

# Microphones

- ▶ General thoughts:
  - Discuss use before game at length
  - Expect to feel weird!
  - Try them on (and move) before game
  - Make players aware you are using them
- ADD it to communication tools to colleague
  - Take care that it doesn't replace good practice e.g. looking up for assistance
  - Remember the players / crowd / bench haven't earpieces.

# Microphones

- ▶ Good / Useful practice:
  - “Is he 5?”
  - “Inside outside 23?”
  - “Can you watch my back?”
- Control ladder moving together.
- Positioning
- Feeling like a team again! (taking the ....)
- Praise!

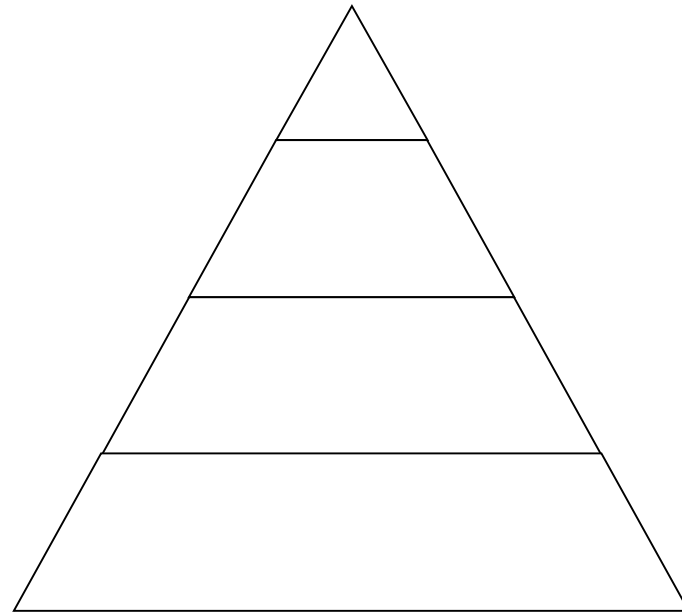
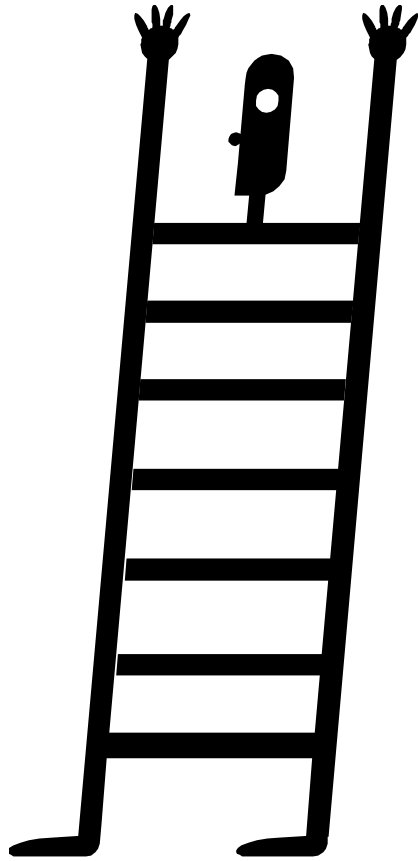
# Microphones

## ▶ Issues:

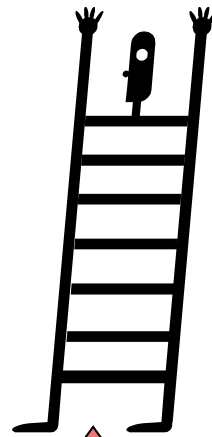
- Deferring – Non positive control / indecisive
- Forgetting to look!
- Undermining colleague
  
- Beware the constant talker!
  
- When to speak – when to shut up?
- Areas of silence – suggestion radio silence when in 23 at the other end?

# The Control Ladder

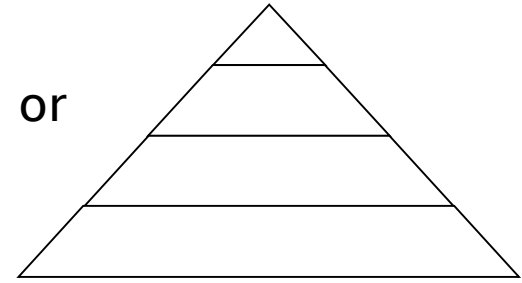
- ▶ The “Ladder” Concept



# The Control Pyramid



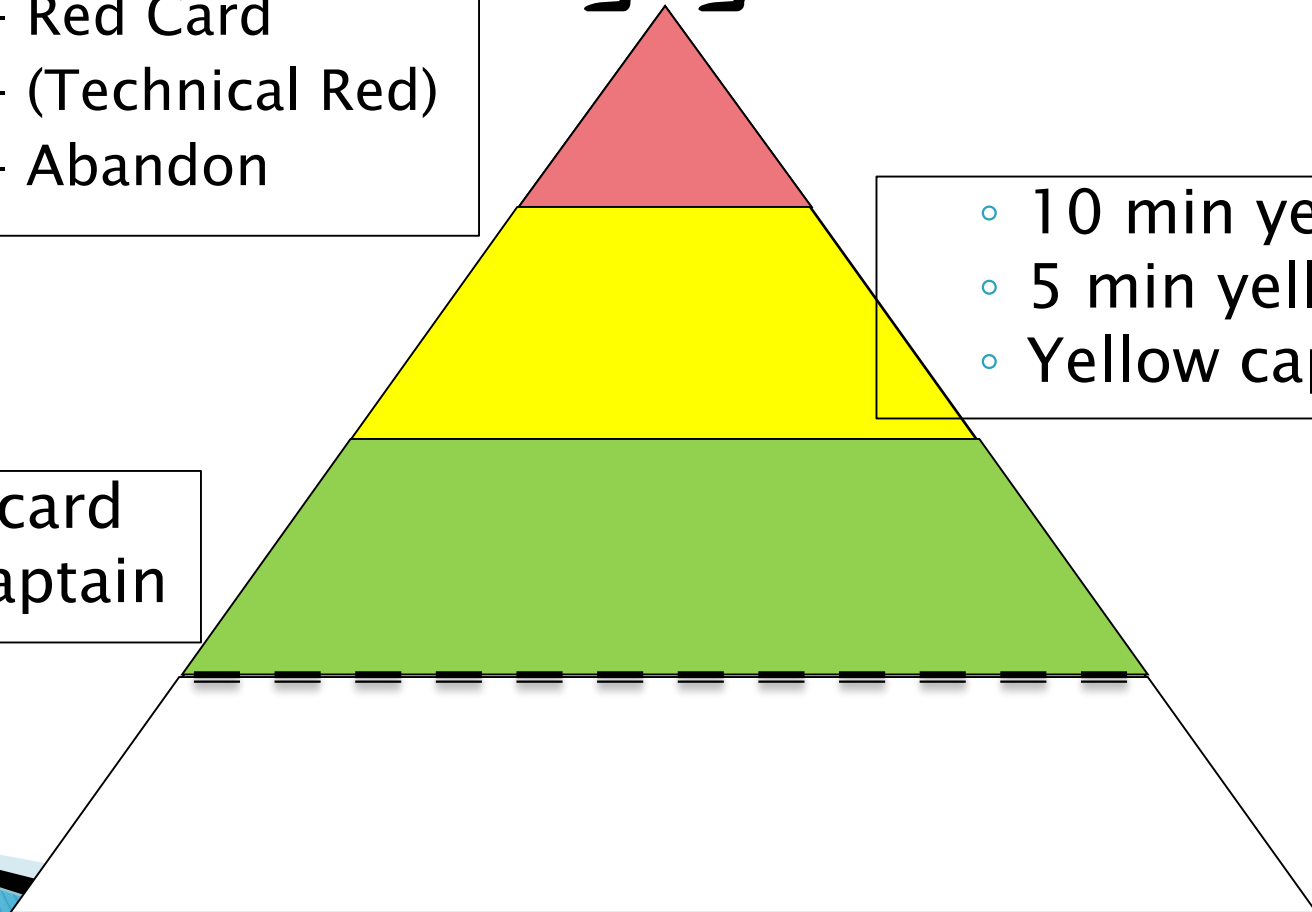
or



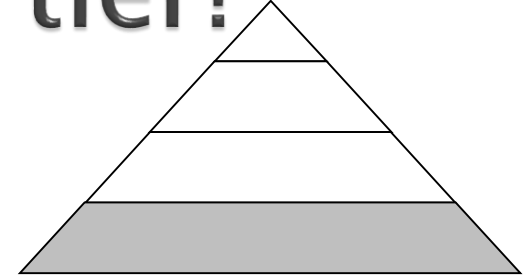
- Red Card
- (Technical Red)
- Abandon

- o 10 min yellow
- o 5 min yellow
- o Yellow captain

Green card  
Green captain



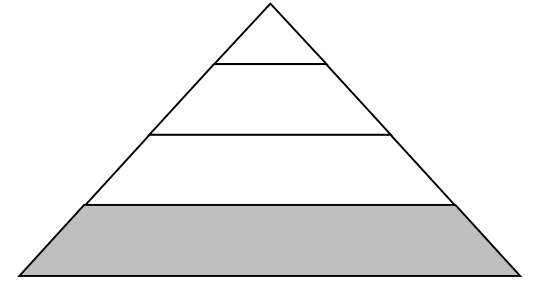
# Control Pyramid – Grey tier!



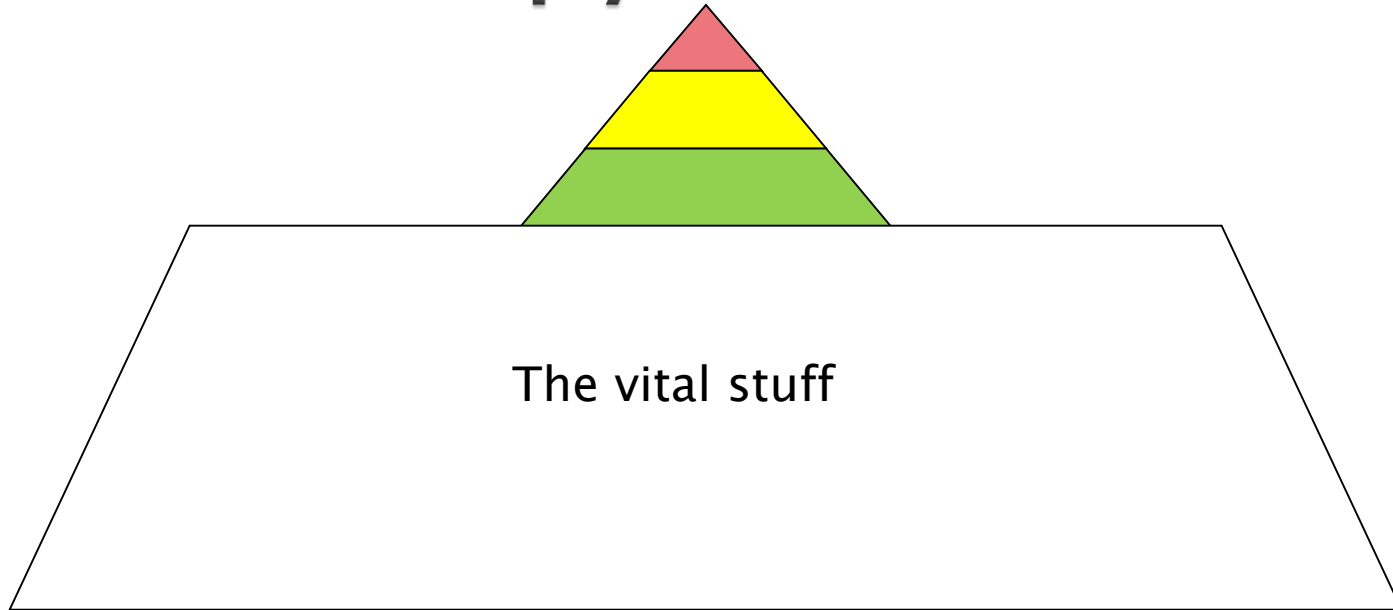
- ▶ Big whistle
- ▶ Tiny whistle
- ▶ Quick whistle
- ▶ Body language
  - Signal Arm – point vs palm
  - Signal Arm – low vs high
  - Step forward / loom
  - Shrug
- ▶ Facial expression
  - Frown
  - Smile
- ▶ Captain
- ▶ Captains
  - (beware language)
- ▶ Running word
- ▶ Stop time word
- ▶ Whole pitch word
- ▶ Directed signal (cut it out)

# Control Pyramid – Grey tier!

- ▶ Shouted play
- ▶ A quick explanation
- ▶ Colleague consult
- ▶ Reverse decision
- ▶ Short in 23
- ▶ Up 10
- ▶ Be careful with promises.....



# The control pyramid



- Avoid “I’ll deal with it next time!!”
- Follow your instinct.