



Australian Government

Department of Education, Employment and Workplace Relations

SISSRGU202A Perform foundation 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 a foundation level. This unit focuses on the development and performance of Rugby Union tactics and strategies at a foundation 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 local or regional 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 ***foundation tactics and strategies*** to be developed in consultation with the coach and other players.
- 1.2. Determine appropriate ***psychological methods and techniques*** in 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 players and opposition 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 foundation 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, and use 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 field to:
 - determine other player's intentions and movements
 - communicate with the coach and clarify positions, tactics and strategies
 - seek feedback and instructions from team members, coaches, support staff and umpires
- teamwork skills to:
 - encourage, support and back up 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 foundation Rugby Union 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
- 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
- foundation tactics and strategies of Rugby Union and how to use them in a game situation
- ***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 the development 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:

- utilises knowledge and interpretation of tactics and strategies of Rugby Union, rules, regulations and policies to develop and follow game plans, and apply the tactics and strategies applicable to different positions at a foundation level
- 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 70%
- 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 70% on sufficient occasions to demonstrate competence and consistency of performance.

Assessment must also ensure access to:

- Rugby Union training and competition facilities, with marked out fields
- groups or teams of foundation Rugby Union players to play with and against
- a coach to instruct and address players
- suitably qualified umpires
- support staff, such as trainers
- equipment, such as a Rugby Union ball, rugby posts, uniforms, mouthguards and pads
- 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 70% during activities and games
- oral or written questioning to assess knowledge of rules, regulations and policies of the Australian Rugby Union and their application to performance
- reports from a coach or umpire detailing performance.

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

- SISSRGU201A Perform foundation level Rugby Union skills
- SISSRGU203A Participate in conditioning for Rugby Union .

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.

Foundation tactics and strategies may include:

- line outs
- scrums
- re-starts
- starter moves
- penalties
- free kicks
- patterns of play in attack and defence
- decision making
- 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.

Rules, regulations and policies

- International Rugby Board laws

may include:

- 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 lost
- defence or missed tackles
- off loads
- number of rucks
- number of mauls
- number of phases.

Effective communication may include:

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

Unit Sector(s)

Sport

Competency Field

Rugby Union