

GAME PERFORMANCE COMPONENTS

PERFORMANCE COMPONENT	INVASION/ TERRITORIAL GAMES	NET/WALL GAMES	STRIKING + FIELDING GAMES	TARGET GAMES
BASE	Player setting up in a position in a zone defence	Returning to the centre of the court between shots	Fielding player in ready catching position prior to the object being hit	Player in steady stance prior to sending the object
DECISION MAKING	Player deciding whether to shoot, pass or dribble	Shot selection and placement	Batters - Deciding on shot placement Fielders - Deciding where to throw the ball	Deciding on direction, force, spin before sending object
SKILL EXECUTION	Shots on Target Successful Pass Successful Catch	Successful Shot	Batters - Strikes the ball successfully Fielders - Player fields ball cleanly Accurate throw	Successful shot
SUPPORT	Player moves into open space to receive a pass	Volleyball setter positions to receive a pass	Fielding player moves into position to receive a "relay" throw	Team member executes a "clear out"
GUARDING/ MARKING	Defender positions themselves between the player and the goal	Blockers move to guard hitters in Volleyball	Fielders move into position to prevent player stealing a base	Positions object in a protective position to block
COVERING	Defender moves to cover for teammate out of position	Covering teammates in position to back up missed blocks	Backing up thrower to prevent overthrows	
ADJUSTING	Defenders adjust position based on attackers positioning on field	Doubles team adjusting positioning to cover the court	Field positions adjusted according to strength and weaknesses of batter	Adjusting angle of release of object in order to avoid obstacles