



# GAME MANAGEMENT RESOURCE & TEMPLATE



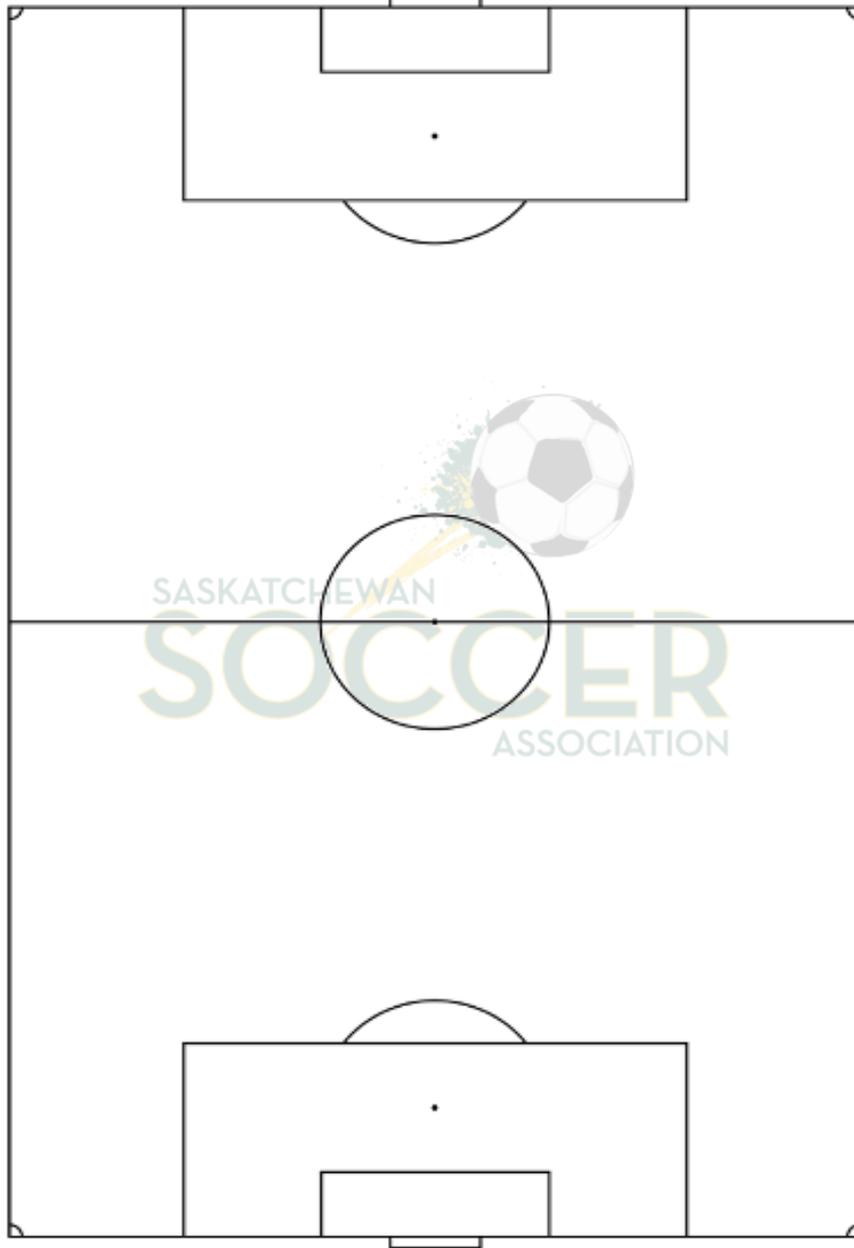
# GAME DAY PROTOCOL

To help establish a structure for Game Day's the coach should look to create a 'Game Day Protocol' which helps everyone understand the expectations for the Game Day experience. The example below is just one example of one way to organize your team for games during the season. You can modify to meet the needs of your players in an age and stage specific manner.

ORGANIZING YOUR TEAM FOR GAMES	
45 Minutes to Kick-Off	Arrival time for local games Players can go to the washroom and familiarize themselves with venue Socialize with teammates
30 Minutes to Kick-Off	All players should be at the venue, dressed and ready to warm-up Coach delivers 3 Keys for the Game and gives starting lineups
25 Minutes to Kick-Off	Players being Warm-Ups (20 Minutes in Length)
5 Minutes to Kick-Off	Players get water / Time to themselves (visualization) Coach consolidates 3 Keys for the Game
Half-Time	Coach engages players to review the first half and 3 Keys for the Game Coach provides opportunity for players to provide Goals to the 2 <sup>nd</sup> Half
Post-Game	Coach engages players in the recap 3 Keys for the Game Coach guides players through reflection on their Goals to the 2 <sup>nd</sup> Half Coach engages players in ideas for training during the week

**\*INDOOR GAME DAY PROTOCOL** – You may need to adjust your time / activities due to limited space or time. Be creative perhaps players can wear running shoes prior and do some movement prep inside or outside of change room.

# GAME MANAGEMENT FORM



## Learning Objectives From Training

### Keys for the Game

(1)

(2)

(3)

### Half-Time Goals (as determined by the players)

(1)

(2)

(3)

### Post Game Reflections & Ideas to Incorporate in Training

# Tips

- The game management template can help streamline your approach to games
- Be clear, concise and positive in your communication
- It is vitally important that players develop the ability to reflect on the game
- Process over outcome → A singular result at a youth age group does not determine the fate of those who lost. Take it one game at a time and focus on the process
- Keep copies of the Game Management Template – it will help you with your own reflection when leading a team or an Age Group
- Use the template to take notes during the game as well – when expert coaches were quizzed after a match, their recall was approximately 30% (so don't forget about key moments in the other 70%)

