



Republic of the Philippines

Department of Education

DepEd Complex, Meralco Avenue, Pasig City

STRENGTHENED SENIOR HIGH SCHOOL CURRICULUM

SPORTS OFFICIATING

Grade 11

Course Description:

This course provides a comprehensive study of essential principles and applications in sports officiating that covers fundamental concepts of strategic leadership styles, practices and ethical application. At the end of this course, learners are engaged through interactive learning and practical applications to prepare them for a dynamic career in various sports industry and certification from reputable and recognized organizations.

Elective: Academic

Prerequisite: None

Time Allotment: 80 hours for one semester, 4 hours per week

Schedule: First Semester / Second Semester

QUARTER 1 – INDIVIDUAL/DUAL SPORTS

CONTENT STANDARD	The learners demonstrate understanding of the fundamental principles and concepts of sports officiating to ensure the seamless and effective management of games and competition.
PERFORMANCE STANDARD	The learners evaluate the sports officiating during simulations, games, and competitions, promoting integrity and self-development.
LEARNING COMPETENCIES	CONTENT
1. discuss the philosophy and principles that influence officiating practices	Philosophy of Sports Officiating <ul style="list-style-type: none">● Integrity● Fairness● Consistency Principles of Sports Officiating <ul style="list-style-type: none">● Objectives● Characteristics, Leadership Styles and Techniques (Authoritative, Democratic, laissez faire)● Types: Interactive, passive, monitoring, etc.

<p>2. explain personal, social, and ethical behavior in sports officiating scenarios</p>	<p>Ethics of Sports Officiating</p> <ul style="list-style-type: none"> ● Understanding the Roles and Responsibilities of an Official ● Ethical Decision-Making in Officiating ● Personal Conduct and Professionalism in Officiating ● Social Responsibility of an Officials
<p>3. perform officiating mechanics in selected individual and dual sports through simulation and actual practice</p>	<p>Selected Individual/dual Sports Officiating Mechanics</p> <ul style="list-style-type: none"> ● Duties and Responsibilities ● Rules and Regulations <p>Involvement in School Sports Intramurals as Game Officials</p> <p>Selected Sport/s Officiating Exposure</p> <ul style="list-style-type: none"> ● Officiating Observation ● Game Officiating Simulation ● Game Officiating Practice ● Types of Level of Sports Officiating (School-based, Amateur, Professional) <p><i>Suggested Activities for Application (Mid-August-September):</i></p> <ul style="list-style-type: none"> ● Deployment of learners as game officials during School games/intramurals. ● Community sports competitions <p><i>Suggested roles of the student-officials</i></p> <ul style="list-style-type: none"> ● Line judge ● Table officials ● Stats Recorder
<p>4. evaluate the officiating performance after a game or competition</p>	<p>Practical Analysis</p> <ul style="list-style-type: none"> ● Physical Performance and Technical Skills ● Tactical Decision-Making ● Psychological and Emotional Performance <p><i>Suggestion: Teacher-made rubrics for assessment</i></p>

QUARTER 2 – TEAM SPORTS

CONTENT STANDARD	The learners demonstrate understanding of the fundamental principles and concepts of sports officiating to ensure the seamless and effective management of games and competition.
PERFORMANCE STANDARD	The learners assess sports officiating during simulations, games, and competitions, promoting integrity and self-development.
LEARNING COMPETENCIES	CONTENT
1. perform officiating mechanics in selected team sports through simulation and actual practice	<p>Selected Team Sports Officiating Mechanics</p> <ul style="list-style-type: none"> ● Rules and Regulations ● Duties and Responsibilities <ul style="list-style-type: none"> -Umpire/ Referee -Timekeeper -Linesman/ Line Judge/Side Judge <i>(Depends on the Chosen Sport)</i> ● Officiating mechanics <p>Selected Sport/s Officiating Exposure</p> <ul style="list-style-type: none"> ● Officiating Observation ● Game Officiating Simulation ● Game Officiating Practice ● Types of Level of Sports Officiating (School-based, Amateur, Professional)
2. evaluate the officiating performance after a game or competition	<p>Practical Analysis</p> <ul style="list-style-type: none"> ● Physical Performance and Technical Skills ● Tactical Decision-Making ● Psychological and Emotional Performance <p>Process and Qualifications to Obtain Officiating Certifications</p>

GLOSSARY

<i>Athlete-Centered Development</i>	A coaching philosophy that emphasizes the holistic development of athletes by addressing their physical, emotional, and psychological needs. This approach fosters self-awareness, responsibility, and decision-making skills, enabling athletes to take ownership of their performance and personal growth.
<i>A Code of Ethics</i>	A formal document or set of guidelines that outlines the principles, values, and standards of behavior that an individual or organization is expected to follow. It serves as a framework for decision-making and ethical conduct.
<i>Coaching Exposure</i>	Refers to the intentional engagement of coaches with various coaching strategies, methods, and tools, often through formal training, seminars, workshops, and conferences. It broadens their knowledge and enhances their adaptability to challenges.
<i>Coordination</i>	The alignment of actions, resources, and stakeholders to achieve shared goals. It ensures collaboration among key players, reduces duplication of efforts, and allows timely adjustments to address challenges.
<i>Dual Sports</i>	Involve two participants competing against each other, focusing on skill, technique, and strategy. Examples include tennis doubles, badminton doubles, and table tennis doubles.
<i>Evaluation</i>	Refers to the systematic process of determining the effectiveness, relevance, or worth of an activity, policy, or program. It assesses objectives, implementation, and sustainability of results.
<i>Evaluation Tools</i>	Methods such as performance monitoring indicators, surveys, focus groups, and participatory approaches used to collect and analyze data for tracking progress and assessing impact.
<i>Game Observation</i>	The process of systematically watching and analyzing the behaviors, techniques, strategies, and performance of athletes or teams during training or competition.
<i>Game Simulation</i>	Refers to creating controlled environments where athletes practice specific skills and scenarios that mimic game situations to improve performance.
<i>Individual Sports</i>	Activities performed by a single participant without direct interaction with opponents. Success depends on the athlete's skills and efforts. Examples include swimming, tennis, and track and field.
<i>Laissez-faire</i>	A policy or attitude of letting things take their own course without interference. It also refers to minimal intervention by authorities in business or economic activities.
<i>Levels of Competition</i>	Range from local leagues and amateur events to national and international competitions like the Olympics, representing varying challenges and requirements.

<i>Participant Observation</i>	A method used by coaches to gather insights into athletes' behaviors and performance during training or games.
<i>Performance Feedbacking</i>	Involves providing athletes with constructive feedback on their performance to improve skills and strategies.
<i>Physical Performance</i>	Refers to an athlete's ability to perform tasks requiring physical effort, encompassing endurance, strength, flexibility, and coordination.
<i>Practical Analysis</i>	Refers to the hands-on evaluation and application of techniques, strategies, and performance metrics in sports scenarios.
<i>Program Design</i>	Involves the creation of sports programs and activities to meet the needs and interests of participants.
<i>Rules and Regulations in Sports</i>	Critical for ensuring fair competition and safety, these establish the framework detailing how games should be played and penalties for breaches.
<i>Scheduling</i>	Arranging dates, times, and locations for sports activities, ensuring no conflicts with other events or facilities.
<i>Simulation</i>	In sports coaching, it involves creating controlled environments to practice skills and scenarios that mimic real-game situations.
<i>Sports Officiating Mechanics</i>	Refer to the structured methods used by officials, such as positioning, movements, and signals, to oversee and manage games effectively.
<i>Sports Officiating</i>	Refers to overseeing sports events to ensure fairness, safety, and compliance with rules.
<i>Structuring Events</i>	The process of organizing events with specific formats, guidelines, and schedules to ensure smooth execution.
<i>SWOT Analysis</i>	A framework to assess and understand internal and external factors influencing opportunities and risks.
<i>Tactical Decision-Making</i>	Involves using cognitive strategies to analyze variables, assess risks, and choose effective actions during competition.
<i>Team Sports</i>	Involve organized groups working together to achieve a common goal, emphasizing collaboration and strategy.
<i>Technical Skill</i>	Refers to the proficiency in executing techniques or actions required in a sport, such as dribbling in soccer or serving in tennis.

Tournament Format	A set of rules determining how participants or teams are matched and how winners are decided in competitions.
Tournament	A competitive event involving participants or teams competing in a series of games or matches according to rules.

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APPENDIX

Sample Performance Rubrics for Officiating					
Criteria	Excellent (5)	Proficient (4)	Satisfactory (3)	Needs Improvement (2)	Unsatisfactory (1)
Rule Knowledge	Demonstrates thorough knowledge and application of	Demonstrates solid knowledge and application of game	Demonstrates basic rule knowledge; some errors in application.	Demonstrates limited rule knowledge; frequent	Lacks sufficient knowledge of rules; major errors in application.

	game rules without error.	rules with minor errors.		errors in application.	
Positioning and Mechanics	Consistently in correct position with effective signaling and mechanics.	Mostly in correct position; signaling and mechanics are clear and effective.	Sometimes in correct position; signaling and mechanics need refinement.	Rarely in correct position; signaling and mechanics are unclear.	Consistently out of position; signaling and mechanics are ineffective.
Decision-Making	Makes accurate, timely, and unbiased decisions under pressure.	Makes mostly accurate and timely decisions; minimal bias.	Decisions are generally accurate but may lack timeliness or show slight bias.	Decisions are often inaccurate, untimely, or biased.	Consistently inaccurate, untimely, or biased decisions.
Game Management	Effectively manages the flow of the game; resolves conflicts diplomatically and efficiently.	Manages game flow well; resolves most conflicts effectively.	Basic game management; occasional difficulty resolving conflicts.	Struggles with game management; conflicts are poorly handled.	Fails to manage game flow or resolve conflicts effectively.
Professionalism and Ethics	Exhibits high levels of professionalism, integrity, and neutrality.	Demonstrates professionalism, integrity, and neutrality.	Professionalism and neutrality are adequate; occasional lapses.	Professionalism and neutrality need improvement; ethical issues observed.	Lacks professionalism, integrity, or neutrality.