



# Grading Policy

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## Policy

### Aim

The aim of this policy is to ensure grading is fair, effective and in the best interests of each player and the club.

As Netball is a graded sport, the aim of grading is to form teams which have a balanced group of players of similar ability across all playing positions. We select teams to ensure the best chance of success, the greatest level of enjoyment and the highest potential for individual player development during each season. The process will also be influenced by the number of registered players in any particular season or age group.

### Grading

Grading is a 5 step process of establishing the number and composition of Beacon Hill Netball Club (BHNC) teams to compete in the Manly Warringah Netball Association (MWNA) competition.

Grading is influenced by the following key factors:

- The current structure (age and grade levels) of the MWNA competition
- MWNA by-laws concerning age limitations in all divisions
- The number and ages of players registered with BHNC

BHNC grades all players from ages 10yrs to 17yrs depending on number of teams per age group i.e. if there is 1 team in an age group, grading would not take place. This applies to both re-registering players and new players. Players new to the Club are assessed on their performance at practical grading days, their grade and success from the previous season and Club, and if they wish, they may bring an evaluation/recommendation from their previous coach and Club.

Players aged 8 and 9 years of age will not be graded. Requests to play with friends will be accommodated where possible depending on overall registrations in that age group. Requests relating to team placement of 8 and 9 year olds need to be notified in writing during the registration process and will be considered by the Junior Registrar.

While players in Seniors are predominantly block registrations, BHNC reserves the right to practically grade if necessary. The club reserves the right to place an individual into a block team as required.

Whilst the BHNC committee is keen to maintain the important elements of fun and enjoyment of the game, there are reasons, which support the need for grading.

These include:

- To form teams which will be competitive in their assigned grades
- To place players, wherever possible, in a team most appropriate to their ability that compliments the team
- To offer opportunities to players to achieve at a higher skill level than would be possible if grading did not occur

### Principles of Grading

BHNC aim to adhere to the following principles when grading:

- Open and transparent
- Maintain confidentiality
- Select the best team
- Run effective grading sessions

## Grading 5 Step Process

Grading is an ongoing process and draws extensively on information from the previous season as well as the Club grading day/days which mostly take place at the beginning of each season. There are five components to grading:

### 1. Coaches Reports

At the end of the season each coach provides a written evaluation of each player's skill, fitness, commitment to and attendance at training and games, teamwork and attitude. This report is confidential and not available to players or parents.

### 2. Season Assessments

During the season, committee appointed assessors may attend various games and report their observations of each player's skill level in a real game situation.

### 3. Paper Grading

Prior to practical grading the coaching convenor provides the graders the paper grading outcomes based from coaches reports and season assessments. They place players into teams for the practical grading session to ensure an organised and well run session.

### 4. Practical Grading

All players must be registered with BHNC for the current season before attending practical grading days.

On grading day/s the coaching convenor invites a minimum of 3 independent graders (from either within the club or external to the club) and always an odd number of graders, who are experienced players and/or coaches, to assess each player in their nominated positions.

In forming teams, the Graders will take into consideration the Coaches reports, season assessments, paper grading and play observed at practical grading, while also prioritising that a netball team requires a balance of height, agility and ball skills, as well as defenders, centre court and shooters.

Players are expected to attend practical grading as it is one of the most essential components in preparing for a successful season. However, we understand that in exceptional circumstances, this is not always possible. In these cases, players will be either asked to attend another age groups grading day or they will be paper graded into a team. If a player is unable to attend practical grading, the player's parent/guardian must notify the Registrar in writing prior to grading day.

If the committee chooses not to practical grade an age group in any given year, the players will be graded using coaches reports, season assessments and paper grading.

### 5. Grading Outcome

Independent graders finalise the teams after discussion with the coaching convenor where required and provide the final team lists to the President and/or Secretary on Grading Day. A meeting is then formed with the Registrars, Coaching Convenor, Secretary and President following the Grading outcome to finalise team lists.

Please note that generally, players will be graded into their own age group however, on occasion, players may be requested by BHNC to play in a higher age group. This may occur when the required numbers for a team are not reached or if a certain skill match was required.

The club secretary will announce the teams on the BHNC web site.

BHNC propose a grade for each team to MWNA.

In the case of the 10 year olds the newly formed teams then attend a MWNA association grading day to ascertain their final team grade for the season.

All other age teams are paper graded by MWNA based on previous year results and make up of team players.

Any player who registers late to BHNC and misses practical grading will be assessed by club nominated graders and placed in the appropriate team.

If a player leaves BHNC during the season and this creates an opening in their team, the next listed player as part of the grading outcome will be eligible to move up into the vacant slot if deemed necessary by the BHNC committee.

### **Grading Selection Criteria**

Players may be assessed against the following criteria:

- Physical Potential – height, speed, power, agility, balance, co-ordination, acceleration, change of direction, jumping, leaping
- Basic Skills – movement, footwork, catching, throwing, attacking, defending, shooting (if relevant), netball decision making
- Fitness
- Character & Attitude as obtained from coaches reports and any observations on the practical grading day/s

### **Appeals**

The process of grading takes many hours of volunteers' time and, once the teams are communicated, it is very difficult to change decisions without a knock-on effect to other players and teams within the given age group.

Players and parents should be aware that success for a team one year does not ensure they will stay together the following year. Due to the nature of change, new player registrations and differing development rates of all players from season to season, movement between teams will most likely always occur.

Players and parents are urged to be objective and reasonable in their expectations and to encourage their children to be happy in their chosen sport no matter what team they are ultimately placed in.

Once the season starts, players usually settle in quickly and enjoy their netball and the support of parents is greatly promoted to ensure this occurs smoothly. Players and parents alike are encouraged to enjoy the experience of making new friendships when team changes occur.

If after considering the above, you still have concerns, appeals can be put in writing within 48hrs of the team announcement to the club secretary at [bhillnetball@gmail.com](mailto:bhillnetball@gmail.com) which will be considered by the committee and responded to as quickly as possible. No appeals will be accepted in person or by phone.

Players are not eligible for refund should they deregister due to team placements.

## Supporting Documents

### Selection Criteria – 15 & Under



#### SELECTION CRITERIA - 15 & UNDER

##### MOVEMENT SKILLS

###### Take-Off

- Demonstrate efficient technique from a stationary and moving start
  - Straight movement forward and backward
  - Diagonal movement to the left and right

###### Footwork

- Demonstrate efficient running technique
- Able to sprint and change direction
- Side step
- Speed of footwork
- Recovery footwork
- Working a number of combinations

###### Jumping

- Demonstrate efficient technique
  - Able to jump off left or right foot
  - Able to jump from both feet simultaneously
  - Able to turn in the air

###### Landing

- Demonstrate safe and balanced technique
  - Able to land on left or right foot
  - Able to land on both feet simultaneously
  - Able to pivot in all directions with outside turn
- Safe technique after a sprint

##### BALL SKILLS

###### Catching

- Demonstrate correct technique and accurate execution
  - Strong catch and snatch
  - Two hands

###### Throwing

- Demonstrate correct technique and accurate execution
  - Shoulder pass
    - Dominant hand
  - Chest pass
  - Bounce pass
  - Lob pass
  - Two hand overhead pass
    - Introduce the fake pass
- Placement of pass
- Timing of release of pass

##### ATTACKING SKILLS

###### Straight leads

###### Diagonal leads

###### Dodge

###### Double dodge

###### Change of Direction

###### Front cut

###### Holds

###### Lunges

###### Two leads

###### Creating Space

- Clearing leads
- Clearing leads and drives
- Clearing leads and re-offers

###### Vision

###### Decision Making

###### Space Awareness

###### Communication skills

## DEFENDING SKILLS

### Defensive footwork

- Shadowing

### Body control and re-positioning

- Recovery step

### One on one defending

- Front position
- Side position

### Adjusting body position as ball approaches

### Intercepting

- Attack on the first ball

### Delay and deny space

### Communication skills

### Working together in and out of circle

### Split circle

## SHOOTING

### Demonstrate correct and accurate technique

- Stationary
  - Short
  - Medium
  - Long
- Step forward
- Step back
- Side step

### Rebounding

### Working together in and out of the circle

### Communication skills

## STRATEGIES

### Centre Pass - Attack

- Simple set up positions
  - One on one
  - Two on one
- Delivery of centre pass

### Centre Pass – Defence

- One on one
- Two on one
- Working as a unit
- Communication skills

### Base Line Throw-in – Attack

- Simple back line throw-ins
- Ability to read the play
  - Space Awareness
  - Decision Making

### Base Line Throw-in – Defence

- One on one
- Two on one
- Communication skills

### Shooting Circle – Attack

- Demonstrate the ability to apply and understand unit skills
  - Shooter/Goal Attack leads
  - Timing of leads
  - Rotations in the circle
  - Holds
  - Shooter to shooter passes
  - Rebounding

### Shooting Circle – Defence

- One on one
- Two on one
- Communication skills
- Change of body position as ball approaches
- Defence of shot
  - Lean
  - Jump
  - Box out
- Rebound
- Outlet pass

Selection Criteria – 19 & Under



**SELECTION CRITERIA - 19 & UNDER**

**MOVEMENT SKILLS**

**Take-Off**

- Demonstrate efficient technique from a stationary and moving start
  - Straight movement forward and backward
  - Diagonal movement to the left and right

**Footwork**

- Demonstrate efficient running technique
- Able to sprint and change direction
- Side step
- Speed of footwork
- Recovery footwork
- Working a number of combinations
- Turning from a sprint movement

**Jumping**

- Demonstrate efficient technique
  - Able to jump off left or right foot
  - Able to jump from both feet simultaneously
  - Able to turn in the air

**Landing**

- Demonstrate safe and balanced technique
  - Able to land on left or right foot
  - Able to land on both feet simultaneously
  - Able to pivot in all directions with outside turn
- Safe technique after a sprint

**BALL SKILLS**

**Catching**

- Demonstrate correct technique and accurate execution
  - Strong catch and snatch
  - Two hands
  - One hand control – both hands
- One hand control – both hands
  - Able to catch a high and low ball one hand
  - Hooking ball into catch with either right or left hand

**Throwing**

- Demonstrate correct technique and accurate execution
  - Shoulder pass
    - Dominant hand
  - Chest pass
  - Bounce pass
  - Lob pass
  - Introduce use of the ball on either side of the body
    - Shoulder pass
      - Non-dominant hand

**BALL SKILLS (CONTINUED)**

- Able to throw from either side of the body
- Two hand overhead pass
- Introduce the fake pass
- Hip pass
- Fake pass
- Step around pass
- Placement of pass
- Variation on timing of release of pass
- Using a variety of options under pressure

**ATTACKING SKILLS**

**Straight leads**

**Diagonal leads**

**Dodge**

**Double dodge**

**Change of Direction**

**Front cut**

**Holds**

**Lunges**

**Drive, stop and lunge back**

**Half roll and full roll**

**Change of pace**

**Double play**

**Up and back**

- Straight
- Diagonal

**Two leads**

**Creating Space**

- Clearing leads
- Clearing leads and drives
- Clearing leads and re-offers

**ATTACKING SKILLS (CONTINUED)**

**Screens**

**Vision**

**Decision Making**

**Space Awareness**

**Communication skills**

**DEFENDING SKILLS**

**Defensive footwork**

- Shadowing

**Body control and re-positioning**

- Recovery step

**One on one defending**

- Front position
- Side position
- Back position

**Two on one defending**

**Adjusting body position as ball approaches**

**Intercepting**

- Attack on the first ball

**Hands over the ball**

- Adjusting body position to force ball wide

**Delay and deny space**

**Sagging**

**Communication skills**

**Working together in and out of circle**

**Split circle**

**SHOOTING**

**Demonstrate correct and accurate technique**

- Stationary
  - Short
  - Medium
  - Long
- Step forward
- Step back
- Side step
- Jump shot
- Shuffle shot

**Variation on timing and release of shot**

**Screens**

**Rebounding**

**Working together in and out of the circle**

**Work rate and shot**

**Communication skills**