

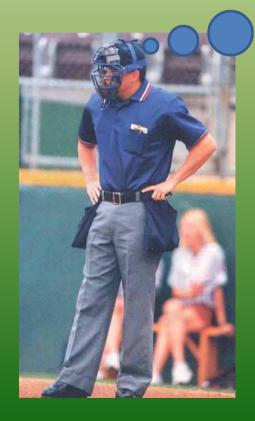


# Think!!!

Next Play Game Pules

Next Play Management

Situation Mechanics



SIX THINGS TO THINK
ABOUT











#### 1. Think Before The Game

- Pregame Conference
  - Rules
  - Coverages
  - Mechanics
  - Philosophy
  - Context
- We must believe that the pregame conference is a good thing
  - If you go through the motions in pregame, it is likely that you will go through the motions during the game!!!





## 2. Think Before The Play

- Put yourself in the right place at the right time
- Talk to yourself about each play and the possible scenarios you may encounter
- Think of the pertinent rules that may come into play





#### 3. Think Like A Coach

- Ask: "What are the coach's options in this situation?"
- Think like the coach involved in the play
  - Not what I would do.
  - What is <u>he</u> going to do?
- Preparation for potential scenarios based on the coach's decisions





### 4. Think Like A Player

- Some of us are good at game management because of our approach to the game as players
  - Working hard at getting away with things
  - Strategist
  - Competitor
- Remembering and thinking about how players think can prepare you for the odd play or situation



## 5. Think Before You Speak



- Speak to participants the way that you would expect to be spoken to
- Think about whether what is being said requires a response
- Respond when necessary
  - Non-verbal
    - Hand up, palm away
    - Head and eyes
    - Gestures, posture
  - Verbal
    - "Coach, I heard you."
    - "Coach, what I hear you saying is..."
    - "Coach, I heard what you said and I have made my decision."





#### 6. Think Before You Penalize

- Mentally gather information
  - Use the time efficiently so that awards and penalties are correct
    - Dead vs. live ball
    - Obstruction vs. interference
    - Malicious vs. incidental contact
- If I penalize a manager, coach, or player, will it help the game?
- If I do not penalize a manager, coach, or player, will the situation escalate into something worse?