

Annotations used in the detailed Mark Scheme

Annotation	Description	Annotation	Description
	Tick	KU	Knowledge and understanding / indicates AO1 on Q8
	Cross	EG	Example/Reference / indicates AO2 on Q8
BOD	Benefit of doubt	DEV	Development / indicates AO3 on Q8
TV	Too vague	L1	Level 1 response on Q8
REP	Repeat	L2	Level 2 response on Q8
IRRL	Significant amount of material which doesn't answer the question	L3	Level 3 response on Q8
SEEN	Noted but no credit given / indicates sub-max reached where relevant		

Available but not used: 'BP' (blank page) – 'SEEN' is used; 'K' (knowledge) – Tick is used except on Q8 where 'KU' is used.

- Sub-maxes are indicated with **SEEN**; the guidance section of the mark scheme shows which questions these are relevant to.
- KU** and **DEV** used instead of ticks on the extended response question to indicate where knowledge or development points from the indicative content have been made.
- On the extended response question (Q8), one KU or DEV does not necessarily equate to one mark being awarded; the marking is based on a levels of response mark scheme which awards a level and mark holistically based upon the quality of the response overall against the levels descriptors.

Section A					
Question			Answer	Marks	Guidance
1			Two marks from:	2 (AO2)	Accept first 2 answers only 'Took games to university' = TV on own
			1. NGBs		
			Formed NGBs e.g. FA, RFU		
			2. Spread		
			Spread sports (within Britain and/or abroad) e.g. as masters at public school, clergymen, soldiers, industrialists.		
			3. Codification		
			Codified the rules		
			4. Competitions		
			Developed leagues and competitions e.g. FA cup		
2			Two marks from:	2 (AO1)	Must have both venue and political incident for 1 mark. Marking instruction: Highlight venue , tick incident DNA Pt 2 'due to the cold war.' DNA Pt 2 'USA boycotted Games' on own. To award mark there must be reference to invasion of Afghanistan
			1. 1972		
			<u>Munich:</u> Israeli athletes taken hostage and/or murdered by Palestinian terrorists.		
			2. 1980		
			<u>Moscow:</u> Western nations or USA boycotted the Games in protest against the Soviet invasion of Afghanistan		
3			Two marks from:	2 (AO1)	Must have correct name and explanation for one mark Marking instruction: Highlight name , tick explanation
			1. Level One		
			<u>Podium</u> - supports athletes with potential to win medal at the next Olympics (max 4 years)		
			2. Level Two		
			<u>Podium Potential</u> - supports athletes with potential to win a medal at the next but one Olympics (max 8 years)		

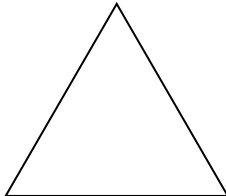
Section A						
Question			Answer		Marks	Guidance
4			Two marks from:		2 (AO2)	Pt. 3 DNA 'coaching' alone. Pt.5 DNA provide funding
			1. Competition	Give competitive experience		
			2. Talent Identification	Assist in talent identification / scouting		
			3. Coaching	Provide specialist/elite /high quality coaching		
			4. Equipment / facilities	Clubs provide equipment and facilities.		
			5. Financial Concessions	Offer financial concessions e.g. help with match fees, free gym memberships		
			6. Medical support	May offer physiotherapy /medical support		
5			Two marks from:		2 (AO2)	Accept first 2 answers only
			1. More coverage	Greater amount (hours or column inches) of coverage devoted to women's sport today		
			2. Presenters	Greater number of female presenters today		
			3. More sports	Increased range of women's sports covered e.g. football, rugby, netball today but not in the 80s		
			4. Less sexist	Media coverage less sexist / sexualised today.		
			5. More mainstream	More women's sport on premier channels at peak times. More live coverage.		

Section B																																										
Question		Answer	Marks	Guidance																																						
6	(a)	Five marks from: Table shows that countries are less willing to host Olympics because: <table><tr><td>Impact on Economy:</td><td></td></tr><tr><td>1. Expense of bid</td><td>Bidding for the Games is very expensive</td></tr><tr><td>2. Debt</td><td>Hosting the games could put country into debt.</td></tr><tr><td>3. Taxes</td><td>Increased taxes</td></tr><tr><td>4. House prices</td><td>Increased house prices</td></tr><tr><td>5. Employment</td><td>Benefits to employment are temporary</td></tr><tr><td>Impact on Society:</td><td></td></tr><tr><td>6. Unfair benefits</td><td>All benefits go to the host city and local area</td></tr><tr><td>7. Homes lost</td><td>Local inhabitants moved away from homes</td></tr><tr><td>8. Bad image</td><td>Negative events / poor performance reflect badly on the host country or government.</td></tr><tr><td>9. Disruption</td><td>Disruption e.g. to travel</td></tr><tr><td>10. Terrorism / crime</td><td>Threat of terrorism / increased crime.</td></tr><tr><td>11. Environment.</td><td>Negative environmental impacts e.g. pollution, congestion, overcrowding</td></tr><tr><td>Impact on Sport:</td><td></td></tr><tr><td>12. Redundant facilities</td><td>Facilities redundant/not used properly after the event/ expensive to maintain</td></tr><tr><td>13. Deviance</td><td>Deviance in sport highlighted</td></tr><tr><td>14. Legacy</td><td>Increased participation or legacy not sustained</td></tr><tr><td>15. Unfair funding</td><td>Funding diverted to Olympic sports</td></tr><tr><td></td><td></td></tr></table>	Impact on Economy:		1. Expense of bid	Bidding for the Games is very expensive	2. Debt	Hosting the games could put country into debt.	3. Taxes	Increased taxes	4. House prices	Increased house prices	5. Employment	Benefits to employment are temporary	Impact on Society:		6. Unfair benefits	All benefits go to the host city and local area	7. Homes lost	Local inhabitants moved away from homes	8. Bad image	Negative events / poor performance reflect badly on the host country or government.	9. Disruption	Disruption e.g. to travel	10. Terrorism / crime	Threat of terrorism / increased crime.	11. Environment.	Negative environmental impacts e.g. pollution, congestion, overcrowding	Impact on Sport:		12. Redundant facilities	Facilities redundant/not used properly after the event/ expensive to maintain	13. Deviance	Deviance in sport highlighted	14. Legacy	Increased participation or legacy not sustained	15. Unfair funding	Funding diverted to Olympic sports			5 AO3	
Impact on Economy:																																										
1. Expense of bid	Bidding for the Games is very expensive																																									
2. Debt	Hosting the games could put country into debt.																																									
3. Taxes	Increased taxes																																									
4. House prices	Increased house prices																																									
5. Employment	Benefits to employment are temporary																																									
Impact on Society:																																										
6. Unfair benefits	All benefits go to the host city and local area																																									
7. Homes lost	Local inhabitants moved away from homes																																									
8. Bad image	Negative events / poor performance reflect badly on the host country or government.																																									
9. Disruption	Disruption e.g. to travel																																									
10. Terrorism / crime	Threat of terrorism / increased crime.																																									
11. Environment.	Negative environmental impacts e.g. pollution, congestion, overcrowding																																									
Impact on Sport:																																										
12. Redundant facilities	Facilities redundant/not used properly after the event/ expensive to maintain																																									
13. Deviance	Deviance in sport highlighted																																									
14. Legacy	Increased participation or legacy not sustained																																									
15. Unfair funding	Funding diverted to Olympic sports																																									

Section B				
Question		Answer		Marks
Guidance				
6	(b)	Five marks from:		5 AO3
		1. Participation	Graphs show that young people from lower SE groups are less likely to participate/social class is an obstacle to participation	DNA Reference to adult participation Accept opposites DNA Pt. 4 “more opportunities” on own
		2. Organised participation or club membership or competition	Graphs show that young people from lower SE groups are less likely to be members of clubs/play organized sport	
		3. Finance	Young people from lower SE groups cannot afford equipment or fees or transport	
		4. Education	Young people from lower SE groups may not have access to higher level facilities or coaching or competition at school	
		5. Role models	Lack of availability of role models may prevent those from lower SE groups participating in certain activities	
		6. Elite players	Elite sports players are more likely to come from higher SE groups (Team GB in Rio)	
		7. Stereotyped sports	Individual sports can be perceived as upper or lower class.	
		8. Stacking	Young people may be encouraged into sports which ‘match’ their socio economic group.	
		9. Sport England target group	Lower SE groups form one of the target groups of Sport England action plan	
		10. School Club links	NGBs plan to strengthen links between state schools and clubs	
		11. NGB strategies	NGBs formulating schemes to address this problem e.g. Chance to Shine (cricket)	
		12. Improvements	The gap in participation between lower and higher SE groups has narrowed since 20 th century.	

Section B				
Question		Answer		Marks
Guidance				
6	(c)	Six marks from:		6 (AO3)
		1. Migration / urbanisation	British society moved from rural to urban.	
		2. Space	Less space in towns and cities, mob games traditionally required a lot of ground	
		3. Time	No time to play, most worked in factories, long days, 6 days per week	
		4. Energy	No energy to play because of long working day or week	
		5. Wakes and fairs	Factory owners were unwilling to give wakes and fairs days off	
		6. Reliable workforce	Factory owners discouraged mob games as they led to injury and time off work	
		7. Rivalries	Traditional rivalries disappeared due to population migration - population now concentrated in cities rather than villages	
		8. Law and order	Changes in law and order / violence less tolerated / society more ordered	
		9. Introduction of police force	Police forces more widespread / arrests made for unruly behaviour	
		10. Middle class influence	Mob games were discouraged by middle classes	
		11. Rationalised sport / played other sports.	Spread of rationalised sport to working classes/organized sport played rather than mob games	
		12. Increasing literacy / education	People more able to understand more complex organized sports.	

Section B						
Question			Answer		Marks	Guidance
6	(d)		Four marks from:		4 (AO1)	Pt. 3 Candidates need to ref. both amateurs and professionals for award of mark
			1. Amateur definition	A person who does not get paid to play/plays for the love of the game		
			2. Professional definition	A person who is paid a salary for playing / playing is a job		
			3. Pre-industrial times	In pre-industrial times amateurs were upper class <u>and</u> professionals were lower class		
			4. 21 st Century	Amateurs and/or professionals can come from any social class. Sport is classless.		

7	(a)	Four marks from:	<table><tr><th>AO1s</th><th>Sub max 2</th></tr><tr><td>1. Definition</td><td>GT is the relationship or interdependence between sport, sponsorship and media</td></tr><tr><td>2. Commercialisation</td><td>Represents the commercial nature of sport</td></tr><tr><td>3. Sponsor benefit</td><td>The sponsor gains exposure for product or service</td></tr><tr><td>4. Sport/player/competition benefit</td><td>Revenue, equipment, prizes, popularity, raised profile.</td></tr><tr><td>5. Media benefit</td><td>The media company gains revenue from advertising / gains increased viewers</td></tr><tr><th>AO2s</th><th>Sub max 2</th></tr><tr><td>6. Example triangle</td><td>Named player or team or competition, media source and relevant sponsor fitted on to triangle (diagram acceptable - see guidance)</td></tr><tr><td>7. Example of club/player/competition – sponsor relationship</td><td>Example of relationship between a sponsor and player or team or competition E.g. AON pay £180 million to be title sponsor of Man. Utd. training kit/training ground.</td></tr><tr><td>8. Example of sponsor - media relationship</td><td>Example of relationship between a sponsor and media company. E.g. AON increase brand awareness because company name is seen more often on TV. Cheap advertising.</td></tr><tr><td>9. Example of club/player/competition – media relationship</td><td>Example of relationship between club or player or competition and media company E.g. Man. Utd. benefits from their share of TV rights paid by Sky for Premier League coverage. Sky increases its number of subscribers as viewers cannot view live football premiership on terrestrial TV.</td></tr></table>	AO1s	Sub max 2	1. Definition	GT is the relationship or interdependence between sport, sponsorship and media	2. Commercialisation	Represents the commercial nature of sport	3. Sponsor benefit	The sponsor gains exposure for product or service	4. Sport/player/competition benefit	Revenue, equipment, prizes, popularity, raised profile.	5. Media benefit	The media company gains revenue from advertising / gains increased viewers	AO2s	Sub max 2	6. Example triangle	Named player or team or competition, media source and relevant sponsor fitted on to triangle (diagram acceptable - see guidance)	7. Example of club/player/competition – sponsor relationship	Example of relationship between a sponsor and player or team or competition E.g. AON pay £180 million to be title sponsor of Man. Utd. training kit/training ground.	8. Example of sponsor - media relationship	Example of relationship between a sponsor and media company. E.g. AON increase brand awareness because company name is seen more often on TV. Cheap advertising.	9. Example of club/player/competition – media relationship	Example of relationship between club or player or competition and media company E.g. Man. Utd. benefits from their share of TV rights paid by Sky for Premier League coverage. Sky increases its number of subscribers as viewers cannot view live football premiership on terrestrial TV.	4 (2xAO1) (2xAO2)	Sub max 2 pts 1-5 (AO1) Sub max 2 pts 6-9.(AO2) Only credit examples that relate to stated sport. E.g. of diagram for pt. 6. Man. Utd  Sky TVAON
AO1s	Sub max 2																										
1. Definition	GT is the relationship or interdependence between sport, sponsorship and media																										
2. Commercialisation	Represents the commercial nature of sport																										
3. Sponsor benefit	The sponsor gains exposure for product or service																										
4. Sport/player/competition benefit	Revenue, equipment, prizes, popularity, raised profile.																										
5. Media benefit	The media company gains revenue from advertising / gains increased viewers																										
AO2s	Sub max 2																										
6. Example triangle	Named player or team or competition, media source and relevant sponsor fitted on to triangle (diagram acceptable - see guidance)																										
7. Example of club/player/competition – sponsor relationship	Example of relationship between a sponsor and player or team or competition E.g. AON pay £180 million to be title sponsor of Man. Utd. training kit/training ground.																										
8. Example of sponsor - media relationship	Example of relationship between a sponsor and media company. E.g. AON increase brand awareness because company name is seen more often on TV. Cheap advertising.																										
9. Example of club/player/competition – media relationship	Example of relationship between club or player or competition and media company E.g. Man. Utd. benefits from their share of TV rights paid by Sky for Premier League coverage. Sky increases its number of subscribers as viewers cannot view live football premiership on terrestrial TV.																										

7	(b)	Six marks from: <table><tr><td>Positive Effects:</td><td>Sub max. 4</td></tr><tr><td>1. Fair outcomes</td><td>Ensures fair outcomes e.g. TMO, goal line technology, Hawkeye</td></tr><tr><td>2. Entertainment / excitement</td><td>Increases entertainment / interest e.g. action replays, motion capture analysis, new camera technology or angles, modern scoreboards</td></tr><tr><td>3. 24/7 access</td><td>Sport can be viewed anywhere at any time e.g. Internet, mobile devices.</td></tr><tr><td>4. Performance</td><td>Increases levels of performance e.g. enhanced prosthetics, enhanced aerodynamics in track bikes</td></tr><tr><td>5. Understanding</td><td>Enhances understanding / increases insight e.g. action replays, movement analysis, use of internet</td></tr><tr><td>6. Player welfare</td><td>Prolongs players' careers/players return from injury faster e.g. treatment or rehab for injuries, safety equipment</td></tr><tr><td>Negative Effects:</td><td></td></tr><tr><td>7. Tradition</td><td>Detracts from true nature of sport e.g. TMO, goal line technology</td></tr><tr><td>8. Delays</td><td>Slows sport down / causes frustration e.g. third umpire.</td></tr><tr><td>9. Cheating</td><td>Encourages cheating e.g. new technology in performance enhancing drugs</td></tr><tr><td>10. Less likely to attend live matches.</td><td>Spectators get a better viewing experience at home e.g. HD / Smart TVs, new camera technology or angles</td></tr></table>	Positive Effects:	Sub max. 4	1. Fair outcomes	Ensures fair outcomes e.g. TMO, goal line technology, Hawkeye	2. Entertainment / excitement	Increases entertainment / interest e.g. action replays, motion capture analysis, new camera technology or angles, modern scoreboards	3. 24/7 access	Sport can be viewed anywhere at any time e.g. Internet, mobile devices.	4. Performance	Increases levels of performance e.g. enhanced prosthetics, enhanced aerodynamics in track bikes	5. Understanding	Enhances understanding / increases insight e.g. action replays, movement analysis, use of internet	6. Player welfare	Prolongs players' careers/players return from injury faster e.g. treatment or rehab for injuries, safety equipment	Negative Effects:		7. Tradition	Detracts from true nature of sport e.g. TMO, goal line technology	8. Delays	Slows sport down / causes frustration e.g. third umpire.	9. Cheating	Encourages cheating e.g. new technology in performance enhancing drugs	10. Less likely to attend live matches.	Spectators get a better viewing experience at home e.g. HD / Smart TVs, new camera technology or angles	6 (AO2)	Do not accept: Effects without examples. <u>Sub max 4</u> for positive effects (pts 1-6) Marking instruction: Highlight effect , tick example
Positive Effects:	Sub max. 4																											
1. Fair outcomes	Ensures fair outcomes e.g. TMO, goal line technology, Hawkeye																											
2. Entertainment / excitement	Increases entertainment / interest e.g. action replays, motion capture analysis, new camera technology or angles, modern scoreboards																											
3. 24/7 access	Sport can be viewed anywhere at any time e.g. Internet, mobile devices.																											
4. Performance	Increases levels of performance e.g. enhanced prosthetics, enhanced aerodynamics in track bikes																											
5. Understanding	Enhances understanding / increases insight e.g. action replays, movement analysis, use of internet																											
6. Player welfare	Prolongs players' careers/players return from injury faster e.g. treatment or rehab for injuries, safety equipment																											
Negative Effects:																												
7. Tradition	Detracts from true nature of sport e.g. TMO, goal line technology																											
8. Delays	Slows sport down / causes frustration e.g. third umpire.																											
9. Cheating	Encourages cheating e.g. new technology in performance enhancing drugs																											
10. Less likely to attend live matches.	Spectators get a better viewing experience at home e.g. HD / Smart TVs, new camera technology or angles																											

7	(c)	Four marks from: <table><tr><td>1. Identify problems</td><td>Evaluate athlete to identify potential stressors or difficulties</td></tr><tr><td>2. Performance Lifestyle Advice</td><td>Advise on integration of sporting and personal life / give financial advice.</td></tr><tr><td>3. Media</td><td>Teach strategies for dealing with media</td></tr><tr><td>4. Medical</td><td>Arrange medical intervention e.g. physiotherapy</td></tr><tr><td>5. Training</td><td>Suggest training adaptations</td></tr><tr><td>6. Psychological support</td><td>Give psychological support/teach stress management techniques</td></tr></table>	1. Identify problems	Evaluate athlete to identify potential stressors or difficulties	2. Performance Lifestyle Advice	Advise on integration of sporting and personal life / give financial advice.	3. Media	Teach strategies for dealing with media	4. Medical	Arrange medical intervention e.g. physiotherapy	5. Training	Suggest training adaptations	6. Psychological support	Give psychological support/teach stress management techniques	4 (AO1)	Pt. 6 DNA 'Mental' support Pt. 6 allow 'counselling.'		
1. Identify problems	Evaluate athlete to identify potential stressors or difficulties																	
2. Performance Lifestyle Advice	Advise on integration of sporting and personal life / give financial advice.																	
3. Media	Teach strategies for dealing with media																	
4. Medical	Arrange medical intervention e.g. physiotherapy																	
5. Training	Suggest training adaptations																	
6. Psychological support	Give psychological support/teach stress management techniques																	
7	(d)	Six marks from: <table><tr><th>Roles of NIS (sub max 3)</th><th>Examples (sub max 3)</th></tr><tr><td>1. World class performance environments</td><td>2. E.g. Olympic swimming pool at Bath University</td></tr><tr><td>3. Talent I.D.</td><td>4. E.g. #Discover your Gold</td></tr><tr><td>5. Sport science support</td><td>6. E.g. Nutrition, biomechanics, physiology, psychology, strength and conditioning.</td></tr><tr><td>7. Medical support</td><td>8. E.g. Physiotherapy, planned rehab, injury treatment and prevention, athlete health and well-being.</td></tr><tr><td>9. Technology / engineering</td><td>10. E.g. sports wheelchairs, prosthetics design</td></tr><tr><td>11. Research</td><td>12. E.g. Research into enhancing training, aerodynamic research.</td></tr></table>	Roles of NIS (sub max 3)	Examples (sub max 3)	1. World class performance environments	2. E.g. Olympic swimming pool at Bath University	3. Talent I.D.	4. E.g. #Discover your Gold	5. Sport science support	6. E.g. Nutrition, biomechanics, physiology, psychology, strength and conditioning.	7. Medical support	8. E.g. Physiotherapy, planned rehab, injury treatment and prevention, athlete health and well-being.	9. Technology / engineering	10. E.g. sports wheelchairs, prosthetics design	11. Research	12. E.g. Research into enhancing training, aerodynamic research.	6 (3 xAO1) (3 xAO2)	Sub max 3 for roles of NIS (odd numbers) Sub max 3 for examples. (even numbers) Roles and examples do not have to match (points are numbered separately).
Roles of NIS (sub max 3)	Examples (sub max 3)																	
1. World class performance environments	2. E.g. Olympic swimming pool at Bath University																	
3. Talent I.D.	4. E.g. #Discover your Gold																	
5. Sport science support	6. E.g. Nutrition, biomechanics, physiology, psychology, strength and conditioning.																	
7. Medical support	8. E.g. Physiotherapy, planned rehab, injury treatment and prevention, athlete health and well-being.																	
9. Technology / engineering	10. E.g. sports wheelchairs, prosthetics design																	
11. Research	12. E.g. Research into enhancing training, aerodynamic research.																	

Sub max 3 for roles of NIS
(odd numbers)

Sub max 3 for examples.
(even numbers)

Roles and examples do not have to match (points are numbered separately).

Levels of response

Section C		
Question	Answer	Guidance
8*	Level 3 (8–10 marks) • detailed knowledge and excellent understanding (AO1) • detailed analysis and critical evaluation (AO3) • very accurate use of technical and specialist vocabulary • there is a well-developed line of reasoning which is clear and logically structured. The information presented is relevant and substantiated.	At Level 3 responses <u>are likely</u> to include: • Comprehensive coverage of how the law affects 21st century sport (player, administrator, club, organizer, spectator). Range of examples given. • Clear understanding of the term deviance and how it applies to sport with some examples. • Links law and deviance appropriately. • AO1, AO2 and AO3 all covered well in this level.
	Level 2 (5–7 marks) • good knowledge and clear understanding (AO1) • good analysis and critical evaluation (AO3) • generally accurate use of technical and specialist vocabulary • there is a line of reasoning presented with some structure. The information presented is in the most-part relevant and supported by some evidence.	At Level 2 responses <u>are likely</u> to include: • Sound coverage of how the law affects 21st century sport. Recognition that the law applies to roles other than the player. Appropriate examples given. • Sound understanding of the term deviance and gives some examples. May concentrate on the player/participant. • Attempts to link law and deviance, but links may not always be relevant. • Maximum of 3 marks to be awarded for AO1 and 3 marks for AO2; some AO3 required for top of this level.

Section C		
Question	Answer	Guidance
	Level 1 (1–4 marks) • satisfactory knowledge and understanding (AO1) • limited evidence of analysis and critical evaluation (AO3) • technical and specialist vocabulary used with limited success • the information is basic and communicated in an unstructured way. The information is supported by limited evidence and the relationship to the evidence may not be clear.	At Level 1 responses <u>are likely</u> to include: • Limited coverage of how the law affects 21st century sport. May rely on examples rather than theoretical knowledge. Examples given may be of limited range (e.g. just player). • Limited understanding of the term deviance, may give obvious examples. • No attempt to link law and deviance. • Maximum of 3 marks to be awarded for AO1 with no examples.
	(0 marks) No response or no response worthy of credit.	

8. **Marks:** 10 (AO1 x3, AO2 x3, AO3 x4)**Guidance:** Max. 3 marks for AO1, max 3 for AO2, max. 3 for AO3

AO1- KU	AO2 – E.G.	AO3 - DEV
Section A: How the Law Affects 21st Century Sport		
1. Eliminates discrimination	E.g. Women/minority groups can no longer be banned from club (golf) membership.	➤ On the basis of gender / race.
2. Controls violence	E.g. Banning orders / confiscation of passports for hooligans	➤ Laws to punish hooligans / violent players
3. Protects players	E.g. Violent Players accused and convicted of assault / imprisoned. E.g. Bosman ruling, free movement of players E.g. Wages, transfer rights	➤ Violence on the field can result in litigation ➤ Players have legally binding contracts with clubs to protect their interests ➤ Clubs / administrators are bound by these contracts
4. Ensures fair competition	E.g. Anabolic steroids, amphetamines. E.g. Match fixing prosecuted as fraud E.g. Betting companies legally required to give details of clients to NGBs	➤ Some PEDs illegal / some are not ➤ Bribery and illegal betting can result in prosecution.
5. Ensures safety	E.g. Alcohol bans at matches E.g. All seater stadia	➤ Organisers and officials have a legal duty of care to players / spectators ➤ Can be prosecuted for negligence / has a duty of care
6. Involvement of law goes against tradition of sport	E.g. A punch on rugby field would be dealt with fine / ban from NGB. Now likely to end up in court.	➤ Incidents on the sports field were dealt with by NGB without involving the law
7. National curriculum / compulsory PE		

AO1 - KU	AO2 – E.G.	AO3 - DEV
Section B: Links Between Law and Deviance		
8. Deviance is behaviour outside the norms or values or ethics of sport / unethical	E.g. Use of PEDs, gamesmanship, match fixing, bribery	➤ Behaviour against the 'contract to compete'
9. Positive deviance	E.g. Playing whilst injured E.g. Training too hard	
10. Negative deviance	E.g. Drugs E.g. Match fixing E.g. Cheating E.g. Violence	
11. Not all deviance is unlawful		
12. Unlawful	E.g. Punching an opponent E.g. Match fixing (fraud) E.g. Bribery (fraud) E.g. Poor officiating that leads to injury.	➤ Unlawful deviance in sport is increasingly being dealt with by judicial system ➤ Can be dealt with by Court of Arbitration for Sport (CAS)
13. Lawful	E.g. Playing whilst injured E.g. Training too hard E.g. Using some drugs E.g. Gamesmanship E.g. Low level cheating	➤ Deviance which is lawful may be punished by club or NGB.
14. Negative deviance often unlawful		
15. Positive deviance often lawful		
16. Deviance in sport dealt with by many agencies	E.g. drugs, cheating, violence E.g. Violence, hooliganism, steroid abuse.	➤ CAS / NGB might deal with behaviour that is both deviant and unlawful ➤ The legal system will only deal with unlawful acts
17. Increased involvement of the law has reduced deviance in sport	E.g. Threat of assault charge has reduced on the pitch violence	➤ Players are now mindful of the consequences of reckless/foul play (criminal record / prison sentence)