

Game Management Model: Foul Selection/Recognition, Flow and Game Control

Presented by:
California North Referee Administration



Players say “let us play?”

Coaches or spectators say “if you don’t get control of this game, someone is going to get hurt?”

Have you heard . . .

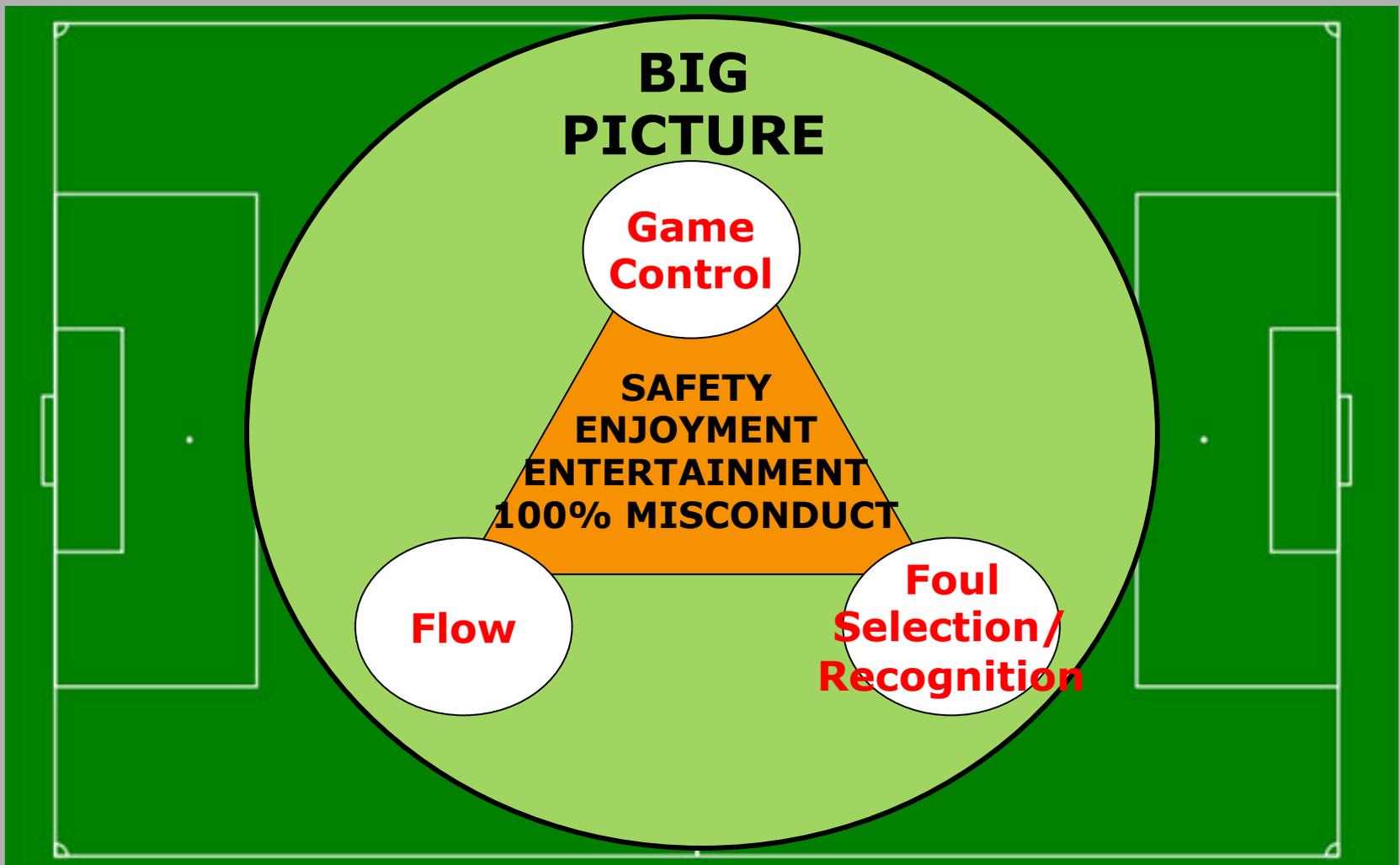
- Present the Game Management Model
- Discuss the Balance between Game Control and *Flow*
- Learn how to apply the Game Management Model to your games

Agenda

"Football is based on speed, pace, and **rhythm**. And if you interrupt the flow of the game, you kill the game's spirit." Michel Platini

- Encourage more game flow and fewer stoppages
- Get players to play through, trifling, minor, and soft challenges

Objectives of the Model



Game Management Model

- SAFETY
- ENTERTAINMENT/ENJOYMENT
- 100% MISCONDUCT



The Core of the Model

- Always choose **SAFETY** of the players over Game Flow



SAFETY

- More Game Flow and fewer stoppages increases enjoyment for the players
- Spectators at all levels will be more “entertained” when there are less interruptions in the game
- Advantage to goal



ENJOYMENT/ENTERTAINMENT

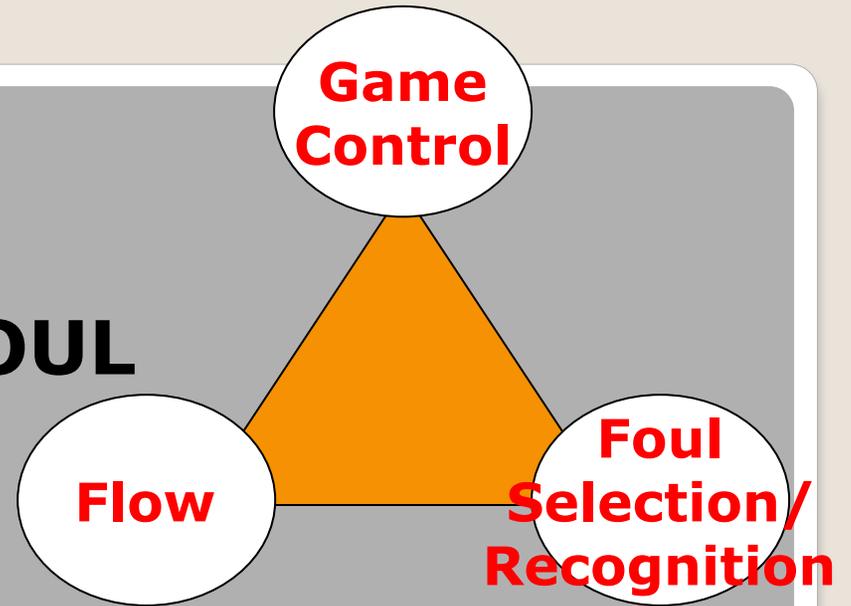
- Misconduct is misconduct
- NO gray areas: discipline is clearly needed
- Mandated by the Laws of the Game



100% MISCONDUCT

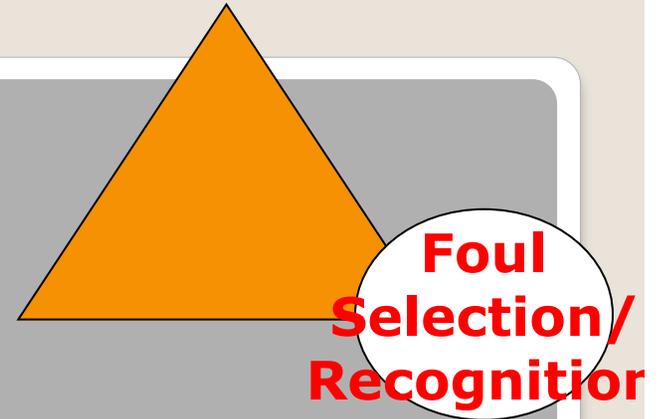
BALANCE

Between **FLOW** and **FOUL
SELECTION / FOUL
RECOGNITION**



WHAT IS THE TRIANGLE?

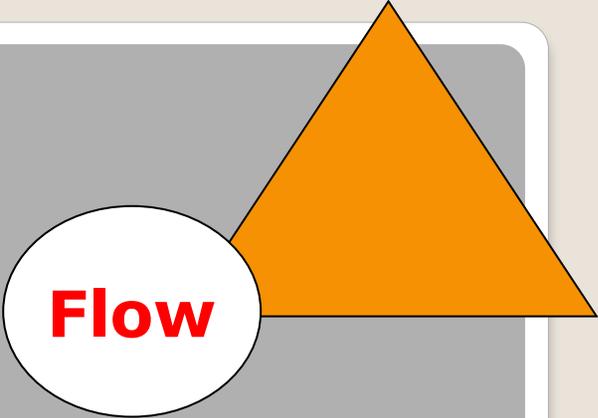
Identify the types of small and minor challenges that the players will accept.



- Appropriate foul selections are ones that make sense given:
 - The location on the field
 - The type of challenge committed
 - The opportunity for a successful result from the application of flow
 - The eventual impact on game control given the “big picture” of the match

FOUL SELECTION

- The ability of a referee to manage the game so that the ball is in play by eliminating unnecessary stoppages
- By differentiating the **trifling challenges** from the **careless and reckless fouls**, officials can ensure more rhythm to the game.



Flow

Remember this?

“The game 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 spectators.”

FLOW

**Game
Control**

The ability of the Referee to find the right mix of **GAME CONTROL** and **FOUL SELECTION**

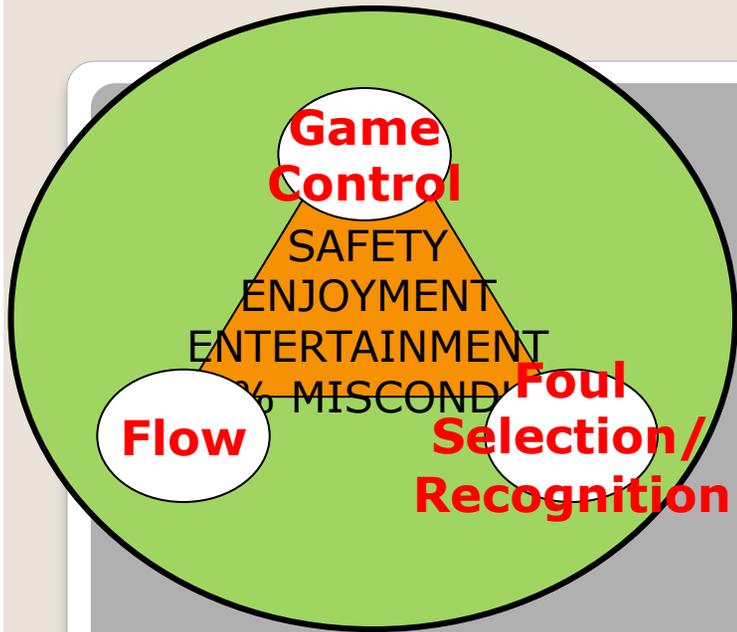
- How you set the tone for what is and isn't acceptable in the game

Presence and how the referee projects her/his

High level of Game Control = **more** Foul Selection and Game Flow

Low level of Game Control = **less** Foul Selection and Game Flow

GAME CONTROL



The **atmosphere** and **mood** of the match

Referees should consider asking:

- Does **player** need the card?
- Does the **game** need the card?

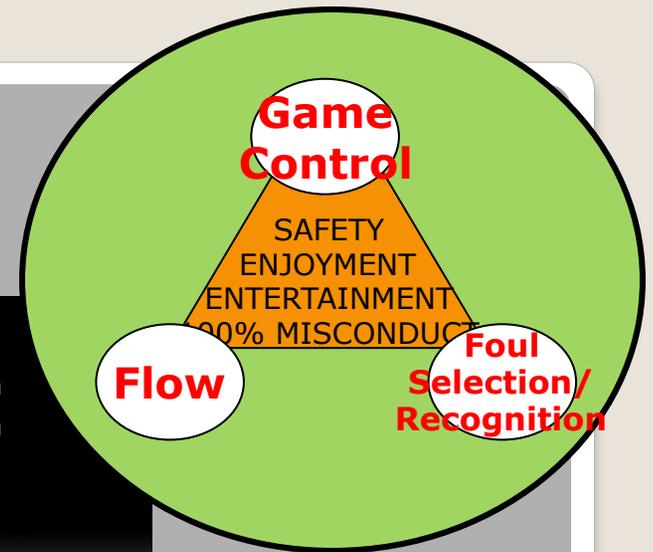


What is The Big Picture?

100% Misconduct

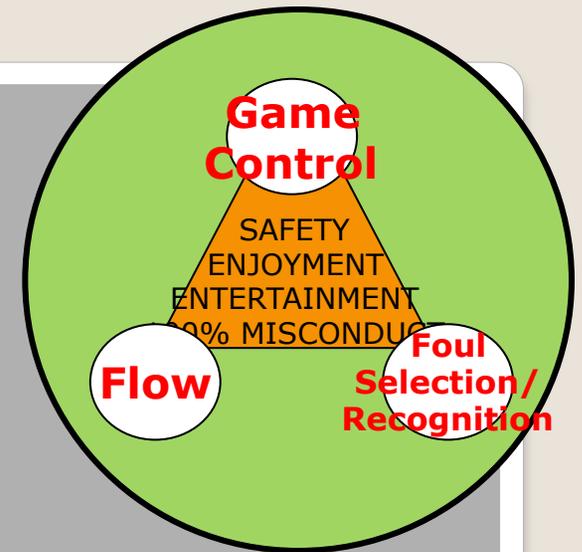
Cautionable Foul *or* Hard Foul ?
Yellow Card ? *or* Red Card?

There are **NO** gray areas



The Big Picture

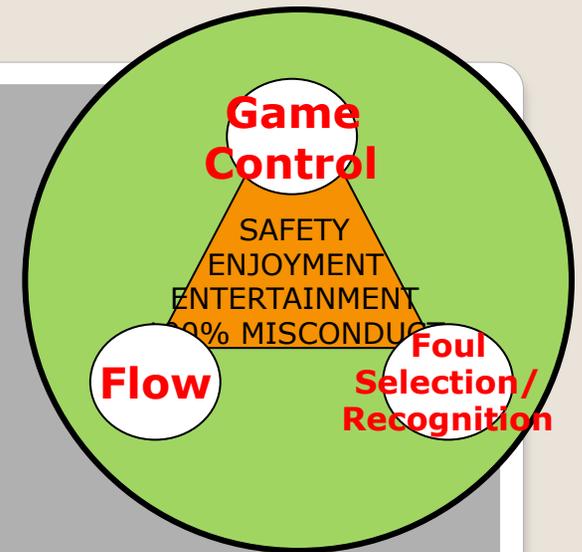
- Recall players previous actions
- Consider players' level of skill
- Probability of Success vs. Risk
- "Wait and See"
- Warning Signs
- "Feel"



If you apply
ADVANTAGE . . .

Implementing the Model

- Consider Player Safety
- Not careless, reckless or excessive force
- Attacking player stops playing
- Comes back to the Referee's "Feel" for the game



Trifling/Minor/Soft Challenges

REMEMBER

All fouls are challenges,
but all challenges are not fouls.

Advantage is Flow,
but Flow is more than Advantage.
Foul discrimination can lead to Flow.

Use your discretion

Discretion = Game Flow



THE 4 "P" Principle

Possession of Ball

Potential for attack

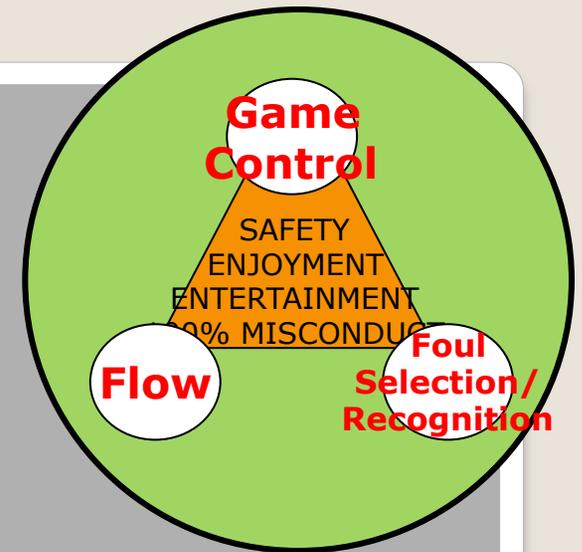
Personnel

Proximity to goal

About ADVANTAGE

Examples for Game Flow:

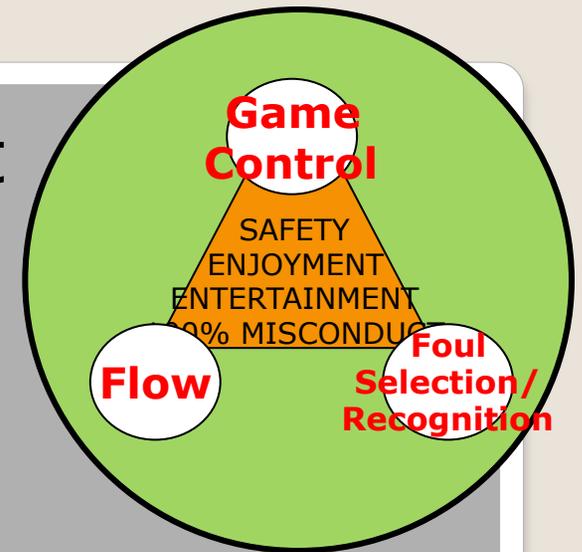
- Upper body challenges
- Tugs and holds
- Incidental contact



What are Soft Challenges?

What are the key indicators that the Referee needs:

- To be less selective about calling fouls
- Less concerned about Game Flow, and
- More concerned about Game Control?



Learning the Warning Signs



Brainstorm—How do you know the Game's getting away?

- Hard foul near the team benches
- A wet field increases the players' comfort level to make careless tackles
- Tackles extend from 3 yards to 7 yards
- A sequence or repetition of challenges in a short time span

Some Warning Signs

- More body contact
- Mismatched body contact
- Change in style of defense
- More aggressive 50-50 challenges
- More challenges against the goalkeepers
- Near the touchline and no way out for the ball or the player

More Warning Signs

- Retaliation foul after play restarts
- A player goes into the goal to retrieve ball after a score
- The winning team protecting the ball in the corners to use time
- Excessive fouls on the skillful player

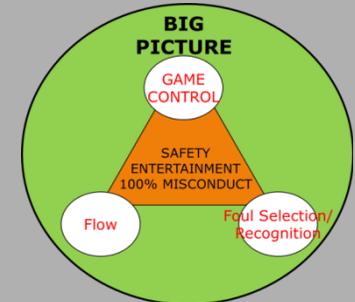
Some more Warning Signs

- Escalation in the “severity of fouls”
- Frustration level of players increasing
- Increasing levels of dissent
- Player feedback from both teams indicating that “we don’t want flow”
- Player with the ball stops playing
- Score and time

Even more Warning Signs

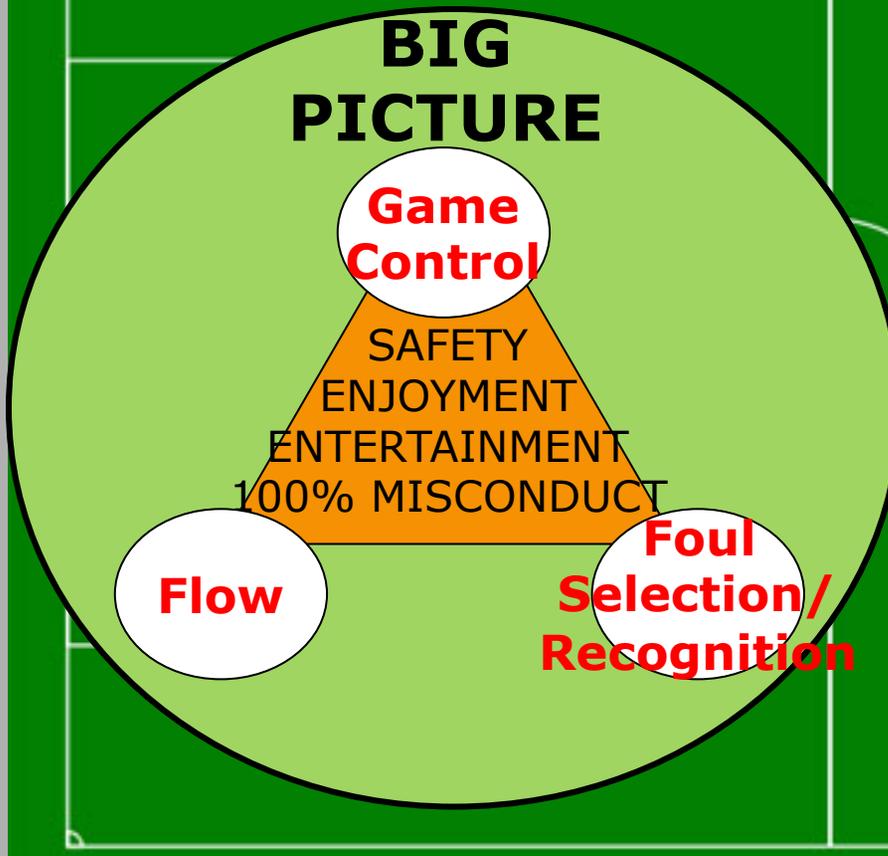
If implemented correctly, the results can be positive:

- In the MLS, since 2007, on average, more than 4 fewer fouls have been called per game
- Approximately 3 minutes more time with ball in play
- More time for players to exhibit skills
- Increased entertainment value



Game Management Model

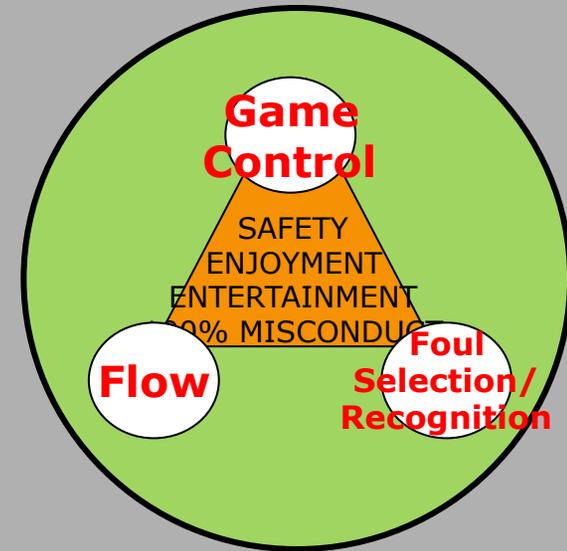
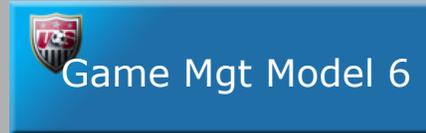
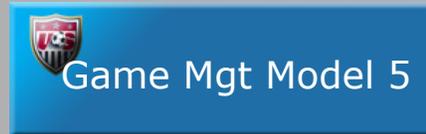
SUMMARY



- Age appropriate
- Skill appropriate
- Players' **tolerance**
- Referee's **"Feel"**

Game Management Model

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Selected Video Examples