressive Punishment
In general there was a good line in the use of “verbal warning” and yellow cards” throughout the game and the consistency of punishments was acceptable. It was also important that we spoke with our colleagues about the most important periods of the match:
- First 7-8 min
- Last 4-5 min. of the first half
- First 3-5 min. after the halftime break
- After Team Time Out
- Last minutes of the game especially with a close result

It is then more common to allow too much to happen and to be too late in control! A lot of alertness is needed on illegal and brutal actions against the attacker. The referees need to know the tactic of the defense player and especially against the “key player” of the opponent team or “sabotage” actions to prevent last chances for the opponent to score a winning or an equalizing goal. More courage!

2. Problems caused by fast-moving players
The referees obviously know what is an offensive foul. This is very easy to decide in “normal” matches but on a high level everything happens faster and consequently it is not so easy to judge who actually caused the body contact or who tried to make more room for his team.

The modern interpretations of the role of the “pivot” player caused some problems. Instead of just being ready to receive the ball in order to score, recently the task of the pivot developed to more varieties: he is a distributor of balls and during his actions he tries to make more room for his teammates (elbow to face or stomach).

In this respect, the team work and the positioning becomes much more important.

3. Situation at the goal area line: Is the defender inside the line or not
In recent years there was clear tendency to be too quick with 7 meter decisions if the defender stepped inside the goal area.

In this respect it is very important to know: Is the defender passive inside the line or is he intentionally defending inside the goal area.

It is important to react and to inform the defenders about the correct position. There were other problems over the last months with a contact outside the line prior to the collision and that the referee failed to look at the position of the feet in the moment of body contact.
4. Passive play
In high speed matches there are often more than 140 attacks per match, which is less than 30 seconds per attack. However, it is still important to talk about passive play. In recent months and also during EURO 06 the judging of passive play was an important area of rules interpretation - there is now more consistency in judgement. Of course, some situations still could be handled better, the referees must have a good feeling what is the goal of the team and anticipate when they play slower like before.

5. Summary

- 12 couples, good team work, also good physical preparation
- New moving style was well trained
- Important: daily meetings with video studies
- Constructive discussions
- Positive atmosphere
- Officials did a correct job
- Referees as a personality: high quality and good cooperation among the referees
- It was a big pleasure to work with team no. 17 of the tournament!