

This program is intended for state associations and canoe clubs that wish to train referees to meet accreditation requirements of the Australian Canoe Polo referee accreditation scheme.

There are three levels of accreditation: A, B and C. State associations and clubs may only accredit referees to level C. Accreditation to level A and B is by Australian Canoe Polo at nominated events.

1. Training program

The two day program is in three parts:

- § off-water training – interactive sessions working through the online International Canoe Federation (ICF) referee training course. One day.
- § practical sessions – mentoring of trainees as they referee games. Half a day.
- § assessment – trainees control games and are assessed for performance. Half a day.

2. Material supplied

The following materials are provided by ACP

- ICF Referee's course (www.canoeicf.com/discipline/canoe-polo)
- ICF Canoe Polo Competition Rules
- Referee - accreditation scheme
- Referee - practice guidelines

3. Accreditation

Successful candidates are accredited as a level C, Australian Canoe Polo referee. They are awarded a green referee's t-shirt, whistle and cards. With appropriate experience, level C referees may apply for assessment as level B or level A at Sumer Series, the Australian Canoe Polo Championships, or at the Oceania Canoe Polo Championships.

4. Fees

Fees to attend the program are set by the organiser (state association or canoe club). The fee should allow for the costs set out below.

5. Costs

Training costs are in two parts: ACP costs, organiser costs.

ACP costs

The following charges apply:

- § ACP fee: \$50 per trainee (covers cost of t-shirt, whistle and cards)
- § referee trainer fee: \$200/day

Organiser costs

The following costs should be allowed for:

- § venue hire
- § catering
- § return air fares and accommodation for referee trainer

6. Organisation

The organiser provides the following:

Off water requirements

- § meeting room
- § computer with projector and screen
- § internet connection
- § white board with pens

Practical sessions

- § two teams (minimum five players each side)
- § playing field with goals
- § boats and playing gear
- § teams readily identified by playing tops