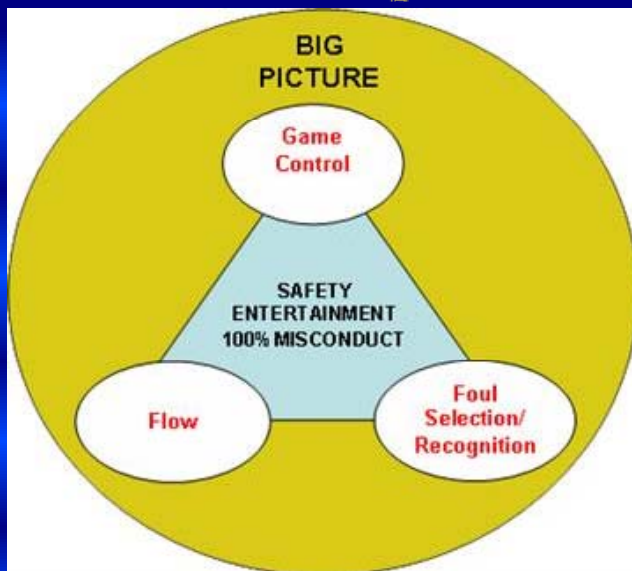


RULES INTERPRETATION GAME MANAGEMENT

SJSOA Chapter Meeting
1 October 2009

Game Management



Game Management

- ❑ **Safety** – of the Players over Flow and Foul Recognition
- ❑ **Entertainment** – Game flow and less stoppage increases enjoyment and entertainment value.
- ❑ **100% Misconduct** – Misconduct is Misconduct, mandated by Rules of the Game with no gray areas – discipline is needed.



Game Management – Foul Selection

- ❑ Identify the small/minor challenges that the players will accept.
- ❑ Appropriate foul selections are ones that make sense given:
 - Location on the field
 - Type of challenge committed
 - Opportunity for a successful result from the application of flow
 - Eventual impact on game control given the “big picture” of the match

Game Management – Flow

- ❑ Soccer is meant to be played with as little interference as possible. Constant whistling for trifling or doubtful offenses brings the game into disrepute and spoils the pleasure of the players and spectators.
- ❑ Key is the Referee's ability to manage the game so that the ball is in play by eliminating unnecessary stoppages.
- ❑ By correctly differentiating the trifling challenges from careless or reckless fouls, Officials can ensure more rhythm to the game.

Game Management –Game Control

The ability of a Referee to find the right mix of Foul Selection and Flow.

- ❑ How we set the tone for what is acceptable vs. what is unacceptable behavior.
- ❑ Presence and how the Referee projects their personality on the game.
- ❑ More game control is needed when the Player's actions indicate they do not want to play within the spirit of the Rules of the Game.

High level of game control = **more** Foul Selection and Flow

Low level of game control = **less** Foul Selection and Flow

Game Management – the Big Picture

- ▣ Considering the atmosphere and mood of the match, Referees should consider:
 - Does the Player need the card?
 - Does the Game need the card?
- ▣ 100% Misconduct
 - Cautionable Foul or Hard Foul
 - **Yellow Card?** or **Red Card?**

There are NO GRAY AREAS – we must punish Misconduct.

Game Management

- ▣ Proper use of discretion leads to Game Control:
 - All fouls are challenges, but
 - All challenges are not fouls.
 - Advantage is flow, but
 - Flow is more than advantage.
 - Foul discrimination leads to Flow.
 - *Use your discretion.*

Game Management

- ▣ Warning Signs?
 - Fouls near the Team benches.
 - Wet field – players' comfort level to make tackles increases, and tackles extend from 3 to 7 yards.
 - Sequence / succession / repetition of challenges in a short time span (cluster fouls).
 - More body contact.
 - Mismatched body contact – feet vs chest, head vs knee).
 - Challenges (including 50-50) and apparent challenges on the Goalkeeper.

Game Management

- ▣ Warning Signs?
 - Challenges near the touchline and no way out for the ball or player.
 - Retaliation foul(s) after play restarts.
 - Player going into the goal to retrieve the ball after a score.
 - The winning team protecting the ball at the corner flag to use time.
 - Excessive fouls on the skillful player(s) (playmakers and scorers).

Game Management

- ▣ Warning Signs?
 - Escalation in the “severity” of the fouls.
 - Increasing frustration level of the players.
 - Increased dissent.
 - Player feedback from both teams indicating “we don’t want flow”.
 - Score and time.

Game Management

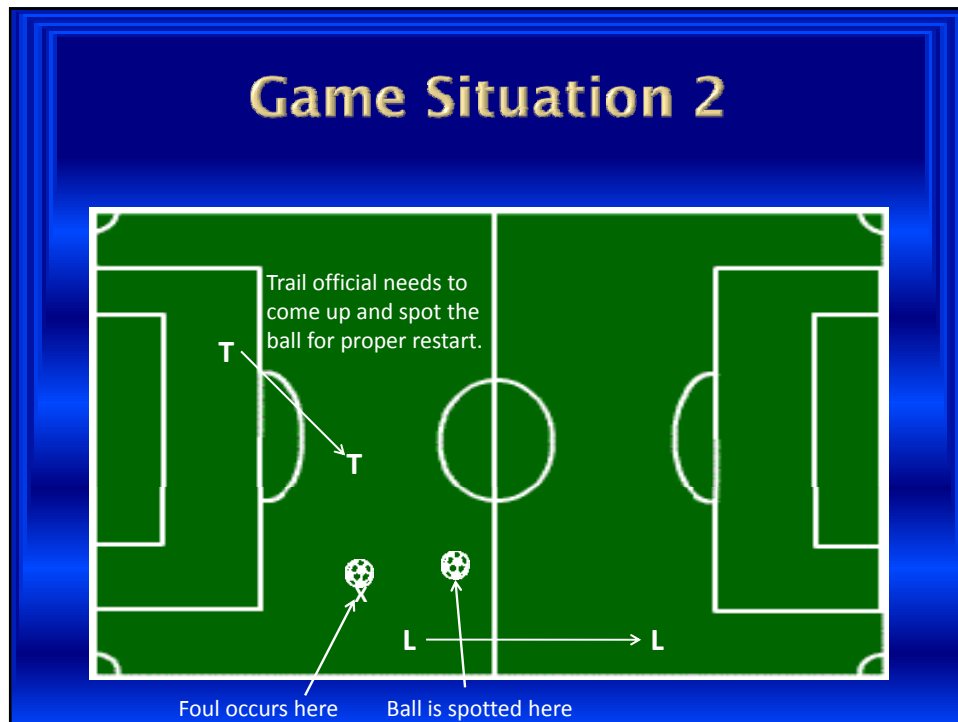
- ▣ As game “managers” Officials must constantly monitor Flow, Foul Recognition, and Foul Selection.
- ▣ We need to establish what is acceptable behavior.
- ▣ Be prepared to “raise the bar” if the match becomes more contentious.
- ▣ Reward Misconduct – immediately and appropriately.

Game Situation 1

- ▣ While in play, the ball travels directly over the corner flag out of touch. What is the proper restart?
- ▣ Last touched by offense – throw-in or goal kick.
- ▣ Last touched by defense – throw-in or corner kick.

Game Situation 1

- ▣ Things to consider when making the call:
 - Whatever call is made must be “sold” and accepted. Proper positioning will go far in gaining acceptance.
 - Read the players – they may help make the call for you.
 - Read the match – if more than a couple goal difference, give benefit of the doubt to the trailing team.
 - Soccer is a game of scoring ... which restart will go farther towards that end? Kicks are more exciting than throw-ins and more often lead to goal-scoring opportunities.



Dangerous Play

- ❑ Rule 12-6 – A player shall not participate in dangerous play, which is an act an official considers likely to cause injury to any player. This includes playing in such a manner which would cause injury to self or another player (opponent or teammate).
- ❑ High kick (foot above the waist) – penalize kicker
- ❑ Low header (head below the waist) – penalize header
- ❑ Player falls on the ball with others trying to kick it away – penalize player on the ball/ground
- ❑ Playing the ball on the ground – maybe no one (if no danger)

Final thoughts ...

- ▣ Limit discussions with Coaches ... NEVER disparage other Officials or SJSOA. We are the only Team you have ... make the best of it.
- ▣ Get rosters from both teams BEFORE the match begins.
- ▣ BOTH Officials MUST sign the scorer's book after the match (and related paperwork).
- ▣ Do NOT discuss games or game observations with other Coaches ... we are not their scouting system.
- ▣ Be professional at all times.

Next SJSOA Chapter Meetings

- ▣ Tuesday, October 20 – 7 PM at Eastern HS – Nomination of Officers for the 2010 season – See Mark Burgoon for nominations.
- ▣ Monday, November 10 – 6 PM at Camden County Vo-Tech – Season-end banquet and election of Officers for 2010.