



GAME MANAGEMENT



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THE BASICS

- Clear and obvious
- Accurate
- Consistent



What are the key ingredients to get a club game going?

CLEAN/quick ball at the tackle

– what does this mean?

- teams able to play as they wish
- legal contest for possession
- Ball is only out of the ruck once its lifted



What are the key ingredients to get a club game going?

Space

- what does this mean and why is it important?
- Pillars
- Backlines
- Set piece
- Kicks

Set piece

- Tidy with clear boundaries



USEFUL TECHNIQUES

- Time and space
- Pre game set up with Captains
- Set it up early through clear boundaries
 - *“Set boundaries and maintain standards”*
- Communication (ask them, tell them, deal to them)
- Relationship currency
 - when is the right time to have a chat
- Trend ID, what is a trend?
- Repeat infringing management
 - Different scenarios
- Captain/player (key) management
 - Do teams listen to warnings?



SUMMARY

- Know what you want to achieve relative to the level of fixture
- Set it up – “not now”
- Awareness
- Effective and efficient communication

