



Pre-Game Chat

1. Side: table/fans
2. Time in/out: end of half, cards, injuries
3. Areas of responsibility: sidelines, towards/away circle, middle of pitch
4. Signaling: advantage, play on, verbal
5. Cooperation: looking for help, signaling the help, ask for consultation, take decision for unsighted, upgrade in 23m
6. Positioning: PC, PS, deep opposite corner
7. Aerial balls, danger not raised, other interpretations
8. Management: cards/control ladder
9. Character/temper of game, team histories
10. Other technical issues: extra time, coin toss, ball people, pitch run-off