

Gamesmanship / Small Group Activity

Directions:

1. Form small groups of six members each.
2. One of the small group members is **group leader** whose function it is to keep the group on task and on time.
3. Another small group member is selected to be the **recorder** who will record the key points which the group feels should be committed to memory.
4. Each of the other four members is assigned one of the **four gamesmanship topics** (Time Wasting, Encroachment, Feinting/Acting, and Intimidation & Flattery) which will be taught by this member to the group.
5. Teaching in the small groups should be limited to **5 minutes/person/lesson** (*10 minutes for the lesson on time wasting*), i.e. 25 minutes for all four topics. The group should allow another 5 minutes for a review session which is led by the recorder.
6. OPTIONAL (Time permitting): Each small group will then select an act of gamesmanship and practice this for 10 minutes within the small group.
7. OPTIONAL (Time permitting): Groups will present a 2 minute skit to the entire class who has to identify the type of gamesmanship that is modeled.

Teaching Material for Small Group Activity

1. Time Wasting (*suggested teaching time: 10 minutes*)

A. Goal keeper

1. *Situations:*

- goal kick delays
- lying on ball too long
- retrieving ball delays
- waving players downfield
- adjusting own equipment
- changing kickers at goal kick
- holding ball too long

2. *Legal vs. illegal situations:*

- *legal delay, example:* Ball passed between defender and keeper. Play is legal. Keeper cannot pick up the ball; attack must apply pressure if they want to gain possession of ball
- *illegal time wasting, example:* Keeper stands, holding ball, without putting it into play. Time limit!
- Others?

3. *Referee Response:*

- Referee must read game and caution when appropriate; avoid overreacting. An effective tool is to add time.

B. Field Player

1. *Situations:*

- fakes injury
- kicks ball away
- delays free kick for other team by holding ball
- delays own restart
- others?

2. *Legal vs. illegal situations:*

Gamesmanship - Handout

- *legal delay, example:* On own free kick various players jump over the ball as feinting tactic, before shot is taken
- *illegal time wasting, example:* Player deliberately places ball for restart far from correct location with the expectation that the referee insist on moving the ball.
- Others?

3. Referee Response:

- Referee's response must be early in the match, immediate and forceful. Caution on first offense, if necessary.

C. Coach / manager

1. Situations:

- Substitutions toward end of match
- injuries (runs out onto the field)

2. Legal vs. illegal situations:

- *legal delay, example:* Frequent substitutions toward end of match are generally legal, but referee should add time if deemed appropriate.
- *illegal time wasting, example:* Coach, whose team is leading in match, runs onto field to assist slightly injured player near end of game.
- Others?

3. Referee Response:

- Referee must handle coach intelligently and must always remain in control of the situation.

Gamesmanship

Teaching Material for Small Group Activity

2. Encroachment (*suggested teaching time: 5 minutes*)

A. Situations

1. 10 yards:

- free kicks / no wall
- corner kicks
- kick off

2. Penalty area:

- free kicks out of penalty area
- goal kicks

3. “Wall” situations / defense:

- standing on ball, directing wall position
- running in before ball is in play
- not following referee’s directions for wall placement
- defender behind play

4. “Wall” situations / attack:

- attacker moving ball as referee is adjusting wall position

5. Penalty kick:

- goalkeeper moving
- goalkeeper moving off the goal line
- attacking / defensive players encroaching
- attacking player moving into an offside position

B. Referee Response

- referee must set tone early in the game

Teaching Material for Small Group Activity

3. Feinting / Acting (*suggested teaching time: 5 minutes*)

A. Situations

1. *Feinting fouls:*

- near penalty area, dive
- certain players have a reputation
- (how to find out) what are the signs of a feint?

2. *Feinting injuries:*

- player commits foul, then acts if injured
- player is fouled, but then feints serious injury

B. Legal vs. Illegal Situations:

- slight overacting when fouled / tough to call / part of “legal” gamesmanship
- fake dive when there was no foul / “illegal gamesmanship”/ must be called

C. Referee Response

- referee response varied (bold versus humorous)

Gamesmanship - Handout

4. Intimidation and Flattery (*suggested teaching time: 5 minutes*)

A. Physical Intimidation of players:

1. *Persistent fouls by different players against same player*
2. *Retaliation fouls*
3. *Other?*

B. Verbal Intimidation of players:

1. *Taunting*
2. *Ethnic slurs*
3. *Other?*

C. Verbal Intimidation of Referee:

1. *Dissent by player or coach*
2. *Use of profanity near referee*
3. *Other?*

D. Flattery of Referee:

1. *Exaggerated compliment by player*
2. *Coach approaching referee at half time*
3. *Other?*

D. Referee's Response:

1. *Intelligent and varied. Acts of physical and verbal intimidation must be stamped out swiftly.*

Gamesmanship
Quiz (25 points)

Gamesmanship - Handout

NAME: _____

GROUP: _____

1. *List four general areas which fall under the general category of gamesmanship.*

-----, -----, -----, -----

2. *List 4 common time wasting situations involving the goalkeeper:*

-----, -----, -----, -----

3. *List 4 common time wasting situations involving players:*

-----, -----, -----, -----

4. *List 4 common encroaching tactics used by defensive players at free kicks:*

-----, -----, -----, -----

5. *What are two options for a referee to handle a player who feints being fouled?*

-----, -----

6. *List 4 acts of physical intimidation by a player against an opponent:*

-----, -----, -----, -----

7. *List 3 different types of verbal intimidation or flattery toward the referee:*

-----, -----, -----

Gamesmanship - Handout