

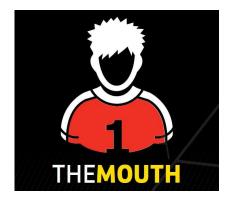


### **GAME MANAGEMENT**



When dealing with players it is important to know who you are dealing with - the type of player and what strategies will most probably work best with them.























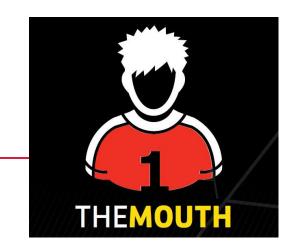
#### THE MOUTH

This is the player who is constantly confronting you, questioning decisions, complaining and generally being irritating.

It's essential that this player is dealt with early.



#### THE MOUTH



The two-step approach works best:

- the public warning and then,
- the inevitable caution, after which they will generally go quiet.



#### THE TACKLER

This is the player who dives into every tackle, which poses problems for the referee. The tackler will be competitive throughout the game. This kind of player is best managed with the "stepped approach" where appropriate\*:

- quiet word >
- public word >
- formal warning (which may involve the captain>
- formal disciplinary action (yellow or red card)



#### THE HELPFUL ONE

This is the player who welcomes you at the ground as a long-lost friend and insists you are his favorite referee.

#### But don't be fooled.

The helpful one will try to control the game by persuasion and coercion. This is where the referee can be proactive using the helpful one to persuade a problematic team-mate.

That's what friends are for, after all.



#### THE CAPTAIN

#### There are two types of captain:

- the one who helps you to referee the game, and
- the one who thinks being the captain entitles them to question every decision.



#### THE CAPTAIN

Managing Captains starts before the match.



When checking passes and/or during the coin toss lay the ground rules down but keep it simple:

e.g. "Gentlemen, let me referee the game. If I need your help I'll ask for it. Where appropriate I'll explain decisions to you from time to time, but don't expect it as a rule. If you see one of your players losing their head get hold of them and calm them down. All the best."

#### THE CAPTAIN



#### REMEMBER

Captains are **not exempt** from discipline. If they turn into **The Mouth**, then deal with it in the same way.



#### THE OLD FRIEND

Players returning to or playing against their old club can pose the referee issues.

How players interact with the Old Friend can affect their behavior on the field of play, but it's important that you are not sucked into the occasion.

#### **IMPORTANT**

THEOLD FRIEND

- Doing your pre-game homework at any level is important so that you know what you are going into.
- Judge each tackle/interaction on its own merit and stay focused and calm.













When players go to ground too easy cause two issues:

 Firstly you have to be in the right position to judge if players have simulated.

Have they gone over cheaply?
Have they initiated contact or been fouled?

Being in the wrong position can put the referee in jail.





When players go to ground too easy cause two issues:

 Secondly, when a player goes to ground weakly, it can cause the tackler to overreact.

Again, referees need to be on their toes.

Being in the wrong position can put the referee in jail.



#### THE REPUTATION



The Reputation player is the player with history.

Do your pre-game homework but don't pre-judge players.

#### THE REPUTATION



They may be someone who has been sent off before for SFP or VC.

You know about it and so does the opposing team.

#### **IMPORTANT**

Normal tackles by THE REPUTATION player can cause an overreaction from the opposition to get a reaction from the player and the referee.





#### How to manage The Reputation?

- Positioning and staying calm is important.
- Judge each tackle on its merits.
- Being proactive can be beneficial.
- Coaching and persuading is essential.

#### **IMPORTANT**

Sometimes the opposition may need to be managed as well.



#### THE SNEAKY ONE



This is the player who puts a bad tackle in but is the first to offer a helpful hand to the individual on the receiving end before being apologetic to the referee.

"Sorry ref, pure accident" – don't be fooled.

Judge the tackle using the appropriate stage of the stepped approach.

#### THE STEPPED APPROACH



- quiet word >
- public word >
- formal warning (which may involve the captain>
- formal disciplinary action (yellow or red card)





#### REMEMBER

"Sorry ref, pure accident" – don't be fooled.

THE SNEAKY ONES know exactly what they are doing.



#### THE HEAVY WEIGHT

Amateur soccer brings the referee into contact with players of all shapes and sizes.

The heavyweight presents the referee with a different type of challenge in terms of managing occasions when a slow and cumbersome player genuinely attempts to play the ball.

The stepped approach works best with this type of player, but again - manage what is manageable.





#### Can you name three (3) types of players?

- THE MOUTH
- THE TACKLER
- THE HELPFUL ONE
- THE CAPTAIN
- THE OLD FRIEND
   THE HEAVY

- THE LIGHT
  - WEIGHT
- THE REPUTATION
- THE SNEAKY
  - ONE
- THE HEAVYWEIGHT





Please describe the "stepped approach".

- quiet word >
- public word >
- formal warning (may involve the captain)
- formal disciplinary action (yellow or red card)

### IN CONCLUSION

# The best referees manage players with ease from start to finish.

# They are calm. They lead, motivate and control the game.

## Managing difficult players is not an exact science.

Along the way we're going to get it wrong.

What separates referees from soccer officials is their ability to learn from success and failure in equal measure.



