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# About Refereeing

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# Referee Tasks

- The referee has the following main tasks: -
- to decide the suitability of the hall, field of play and material and pay attention to any changes that might occur during the game
  - to enforce the rules
  - to use the official signals to clarify his decisions
  - to take action when one side obtains an unfair advantage from circumstances outside the game
  - to indicate the starting, stopping and restarting of the game and a time out by means of blowing a whistle
  - to take action against misbehaviour by the players, coaches, substitute players and other persons attached to the team
  - to take action against interference by the public



# Pre-Match Preparation (at home)

- Before leaving home the referee needs to have done the following:
  - Ensure that he has all of his equipment – clothing; two whistles, notebook, two pencils/pens, at least one stopwatch, set of yellow/red cards and a copy of the Misbehaviour codes
  - Acquaint himself with the Competition rules, especially:
    - How long is each half?
    - How is the starting team decided – toss, home team, away team?
    - How many time-outs per team are allowed?
    - Does the competition use a shot clock?
    - How many substitutes per team are allowed? Do these have to be nominated in advance on the match form?
    - If the competition is a cup or play-off match, how is a decision reached if scores are level after normal time – golden goal extra time (if so how long and conditions for starting that period); penalties (set number of players or sudden death scenario)?



# Pre-Match Preparation (in the hall)

## 1

- A referee should try to ensure he arrives in the hall in time to fulfil his pre-match tasks
- In the hall before the game the referee needs to do the following: -
  - Check that the pitch is marked correctly and he knows which are the boundary and half way lines
  - Check that the post is placed at the correct place
  - Ensure that the penalty spot is marked 2.5 m in front of the post
  - Ensure that the free pass area is marked (if necessary with tape and a broken line)
  - Check that the ball is of an approved type and is properly inflated
  - Check how the score will be indicated – electronic scoreboard, flip chart etc
  - If using a shot clock, check its positioning and meet the operator



# Pre-Match Preparation (in the hall)

## 2

- In the hall before the game the referee needs to do the following administration: -
  - If competition rules require it, check players ID cards
  - If competition rules require it, check match form has list of starting players (and substitutes if the rules require these in advance)
  - Meet both captains (and possibly coaches at their discretion)
  - If competition rules require it, toss to see which team starts
  - Check line-up is legal
  - Ascertain and indicate the direction in which teams will shoot



# Communicating with the Players 1

➤ Your **whistle** is one of three main ways of communicating with the players. The tone and how it is blown should match the level of the situation.

For example:

- A short sharp blow would be used to start a phase of play or when the ball has gone out of the playing area
- For offences leading to a re-start a similar level of sound but a fraction longer blow would be used
- For offences leading to a free pass the sound made should probably be louder, but similar in length to a re-start blow
- A slightly longer blow would be used for a goal and at the end of each half
- An even longer blow, and louder, would be used for a penalt



# Communicating with the Players 2

- Using the approved **signal** is a second way of communicating with the players.
  - It is normally important to give direction before indicating the type of offence. There is no need to give direction when indicating a free pass or penalty. For a **free pass**, the referee raises his arm and runs towards the penalty spot. For a **penalty**, the referee points to the spot and runs towards it.
  - So, in principle, it is **decision before explanation**.



# Communicating with the Players 3

- Using one's **voice** is the third way of communication, is very important and is often neglected.
  - It is essential when you play advantage that the players (and possibly the coaches) know.
  - There is a signal for advantage but one cannot expect players to disrupt their concentration to look for a signal. **A clear shout** like “keep going”, “carry on, you’ve got it”, “play on, advantage” etc **is far more effective.**



# Advantage 1

- If the **non-offending side retains possession** of the ball after an infringement then the referee will **not normally stop the game**, especially where the appropriate punishment would only have been a re-start.
- It is therefore important that everyone concerned knows that you have seen an offence but you are playing advantage.
- Unless you clearly demonstrate by using your voice that you have seen an offence but are giving advantage, then players will assume that you have missed something (or even assume that you don't recognise what happened as an offence) and that is where dissent starts to creep in.



# Advantage 2

- If the non-offending side retains possession of the ball after an infringement and where the appropriate punishment would have been a **free pass** or **penalty**, then normally advantage is **not played**. In addition, even if the attack keeps possession and you are in the final few seconds of a shot clock period, advantage should not be given and a re-start should be awarded because the shot clock is re-set.
- A referee should **never await the outcome of such a shot (or attack) before blowing**. Waiting to see if the ball goes in, and then blowing if it does not, is seen as giving the attack a double chance. Blowing at a time when the ball has left the hands and is outside the reach of the players is acceptable as the rules specifically say that, in this case, a goal can be given.



# Advantage 3

## ➤ “Buzzer beater” scenario

- This is one situation where the referee can give advantage when the shot clock, or the end of a half, signal sounds.
- If a shot is on its way to the korf and is outside of the reach of any player at the time the signal sounds, and the shot is successful, then a goal can be given.
  - (It is also possible to punish ‘moving the post offences’ even though the signal has sounded – i.e. disallow the goal if the moving was done by the attack and give a penalty if moving the post by the defence caused the shot to miss).



# Advantage 4

- Apart from certain specific situations mentioned in the rules there are several situations where advantage can be played **provided that the players are made aware** that you have seen something. For example:
  - **Playing the ball with the leg** – it is not necessary to penalise every instance of this. If the ball rebounds to the opposing team then you can safely play on. Sometimes you can even wait a second or two to see if a rolling or bouncing ball is collected by the non-offending side. (Exception - when a shot clock is being used one shouldn't give an out-ball to the attack because in that situation the clock does not get re-set.)
  - One can even play on for a **defended shot** if the ball goes clearly to a defender. (Personally I often shout “play on”, “keep going” or something similar for any ‘defended’ situation that I’m not going to penalise so that the defender knows immediately that I have considered the situation and decided it was not defended).



# Advantage 5

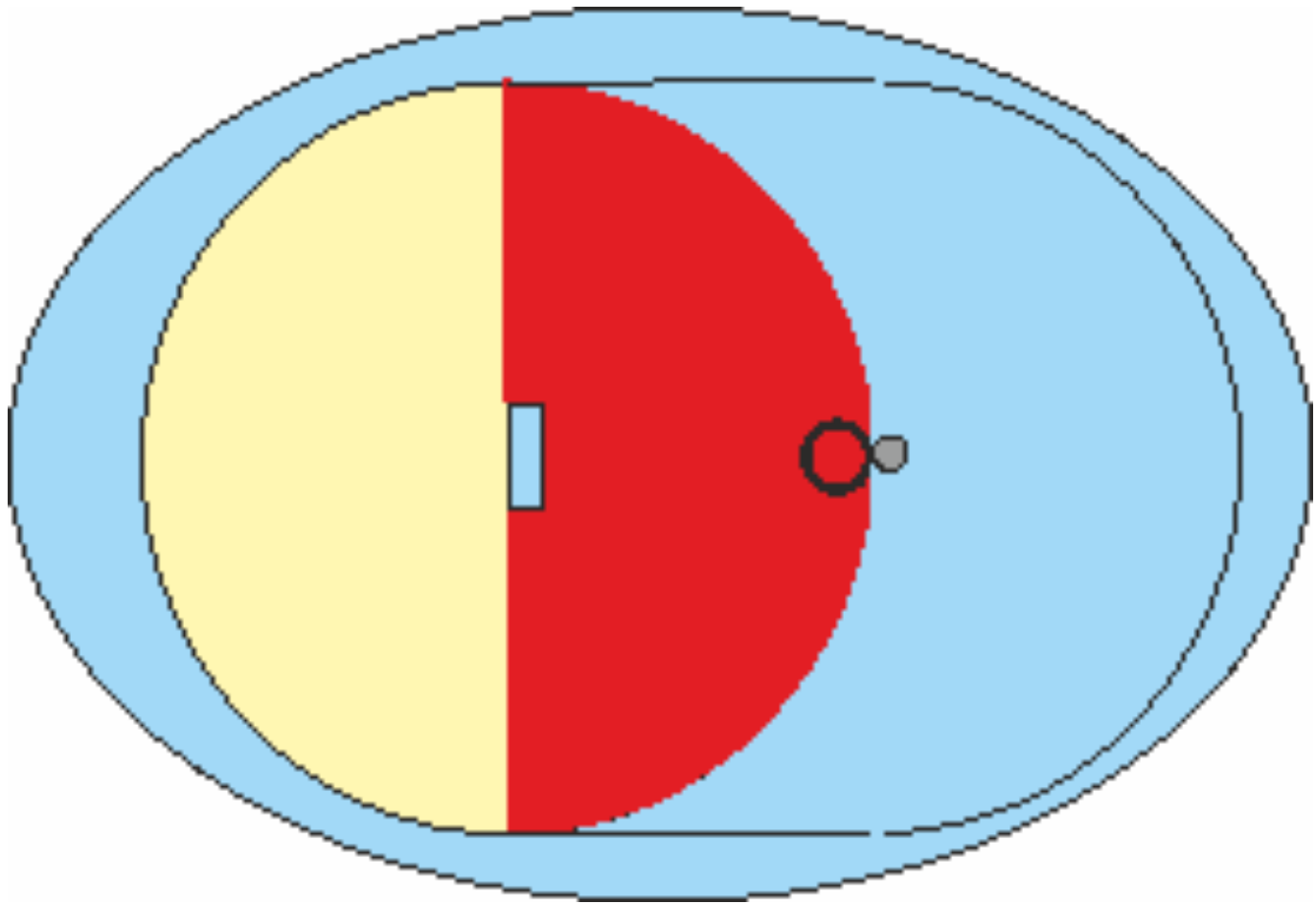
- There are also situations in the rules where advantage is NOT allowed to be given:-
- Where an out-ball should be given
    - Even if the ball is knocked back into play and the opposing team get the ball (and even have a free shot at goal) the out-ball offence still has to be penalised.
  - Where the **defending team** infringe the conditions for a **free pass**
    - A **second free pass or penalty**, depending on the circumstances, **has to be given**. The attacking team is not allowed to take the shot nor have a successful shot given as a goal.



# Positioning 1

- It is essential that the referee is mobile and takes up optimal positions to judge offences. Moving on a so called *figure of 8* *is not necessary*. What is important is that the referee takes up **positions near the post**.
- Ideally, this will mean being within 1 – 2 m of the penalty area line. Refereeing in front of the post can be as effective as being behind. There is a myth that you will get in the way of players.
- Once near the post **it is essential that you are not static**. Always *adjust your position relative to the play* and try to keep a triangle formed by the play, the post and yourself.





Try to referee within the blue shaded area



# Positioning 2

- Two key examples of bad positioning
  - Taking up a position close to the side line on nearly every occasion. This places you too far from play to make decisions that would be readily accepted by the players. (You can often see this with referees running a line from end to end within 1 – 2m of the sideline and stopping about 2 – 3 m from the end line as if the rest of the field is out of bounds to him)
  - By not reacting to the way play is developing, allowing yourself to be caught in a straight line between the play, the post and yourself. This is often characterised by the referee leaning sideways to peer round players blocking his view (it is better to move than do this).



# Positioning 3

- Optimum position for the taking of a free pass or penalty
  - The optimum position is about 1 -2 m outside the penalty area, between the penalty area and the half way line and slightly to one side or the other.
  - If you have an assistant then he should be diagonally opposite you outside the penalty area for a penalty and free pass area for a free pass



# Referee 'interfering' with the game by his positioning

- Unlike in other sports the referee is NOT 'part of the game'. If he prevents a player from collecting the ball or following his opponent because of his position, then he should rectify the situation.
  - If he is of the opinion that without his influence the player would have collected the ball he should stop play, give the ball to the player, allow the opponent to 'mark up' and then continue.
  - If he is of any doubt whether the ball would have been collected then he could award a referee throw up.
  - If his position stopped a player following his opponent then he should stop play and allow the opponent to take his 'correct' position before recommencing the game.



# Managing the Players 1

- This can be broken down into three distinct phases:
  - **Informal warning** (the 'quiet word')
  - **Formal warning** – a more public example of reprimand. Try not to wave one's finger at a player. Call the player towards you and then as he starts to move, you move towards him. Players should be shown a certain amount of respect and your aim is not to belittle them but to show everyone that you disapprove of the way they are behaving.
  - **Yellow card** (or in some cases a direct red card)



# Managing the Players 2

## ➤ Warnings and when to use them:

- **Informal warning:** This is not obligatory and should only be used for the first offences of light forms of misbehaviour.
- **Warning for behaviour towards officials:** One might give a warning for the first instance of dissent but punish accordingly with a card if the player does not take the advice to behave in an appropriate manner.



# Managing the Players 3

➤ When not to give a warning:

- **Direct insults toward yourself or your assistant** should not be tolerated and the appropriate card should be shown without any previous warning.

(What 'direct insults' are is defined later)



# When can a referee give a yellow card for non-playing infringements towards an opponent?

## 1

- Use of a strong phrase towards an opponent. (-P1)
- Incorrect use of words towards an opponent. (-P1)
- Irritation or provocation (probably best described as deliberately 'winding an opponent up') either verbally or in the manner in which one plays. (-P1)
- Instigating an incident with an opponent probably causing both players to be guilty of misconduct due to the opponent's response. (-P1)



# When can a referee give a yellow card for non-playing infringements towards an opponent?

## 2

- 'Indirect insult' – described as ridiculing the opponent or making remarks to, or about, an opponent with a hidden insult. These can take the form of either verbal insults or by gesture. (-P2)
- 'Direct outrage' – described as either a serious kind of insult made by gesture or verbally. If considered serious enough an immediate red card could be given for this offence. (-P3)
- Threat by attitude, remarks or movement towards an opponent in an aggressive manner. (-P4)
- A knocking or kicking movement made with little or no contact being made. (-P5)
- Aggressive behaviour whilst clinging to an opponent or aggressively knocking an extended hand or arm away or aggressively pushing away an opponent. (-P6)



# Immediate Red Card

## (for misbehaviour towards other players)

➤ The following would normally merit an immediate red card:

- **Serious aggression** like kicking, knocking or punching an opponent (-P7)
- **Intentionally throwing the ball fast**, or kicking the ball hard, towards or directly at an opponent (-P7)
- **Sexual intimidation** (-P8)
- **Sexual or racially discriminatory remarks.** (-P8)



# Misbehaviour directed against a referee or his assistant 1

## ➤ When can or should the referee give a card for misbehaviour directed against himself or his assistant?

- **Non-insulting criticism**. This can be any of the following, either individually or a combination (code –R1):
  - **verbal dissent**;
  - **critical remarks** even when not said directly to the referee but made to a team mate or coach in such a way that the referee can hear what has been said;
  - **body language** like facial expressions, excessive shaking of the head after a decision, sarcastic applause etc; use of a strong phrase or inappropriate use of words (no matter to whom it is addressed).



# Misbehaviour directed against a referee or his assistant 2

- **Indirect insult.** This includes
  - ridicule;
  - remarks with a hidden insult;
  - light forms of insult, either verbally or by gesture  
(all code -R2):
- **Refusal of cooperation** or insufficient response to requests.  
(code -R3)
- **Failing to notify the referee of a substitution.** (code -R3)
- **Aggressive attitude towards the referee**, including deliberately obstructing the referee. (code -R4)



# Offences towards a referee or assistant normally warranting an immediate red card

- **Serious kind of insulting behaviour** either by gesture or verbally. (code – R5)
- **Threat** by attitude, movement or verbally. This shall include making a knocking or kicking movement towards an official with little or no contact taking place. (code –R6)
- **Aggression with physical contact** like – clinging to; knocking away an extended arm or hand; pushing away. (code –R7)
- **Serious aggression** like – kicking, knocking or punching an official or intentionally throwing the ball fast, or kicking the ball hard, towards or directly at an official. (code –R8)
- **Sexual intimidation** or making sexual or racially discriminatory remarks. (code –R9)



# Some points to remember about those participating in the game 1

- **Players** When teams are short of players there must be a minimum of 3 players per section and these 3 players must be able to match up by sex.
- **Substitutes** Following using all allowed substitutions, further substitutions can still be made (if available) in the case of injury or red cards but only with the permission of the referee. Players who have been substituted may not come back into the game.
- **Substitutions following a red card** Following a red card players may still be replaced. However, if a team chooses not to replace at the time of the card then they may not replace a player of the same sex until the player sent off is replaced.



# Some points to remember about those participating in the game 2

- **Coach**      There can only ever be **one coach**. The coach must sit on the bench allocated to his team (or stand in the area of the team bench) and is not allowed to enter the field of play without the permission of the referee.
- If the coach comes onto the field as a player he cannot take the role of captain unless the captain is substituted.
  - He is allowed to leave the bench area and give instructions to his team for a short period but is not allowed to stand away from the bench area having given the instructions (or wait too long waiting for a suitable break in play).



# Some points to remember about those participating in the game 3

- **Assistant Coach** Having a designated Assistant Coach has to be specifically allowed in the Competition Regulations.
  - He takes over the role of coach when the coach has either entered the field as a player or has been sent off.
  - He could initially be a player but cannot take the role whilst still on the field of play (e.g. The player is substituted off at or before the time the coach goes on)
  - Whenever the coach is still active he is not allowed to leave the bench (except to hand substitution or time-out requests to a jury) but if the coach allows it he is allowed to shout instructions whilst on the bench.
  
- **Captain** He represents the team and is responsible for the proper conduct of his players. In the absence of a coach or assistant coach, he takes on the tasks of the coach (e.g. requests time-outs and substitutions).



# Some points to remember about those participating in the game 4

## ➤ **Timekeeper and scorer**

- These are normally appointed in games where there is a neutral scorer's table and a 'Jury' keeping a record of the game.
- In such cases the timing of the match is normally entrusted to the timekeeper and an automatic signal ends each half instead of the referee's whistle.

## ➤ **Shot clock operator**

- He is responsible for ensuring that the shot clock starts and stops in accordance with the rules.
- The referee should ensure that he meets these people before the game and ensures that they know what their duties are.



# Assistant Referee

## ➤ The Rules state the following:

- The duty of an assistant referee is to assist the referee in controlling the game. The referee should meet his assistant before the match and brief him as to his duties and positioning in various situations (i.e. outside the field of play except in certain pre-defined situations).
- The assistant referee shall carry a flag and use it to bring to the referee's attention that the ball is "out" and any other foul made in his vicinity. The referee may ask the assistant referee to assist him with other pre-defined tasks.

## ➤ Other notes/comments:

- It is customary for an assistant to only use his flag 'publicly' for situations where the referee **must** whistle. For other decisions where the referee **may** whistle, the assistant should point in the direction any foul should be. This is to avoid any 'public' decisions being made in opposite directions due to officials seeing different things.
- One decision that normally always has to be flagged for by an assistant is the follow through by a defender into the chest of the attacker after a shot.

