

# MANAGER

**M-move** with players-**full effort**, '*facilitating*' i.e.,-Ref by helping game & players. So tactics are better served, than if you are not there. Lazy=Lousy.

**A-adjust** *willingly* to dysfunctional circumstances, expectations & angry atmospherics – alter routine, if needed. Old adage: *Game is greatest teacher.*

**N-nearness**= virtue. "*Presence lends Conviction*" -Eddie Pearson, NASL Referee.

**A-apply- set the standard**: legal play vs illegal contact, as *skill- de jure - w/contact, is part of game.* Player tolerance, intensity, pace, unruly emotions, *generic norm factors, in each game-most times,* will evolve. **Dictates you be open to adjustment.** All school sports: **Minimize injury; Maximize safety.** Under control play, *de facto*, is **the school day extension**, similar, pro forma guidelines, protocols, principles.

**G-get ball moving.** Referee's *trouble trio*: {1} near goal & Keeper {2} near bench {3} dead ball. **Best Referee & player friend**: ball in play-spirit of game - continual **flow**- '*IN*' the game. **Expedite restarts.**

**E-evaluate** details; prepare early: *At assignment:?* **Game-on** \* : score shift, emotions up, error/ missed call, bench issue, '*moments of truth.*'

**R-respect** players, coaches & play. **Ignore-fans, if misconduct-** Have home school address *spectator* issues. Coaches/administrators responsible. **Differentiate between Fair, good Hard Play & bona fide Foul** . Contact sport, understanding differences –fair, skilled OK; hard play vs **not OK real** foul. Either reckless or serious –Most important-to ensure fair play, safety of players Disregarding danger/ foul play result- **if guilty**-opponent may merit caution – **Reckless play**. must be Yellow card. If disproportionate/unnecessary force vs opponent or violent- **\*RedCard** Unsportsmanlike- gross act—may be disqualification- **SFP**serious foul play. Team plays shorthanded-DQ'd player not replaced. Must distinguish reckless (yellow) vs more serious/violent-(red) & adjust penalties for each. Ref task-must make decisions, based upon: **Sportsmanship spirit; spirit of rules, how teams play, fair or not.**

**COMMUNICATE: If changes: attitudes, tempo, fatigue, physicality intensifies.** *May need to manage more: verbally, physical proximity. As expectations mutate: listen to voices-bench, watch team more closely. Watch partner-who may need help.*