GAME CONTROL & MANAGEMENT

FIBA Main Competitions
Summer 2014
Beauty of natural control is an ultimate trust between participants.
1. Leadership & Management
2. Game control & Game management
3. Conflict resolution
4. Characters & Failure
5. Individual – Crew – Game
Leaders are made rather than born.

How do we become strong leaders?

I can accept failure, but I can't accept not trying.

~ Michael Jordan
Leadership vs. Management

What is the difference?
Leadership
• You do right things, but you may do them the wrong way

Management
• You do things the right way, but you may do wrong things
LEADER AND MANAGER

• The leader inspires and motivates; the manager plans, organizes and coordinates.
• The leader inspires trust; the manager relies on control.
• Leaders: it’s about people;
• Managers: it’s about the task
The challenge of leadership is to:
• be strong, but not rude;
• be kind, but not weak;
• be bold, but not bully;
• be thoughtful, but not lazy;
• be humble, but not timid;
• be proud, but not arrogant;
• have humor, but without folly.

Jim Rohn
"Be in charge"
“Be in charge with service attitude”

Help the Game!
• Teams sense feelings on the court
• **Confidence** and **trust** have to be evident among the referees
• Best state of mind is **trustful, decisive and tranquil**
• Non-verbal message: **able and ready to make decisions**
• A referee must maintain his **composure** at all times!
• Your job should be proactive and in tune with the game. There is no room for individual decisions outside the context of the game.

• The good referee is able to prevent or anticipate a possible infraction or conflictive situation.

• The superior referee is able to lead teams to act towards the designated target. This kind of (game) management is often invisible, but results are NOT!
We are good Game Managers when We are Game Intelligent.

- Foul count
- Type of fouls
- Bench decorum
- Game temperature (*Key)
- Anticipating play – tendencies, what team needs
- Critical situations – OB, 2 or 3, U-Foul
- Helping partners if struggling
• What is game management? Is it to make the call or to prevent making the call?
• Is there only one way to manage a game?
• Does “game management” have the same meaning for everyone?
WHAT IS THE CORRECT APPROACH?

• Call?
• Penalize?
• Discipline?
• Pro-activity?
• Empathy? (how far?)

... What is your opinion?
Identify your principles for game management? (5 minutes)

• Which are the most important principles for your game management?

• Are they very common amongst your Crew members?

• How do you integrate them as part of successful teamwork?
• Disagreements are natural and happen in every game.

• The best way to manage conflict is your approach to solve them.

• The worst way to manage conflicts is not to detect them or avoid them.
• Empathy is the general principle.
• We must understand the situation we are dealing with.
• What you allow early on, may cause chaos later.
• Don’t compromise with POE’s.
• The responsibility and role of the referee is to give a continuous rhythm to the game.
• Referees run the show!
CONFLICTS

- Listen
- Understand
- Respect
- React
• Standard = always the same = boring = grey

• Standard = according to the expectations (Customer satisfaction) but could still be “colorful” and distinctive.

• Standard, but still able to react to changes during the game.

• We are looking for Referees with Character as well as an absolutely professional approach at the same time.
• Mistakes are part of refereeing.

• Our job is to reduce them to the minimum.

• What is the normal number of mistakes in a game per referee?

• Can you deal with these mistakes?
INDIVIDUAL - CREW - GAME

Self management

Crew management

Game management
Self management

- Knowing yourself (strengths & weaknesses)
- Physical, Emotional and Intellectual
- Proactive management (personal approach)
- Preparation / Unexpected
Crew management

- Knowing your crew (strengths & weaknesses)
- Understanding what has happened
- Understanding how to react properly
- Proactive management (collective approach)
- People skills required
Game management

- Context of the game
- Clear tempo & criteria in the beginning
- Maintain clear tempo & criteria
- To understand and empathize but not compensate
- Effective communication
Be pro-active

Have a full set of choices at your disposal and act before you are forced to do so.

Believe, trust, work, prepare, be successful!