

<b>Title</b>	<b>Demonstrate understanding of game tactics and strategies as a sports official for a competitive sports event</b>		
<b>Level</b>	<b>4</b>	<b>Credits</b>	<b>4</b>

<b>Purpose</b>	<p>This unit standard is designed primarily for people seeking to further develop their skills as a sports official.</p> <p>People credited with this unit standard are able to identify, explain, and demonstrate understanding of game tactics and strategies as a sports official for a competitive sports event.</p>
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<b>Classification</b>	Recreation and Sport > Sport Officiating
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<b>Available grade</b>	Achieved
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### Guidance Information

- 1 This unit standard relates to the learning area *Managing the Flow from Calling the Game: Developing Quality Officiating*. This is the national framework for developing sports officials and is available at <http://www.sparc.org.nz/en-nz/communities-and-clubs/Toolkit-for-Officials/Learning-Areas/>.
- 2 Legislation relevant to this standard includes but is not limited to – the Health and Safety in Employment Act 1992.
- 3 Performance criteria for assessment as an official are detailed in Assessment Guidelines for each sport code and can be obtained from Skills Active Aotearoa Limited [info@skillsactive.org.nz](mailto:info@skillsactive.org.nz) on request.
- 4 Definitions  
 An *event*, in the context of this unit standard, may refer to an event, competition, race, game, tournament, or other competitive sporting fixture.  
*Game tactics and strategies* refer to the overall game objective/s (strategies) and the actual procedures, set pieces or manoeuvres (tactics) designed to achieve the game objective/s.

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### Outcomes and performance criteria

#### Outcome 1

Identify game tactics and strategies as a sports official for a competitive sports event.

**Performance criteria**

1.1 Game tactics and strategies consistent with the sport and competitors' stage of development are identified.

Range attacking side, defending side.

**Outcome 2**

Explain game tactics and strategies as a sports official for a competitive sports event.

Range attacking side, defending side.

**Performance criteria**

2.1 Game tactics and strategies are explained in terms of position, advantage, and intervention required of an official.

Range intervention by official may include – use of whistle, communication with player by official, use of card, at stop of play.

2.2 The disadvantages and advantages of stopping play are explained in terms of reading the game.

2.3 Player safety is explained in terms of the conditions in which play is allowed to continue.

**Outcome 3**

Demonstrate understanding of game tactics and strategies as a sports official for a competitive sports event.

**Performance criteria**

3.1 The importance of being in the right position as a sports official in order to anticipate play is demonstrated.

3.2 Understanding of the principle of advantage is demonstrated during own performance as a sports official.

Range stop, go, play.

3.3 Understanding of the principles of sportsmanship and unsportsmanlike conduct relevant to the sport, officials, and competitors is demonstrated during own performance as a sports official.

<b>Replacement information</b>	This unit standard was replaced by unit standard 31387.
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**This unit standard is expiring. Assessment against the standard must take place by the last date for assessment set out below.**

**Status information and last date for assessment for superseded versions**

Process	Version	Date	Last Date for Assessment
Registration	1	18 June 2010	31 December 2022
Rollover and Revision	2	20 May 2011	31 December 2022
Review	3	27 September 2018	31 December 2022

**Consent and Moderation Requirements (CMR) reference**

0099

This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.