

BBA REFEREE DEVELOPMENT & PAY SCHEDULE

Level 3 Referee (\$35 Junior games & \$70* Senior games)

Has successfully completed the accredited BWA Level 3 course
*travel allowance for metro referees paid in addition to game fees



Level 2 Referee (\$30 Junior games & \$60* Senior games)

Has successfully completed the accredited BWA Level 2 course
*travel allowance for metro referees paid in addition to game fees



Level 1 Referee – Advanced (\$25 Junior games & \$50 Senior games)

Has successfully completed the accredited BWA Level 1 Referee (L1) course & has been identified by an association Referee Coach to have an advanced level of understanding or has completed the BWA Advanced Referee Course



Level 1 Referee (\$20 Junior games & \$40 Senior games)

Has successfully completed the accredited BWA Association Level 1 Referee course



Association Beginner Referee – Advanced (Level 0) (\$15 Junior Games & \$30 Senior games)

Has successfully completed the accredited BWA Association Beginner Referee (L0) course & has been identified by an association Referee Coach / Mentor to have an advanced level of understanding



Association Beginner Referee (Level 0)

- \$10 Solo post-sign off
- \$7 Solo pre-sign off
- \$4 Tag

Has successfully completed the accredited BWA Association Beginner Referee (L0) course

GAME LEADER (\$20)

An association identified personality to assist with the refereeing / on-court encouragement of developing U8 – U10 junior player understanding of the game

BBA REFEREE COACH DEVELOPMENT & PAY SCHEDULE

LEVEL 2 OR 3 REFEREE COACH (\$25)

Has successfully completed the BWA Level 2 or Level 3 Referee Coach course



LEVEL 1 REFEREE COACH (\$20)

Has successfully completed the BWA Level 1 Referee Coach course



ASSOCIATION REFEREE COACH (\$15)

Has successfully completed the BWA Association Referee Coach course or an Association identified Level 1 Referee Mentor



REFEREE MENTOR (\$10)

An Association identified referee who actively engages in training and supporting Association Beginner Referees