

1 NSWRA Referee Development Education nights 2023

DRAFT March 7 – Not for wider publication

Date	Core Topic	Delivery Mode	Other Topic	Delivery Mode	Outcomes
12 February	GMGs				Communicate 2023 GMGs
Thursday, 2 March 2023	Referee Development Framework Overview	Presentation - Hobbo			Introduce the Referee Development framework Referees: Do a self-assessment Coaches: Do a self-assessment on your areas of coaching strengths
Thursday, 6 April 2023	Referee Understanding: Game Management - Decision making	Electives discussions groups. Refs choose a Key Game element for development	April 29th Mental Health Round	Tom N	Decision making as it relates to key game elements [Set-Piece, Space, Safety, Speed] all whilst controlling Interactions and acting in high pressure situations = Process
Thursday, 4 May 2023	Referee Understanding: Game Management - Positioning & Transition	Workshop with structured scenarios based on Clips	Updated Grading Process	Presentation - Goswell	1. Understand and apply to BOOT principle of positioning (Ball, Offside, Out of the way, Transition) Understand the importance of presence to manage space 2. Introduce new Grading Policy and Process
Thursday, 1 June 2023	Referee Understanding: Game Management - Framework/Philosophy	Coach led small and Squad groups			Scrum Philosophy Lineout/Maul Philosophy Space Philosophy Breakdown Philosophy
Thursday, 6 July 2023	Referee Understanding: Game Management - Communication	Multi-level ref panel: SSP referee, Suburban, Junior. MC TBC			Communication Philosophy Some of: Scrum Messaging, Lineout/Maul Messaging, Effective communication: Offside management Selling decisions, Transfer pressure Communication that promotes continuity and flow
Thursday, 3 August 2023	Referee Understanding: Game management - Game Play. Finals Focus	Groups of three discussion. SSDP, SSP led			Some of: Importance of Space and Speed to create continuity and Flow, Understand the concept Possession v Positioning. Identify team tactics and trends around space at set-piece Understand defensive goal-line structures and gameplay structures. Quality of the Ball, Quality of the Contest