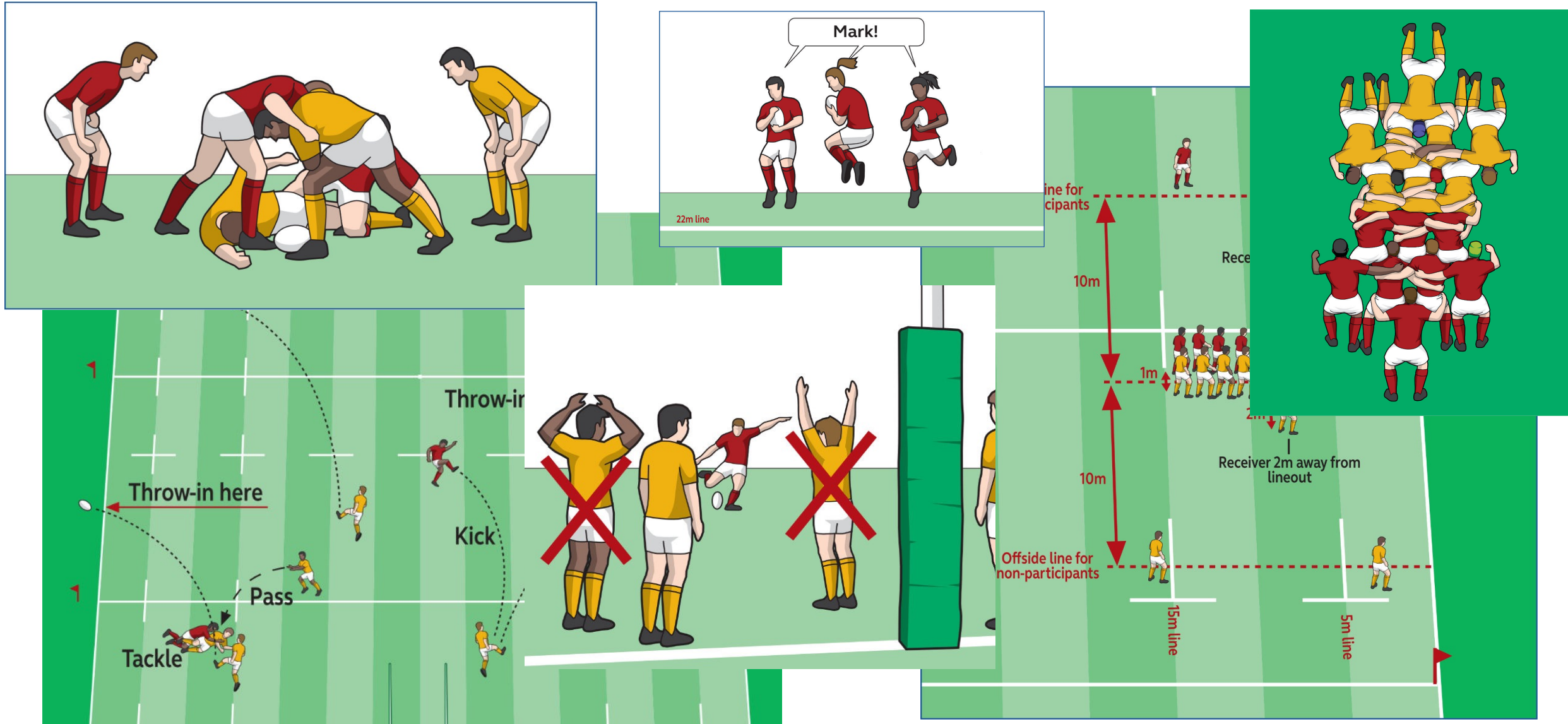


Decision Making



Andrew Mertens offering comments guiding Peter Marshall about opposition transgressions.

PM's reply: "Thanks Andrew for your help. I'll see how I go on my own now."



- **Game Understanding** - Laws, Principles, Guidelines, Role of the Referee
- **Referee Understanding** - Game Play, Player Welfare, Game Management
- **Self-Understanding** - Personal Attributes, Character and Cultural Fit

- **Game Understanding** - Laws, Principles, Guidelines, Role of the Referee
- **Referee Understanding** - Game Play, Player Welfare, Game Management
- **Self-Understanding** - Personal Attributes, Character and Cultural Fit

What is important here?







The big three:

1. Clear
2. Obvious
3. Material

Caution: Beware the 'gotcha' mentality.

Do you want to be make sure you 'get everything'?

How to make good decisions

1. Process
2. Process
3. Process
4. EQ

Observe, Decide, Act

Decision Making Process:

1. Observe – What you see.
2. Decide – What conclusion you draw.
3. Act – What you are going to do/not do about that.



Tom

What do we expect of you?



Novice level referee	Suburban Performance Level	Expanding Performance Level	Elevated Performance Level
<p>For this area of the Framework a referee at this level will:</p> <ul style="list-style-type: none"> • Basic skills and processes. • Demonstrates basic application of Game management skills and processes. 	<p>For this area of the Framework a referee at this level will:</p> <ul style="list-style-type: none"> • Straightforward knowledge of skills and processes. • Demonstrates basic application of game management skills and processes. At times reactive to game play. • Some acknowledgement of the context in Game Management processes. 	<p>For this area of the Framework a referee at this level will:</p> <ul style="list-style-type: none"> • Displays clear understanding and application of processes including an emerging philosophy within a range of game contexts. • Applies Game management skills and processes in a logical manner. Adapts to game contexts. 	<p>For this area of the Framework a referee at this level will:</p> <ul style="list-style-type: none"> • Displays detailed understanding and application of processes including own philosophy. • Demonstrates competence in a wide range of game contexts, adapting and reading the game as required. • Competently applies Game management skills and processes.

Workshops



Game Element	Sub-Element	Topic	Facilitator
Set-Piece	Scrum	Scrum Decision Making Process	Buckles Swampy
Space	IFOK	Space and Relevance	Todd Tom N
	Set-piece		
	Goal-line		
	Pillars		
Safety	Foul Play Process	Foul Play Decision Making Process	Tim H
Speed	Quality of Contest	Relevance/Material Effect	Hobbo