

**CLARIFICATIONS to be used**  
**(2014/15 EHF REFEREES PERFORMANCE REPORT)**

**OVERALL EVALUATION**

**Type of the match:** It depends not on the goal difference in the game only, or on the referee performance exactly...it is based on overall observation of all relevant circumstances and referees ability to deal with them (game control and development, frequency of complicated situations which are referees facing to during the game, overall atmosphere, game importance, etc.)

**Referee's influence on the match:** Increasing difficulties – some of the evaluated referee activities went in wrong direction which increased the problems in flow of the game, atmosphere, or had an influence on the game result.

No influence – correct referees performance which make the game standard and have no influence on it.

Reducing difficulties – almost all of the referees decisions had been fully accepted, taken with respect and understanding from both teams (players and officials) which help to keep up the spirit and fair play of the game.

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**RATINGS (from left to right)**

**Not satisfactory ( - - )** Lot of mistakes, **loss of control**, taking influence on the result of the game or increasing difficulties

**Poor ( - )** Many mistakes (more than 5 mistakes in evaluated item), no influence on the result of the game, **little control**

**Average (∅)** Several mistakes (3-5 mistakes in evaluated item), **regular control**

**Good ( + )** Few mistakes (up to 2 mistakes in evaluated item), **good control**

**Very good ( + + )** No mistakes in evaluated item, **very good control**

**EXPLANATION (where to start)**

For each of the items listed under you have to take a clear decision where to start following the rating definitions given above.

- e.g. in case of being not sure to rate either “average” or “good”, reconsider the item in doubt and follow the exact definition with particular reference to the number of mistakes and to the quality of the match control.

## ITEMS

- Advantage:** Keeping the flow of the game within acceptable line. Correct application of advantage and same balance on either side.
- Steps:** Appropriate reaction and correction of **all kind of steps**.  
(Defence work can be almost impossible if offensive player is allowed to take too many steps in 1on1 situations. Severe foul made by defenders can be caused by this afterwards).
- Offensive faults:** Rule infringements of the offensive player **with** or **without** ball possession.
- 7m decisions:** Evaluation according to the rules and correct **restitution** of a clear chance for scoring. **7m is not a punishment**.
- Passive play:** Correct application of **signals** and **calls** in terms of rules and idea of the **game and situation**.
- Goal area / Defence / Offense:** Difference between violations committed intentionally and/or systematically and such not on purpose during 1on1 situations and violations targeting for the ball. Entering the goal area during 1on1 situations, landed shots, stepping/falling inside before releasing the ball.
- Struggling pivot / defender:** **Pivot and defence** – interactive play, correct-incorrect blocking, catching the shirt, holding, pushing etc. (mostly **goal referee** observation).
- Progressive punishments:** Clear and strict line in accordance to the rules.
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- Behaviour:** **Body language and signals** (signs in according to the IHF Rule book), **Cooperation/positioning** (common agreement in decisions, movement on the field), **Cooperation with the table** (clear communication with table officials, eye contact with every game restart).
- General impression:** **Game management, Reading the game, Straight line** (keeping the game in the hands since the beginning till the end, clear line, decisions and signs for comparable game situations on both sides), **Atmosphere** (positive or negative influence through single decisions to create overall atmosphere).