

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
5. Course Design	1. Designed for new officials / junior officials to start refereeing	1. Designed for officials who will referee in junior events, minor state events and local domestic events	1. Designed for officials who will referee in state, local elite domestic events and nominated national events	1. Designed for officials who will referee in national events and elite state events	1. Designed for officials who will referee in elite national events	1. Designed for officials who are required to hold an international grading and who could be invited by FIBA to attend an international event
	2. Designed for officials who will referee low grade domestic and/or junior events			2. All level 4 and 5 officials will need to satisfy level 3 requirements	2. All level 5 officials will need to satisfy level 4 requirements	
6. Course Development	1. Course is developed by Australian body or delegated authority	1. Course is developed by Australian body	1. Course is developed by Australian body	1. Course is developed by Australian body	1. Course is developed by Australian body	1. Course is developed by FIBA
	2. Course is reviewed / revised as required	2. Course is reviewed / revised as required	2. Course is reviewed / revised as required	2. Course is reviewed / revised as required	2. Selection process is reviewed / revised as required	2. Course is reviewed / revised as required by FIBA
	3. Course must be updated within 6 months of major rule changes	3. Course must be updated within 6 months of major rule changes	3. Course must be updated within 6 months of major rule changes	3. Course must be updated within 6 months of major rule changes		
7. Course Provider	1. Local Basketball Association acting for state body	1. State Referees Body	1. State Referees Body	1. Australian Referees Body	1. Australian Referees Body	1. FIBA

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
8. Course Presenters	1. Course Presenters will need to be approved by the course provider	1. Course Presenters will need to be approved by the course provider	1. Course Presenters will need to be approved by the course provider	1. Course Presenters will need to be approved by the course provider		1. Course Presenters are approved by FIBA
	2. The minimum fees for course presenters will be as prescribed by state body or delegated authority	2. The minimum fees for course presenters will be as prescribed by state body or delegated authority	2. The minimum fees for course presenters will be as prescribed by state body or delegated authority	2. The minimum fees for course presenters will be as prescribed by Australian body		2. Fees will be determined by FIBA
		3. The presenter / facilitator must be an appropriately qualified educator / evaluator approved by the State or delegated authority	3. The presenter / facilitator must be an appropriately qualified educator / evaluator approved by the State or delegated authority	3. The presenter must be an appropriately qualified educator / evaluator approved by the Australian body		3. Presenter is accredited by FIBA
9. Course Administration	1. The administration of a course will be the responsibility of the course provider or it's delegated authority	1. The administration of a course will be the responsibility of the course provider or it's delegated authority	1. The administration of a course will be the responsibility of the course provider or it's delegated authority	1. The administration of a course will be the responsibility of the course provider or it's delegated authority	1. The administration of the selection process will be the responsibility of the Australian Referees Body	1. The administration of a course will be the responsibility of the course provider or it's delegated authority
	2. The participants fee for the course will be determined by the course provider	2. The participants fee for the course will be determined by the course provider	2. The participants fee for the course will be determined by the course provider	2. The participants fee for the course will be determined by the course provider		2. The participants fee for the course will be determined by the course provider

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
	3. Number of participants at course will be determined by	3. Number of participants at course will be determined by course provider	3. Number of participants at course will be determined by course provider	3. Number of participants at course will be determined by course provider		3. Number of participants at course will be determined by course provider
	4. The recommended maximum number of candidates for classroom work is forty	4. The recommended minimum number of candidates for classroom work is five, with a maximum of twenty	4. The recommended minimum number of candidates for classroom work is five	4. The recommended minimum number of candidates for classroom work is five		
	5. The recommended ratio of candidates to presenter for mechanics demonstration is 1 to 20	5. The recommended ratio of candidates to presenter for mechanics demonstration is 1 to 8	5. The recommended ratio of candidates to presenter for mechanics demonstration is 1 to 4 in a four hour period	5. The recommended ratio of candidates to presenter for mechanics demonstration is 1 to 4 in a four hour period		
	6. For on court assessment need a half a game by 1 evaluator / observer	6. For on court assessment need a minimum of three games by 1 evaluator	6. For on court assessment need a minimum of five games by a minimum of 2 evaluators over different games	6. For on court assessment a minimum of five games by 3 evaluators		
		7. The number of games for on court assessment may be reduced to 1 game for C grade and 2 games for B grade when states have used C B A grades within Level 1	7. Two games for on court assessment may be done while a candidate is completing the theory models	7. Games for on court assessment should be referred with different partners, some at a similar level to candidate and others superior		
			8. The majority of evaluators would need to agree on a grading	8. The majority of evaluators would need to agree on a grading		

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
10. Course Venue	1. The venue will be determined by the course provider	1. The venue will be determined by the course provider	1. The venues will be determined by the course provider	1. The venues will be determined by the course provider	1. The venues will be determined by the course provider	1. The venues will be determined by the course provider
	2. Theory component will be conducted in a “Classroom” environment with the following aids available: <input type="checkbox"/> whiteboard <input type="checkbox"/> OHP <input type="checkbox"/> TV/VCR <input type="checkbox"/> Basketball	2. Theory component will be conducted in a “Classroom” environment with the following aids available <input type="checkbox"/> whiteboard <input type="checkbox"/> OHP <input type="checkbox"/> TV/VCR <input type="checkbox"/> Basketball	2. Theory component will be conducted in a “Classroom” environment with the following aids available <input type="checkbox"/> whiteboard <input type="checkbox"/> OHP <input type="checkbox"/> TV/VCR <input type="checkbox"/> Basketball	2. Theory component will be conducted in a “Classroom” environment with the following aids available <input type="checkbox"/> whiteboard <input type="checkbox"/> OHP <input type="checkbox"/> TV/VCR <input type="checkbox"/> Basketball		
	3. Practice on basketball court	3. Practical demonstrations will be on basketball court	3. Practical demonstrations will be on basketball court	3. Practical demonstrations will be on basketball court		
11. Reference Material	Course Notes Simplified Rulebook Video – “Basic Basketball Officiating” and / or selected videos	Course Notes Rulebook Mechanics Book Video – Selected Videos	Course Notes Rulebook Mechanics Book Selected resource material	Course Notes Rulebook Mechanics Book Score Table Manual		
12. Course Content	Details of specific course content and required learning outcomes may be found in the course lecture notes for each module	Details of specific course content and required learning outcomes may be found in the course lecture notes for each module	Details of specific course content and required learning outcomes may be found in the course lecture notes for each module	Details of specific course content and required learning outcomes may be found in the course lecture notes for each module		
B. Course						
1. Time	3 hours plus practical assessment time	8 hours plus practical assessment time (at the discretion of the provider the course may be split into 4 hours for C grade and an additional 4 hours for B grade)	16 hours plus practical assessment time	16 hours plus practical assessment time (this time may be extended for specialist presenters)	As determined by Australian Body	As determined by FIBA

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
2. Components	<u>Technical Knowledge</u> 3 modules in two hours	<u>Technical Knowledge</u> 5 modules x 1 hour	<u>Technical Knowledge</u> 8 modules x 2 hours	<u>Technical Knowledge</u> 10 modules x 2 hours		
	<u>Officiating Mechanics</u> 1 module in one hour	<u>Officiating Mechanics</u> 1 module x 1 hour 1 season x 1 hour	<u>Officiating Mechanics</u> 1 module x 1 hour 1 season x 2 hrs	<u>Officiating Mechanics</u> 1 module x 1 hour 1 season x 2 hrs		
3. Records	1. Individual candidate will keep their record card and have modules signed off when complete	1. Individual candidate will keep their record card and have modules signed off when complete	1. Individual candidate will keep their record card and have modules signed off when complete	1. Individual candidate will keep their record card and have modules signed off when complete	1. When selected the national body will issue a certificate	1. On payment of prescribed fee FIBA will issue a card/license
	2. When complete the local association or delegated authority will issue a certificate	2. When complete the state body or delegated authority will issue a certificate and provide the name of referee to the state body	2. When complete the state body or delegated authority will issue a certificate and provide the name of referee to the Australian body	2. When completed the Australian body will issue a certificate		
4. Course Entry Requirement	1. No pre requisites	1. Must have referred a minimum of 5 domestic games and must have completed modules 1, 2 and 3 from level 0	1. Must have been a level 1 A for more than twelve months or a designated "fast track" candidate identified by state	1. Recommended to have been a level 2 for more than twenty four months or a designated "fast track" candidate identified by Australian body	1. Recommended to have been a level 3 for a minimum of twenty four months or a candidate with prior learning identified by Australian body	1. Recommended to have been a level 4 for a minimum of twenty four months
		2. As a guideline 15 years is the preferred minimum age	2. Pass entry theory exam (Note: the pass requirement for C/B grade will be lower than A grade)	2. Pass entry theory exam	2. Potential candidates may undertake special programs	2. Must be nominated by Australian body
			3. Demonstrate superior Level 1 competencies when officiating	3. Demonstrate superior level 2 competencies when officiating	3. Must be nominated by state to Australian body or by Australian body	3. Can be graded by FIBA only

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
			4. Recommended to enter course by state or delegated authority	4. Recommended to enter course by state	4. Can be graded by Australian body only	4. Invitations to attend the course are based on the Australian body's strategic plan and FIBA policies
5. Feedback	1. Course presenter should feedback to candidates on a. Completion of course entry b. Completion of each technical knowledge / officiating mechanics module c. Completion of each on court assessment d. results after all on court assessments complete	1. Course presenter should feedback to candidates on a. Completion of course entry b. Completion of each technical knowledge / officiating mechanics module c. Completion of each on court assessment d. results after all on court assessments complete	1. Course presenter should feedback to candidates on a. Completion of course entry b. Completion of each technical knowledge / officiating mechanics module c. Completion of each on court assessment d. results after all on court assessments complete	1. Course presenter should feedback to candidates on a. Completion of course entry b. Completion of each technical knowledge / officiating mechanics module c. Completion of each on court assessment d. results after all on court assessments complete	1. Course presenter should feedback to candidates on a. Completion of course entry b. Completion of each technical knowledge / officiating mechanics module c. Completion of each on court assessment d. results after all on court assessments complete	1. Course presenter should feedback to candidates on a. Completion of course entry b. Completion of each technical knowledge / officiating mechanics module c. Completion of each on court assessment d. results after all on court assessments complete
6. Appeals	1. Any candidate may lodge an appeal with regard course assessment to the course presenter in the first instance, then to the course provider	1. Any candidate may lodge an appeal with regard course assessment to the course presenter in the first instance, then to the course provider	1. Any candidate may lodge an appeal with regard course assessment to the course presenter in the first instance, then to the course provider	1. Any candidate may lodge an appeal with regard course assessment to the course presenter in the first instance, then to the course provider	1. Any candidate may lodge an appeal with regard course assessment to the course presenter in the first instance, then to the course provider	1. Any candidate may lodge an appeal with regard course assessment to the course presenter in the first instance, then to the course provider
C. Technical Knowledge						
1. Course Requirements	1. Complete the stipulated technical knowledge modules	1. Complete the stipulated technical knowledge modules	1. Complete the stipulated technical knowledge modules	1. Complete the stipulated technical knowledge modules	1. No additional technical knowledge modules are required but must have current level 3 modules	1. Attend and pass the FIBA course but must complete requirement of level 4

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
	Module 0.1 – Basic Game Administration Module 0.2 – Basic Contact Module 0.3 – Violations	Module 1.1 – Game Administration Module 1.2 – Contact Module 1.3 – Violations Module 1.5 Technical Infractions Module 1.6 – Timing Regulations	Module 2.1 – Game Administration Module 2.2 – Contact Module 2.3 – Violations Module 2.5 – Technical Infractions Module 2.6 – Timing Regulations Module 2.8 – Philosophy of Officiating / Self Reflection Module 2.9 – Preventative Officiating – People Management Module 2.10 – Game trends and Relations	Module 3.1 Game Administration Module 3.2 Contact Module 3.3 – Violations Module 3.5– Technical Infractions Module 3.6 – Timing Regulations Module 3.8 – Philosophy of Officiating Module 3.9 – Preventative Officiating Module 3.10– Game trends and Relations Module 3.11– Psychology of Officiating Module 3.12 Evaluators Course		
	2. Course to be conducted by local association or delegated authority	2. Course to be conducted by state body or delegated authority by state accredited instructor (Level 1 or above)	2. Course to be conducted by state body by state accredited instructor (Level 2 or above)	2. Course to be conducted by Australian body or delegated state by Australian accredited instructor (Level 3) and specialist instructors in the case of designated units	2. No specific course is required	2. Course to be conducted by FIBA with FIBA accredited instructor
		3. At the discretion of the state body the course may be split into Part 1 for level C/B and Part 2 for Level A				

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
2. Frequency	1. Technical Knowledge accreditation is valid for 12 months only	1. Technical Knowledge accreditation is valid for the life of the FIBA rules up to maximum of four years however after a major rule change it must be renewed in the next 12 months	1. Technical Knowledge accreditation is valid for the life of the FIBA rules up to maximum of four years, however after a major rule change it must be renewed in the next 12 months	1. Technical Knowledge accreditation is valid for the life of the FIBA rules up to maximum of four years, however after a major rule change for it must be renewed in the next 12 months	1. Must maintain level 3 requirements	1. Theory accreditation is valid for the life of the FIBA rules up to maximum of four years, however after a major rule change it must be renewed within 24 months and must maintain level 4 requirements
3. Wheelchair		1. An additional module may be added to the course for Wheelchair basketball. This module only needs to be completed by official refereeing wheelchair games	1. An additional module may be added to the course for Wheelchair basketball. This module only needs to be completed by official refereeing wheelchair games	1. An additional module may be added to the course for Wheelchair basketball. This module only needs to be completed by official refereeing wheelchair games		
4. Assessment	1. No technical knowledge examination is required	1. Pass approved technical knowledge examinations set by Australian body	1. Pass approved technical knowledge examinations set by Australian body. State may direct more frequent examination	1. Pass approved technical knowledge examinations set by Australian body as required each year	1. Pass approved technical knowledge examination set by Australian body as required each year	1. Pass FIBA technical knowledge examination
	2. Satisfactory completion of learning outcomes of each module	2. Satisfactory completion of learning outcomes of each module	2. Satisfactory completion of learning outcomes of each module	2. Satisfactory completion of learning outcomes of each module	2. Satisfactory completion of learning outcomes of each module	
	3. Only 1 & 2 above are required to complete technical knowledge of section of course	3. Only 1 & 2 above are required to complete technical knowledge of section of course	3. Only 1 & 2 above are required to complete technical knowledge of section of course	3. Only 1 & 2 above are required to complete technical knowledge of section of course	3. Only 1 & 2 above are required to complete technical knowledge of section of course	

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
	4. In addition further assessment is done as part of on court assessment	4. In addition further assessment is done as part of on court assessment	4. In addition further assessment is done as part of on court assessment	4. In addition further assessment is done as part of on court assessment	4. In addition further assessment is done as part of on court assessment	
D. Officiating Mechanics						
1. Requirement	1. Complete the stipulated mechanics demonstration module	1. Complete the stipulated mechanics demonstration module	1. Complete the stipulated mechanics demonstration module	1. Complete the stipulated mechanics demonstration module	1. No additional practical demonstration are required but must have current level 3 demonstrations	1. Exhibits mechanics and officiating techniques as required by FIBA instructor but must also complete the requirements of level 4
	Module 0.4 – Basic Mechanics	Module 1.4 – Mechanics (a) Areas of responsibility (b) Signals	Module 2.4 – Mechanics Areas of Responsibility	Module 3.4 (a) Mechanics (b) Teamwork		
	2. Mechanics Demonstration to be conducted by local association or delegated authority	2. Mechanics Demonstration to be conducted by state body or delegated authority by a state accredited instructor (Level 1 or above)	2. Mechanics Demonstration to be conducted by state body by a state accredited instructor (Level 2 or above)	Mechanics Demonstration to be conducted by Australian body or delegated state by an Australian accredited instructor (Level 3) and specialist instructors in the case of designated units	2. Must maintain level 3 requirements	2. Mechanics Demonstration to be conducted by FIBA with FIBA accredited instructor

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
2. Frequency	1. Mechanics accreditation is valid for 12 months only	1. Mechanics accreditation is valid for the life of the FIBA rules up to a maximum of four years however after a major rule change it must be renewed in the next 12 months	1. Mechanics accreditation is valid for the life of the FIBA rules up to a maximum of four years however after a major rule change it must be renewed in the next 12 months	1. Mechanics accreditation is valid for the life of the FIBA rules up to a maximum of four years however after a major rule change it must be renewed in the next 12 months	1. Must maintain level 3 requirements	1. Mechanics accreditation is valid for the life of the FIBA rules up to a maximum of four years however after a major rule change it must be renewed within 24 months
3. Fitness	1. No requirement to undertake any fitness module	1. Completed fitness education module	1. Satisfies basic fitness requirement conducted by state body	1. Satisfies fitness requirement annually conducted by Australian body	1. Satisfies fitness requirements of level 3 as required during the season	1. Satisfy fitness requirement as prescribed by FIBA and conducted by FIBA
		Module 1.7 – Fitness program	Module 2.7 – Basic Fitness Program (a) Physiology (b) Nutrition	Module 3.7 – Fitness program (a) Physiology (b) Nutrition (c) Personal preparation		
4. Assessment	1. Satisfactory completion of learning outcomes of each module	1. Satisfactory completion of learning outcomes of each module	1. Satisfactory completion of learning outcomes of each module	1. Satisfactory completion of learning outcomes of each module	1. Satisfies Level 3 requirements	1. Pass FIBA mechanic requirements
	2. Questions will be incorporated into technical knowledge examination	2. Questions will be incorporated into technical knowledge examination	2. Questions will be incorporated into technical knowledge examination	2. Questions will be incorporated into technical knowledge examination		
	3. Only 1 & 2 above are required to complete officiating mechanics section of course	3. Only 1 & 2 above are required to complete officiating mechanics section of course	3. Only 1 & 2 above are required to complete officiating mechanics section of course	3. Only 1 & 2 above are required to complete officiating mechanics section of course		
	4. In addition further testing is done as part of on court assessment	4. In addition further testing is done as part of on court assessment	4. In addition further testing is done as part of on court assessment	4. In addition further testing is done as part of on court assessment		

E. Assessment						
	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
1. Frequency	1. Must undertake on court assessment at least every 12 months but referee may be assessed any time and be re-graded	1. Must undertake on court assessment at least every 12 months but referee may be assessed any time and be re-graded	1. Must undertake on court assessment at least every 12 months but referee may be assessed any time and be re-graded	1. Must undertake on court assessment at least every 12 months but referee may be assessed any time and be re-graded	1. Must undertake on court assessment at least every 12 months but referee may be assessed any time and be re-graded	1. Pass FIBA on court assessment but must also meet the requirements of level 4
2. Evaluator	1. The on court assessment will be done by the local association or its delegated authority	1. The on court assessment will be done by the state body or delegated authority by a grade 1 evaluator	1. The on court assessment will be done by the state body or delegated authority by a grade 2 evaluator	1. The on court assessment will be done by the Australian body or delegated authority by a grade 3 evaluator	1. The on court assessment will be done by the Australian body	1. The on court assessment will be done by a FIBA instructor
3. Game Requirements	1. The minimum time for level 0 assessment is half a game by one evaluator	1. Minimum time for assessment is three games by one evaluator (this may be reduced to 1 game for level C and 2 games for level B)	1. Minimum time for assessment for five games by two evaluators	1. Minimum time for assessment is five games by three evaluators	1. Minimum time for assessment is five games by three evaluators	1. Assessment time is as determined by FIBA
	2. The game standard for assessment is low grade/junior domestic games	2. The game standard for assessment is senior domestic games	2. The game standard for assessment is elite domestic games	2. The game standard for assessment is elite state games and national games with a variety of partners	2. The game standard for assessment is elite national games with a variety of partners	2. The game standard is as required by FIBA
		3. The evaluator will use Bunn Sheets	3. The evaluator will use Bunn Sheets and state body evaluation form	3. The evaluator will use Bunn Sheets and state or Australian evaluation form depending on game	3. The evaluator will use Bunn Sheets and Australian body evaluation form	

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
4. Competencies Area	1. The competencies required are:	1. The competencies required are:	1. The competencies required are:	1. The competencies required are:	1. The competencies required are:	1. The competencies are as required by FIBA
	Planning - game admin	Planning - game admin	Planning - game admin	Planning - game admin	Planning - game admin	
	Decision Making - decisiveness - consistency	Decision Making - decisiveness - consistency	Decision Making - decisiveness - consistency	Decision Making - decisiveness - consistency	Decision Making - decisiveness - consistency	
	Court Mechanics - movement around court - position on court	Court Mechanics - movement around court - position on court	Court Mechanics - movement around court - position on court	Court Mechanics - movement around court - position on court	Court Mechanics - movement around court - position on court	
	People Skills - people management - game control	People Skills - people management - game control	People Skills - people management - game control	People Skills - people management - game control	People Skills - people management - game control	
	Communication - verbal (use of voice) - visual (signals)	Communication - verbal (use of voice) - visual (signals)	Communication - verbal (use of voice) - visual (signals)	Communication - verbal (use of voice) - visual (signals)	Communication - verbal (use of voice) - visual (signals)	
	Rule Knowledge - technical - application (judgement)	Rule Knowledge - technical - application (judgement)	Rule Knowledge - technical - application (judgement)	Rule Knowledge - technical - application (judgement)	Rule Knowledge - technical - application (judgement)	
5. Competency Description						
a) Game Administration	a) ensures scoresheet is correct prior to start of games and completes at the end of game	a) administers all time out and substitution correctly	a) ensures scoretable is organised, checks equipment and controls warm ups	a) holds pre game conference with partner	a) holds pre game conference with partner and coaches	
b) Teamwork		b) exchanges information with partner as appropriate	b) provides assistance to partner as required	b) assists partner with support	b) works with partner as one team	
c) Decisiveness	c) blows whistle for significant events	c) reacts to situation and makes a call	c) reacts to situation in a confident manner	c) reacts to situation in a strong confident manner	c) reads the game to enable prompt reaction	

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
d) Consistency		d) establishes a pattern of call selection that is generally maintained	d) establishes a pattern of call selection that is strongly maintained	d) establishes a pattern of call selection that is strongly maintained	d) establishes a pattern of call selection that is strongly maintained	
e) Movement around court		e) generally moves around the court in an appropriate manner in accordance with game	e) has less than an average of 12 questionable situations per game due to poor court position	e) has less than an average of 8 questionable situations per game due to poor court position	e) has less than an average of 4 questionable situations per game due to poor court position	
f) Position on Court	f) moves along the sideline	f) moves along side/end line in accordance with lead/trail	f) movement to demonstrate understanding of 6 areas, transition and dead ball positions	f) movement to demonstrate teamwork and techniques to cover special play situations	f) movement to demonstrate teamwork and techniques to cover special play situations	
g) People Management		g) makes a call after an inappropriate player/bench reaction	g) react promptly when player/bench behaviour is inappropriate	g) ability to keep player/bench behaviour in control	g) take appropriate action to be pro active in keeping play/bench behaviour in control	
h) Game Control		h) makes a call after a conflict situation to deal with that situation	h) reacts promptly when a game gets into a conflict situation	h) ability to keep a game in control with appropriate contact situation	h) takes a pro active role in keeping a game control	
i) Verbal Communication	i) communicates call to bench	i) communicates clearly to players and bench	i) uses voice for preventative action	i) uses voice to resolve conflict	i) uses voice to resolve conflict	
j) Visual Communication	j) blows whistle and uses foul and out of bounds signal	j) uses all signals as required	j) uses all signals in the correct sequence in a sharp manner	j) uses all signals in the correct sequence in a sharp manner	j) uses all signals in the correct sequence in a sharp manner	
k) Rule Knowledge		k) has less than an average of 5 rule errors as a result of technical knowledge based on level 1 modules	k) has less than an average rule error per game as a result of technical knowledge	k) has less than an average of .5 rule error per game as a result of technical knowledge	k) has less than an average error per game as a result of technical knowledge	
l) Judgement	l) makes calls on basic contact and out of bounds	l) make calls on majority of significant contact and violations	l) has less than an average of 12 questionable judgment situations per game	l) has less than an average of 8 questionable judgement situations per game	l) has less than an average of 4 questionable judgement situations per game	

	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
6. Assessment	1. Need to complete the number of games at the required playing standard	1. Need to complete the number of games at the required playing standard	1. Need to complete the number of games at the required playing standard	1. Need to complete the number of games at the required playing standard	1. Need to complete the number of games at the required playing standard	
	2. Assessment is based on objective and subjective competencies with each candidate required to satisfy the competencies of the given level and those of the lower level(s)	2. Assessment is based on objective and subjective competencies with each candidate required to satisfy the competencies of the given level and those of the lower level(s)	2. Assessment is based on objective and subjective competencies with each candidate required to satisfy the competencies of the given level and those of the lower level(s)	2. Assessment is based on objective and subjective competencies with each candidate required to satisfy the competencies of the given level and those of the lower level(s)	2. Assessment is based on objective and subjective competencies with each candidate required to satisfy the competencies of the given level and those of the lower level(s)	
	3. Where a number of evaluators are required, the evaluators should consult with regard to go candidate prior to the decision to grade the candidate	3. Where a number of evaluators are required, the evaluators should consult with regard to go candidate prior to the decision to grade the candidate	3. Where a number of evaluators are required, the evaluators should consult with regard to go candidate prior to the decision to grade the candidate	3. Where a number of evaluators are required, the evaluators should consult with regard to go candidate prior to the decision to grade the candidate	3. Where a number of evaluators are required, the evaluators should consult with regard to go candidate prior to the decision to grade the candidate	
	4. Completion of the on court assessment section occurs when competencies as described have been attained as judged by appropriate evaluator	4. Completion of the on court assessment section occurs when competencies as described have been attained as judged by appropriate evaluator	4. Completion of the on court assessment section occurs when competencies as described have been attained as judged by appropriate evaluator	4. Completion of the on court assessment section occurs when competencies as described have been attained as judged by appropriate evaluator	4. Completion of the on court assessment section occurs when competencies as described have been attained as judged by appropriate evaluator	