

Reading the Game

Reading the game is about: Vision, Timing and Position. One cannot be applied on its own

Reading the Game is about hundreds of decisions and for each decision we need to decide:

Vision What did we see?

Position Where did we see it?

Timing When did we see it?

Reading the Game involves understanding and umpiring: Patterns of play, Change of ends, Movement of players, Throwers actions, Shooters actions, Defenders actions

Reading the Game involves understanding and seeing a player:

Stopping, Landing, Pivoting, Turning, Lunging, Jumping forward and backwards

Position: Involves being in line if not slightly ahead of the ball. This applies on the Side Line in both directions and on the Goal Line.. This applied at all set plays. This may involve repositioning particularly from the Goal Line back up the Sideline when play dictates

Timing: Involves being at the Apex of Triangle (player with ball and the defender) at the moment the ball is received.

Involves seeing the options onto the ball. Involves being ready to move and an umpire should not be planted.

Involves moving just prior to the release of the ball to the option being used

Vision involves looking: Long, Early, Wide, Often

Vision involves looking at: Player with the ball, Player defending, Other players in and around the ball, Other players off the ball