

Game

Management



Tom Lopes
Executive Director
IAABO, Inc.

DEFINITION

Proper game management involves perfect knowledge of the rules; the ability to maintain an unchallenged control of the game, prompt and precise use of signals and great communication skills, while being courteous and professional at all times.

- Bill Denney, Canada

PERSONALITIES

- Official who can't wait to call a "T"
- The timid official
- The every call is a big call official

PERSONAL BAGGAGE

- What kind of day did you have?
- Family and work issues
- Traffic problems
- Leave it all at the door

SITE ARRIVAL

- On time (you never get a second chance to make a first impression)
- Alleviates AD's and partner's anxieties
- Appearance – neat, shoes shined
- Look like you want to be there



PREGAME

- Create a friendly environment
- How to handle, veterans, rookies
- Rules changes, double whistles, 3-point attempts, knowledge of teams playing, etc.



TABLE DUTIES

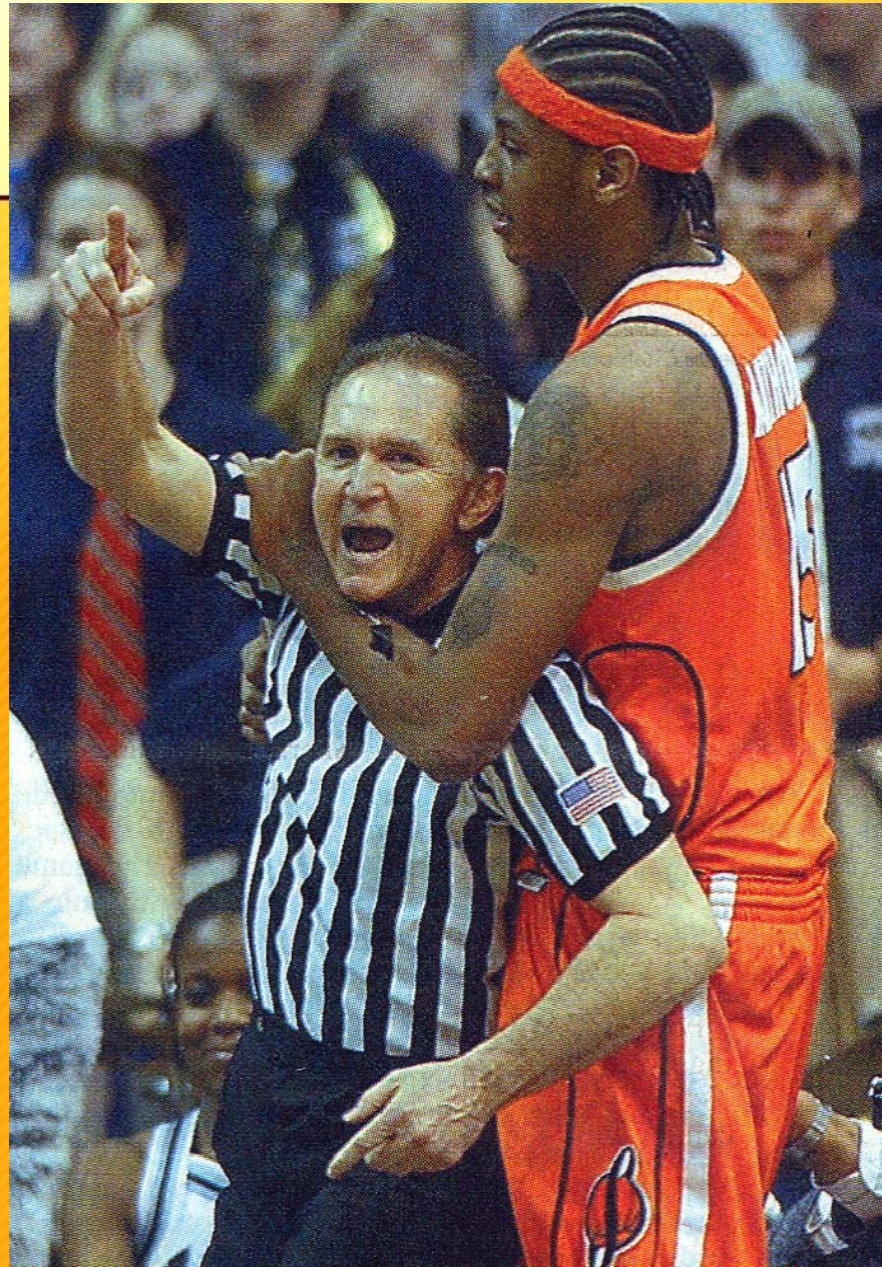
- Let table personnel know they are part of your team
- Give direction, make them feel comfortable
- Introduction to coaches



PLAYER TREATMENT

- Captain's meeting
- OK to acknowledge a good play
- Warning players
- Box and "1"







FINDING CONSISTENCY

- What is consistency?
- Get on same page with partners
- Think about what was called at the other end

LACKING CONSISTENCY

- Players guess what is permitted
- Coaches become frustrated and less trusting
- Officials try to even up calls from previous error(s)

GAME INTERRUPTORS

- No whistle for six minutes
- 3-point play
- Great flow

LAST TWO MINUTES

- When you blow the whistle, you must be right
- Don't call something you haven't been calling throughout the game



LAST TWO MINUTES

Continued

- Huddling with partners
- Focus, talk to yourself
- Know your responsibilities



OFFICIAL - COACH RELATIONS

- Conduct yourself in a professional manner
- Answer simple questions
- Support your fellow officials
- OK to admit a mistake (once)
- Controlled confidence



Support your fellow official(s) ???

COACHES SURVEY

- The ability to disarm the coach and diffuse a situation



COACHES SURVEY

Continued

- One who exudes confidence, is approachable, but who is not cocky
- Looks involved in the game
- Has a pleasant demeanor

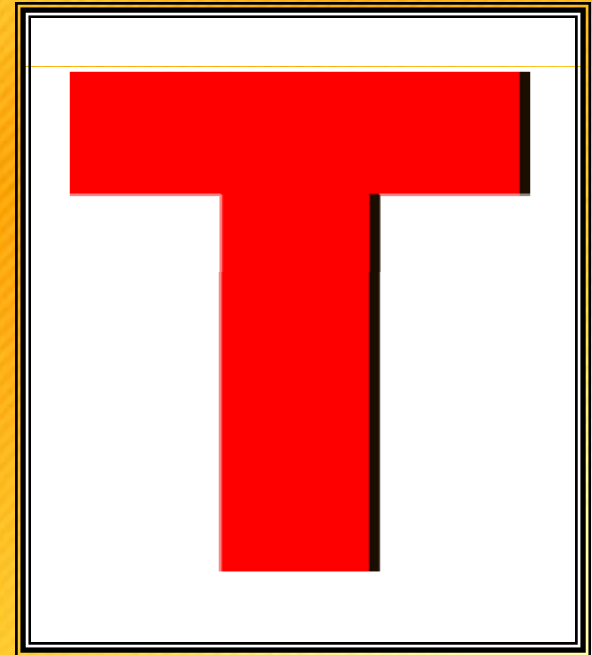
COACHES SURVEY

Continued

- Doesn't need to call a "T" early to establish their presence in the games
- One who make a mistake and admits it
- Doesn't let the coach's yelling over a technical foul serve as an investment for the future to get their share of the calls

CALLING THE “T”

- You have reached “THE” point
- Blood pressure
- Administering



SELF-AWARENESS

- Evaluate yourself as an official
- Be aware of your flaws, be motivated to make changes
- Who are the best officials in your area?
- Develop strategies to make changes and improve
- You need more than talent; you also need character, tenacity and integrity

“NOT”

- A replacement for rules and rule enforcement
- Letting the players “play”
- Let players decide the game
- Equalizing the number of fouls for each team

QUESTIONS?

