



Australian Government

Department of Education, Employment and Workplace Relations

SISSRGU307A Perform advanced level Rugby Union tactics and strategies

Release: 2

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Modification History

Not Applicable

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to perform the tactics and strategies of Rugby Union at an advanced level. This unit focuses on the development and performance of Rugby Union tactics and strategies at an advanced level through participation in activities, discussions and games.

Application of the Unit

This unit applies to current, junior or aspiring athletes who are competing in Rugby Union at a state and or national level. It may also apply to those in sports development or Rugby Union coaching roles.

Licensing/Regulatory Information

No licensing, regulatory or certification requirements apply to this unit at the time of endorsement.

Pre-Requisites

Nil

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Elements and Performance Criteria

ELEMENT

PERFORMANCE CRITERIA

Elements describe the essential outcomes of a unit of competency.

Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

1. Participate in pre-game preparation sessions.

- 1.1. Identify the ***advanced tactics and strategies*** to be developed in consultation with the coach and other players.
- 1.2. Determine appropriate ***psychological methods and techniques*** during pre-game preparation.
- 1.3. Analyse ***strengths and weaknesses*** of individual opposition players and identify counter strategies.
- 1.4. Develop individual and team ***game plans***.
- 1.5. Identify the role of the coach and ***support staff*** regarding tactics for training, team preparation, game situations and the Rugby Union environment.

2. Implement tactics during a Rugby Union game.

- 2.1. Apply agreed tactics and strategies to counter strengths and weaknesses of own player or players and opposition player or players.
- 2.2. Implement identified game plans in a safe manner, according to Rugby Union ***rules, regulations and policies, relevant legislation*** and ***organisational policies and procedures***.
- 2.3. Identify ***statistics*** for team and players and implement relevant adjustments where required.
- 2.4. Maintain ***effective communication*** with team members and coach in order to develop own and team performance.

3. Participate in post-game analysis and follow-up.

- 3.1. Review advanced tactics and strategies practiced throughout activities and games and identify strengths and areas requiring improvement.
- 3.2. Debrief on game and analyse strengths and weaknesses of own players and opposition players in relation to field positioning and match-ups for future referral.
- 3.3. Record and analyse game and players statistics to inform future training and preparation for games.

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- communication skills on and off the Rugby Union field to:
 - determine other player's intentions and movements
 - communicate with coaches and clarify positions, tactics and strategies
 - seek feedback and instructions from team members, coaches, support staff and umpires
- teamwork skills to:
 - encourage and support team members
 - share the ball with others
 - respect other player's decisions
 - participate effectively in training activities
- language and literacy skills to access, interpret and apply information about the rules and regulations of Rugby Union games and competitions
- problem-solving skills to:
 - read play
 - predict the actions of other players
 - determine the strengths and weaknesses of the opposition and respond with appropriate tactics and strategies during a game
- self-management skills to:
 - review and reflect on own performance
 - organise time and priorities effectively
 - set short, medium and long term goals.

Required knowledge

- legislation and organisational policies and procedures to enable safe participation during Rugby Union activities and games
- rules, regulations and policies of the Australian Rugby Union, including laws of the game and best practice codes to enable appropriate participation
- psychological methods and techniques used in game preparation
- positions and players of Rugby Union and their roles and responsibilities on the field, during games
- equipment used in Rugby Union activities and games to enhance development of tactics and strategies at an advanced level
- communication systems used between players, coaches, support staff and umpires during Rugby Union activities and games
- self-reflection principles to enable effective self-evaluation for future improvement of tactics and strategies.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment

Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the following is essential:

- determines strengths and weaknesses of individual players and teams and psychologically prepares to apply tactics and strategies accordingly
- performs tactics and strategies relevant to position and conditions at an accuracy rate of at least 80%
- communicates appropriately with team members, coach, umpires and support staff throughout activities and games, and responds to feedback
- reviews own and team's Rugby Union performance to identify strengths and areas requiring improvement and or modifications.

Context of and specific resources for assessment

Assessment must ensure performance of tactics and strategies relevant to position and conditions at an accuracy rate of at least 80% on sufficient occasions to demonstrate competency and consistency of performance.

Assessment must also ensure access to:

- Rugby Union training and competition facilities, with marked out fields
- groups or teams of advanced, senior Rugby Union players to play with and against
- a coach to instruct and address players
- suitably qualified umpires
- support staff, such as trainers and scorers
- equipment, such as a Rugby Union balls and posts
- access to rules and regulations such as the Australian Rugby Union laws book and the Australian Rugby Union Code of Conduct
- current relevant legislation and organisational policies and procedures that impact on the conduct of activities and games.

Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- observation of performance of tactics and strategies

at an accuracy rate of at least 80% during activities and games

- oral or written questioning to assess knowledge of relevant rules, regulations and policies of the Australian Rugby Union , and their application to performance
- third-party reports from coaches or umpires detailing performance.

Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:

- SISSRGU306A Perform advanced level Rugby Union skills.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

Advanced tactics and strategies may include:

- line outs
- scrums
- re-starts
- penalties
- free kicks
- patterns of play in attack and defence
- decision making
- match analysis
- statistics and decision making
- game plans for teams and individuals
- influence of weather and ground conditions.

Psychological methods and techniques may include:

- goal setting
- visualisation
- relaxation techniques
- motivation techniques
- focusing
- creating values.

Strengths and weaknesses may include:

- height
- weight
- speed
- passing
- accuracy
- ability to successfully implement team plays
- ability to use deception and prediction.

Game plans may include:

- go forward
- support
- continuity
- defence
- individual or team
- set plays
- targeting opposition players
- style of play
- situational plays.

Support staff may include:

- operations manager

- physiotherapist or strapper
 - sports trainer
 - doctor
 - skills coach
 - sports conditioner
 - weight coach
 - sprint coach
 - statistician.
- Rules, regulations and policies*** may include:
- International Rugby Board laws
 - best practice codes of conducts, such as Australian Rugby Union Code of Conduct
 - policies of the Australian Rugby Union , such as anti-doping policy
 - Australian Sports Commission Harassment-free Sport policy.
- Relevant legislation*** may include:
- occupational health and safety (OHS)
 - permits from land management authorities and or local council
 - authority or permission from land owners and or Rugby Union clubs
 - anti-doping policy
 - harassment-free sports policies.
- Organisational policies and procedures*** may include:
- OHS
 - conflict resolution
 - communication protocols
 - use, care and maintenance of equipment and field
 - training and scheduling commitments
 - code of ethics.
- Statistics*** may include:
- penalties
 - errors or turnovers
 - line-outs
 - scrums
 - turnovers
 - tackles
 - missed tackles
 - penalties
 - metres gained or not gained
 - defence or missed tackles
 - off loads
 - number of rucks
 - number of mauls

Effective communication may include:

- number of phases.
- calls
- hand signals
- eye signals
- signs
- nods
- codes for player's names
- codes for different plays.

Unit Sector(s)

Sport

Competency Field

Rugby Union