

# Program Fee & Pay Structure

The 2011-12 Referee Program payment model is payment by Direct Deposit or check. The Direct Deposit and Check payment model brings SVNJB in line with the same payment option as other youth sports organizations and schools.

- We offer a one (1) year registration fee of \$100 Regular fee and \$60 Student Discount fee for the SVNJB programs. You must register in the NJB Arbiter account
- The SVNJB year will include the following:
  - Winter League Program – 1st week in December to mid-March
  - Spring League Program – 1st week in April to end of May
  - San Jose Shootout Tournament – 2nd week in July
  - Turkey Day Shootout – 3rd weekend in November
  - Planned Summer and Fall Leagues – Dates will be announced later
- We offer payment of Direct Deposit to your bank account – no transaction fee to you
- We offer payment by check – a \$3 fee is deducted from payment to mail a check
- A 1099 will be issued to all officials receiving \$600 or more for the calendar year
- You will receive your assignments through the Arbiter system:
  - “Arbiter Registration” link can be found on the “Referee Home Page”

***Note: You may be registered in Arbiter with another Referee Association. Please look for "National Junior Basketball - Silicon Valley". Use Group ID: 106248 when Registering!***

- **Payment Plan:**
  - Regular Fee:
    - \$100 paid by December 1st
    - \$100 + \$20 late fee - paid after December 1<sup>st</sup>
- **Regular Payment plan:**
  - \$50 down by December 1<sup>st</sup> plus the following deductions:
    - \$35 - December 11th
    - \$35 - December 18th
- **Student Discount Fee:**
  - \$60 paid by December 1st
  - Student Payment plan:
    - \$30 down by December 1st plus the following deduction:
      - \$35 - December 11th

Make checks payable to: SVNJB  
85 Saratoga Ave. Suite 111  
Santa Clara, CA 95051

**NOTE: Game payment fee has changed:**

1. Game fees will be based on your assigned ratings from the training/ratings clinics
2. The game fees below indicate the maximum amount the referee will be paid for each league game officiated based on their rating:

| <b>Rating</b> | <b>HS</b> | <b>AN</b> | <b>D1</b> | <b>D2</b> | <b>D3</b> |
|---------------|-----------|-----------|-----------|-----------|-----------|
| Elite HS      | \$40      | \$35      | \$30      | \$30      | \$32      |
| Elite AN      |           | \$35      | \$30      | \$30      | \$32      |
| A             |           |           | \$30      | \$30      | \$30      |
| B             |           |           | \$30      | \$30      | \$30      |
| C             |           |           | \$25      | \$25      | \$25      |
| S1            |           |           | \$25      | \$25      |           |
| S2            |           |           | \$20      | \$20      |           |

- \* SVNJB is implementing a Rating System to start meeting HQ NJB compliance
- \* A Mentor Program to assist less experienced Referees will be implemented

HS - High School; AN - All Net; D1 – Division 1; D2 – Division 2; D3 – Division 3

- Elite HS – College, High School Officials working this level in other associations
- Elite AN – All-Net and/or some experience officiating HS Varsity games
- A – All-Net and Divisional highly skilled Officials with several years of experience
- B – Divisional Officials with at least 2 years experience and excellent evaluations
- C – Divisional less experienced Officials still needing additional entry level training
- S1 – Division 1 & 2 Officials attending school with experience and good evaluation
- S2 – Division 1 & 2 Officials attending school and new Officials without experience

**Note:** One (1) referee for a game, referee receives game fee of time and a half

**Late Referees:**

- Officials showing up after a game has started will have \$5.00 deducted per period which is payable to the on-time official
- The maximum deduction will be \$15.00
- No-shows without prior approve notification will have equivalent game fee deduction

**\*Contact the NJB Office for additional info:**

- (408) 260-0100