



## RECOMMENDED GROWTH PLAN

<u>Proficiency Levels</u>	<u>Game Categories</u>	<u>Game Management Proficiency</u>	<u>Minimum Requirements</u>	<u>Average Time of Service</u>	<u>General Guidelines</u>
Level 7	Middle School	Low Game Management Proficiency	DBOA Orientation  DBOA Camp/Clinics	0 – 2 Years	Mostly new officials with no previous officiating experience. Will officiate middle school games at this level. Detailed reading of rule/case books is a must. Expected to work with mentor for support/advice to strengthen officiating skills. Observe experienced officials work their games to gain knowledge of court mechanics and game management proficiency skills.
Level 6	Middle school thru 9 <sup>th</sup> Grade Games	Low-Med Game Management Proficiency	DBOA Camp/Clinics	2 – 4 Years	Continued reading of rule/case books for knowledge and game application still required. Participation in DBOA Camp(s) required strengthening officiating skills and be considered for advancement to the next level in the DBOA. Maintain contact w/mentor(s) for continued growth.
Level 5	Middle school thru lower Level JV	Low-Med Game Management Proficiency	DBOA Camp/Clinics	3 – 6 Years	Transition from 9 <sup>th</sup> grade to low level JV assignments. Officials may be considered for the Chapter's "Up & Comers' list". On-court mechanics and game management skills should show marked improvement over lower-level officials. This level may also include officials whose skills have digressed due to diminishing physical conditioning and/or game performances. Continue review of rule/case books to sharpen knowledge of rule interpretation, game application and officiating skills. Maintain contact with mentor.
Level 4	Lower level JV thru Upper Level JV  3A/Parochial – Lower Level District / Non-District	Med-High Game Management Proficiency	DBOA Camp/Clinics  DBOA 3-Person Certification	4 – 8 Years	Low Transitional – Officials at this level may either be rising or falling in their level of officiating proficiency. Selected officials may be included on Chapter's "Up and Comers" list. Some factors may include, but are not limited to: injury, illness, physical conditioning (increasing or diminishing), off-season camp attendance and game performance. Officials may work a limited number of low- level 4A/5A varsity games. May also be assigned 3A and below, and the private/parochial conferences.



## RECOMMENDED GROWTH PLAN

<u>Proficiency Levels</u>	<u>Game Categories</u>	<u>Game Management Proficiency</u>	<u>Minimum Requirements</u>	<u>Average Time of Service</u>	<u>General Guidelines</u>
Level 3	5A/4A – Lower Level Non-District  3A/PAR – Upper Level District	Med-High Game Management Proficiency	DBOA Camp/Clinics  DBOA 3-Person Certification  Division 3	15+ Varsity Games for 2 Years	Medium Transitional – Officials at this level are capable of working 4A/5A varsity games. . Selected officials may be included on Chapter’s “Up and Comers” list. Need 3-person certification from a DBOA-sanctioned camp to be considered for most post-season assignments. Officials need added experience in game management proficiency to advance to Level 2. Additional advanced camps are recommended.
Level 2	5A/4A – Lower Level District  5A/4A – Upper Level Non-District  UIL Assignments	High Game Management Proficiency	DBOA Camp/Clinics  DBOA 3-Person Certification  Division 2	UIL Assignments and/or 15+ Varsity Games for 4 Years	High Transitional – Officials with high-level game management proficiency skills. Other performance factors may include: above-average proficiency in 3-person mechanics, post- season assignments, Chapter’s “Top 25%” list and at least four years of varsity experience. Expected to be a mentor for lower proficiency level officials. Continued camp attendance to maintain game management skills.
Level 1	5A/4A – Upper Level District  5A/4A – Rivalry  UIL Assignments	High Game Management Proficiency	DBOA Camp/Clinics  DBOA 3-Person Certification  Division 1	15+ Varsity Games for 6 Years	High Transitional – Officials with high game management skills. Other performance factors should include: post season assignments, exceptional proficiency in 3-person mechanics, Chapter’s “Top 10%” list and at least six years of varsity experience and/or advanced UIL assignment(s). Expected to be a mentor for lower proficiency level officials. Continued camp attendance to maintain game management skills



## RECOMMENDED GROWTH PLAN

This recommended growth plan list primarily objective minimal requirements but continued growth ,especially from Level 3 to Level 2, which include other performance factors, such as physical condition, mobility ( getting to correct spot at correct time to see the play), judgment or "feel for the game", or are you able take a play and properly handle it in the context of the situation? This is subjective, not just knowing the rules and case book verbatim. There are three fundamental aspects of officiating basketball, the objective, the physical and the subjective.

High-Level Game Management, means the "Top officials in any group that should be able to be the REFEREE in any game the chapter assigns and excels at the TOP games in all factors" :

Game Management  
Court Presence  
Rules Knowledge and Application  
Mechanics and General Behavior